Usenet Newsgroup Archive: comp.sys.atari.advocacy

1994

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1994-01-01 through 1994-12-31

Source text: comp.sys.atari.advocacy.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,350

Message records with no readable body available in the source text: 4

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: _Sim City_ not possible on 68000?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-01 05:39:45 UTC
From: ABARBIERO@delphi.com
Message-ID: <940101.02385.ABARBIERO@delphi.com>
Source record: 19402

SimCity has been out on the ST for YEARS. The Jag does not use the 68000
like the ST does, and SimCity could be very easily done on the Jag. In fact,
the Jag could make for a most interesting platform for the game....
SimCity 2000 could be REALLY nice.

Andreas@AEO
ABARBIERO@Delphi.com

2. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-01 13:56:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <010194135633Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19403

tpp@cbnews.cb.att.com (Grue) writes:

>>Im not here to flame you but please tell me the multimedia thing i
>>want to know this .. it is driving me nuts for a year now (windows seems
>>to have multimedia too but i have NO IDEA why).
>
>Are you truly serious? When I said it's an option, I meant that every machine
>out there that says it plays movies needs extra hardware to do it. You have
>to go out and buy it and hook it up to your machine. In the Jag's case, the
>CD-ROM is needed to play movies, as well as a cartridge.
>
>Multimedia is a stupid term. It means whatever you want it to mean. It means
>pictures, sounds, text, video, and/or whatever else you want to throw in.

SO you don't know it yourself ... this is the problem with multimedia
isn't it ?, i don't see _one_ point yet why the jag is a multi-media
machine and a snes is not ...

I feel the cd32 is a multi-media machine because it lets you do 70% of
the normal things multi-media is (atleast what i feel is multimedia until
someone CAN tell me what it is). And the other 30% can be added ..

1) It has a multitasking-OS this is a must for multimedia.
2) It has the software (scala, helm, mediapoint, dpaint, toaster, real3dv20).
3) Lets you use its output on video (both pal/ntsc & others) for titling
kiosk systems etc etc
4) Lets you combine external video & internal video (grabbers, mpeg,
laser-disk, video, other computers). (ive use 2 amiga's in a project
to get the wanted effects).
5) Lets you interface to host systems and other cd32 using anything from
envoy (peer to peer) to tcp/ip (nfs to share harddisks, cdrom). This is
not a future thing i know 3 projects at in make right now that use
more than 50 cd32 each.
6) Mixing, sampling in and external sound possible (its not 16 bits in
the cd32 (exept the cd).
8) All the normal cd-hype-things like audiocd,karaoke,cd-g,cdtv,sierra,
9660,photocd,twinspeed,multisesion right out of the box. (It even
seems possible to have FULL control/access to the cd ALSO the audio
data on a normal cd (im checking this out, will make a great sampler/
converter).
9) Easy use so users themself can change things using programs that can
run from the host system or the cd32 itself (arexx, scripts, dpaint,
scala etc etc).
10 has the option to grow in the areas needed (cpu power, cdroms, memory,
harddisks etc etc).

cbm decided to call/push the cd32 as a games machine but its a full amiga
with al of its good & bad points right out of the box.

>
>Tom
>--
>+---+
>|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
>|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
>+---+

Greetings,

Daniel.

....
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
....

3. Re: _Sim City_ not possible on 68000?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-01 15:35:15 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CIyJAs.GJM@genesis.nred.ma.us>
Source record: 19409

I had Sim City for the 1mhz 6502 based C64 and it ran at a decent
speed. I'm sure the Amiga and ST versions ran find with a 7mhz 68000.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

4. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-01 18:17:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <010194181721Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19404

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 31 Dec 93 01:49:00, Daniel Ockeloen wrote:
>
>DO> CBM will not make a powerpc (almost sure) the amiga wants/needs more
>
>...then I'm sure CBM will be dead soon... the PowerPC running different OSs is
>the future.

O not again... the PowerPC is a nice cpu but not the only one getting
support by big names.

>There's no way anyone will be able to keep a small marketshare when the PowerPC
>is faster than everything else, can run any OS, can use any add-ons ... (or so
>it should be ...)

A cpu that can use addons ??? please explain, anyway its not the fastest
nor the only one big brands are behind. The alpha & HP/PA chips may have
a future too. most will run all the next line of OSes and will use
PCI (including the next amiga's) ...

```
================================================================================
Company DEC MIPS HP IBM/Motorola
--------------------------------------------------------------------------------
Processor AXP21064 R4400SC PA7100 MPC601
--------------------------------------------------------------------------------
Introduction date 2/92 11/92 2/92 4/93
--------------------------------------------------------------------------------
SPECint 92 130 88 81 85
--------------------------------------------------------------------------------
SPECfp 92 184 97 150 105
================================================================================
```

This the normal PA chip, cbm & HP are working on a new one (for future
release) that has a sgi-like raytrace pipeline on chip.
I _think_ cbm will not go for the first batch of PC because it will for
some years to come be controller (or atleast they will get the
first/cheapest/most info) by IBM & APPLE.

Greetings,

Daniel.


```
.....................................................................
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
```

. . . . . .

5. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-02 03:59:49 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CIzHrp.IGp@news.Hawaii.Edu>
Source record: 19405

Kendall Gelner (kgelner@nyx.cs.du.edu) wrote:
:#Is was not just the cost of NEO-GEO roms - it was a small market,
:#combined with the development cost of the games.

How does that differ from any other company with a new machine? Small market and development cost of the game doesn't justify the cost of the games which were >$100. Turbo-grafix games which had a small market and a subsequent development cost just like any other platforms didn't cost >$100 per game. The only differences between the two were that Neo-Geo games had larger carts. Even when Genesis and SNES games were first coming out, the cost of the carts were no where close to $100, and their carts were nowhere close to the size of the carts of the Neo-Geo. I think if you look closely enough you ought to find some correlation between larger cartridges means larger costs.

:#Also, look at 3DO game prices for a similar effect - even Dragon's
:#Lair, where they just have to plop the video on the CD, then throw in
:#the control code, costs $50 - as do pretty much all of the 3DO games.

Look at their other games and tell me any of them cost >$100. 3DO has a small market currently, high development costs (new machine, expensive development systems), yet I have to see a game that costs >$100.

On the other hand, I've yet to see a Jaguar game cartridge that uses close to the limit of the cartridge size. Until they come out and they cost <$100, then I'll believe that Jaguar cartridges will not suffer the fate of Neo-Geo cartridges.

:#I think Commodore has a good marketing strategy by charging
:#lessroyalties on cheaper disks - but, when you start to see real
:#titles that take advantage of the CD rather than ports of old games,
:#the cost will rise. How much does liberation or the pinball title
:#cost?

Not sure of Liberation, but I believe that Pinball Fantasies was being included with another game in Canada with the CD32. I believe these machines came through Canada via the UK. Maybe someone in UK can actually verify this. Current prices I've heard about CD32 games have been from $40-$60. I consider most of the CD32 games to be taking advantage of the CD, I'd really like to find out why you consider they don't take advantage of it? It is primarily a storage device, most of the games coming out are >110 MB. Defender of the Crown II which is a CD only game is about 150 MB. Many games have CD quality music included, and/or animation sequences and/or extra levels.
What else were you expecting that I'm missing?

:#I still tend to believe that the cost of large games is going to
:#overwhelm the media cost - and this still does not account for the
:#fact that a lot of PC games are pretty expensive, yet are distributed
:#on disks that cost almost as little as a CD.

If there is no reason for the high cost of something, I usually attribute it to greed. Considering that you have to spend a little extra to purchase a CDROM player for a PC, the developers are probably considering that consumers are willing to spend a little extra for the game to come out on a CD. This is not necessarily true, just my thinking.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

6. Re: Gavin or whatever his name is.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-02 04:06:13 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CIzI2E.IKs@news.Hawaii.Edu>
Source record: 19406

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
:#Agreed, Gavan was silent when we had Clayton Donkey here - as soon as Donkey
:#vanished Gavan came back.

:#...I guess that's your ordinary Amiga advocate...

Rickard if I was to consider you to be an ordinary Atari advocate, I'd have
to conclude that Atari advocates don't like to back up their statements
with proof.

Luckily I don't consider you to be an ordinary Atari advocate, just a very
obnoxious one who doesn't have a clue.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

7. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-02 05:02:03 UTC
From: fk93apn@t.hfb.se
Message-ID: <1994Jan2.050203.5921@t.hfb.se>
Source record: 19407

```
In article 2d240f8e@troed.ct.se, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
> In a message of 31 Dec 93 01:49:00, Daniel Ockeloen wrote:
>
> DO> CBM will not make a powerpc (almost sure) the amiga wants/needs more
>
> ....then I'm sure CBM will be dead soon... the PowerPC running different OSs is
> the future.
>
> There's no way anyone will be able to keep a small marketshare when the PowerPC
> is faster than everything else, can run any OS, can use any add-ons ... (or so
> it should be ... )
Hey, get real, What you are saying here is that just because a computer uses the
PowerPC it will be able to run "any" OS and use "any" add-ons, so I assume the
next PowerPC generation computers will be able to download pizza too. :)

>
> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
> + SYNC -------- Opinions expressed are definitely not my own! -------+
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
So you admit you don't know what you are talking about!

/Ajje
```

8. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-02 08:28:47 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1994Jan2.082847.11020@mnemosyne.cs.du.edu>
Source record: 19408

In article <010194135633Rnf0.77b7@blackhl.hacktic.nl>,
Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>tpp@cbnews.cb.att.com (Grue) writes:
>
>>>Im not here to flame you but please tell me the multimedia thing i
>>>want to know this .. it is driving me nuts for a year now (windows seems
>>>to have multimedia too but i have NO IDEA why).
>>
>>Are you truly serious? When I said it's an option, I meant that every machine
>>out there that says it plays movies needs extra hardware to do it. You have
>>to go out and buy it and hook it up to your machine. In the Jag's case, the
>>CD-ROM is needed to play movies, as well as a cartridge.
>>
>>Multimedia is a stupid term. It means whatever you want it to mean. It means
>>pictures, sounds, text, video, and/or whatever else you want to throw in.
>
>SO you don't know it yourself ... this is the problem with multimedia
>isn't it ?, i don't see _one_ point yet why the jag is a multi-media
>machine and a snes is not ...
>
>I feel the cd32 is a multi-media machine because it lets you do 70% of
>the normal things multi-media is (atleast what i feel is multimedia until
>someone CAN tell me what it is). And the other 30% can be added ..

Well, I myself think that "Multimedia" is a wavering thing that can be
said of many things... but let's look at this list:

>
>1) It has a multitasking-OS this is a must for multimedia.

What multimedia things have you seen that let you do a bunch of things
at once? In general, multimedia eats as much processor as it can get
- you you will not want anything else running at all. Indeed, a
simple OS with no multitasking is probably best for stand alone
applications...

>2) It has the software (scala, helm, mediapoint, dpaint, toaster, real3dv20).

The Amiga does... but don't forget that the CD-32 has only chip-ram,
reducing its speed and therefore responsiveness.

>3) Lets you use its output on video (both pal/ntsc & others) for titling
> kiosk systems etc etc

But the 3DO does this to... well, with an optional attachment.

>4) Lets you combine external video & internal video (grabbers, mpeg,
> laser-disk, video, other computers). (ive use 2 amiga's in a project
> to get the wanted effects).
>5) Lets you interface to host systems and other cd32 using anything from
> envoy (peer to peer) to tcp/ip (nfs to share harddisks, cdrom). This is
> not a future thing i know 3 projects at in make right now that use
> more than 50 cd32 each.

Both the Jaguar and 3DO have networking capabilities too.

>6) Mixing, sampling in and external sound possible (its not 16 bits in
> the cd32 (exept the cd).

Possible also on the Jaguar and 3DO, I'm sure.

>8) All the normal cd-hype-things like audiocd,karaoke,cd-g,cdtv,sierra,
> 9660,photocd,twinspeed,multisesion right out of the box. (It even
> seems possible to have FULL control/access to the cd ALSO the audio
> data on a normal cd (im checking this out, will make a great sampler/
> converter).

3DO and Jaguar will have this also - and the 3DO comes with Photo-CD
(a real must for multimedia buffs).

>9) Easy use so users themself can change things using programs that can
> run from the host system or the cd32 itself (arexx, scripts, dpaint,
> scala etc etc).
>10 has the option to grow in the areas needed (cpu power, cdroms, memory,
> harddisks etc etc).
>
>cbm decided to call/push the cd32 as a games machine but its a full amiga
>with al of its good & bad points right out of the box.
>

That is what I don't like about the CD-32 - why not just get an A1200,
and a CD-ROM? The market before in the US has consitantly shown a
loathing for machines that try to be a computer and game console.
They typically wind up being poor for both tasks.

P.S. - since this is Atari.Advocacy, let me just add that the Falcon
is a pretty darn good machine for multimedia from the technical
standpoint - just that the software is a little slim right now. And
don't give me lip about the 16-bit daatbus, when CHIP-ram only CD-32's
are considered good multimedia machines...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

9. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-02 08:39:06 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1994Jan2.083906.11341@mnemosyne.cs.du.edu>
Source record: 19410

In article <CIzHrp.IGp@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>Kendall Gelner (kgelner@nyx.cs.du.edu) wrote:
>:#Is was not just the cost of NEO-GEO roms - it was a small market,
>:#combined with the development cost of the games.
>
>How does that differ from any other company with a new machine? Small
>market and development cost of the game doesn't justify the cost of the
>games which were >$100. Turbo-grafix games which had a small market and a
>subsequent development cost just like any other platforms didn't cost >$100
>per game. The only differences between the two were that Neo-Geo games had
>larger carts. Even when Genesis and SNES games were first coming out, the
>cost of the carts were no where close to $100, and their carts were nowhere
>close to the size of the carts of the Neo-Geo. I think if you look closely
>enough you ought to find some correlation between larger cartridges means
>larger costs.

Rom prices do factor in somewhat for the Neo Geo, but only because of
the huge (much larger than the jaguar maximum) rom sizes for the
carts. Samuri Shodon is something like a 200mbit cart! Of course at
some point media cost will take over, but the rom price for 6MB or so
is small enough that the price will not be affected that much -
perhaps a $10 increase over CD-ROM price.

>
>:#Also, look at 3DO game prices for a similar effect - even Dragon's
>:#Lair, where they just have to plop the video on the CD, then throw in
>:#the control code, costs $50 - as do pretty much all of the 3DO games.
>
>Look at their other games and tell me any of them cost >$100. 3DO has a
>small market currently, high development costs (new machine, expensive
>development systems), yet I have to see a game that costs >$100.
>

What's yer poaint? Neo Geo is the only system with prices like that,
and as I've said, they have huge rom sizes.

>On the other hand, I've yet to see a Jaguar game cartridge that uses
>close to the limit of the cartridge size. Until they come out and they
>cost <$100, then I'll believe that Jaguar cartridges will not suffer the
>fate of Neo-Geo cartridges.
>

Raiden uses more than 512K rom - but costs the same as the other games
released.

>:#I think Commodore has a good marketing strategy by charging
>:#lessroyalties on cheaper disks - but, when you start to see real
>:#titles that take advantage of the CD rather than ports of old games,
>:#the cost will rise. How much does liberation or the pinball title
>:#cost?
>
>Not sure of Liberation, but I believe that Pinball Fantasies was being
>included with another game in Canada with the CD32. I believe these
>machines came through Canada via the UK. Maybe someone in UK can actually
>verify this. Current prices I've heard about CD32 games have been from
>$40-$60. I consider most of the CD32 games to be taking advantage of the
>CD, I'd really like to find out why you consider they don't take advantage
>of it? It is primarily a storage device, most of the games coming out are
>>110 MB. Defender of the Crown II which is a CD only game is about 150 MB.
>Many games have CD quality music included, and/or animation sequences
>and/or extra levels.
>What else were you expecting that I'm missing?
>

The CD musioc is ok... the animation sequences are more like it. But
as far as I can tell, there are not a lot of games doing this. What I
really want are a lot more things in the game, for the game to last a
lot longer. The extra levels are right on, but again - how many games
really have this stuff?

The CD-ROM CD-32 prices also are the same as the Jaguar cart prices.

What seems criminal to me are the smaller games being released for
those kind of prices.

>:#I still tend to believe that the cost of large games is going to
>:#overwhelm the media cost - and this still does not account for the
>:#fact that a lot of PC games are pretty expensive, yet are distributed
>:#on disks that cost almost as little as a CD.
>
>If there is no reason for the high cost of something, I usually attribute
>it to greed. Considering that you have to spend a little extra to purchase
>a CDROM player for a PC, the developers are probably considering that
>consumers are willing to spend a little extra for the game to come out on a
>CD. This is not necessarily true, just my thinking.
>

But a good CD-ROM game has a lot of space to fill - animators, actors
and just plain time spent oragizing large amounts of data take time
and money.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

10. Re: _Sim City_ not possible on 68000?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-02 15:58:21 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2g6qut$rmc@harbinger.cc.monash.edu.au>
Source record: 19411

ABARBIERO@delphi.com wrote:
: SimCity has been out on the ST for YEARS. The Jag does not use the 68000
: like the ST does, and SimCity could be very easily done on the Jag. In fact,
: the Jag could make for a most interesting platform for the game....
: SimCity 2000 could be REALLY nice.

SimCity should work fine. SimCity 2000, SimEarth, SimHealth, etc probably wouldn't be very fun on a 68000. It's just way too slow. I bought Sim Earth for my Amiga and it really was slow. The thing flew on my friend's 386dx40. Though, it was a rash purchase as the game is way too deep for me anyway.

- Jim

11. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-02 19:06:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <010294190636Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19413

kgelner@nyx.cs.du.edu (Kendall Gelner) writes:

>In article <010194135633Rnf0.77b7@blackhl.hacktic.nl>,
>Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>>tpp@cbnews.cb.att.com (Grue) writes:
>>
>Well, I myself think that "Multimedia" is a wavering thing that can be
>said of many things... but let's look at this list:
>

aha .. so lets look at you list to my list te get a new list ;-)

>>
>>1) It has a multitasking-OS this is a must for multimedia.
>
>What multimedia things have you seen that let you do a bunch of things
>at once? In general, multimedia eats as much processor as it can get
>- you you will not want anything else running at all. Indeed, a
>simple OS with no multitasking is probably best for stand alone
>applications...

Thank you for showing you have _NO_ clue about how we use this on the
amiga system, the combination of more than 1 program is normal for
a few reasons. Lets take scala as a example its a fine program but its
not a end-all-because-it-has-all THATS NOT WHAT MAKES IT SO powerfull
(that even IBM & Apple use them for there pressentations) is that it
lets you combine internal programs & data with external programs & data.

Example lets make a program that is controlled by voice commands and gets
raw info (lets take a vote program for tv) from a few frontend computers.
the numbers have to be combined a picture created to be shown by the
system if the voice module wants it.

scala can't do direct networking ..
scala can't create good looking bars & put them in lets say they map of USA
scala has no voice controller.

SCALA HAS AREXX

So we run a network to the other (in this case 2) computers that gives
you results they are precalced and a Arexx script is made and sent to
adpro (that is also running) creates the different iff pictures to be shown.
vcli is used to to the voice detection so when he hears a command he knows, he
starts the correct arexx script that controls scala to show you the correct
picture & results.

Simple no ? but keep in mind both the the input stream is comming in
all the time (or atleast not in a ordered way) and the results can be
asked for all the time (if they are ready ofcource).

SO there are 6 (and some smaller, normal prg) programs running :

- network to the frontend computers.
- a small (fast made c program in fact) program to combine the results
and create (change more) arexx for adpro.
- adpro (waiting of working on adding the numbers in the pics).
- vcli (waiting/sampling/checking) for voice commands & starting arexx
scripts.
- scala (multi media program).
- arexx (to connect all the programs).

Ofcource you can DO THIS SOMEDAY with both the jag & 3D0 but this is
not the point now and if you ask me it will cost you more because most
parts do not exist yet. Ofcource this is not a maybe case, this system
(exept for the voice commands it was a sort of joystick thing) was made
& used on dutch tv (yep when the Mister Clinton was the winner).

>>2) It has the software (scala, helm, mediapoint, dpaint, toaster, real3dv20).
>
>The Amiga does... but don't forget that the CD-32 has only chip-ram,
>reducing its speed and therefore responsiveness.

huh ? 3 remarks most tv type screens have almost no bus-problem, second
point is that the cd32 will not be a dead system fastmem & turbo cards
will be with us soon (or are allready done). Lats point most of the
effects will be cpu-cheap because they are done with the blitter & copper
only FMV will take much time (running a full mpeg stream & sound takes
up to 40%-50%).

>>3) Lets you use its output on video (both pal/ntsc & others) for titling
>> kiosk systems etc etc
>
>But the 3DO does this to... well, with an optional attachment.

Oke it will be with us soon but things add up we want them cheap (a vriend
of my is will use 60 in a project soon).

>
>>4) Lets you combine external video & internal video (grabbers, mpeg,
>> laser-disk, video, other computers). (ive use 2 amiga's in a project
>> to get the wanted effects).
>>5) Lets you interface to host systems and other cd32 using anything from
>> envoy (peer to peer) to tcp/ip (nfs to share harddisks, cdrom). This is
>> not a future thing i know 3 projects at in make right now that use
>> more than 50 cd32 each.
>
>Both the Jaguar and 3DO have networking capabilities too.

Sure they will have some, but they won't be all sorts of networking
& will not come cheap. (maybe this will change if the top-set idea's
for the jag & 3d0 are a hit).

>>6) Mixing, sampling in and external sound possible (its not 16 bits in
>> the cd32 (exept the cd).
>
>Possible also on the Jaguar and 3DO, I'm sure.
----

at a higher price sure they _can_, btw is there a port extender comming
for the jag to to hook up all there cables ?

>>8) All the normal cd-hype-things like audiocd,karaoke,cd-g,cdtv,sierra,
>> 9660,photocd,twinspeed,multisesion right out of the box. (It even
>> seems possible to have FULL control/access to the cd ALSO the audio
>> data on a normal cd (im checking this out, will make a great sampler/
>> converter).
>
>3DO and Jaguar will have this also - and the 3DO comes with Photo-CD
>(a real must for multimedia buffs).

Thats why cd32 has photocd ;-) (the software of atleast 3 makers was ready
but the licence was not given until a few weeks ago).

>>9) Easy use so users themself can change things using programs that can
>> run from the host system or the cd32 itself (arexx, scripts, dpaint,
>> scala etc etc).
>>10 has the option to grow in the areas needed (cpu power, cdroms, memory,
>> harddisks etc etc).
>>
>>cbm decided to call/push the cd32 as a games machine but its a full amiga
>>with al of its good & bad points right out of the box.
>>
>
>
>That is what I don't like about the CD-32 - why not just get an A1200,
>and a CD-ROM? The market before in the US has consitantly shown a
>loathing for machines that try to be a computer and game console.
>They typically wind up being poor for both tasks.

So if this is true cd32 will be a flop in the states ... and yes the
idea is to make both options possible get a cd32 and then a keyboard
and a harddisk OR get a a1200 and add a cd1200.

>P.S. - since this is Atari.Advocacy, let me just add that the Falcon
>is a pretty darn good machine for multimedia from the technical
----

Thats true ofcource but capable is NOT enough.

>standpoint - just that the software is a little slim right now. And
>don't give me lip about the 16-bit daatbus, when CHIP-ram only CD-32's
>are considered good multimedia machines...

I allready stated the falcon is much better than a plain a1200, again
if need be add fastmem or a turbo card or a harddisk or a vcr or a fill
in yourself ;-).
If you want my idea's about the falcon is that is the wrong machine
for the there own user base, to much money for the most st users &
not enough power for the TT users IMHO a falcon with ONLY a dsp as
extra (maybe a '20 but i heard they got a good deal on the '30) and
a fast '30/'40 in a mega-type case with all the extra's.
Lets be fair how many people in the 1040-range will have several systems
to network for example.

>--
>---> Kendall Gelner (kgelner@nyx.cs.du.edu)

Greetings,

daniel.

....
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
....

12. Re: _Sim City_ not possible on 68000?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-02 22:32:47 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.757549967@wolfcreek.cs.ualberta.ca>
Source record: 19412

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>ABARBIERO@delphi.com wrote:
>: SimCity has been out on the ST for YEARS. The Jag does not use the 68000
>: like the ST does, and SimCity could be very easily done on the Jag. In fact,
>: the Jag could make for a most interesting platform for the game....
>: SimCity 2000 could be REALLY nice.

>SimCity should work fine. SimCity 2000, SimEarth, SimHealth, etc probably
>wouldn't be very fun on a 68000. It's just way too slow. I bought Sim
>Earth for my Amiga and it really was slow. The thing flew on my friend's
>386dx40. Though, it was a rash purchase as the game is way too deep for
>me anyway.

>- Jim

mind you, isn't the 68K chip in the Jag at 16MHz instead of the 8 of the ST?

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

13. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-02 23:55:26 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan2.235526.6365@mnemosyne.cs.du.edu>
Source record: 19414

In article <010294190636Rnf0.77b7@blackhl.hacktic.nl>,
Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>kgelner@nyx.cs.du.edu (Kendall Gelner) writes:
>
>>In article <010194135633Rnf0.77b7@blackhl.hacktic.nl>,
>>Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>>>tpp@cbnews.cb.att.com (Grue) writes:
>>>
>>Well, I myself think that "Multimedia" is a wavering thing that can be
>>said of many things... but let's look at this list:
>>
>
>aha .. so lets look at you list to my list te get a new list ;-)
>
>>>
>>>1) It has a multitasking-OS this is a must for multimedia.
>>
>>What multimedia things have you seen that let you do a bunch of things
>>at once? In general, multimedia eats as much processor as it can get
>>- you you will not want anything else running at all. Indeed, a
>>simple OS with no multitasking is probably best for stand alone
>>applications...
>
>Thank you for showing you have _NO_ clue about how we use this on the
>amiga system, the combination of more than 1 program is normal for
>a few reasons. Lets take scala as a example its a fine program but its
>not a end-all-because-it-has-all THATS NOT WHAT MAKES IT SO powerfull
>(that even IBM & Apple use them for there pressentations) is that it
>lets you combine internal programs & data with external programs & data.

That is one aspect, but once again for standalone apps (like a setup
in the mall or something), you do not need multitasking.

<rest of complex example deleted>

Actually, I think when most people think of multimedia, they think of
Hypertext like systems with video and audio capabilities. What you
described is very nice, but is not nessicary at all for most
multimedia applications. For the developer it will be invaluable, of
course, but for the user not nessicarily so.

>>>2) It has the software (scala, helm, mediapoint, dpaint, toaster, real3dv20).
>>
>>The Amiga does... but don't forget that the CD-32 has only chip-ram,
>>reducing its speed and therefore responsiveness.

>
>huh ? 3 remarks most tv type screens have almost no bus-problem, second
>point is that the cd32 will not be a dead system fastmem & turbo cards
>will be with us soon (or are allready done). Lats point most of the
>effects will be cpu-cheap because they are done with the blitter & copper
>only FMV will take much time (running a full mpeg stream & sound takes
>up to 40%-50%).

How many people do you really think will buy fastmem upgrades etc,
etc, etc? Remember, it is the Amiga people claiming that you cannot
consider the Jaguar's CD-ROOm because it comes seperatley.

Let me also straigthen something out - you are saying that the CD-32
can do a full MPEG stream with no cart, using 40-50% of the processor?
No Way. If that is with the cart, then, I'd have to ask what the hell
the processor is doing in there - it should just let the MPEG cart
go.

>
>>>3) Lets you use its output on video (both pal/ntsc & others) for titling
>>> kiosk systems etc etc
>>
>>But the 3DO does this to... well, with an optional attachment.
> ---------------------------------------
>
>Oke it will be with us soon but things add up we want them cheap (a vriend
>of my is will use 60 in a project soon).
>

And fastmem, turbo cards are free?

>>
>>>4) Lets you combine external video & internal video (grabbers, mpeg,
>>> laser-disk, video, other computers). (ive use 2 amiga's in a project
>>> to get the wanted effects).
>>>5) Lets you interface to host systems and other cd32 using anything from
>>> envoy (peer to peer) to tcp/ip (nfs to share harddisks, cdrom). This is
>>> not a future thing i know 3 projects at in make right now that use
>>> more than 50 cd32 each.
>>
>>Both the Jaguar and 3DO have networking capabilities too.
>
>Sure they will have some, but they won't be all sorts of networking
>& will not come cheap. (maybe this will change if the top-set idea's
>for the jag & 3d0 are a hit).

The Jaguar at least will have cheap options - it includes a comlynx
port, as well as a ~2MB/sec serial port. Connecting to cable networks
will probably be somewhat expensive (as everything dealing with cable
systems is), but just linking many jags together will be very cheap.

>
>>>6) Mixing, sampling in and external sound possible (its not 16 bits in
>>> the cd32 (exept the cd).
>>
>>Possible also on the Jaguar and 3DO, I'm sure.
>----------
>
>at a higher price sure they _can_, btw is there a port extender comming
>for the jag to to hook up all there cables ?
>

You can make one if you like! They already have the S-Video and
Composite cables out, if you prefer to buy them.

>>>8) All the normal cd-hype-things like audiocd,karaoke,cd-g,cdtv,sierra,
>>> 9660,photocd,twinspeed,multisesion right out of the box. (It even
>>> seems possible to have FULL control/access to the cd ALSO the audio
>>> data on a normal cd (im checking this out, will make a great sampler/
>>> converter).
>>
>>3DO and Jaguar will have this also - and the 3DO comes with Photo-CD
>>(a real must for multimedia buffs).
>
>Thats why cd32 has photocd ;-) (the software of atleast 3 makers was ready
>but the licence was not given until a few weeks ago).
>

But this is also - availiable seperatley (also on the Jag, to be
fair). How much will the Photo-CD software cost?

>>>9) Easy use so users themself can change things using programs that can
>>> run from the host system or the cd32 itself (arexx, scripts, dpaint,
>>> scala etc etc).
>>>10 has the option to grow in the areas needed (cpu power, cdroms, memory,
>>> harddisks etc etc).
>>>
>>>cbm decided to call/push the cd32 as a games machine but its a full amiga
>>>with al of its good & bad points right out of the box.
>>>
>>
>>
>>That is what I don't like about the CD-32 - why not just get an A1200,
>>and a CD-ROM? The market before in the US has consitantly shown a
>>loathing for machines that try to be a computer and game console.
>>They typically wind up being poor for both tasks.
>
>So if this is true cd32 will be a flop in the states ... and yes the
>idea is to make both options possible get a cd32 and then a keyboard
>and a harddisk OR get a a1200 and add a cd1200.
>

Well... you said it, not I! :-)

>>P.S. - since this is Atari.Advocacy, let me just add that the Falcon
>>is a pretty darn good machine for multimedia from the technical
> -------------
>
>Thats true ofcource but capable is NOT enough.
>

Of course software is important. But it is also very important that
the system be able to hadle everything, before you start develoing
stuff for it.

>>standpoint - just that the software is a little slim right now. And
>>don't give me lip about the 16-bit daatbus, when CHIP-ram only CD-32's
>>are considered good multimedia machines...
>
>I allready stated the falcon is much better than a plain a1200, again
>if need be add fastmem or a turbo card or a harddisk or a vcr or a fill
>in yourself ;-).
>If you want my idea's about the falcon is that is the wrong machine
>for the there own user base, to much money for the most st users &
>not enough power for the TT users IMHO a falcon with ONLY a dsp as
>extra (maybe a '20 but i heard they got a good deal on the '30) and
>a fast '30/'40 in a mega-type case with all the extra's.
>Lets be fair how many people in the 1040-range will have several systems
>to network for example.
>

Aren't the A4000's also rather expensive for the user base?

Well, I do - but then I am not a typical user. I do agree that the
Falcon is priced a bit high, but it has already come down from the
original price... and I still don't regret at all the purchase of
mine. Though I would like an accellerator card...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

14. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-03 07:21:54 UTC
From: patrol@hacktic.nl
Message-ID: <2g8h30INN2nh@xs4all.hacktic.nl>
Source record: 19415

cmedley@wam.umd.edu (The Village Idiot) writes:

>In article <2ftuo0INNp8r@xs4all.hacktic.nl>,
>Patrick Roelandt <patrol@hacktic.nl> wrote:
>>>jag and not possible on a cd32 (again IMHO)...
>>
>>Agreed. To add one more touch of realism to the other side (yeah, even _I_
>>am not that biased). A programmer told me a game like Sim City would not
>>be possible on Jag. Because of the fact 90% is simulation (number
>>crunching) and only 10% graphics, a 68000 was too slow. Maybe they could
> ^^^^^^^^^^^^^^^^^^^^^^

>Sim City shipped for both the ST and Amiga and ran fine on a 68000.

Actually, I was told Sim City 2000 was 90% / 10%. I don't know the game.
Could this obvious sequal make a difference? I know the original Sim City
made it to a lot of 68000 platforms.

--
****
* Patrick Roelandt -- patrol@hacktic.nl | Founder Dutch Jaguarclub (3D-who?) *
* ||| | and proud of it..... *
* / | \ *
* "I love it when a plan comes together. All I need to do is make one..." *
****

15. Re: COMPARAISON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-03 11:12:25 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1994Jan3.111225.24149@mnemosyne.cs.du.edu>
Source record: 19416
Cross-posted to: rec.games.video.advocacy,comp.sys.atari.advocacy

In article <1994Jan3.073542.4795@ousrvr.oulu.fi>,
Esa Haapaniemi <eha@phoenix.oulu.fi> wrote:
>: >I've asked in other conferences and gotten no response so... What the
>: >hell is the Atari Falcon? I know its a computer, but is there a FAQ or
>: >something out there?
>
>
>: From the FAQ (comp.sys.atari.st.hard.FAQ)
>
>And here we can see some of the Atari hype. They do tell things
>in a way that makes misunderstanding waluable tool for advertizing.

And as we will see, this person proceeds to show almost no evidence of
any hype at all.

The following info previously posted and my responses serve no purpose
at all in this group, so you can just hit "N" now if you do not care.
Followups have been directed to the group the original post should
have gone to. If the person wants to try and trash the Jaguar VIDEO
GAME system specs here, then that would be OK...

>
>: What are the specs on the Falcon?
>: ================================
>
>My comments added to those parts that need commenting, other text cleaned for
>spaces sake.
>
>: CPU: Motorola 68030 running at 16 Mhz
>: 32-bit Bus
>
>Usable prosessor and it is 32 bit. Unfortunately the 32 bit bus means that
>the other prosessors do have 32 bit path to memory, BUT NOT THE MAIN CPU !
>The CPU uses only memory as 16 bit, and so it makes the machine real slow.
>

It makes the machine somewhat slower, but not a lot.

>: RAM: 1,4, or 14 megs
>
>And if you upgrade from 1->4->14, you must discard old memory and buy
>comletely new.
>

Not if you start from 1MB, discard it, then add either 4 or 14MB ram
upgrades on one card...

>: Standard Atari Cartridge Port
>
>That is nonstandard to anything else.
>

You seem to have forgotten to mention the SCSI-II port, which is
standard in everything else, or the standard MIDI ports, or the
standard AppleTalk connector, or any of the other ports that are standard.

>: Motorola 56001 DSP chip
>
>This is a good thing ! Still the AT&T 3210 is much more capable ;)
>(56001 was used in NeXT, and it is good for sound, but only in
>stepwise frequencies).
>

Well, in the Falcon, you can also use the DSP for:

Sound Effects while recording 16-bit stereo sound
Loading JPEG pictures faster than a 486/50
Playing MPEG movies at 12fps
Voice mail applications
And other things - since it is in every machine, it really has some
interesting stuff being developed for it! How many apps for the
Amiga are there that use the AT&T chip?

>: Super VGA graphics: 640x480 with 256 colors
>: True color 16 bit mode allowing a display of up to 65,536 colors
>: 262,144 possible colours
>
>So here you see what the "true" colour means (when Atari uses the word).
>

When Atari (and many others, I was tought this definition in my
computer graphics class as well) refers to true color, it means a
color mode (in this case 16-bit) with no lookup table. I will
not expound on this topic further, it has been done beyond death.

>: Optional internal IDE Hard Disk
>
>So no HD included (even if the SCSI is supported).

Wrong again, the HD is included on almost all models - if you want to,
though, you can get one without an HD so you can add a large external
SCSI drive. Do you mean to say that I cannot buy an Amiga without an
HD? How Communist.

>
>: Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
>
>MultiTOS was originally a PD hack, and it has not gained much more

>reliability since then. Only makes the Atari users to understand why
>Amiga gurued that much long time ago ;) It's their time to learn to
>program.

Gee, MTOS has memory protection, sockets, and is almost fully POSIX compliant, and has loadable filesystems (giving me a mix of UNIX and MS-DOS filesystems). I use it all the time, and it has a better interface than Windows! Since the Amiga OS lacks many of these features, I guess I'd jast have to call it an even worse hack, with no thought to the future (like device independance, or code portability). I think the Amiga OS programmers could learn a few things from the Atari OS...

>
>: Multiple window user interface; number of windows limited
>: only by memory or software in use.
>
>Memoryhog...

So you are saying that the Amiga cannot have as many windows open as you want? I think there are a few Amiga owners that would argue that point with you... ;-)

I apologize to regular readers of both groups for this post, but I had to clear a few things up.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

16. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-03 14:02:58 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CJ24D1.4MC@cbnews.cb.att.com>
Source record: 19417

In article <010194135633Rnf0.77b7@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>tpp@cbnews.cb.att.com (Grue) writes:
>
>>>Im not here to flame you but please tell me the multimedia thing i
>>>want to know this .. it is driving me nuts for a year now (windows seems
>>>to have multimedia too but i have NO IDEA why).
>>
>>Are you truly serious? When I said it's an option, I meant that every machine
>>out there that says it plays movies needs extra hardware to do it. You have
>>to go out and buy it and hook it up to your machine. In the Jag's case, the
>>CD-ROM is needed to play movies, as well as a cartridge.
>>
>>Multimedia is a stupid term. It means whatever you want it to mean. It means
>>pictures, sounds, text, video, and/or whatever else you want to throw in.
>
>SO you don't know it yourself ... this is the problem with multimedia
>isn't it ?, i don't see _one_ point yet why the jag is a multi-media
>machine and a snes is not ...

What!?!? I just told you what it was. And I tought you were arguing that
the Jaguar was NOT a "multimedia machine." Who even brought the SNES into it?

>I feel the cd32 is a multi-media machine because it lets you do 70% of
>the normal things multi-media is (atleast what i feel is multimedia until
>someone CAN tell me what it is). And the other 30% can be added ..

Fine, what your point?

Tom

--
+---+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---+

17. Re: COMPARAISON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-03 15:57:09 UTC
From: s37732v@snakemail.hut.fi
Message-ID: <S37732V.94Jan3175710@gamma.hut.fi>
Source record: 19418

In article <1994Jan3.111225.24149@mnemosyne.cs.du.edu> kgelner@nyx.cs.du.edu (Kendall Gelner) writes:

> In article <1994Jan3.073542.4795@ousrvr.oulu.fi>,
> Esa Haapaniemi <eha@phoenix.oulu.fi> wrote:

> >My comments added to those parts that need commenting, other text cleaned for
> >spaces sake.
> >
> >: CPU: Motorola 68030 running at 16 Mhz
> >: 32-bit Bus
> >
> >Usable prosessor and it is 32 bit. Unfortunately the 32 bit bus means that
> >the other prosessors do have 32 bit path to memory, BUT NOT THE MAIN CPU !
> >The CPU uses only memory as 16 bit, and so it makes the machine real slow.
> >

> It makes the machine somewhat slower, but not a lot.

I think it does, it much slowlier than it could/should be.

> >: Motorola 56001 DSP chip
> >
> >This is a good thing ! Still the AT&T 3210 is much more capable ;)
> >(56001 was used in NeXT, and it is good for sound, but only in
> >stepwise frequencies).
> >

> Well, in the Falcon, you can also use the DSP for:

> Sound Effects while recording 16-bit stereo sound
> Loading JPEG pictures faster than a 486/50
> Playing MPEG movies at 12fps
> Voice mail applications
> And other things - since it is in every machine, it really has some
> interesting stuff being developed for it!

Can it do multitasking? Play sound and load JPEG's at the same time?

> How many apps for the
> Amiga are there that use the AT&T chip?

None, as far as I know. Commodore is waiting to release it I think?
The good thing with AT&T chip is that it already has a good software
from AT&T itself - including multitasking. The downside is
that it isn't really available yet from Commodore or it isn't standard
for current machines. However it will be standard in high-range AAA

machines which are supposed to come late this year. (this was taken
from one of the Dave Haynie interviews I have read)

> >: Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
> >
> >MultiTOS was originally a PD hack, and it has not gained much more
> >reliability since then. Only makes the Atari users to understand why
> >Amiga gurued that much long time ago ;) It's their time to learn to
> >program.

> Gee, MTOS has memory protection, sockets, and is almost fully POSIX
> compliant, and has loadable filesystems (giving me a mix of UNIX and
> MS-DOS filesystems). I use it all the time, and it has a better
> interface than Windows! Since the Amiga OS lacks many of these
> features, I guess I'd jast have to call it an even worse hack, with no
> thought to the future (like device independance, or code
> portability). I think the Amiga OS programmers could learn a few
> things from the Atari OS...

Amiga base OS lacks memory protection, sockets (are available as a standard
amiga shared library I believe) and it isn't POSIX compliant. I believe
it has loadable filesystems if I understand right what you mean with
it. There is a lot more to Amiga OS than you can easily see when looking
at the Workbench screen. For example the new Localisation/datatypes/BOOPSI
etc... systems are very nice.

And what do you mean that it has no device independence or code
portability? Do you mean that it doesn't have device independent graphics?
Could you explain little further?

> I apologize to regular readers of both groups for this post, but I had
> to clear a few things up.

Me too, but just had to straight some facts. :)

> --
> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
--

****
* Markus Aalto | Helsinki University of Technology *
* | *
* EMail: s37732v@vipunen.hut.fi | Faculty of Electric Engineering *
* Phone/Fax: 358-0-8746991 | *
* | Undergraduate in Computer Science *
****

18. Re: _Sim City_ not possible on 68000?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-03 18:44:36 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CJ2HED.qC@cix.compulink.co.uk>
Source record: 19422

>SimCity should work fine. SimCity 2000, SimEarth, SimHealth, etc probably
>wouldn't be very fun on a 68000. It's just way too slow. I bought Sim
>Earth for my Amiga and it really was slow. The thing flew on my friend's
>386dx40. Though, it was a rash purchase as the game is way too deep for
>me anyway.
I assume your Amiga 68k is running at the usual 7.8Mhz or whatever? If so
you'd expect a 40Mhz 386 to be faster - 5 x or thereabouts.

Iain

19. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-03 18:48:21 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CJ2HKL.At1@nsc.nsc.com>
Source record: 19419

Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>kgelner@nyx.cs.du.edu (Kendall Gelner) writes:
>>1) Raiden is coming out, play and soundalike.
>
>Not here yet.

???? Was out at least a week before this message! (At least that is when I bought it at a Mall, where I did not even expect to see Jaguars!)

>>2) Cybermorph looks great to me
>
>Oke thats true but this seems to be a 50/50 good/bad in the reviews
>

This game is very cool once you get into it. For about the first hour it more or less sucks. But once you learn to fly well and see some of the "neater" stuff, it is very fun...

>In a press release dated 15 Dec 1993, Atari US have reported production
>problems with an unusually high failure rate of Jaguars on the production
>line. Full-scale production has been scaled down until they find the
>source of the problem, but most people suggest that the Jaguar should be
>available in large quantities around March next year.

To be honest, my Jag would not play Trevor Mcfur when I bought it. So after I tried the cart on two other Jags (and it worked) i got my Jag replaced (Circuit City, didnt give me any hassle). Works fine now. But it was weird that Cybermorph worked, but not McFur . . .

>began to see life again and by the official announcement of
>Jaguar in November, Atari's stock had reached a high of over $12 a
>share.

Mine sold at 12.5! Ahahaha..... :-)

> So what does this tell you ?, that the Jag is capable of killing the cd32
> (if it had a cd) but it _WILL_NOT_HAPPEN_ before xmax 1994. but by then
> the cd32 has done its job it saved cbm, made a standard for cd's on
> amiga's and prepared the cd32 (and addons/followups) for the next round
> of games/multiemdia IF cbm wants (or capable) too.

Hmm.... The cd 32 is the ONLY game machine I have heard about but never seen in a U.S. store... I wonder if dominating the netherlands will be enough?!?!

-tCW

20. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-03 18:55:40 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CJ2Hws.AyA@nsc.nsc.com>
Source record: 19420

Patrick Roelandt <patrol@hacktic.nl> wrote:
>Agreed. To add one more touch of realism to the other side (yeah, even _I_
>am not that biased). A programmer told me a game like Sim City would not
>be possible on Jag. Because of the fact 90% is simulation (number
>crunching) and only 10% graphics, a 68000 was too slow. Maybe they could
>use DSP though. Anyway, each system has it's strongpoints.

This is ridiculous. If you think Sim City (even Sim City 2000) is doing
extremely math intensive simulation, well . . .

(Then maybe you need to play it! . . . .) It is primarily the graphics
that are slowing it down on my Macintosh. The simulation, while fun, is
pretty much formulaic.... It sort or like an untra evolved version of "Life"!!

-tCW

21. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-03 19:14:57 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CJ2Isx.Bos@nsc.nsc.com>
Source record: 19421

Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>>Multimedia is a stupid term. It means whatever you want it to mean. It means
>>pictures, sounds, text, video, and/or whatever else you want to throw in.

This is true. It is a catch phrase that doesn't mean much. The only
real definition is that it combines text, audio, and video. Pretty vague
huh? (Of course, if you read the news, one Dictionary company that made
a CD-ROM a while back was awarded a patent on multimedia, and the judge
said that every user of multimedia would have to pay royalties. This
was then suspended by the patent office, and is now under re-evaluation!)

>I feel the cd32 is a multi-media machine because it lets you do 70% of
>the normal things multi-media is (atleast what i feel is multimedia until
>someone CAN tell me what it is). And the other 30% can be added ..

I would say the CD32 is deffinately "multi-media". Has anyone argued?

>1) It has a multitasking-OS this is a must for multimedia.

Not relevant. Certainly nice, but in reality has no fundamental part in
multimedia.

>2) It has the software (scala, helm, mediapoint, dpaint, toaster, real3dv20).

Also not really a relevant point.

>3) Lets you use its output on video (both pal/ntsc & others) for titling
> kiosk systems etc etci

I would say this is a fairly good point. Maybe not essential, but
some sort of useable video output is fairly important.

>4) Lets you combine external video & internal video (grabbers, mpeg,
> laser-disk, video, other computers). (ive use 2 amiga's in a project
> to get the wanted effects).

More of a use than a definition. But this is nice.

Ack! I am out of time. Anyhow, just wanted to say most of your points
are good in that they are nice uses of multimedia. Most of them are not
fundamental to "multi-media" but are instead applications....

The Jag claims it is multimedia. Why? Well they plan on having a CD
ROM soon. This is the most common thing that normal people (computer
fools?!?) consider multimedia.

The jag has some built in support for codecs (for example Atari has
liscensed "Cinepack" from SuperMac technologies for video (de)compression.
This is the same software IBM and apple plan to use, as it seems to be

faster and "better" than mpeg-2).

The jag has high resolution (around 750x580) in 24 bit color. This is sometimes considered an aspect of multi-media.

I personally enjoy the fact that the Jag will be able to use a CD in conjunction with a cartridge, if any one does indeed use this capability. A game that came on cart and CD could be VERY fast and still enjoy video and cd audio).

Well enough. Multimedia is a dumb term. The jag is "more" qualified to do multimedia that a SNES (for the reasons I listed). With the current games, I agree, it is no more multimedia than the SNES, and less that the CD32 and Sega-CD (and 3d0 . . .) But the capabilities are there. Just need to see what people do with it.

22. Multimedia crap

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 01:23:34 UTC
From: whitema@rtsg.mot.com
Message-ID: <2gagem$703@delphinium.cig.mot.com>
Source record: 19423

Okay, that's enough multimedia junk on here. Would someone please post the
the information in an Engineering Times (or was it News, dang! I forget which)
which contained their definition of Multimedia? It seemed pretty unbiased
(and seemed to require at least a Sparc workstation or so).

Michael White

23. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 01:49:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <010494014923Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19427

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
[Lots zapped]
>That is one aspect, but once again for standalone apps (like a setup
>in the mall or something), you do not need multitasking.

So we (only 2 people) can't get the multi-media thing correct, lets stop this we will not come to valid def. for multi-media.

>Actually, I think when most people think of multimedia, they think of
>Hypertext like systems with video and audio capabilities. What you
>described is very nice, but is not nessicary at all for most
>multimedia applications. For the developer it will be invaluable, of
>course, but for the user not nessicarily so.

Thats fine by me, the only thing i find weird than is WHAT is new ?, we all have hypertext like things, graphics & sound for years why do we call it multi-media now ?

>>huh ? 3 remarks most tv type screens have almost no bus-problem, second
>>point is that the cd32 will not be a dead system fastmem & turbo cards
>>will be with us soon (or are allready done). Lats point most of the
>>effects will be cpu-cheap because they are done with the blitter & copper
>>only FMV will take much time (running a full mpeg stream & sound takes
>>up to 40%-50%).

Oops i f*cked up ... sorry folks.

>How many people do you really think will buy fastmem upgrades etc,
>etc, etc? Remember, it is the Amiga people claiming that you cannot
>consider the Jaguar's CD-ROOm because it comes seperatley.

Thats because the Jag will gain MUCH more from a cdrom than a cd32 from some fastmem, and for people getting the hardware ?, not sure but most will get them for free because they will go from a1200 or a4000 and add the cd-unit so when i ad the cd4000 unit i will have a cd32 with a 68040 & 14 mb ;-).

>Let me also straigthen something out - you are saying that the CD-32
>can do a full MPEG stream with no cart, using 40-50% of the processor?
>No Way. If that is with the cart, then, I'd have to ask what the hell
>the processor is doing in there - it should just let the MPEG cart
>go.

Sorry (see the Oops above) THIS IS WITH the mpeg module and i have NO idea why as much as 50% if gone on a full screen. (i will send a message to the cbm guy who made the fmv unit and ask him, will report back on this).

>>
>
>And fastmem, turbo cards are free?

Only 1 or 2 will need them (they will be a4000 if possible).

>The Jaguar at least will have cheap options - it includes a comlynx
>port, as well as a ~2MB/sec serial port. Connecting to cable networks
>will probably be somewhat expensive (as everything dealing with cable
>systems is), but just linking many jags together will be very cheap.

You got me there the 2MB/sec is nice can you tell me what chip is
feeding this & how much power it will take (ie is it polled by a chip ?).

>>at a higher price sure they _can_, btw is there a port extender comming
>>for the jag to to hook up all there cables ?
>>
>
>You can make one if you like! They already have the S-Video and
>Composite cables out, if you prefer to buy them.

yes but can you connect more than one ? let say 3 or 4 dif. types
of cables (networking, soundsamplers, VR input etc etc).

>But this is also - availiable seperatley (also on the Jag, to be
>fair). How much will the Photo-CD software cost?

cheapest is free (PD) others are all around $50 (again we may see
cbm chipping it with photocd soon).

>>So if this is true cd32 will be a flop in the states ... and yes the
>>idea is to make both options possible get a cd32 and then a keyboard
>>and a harddisk OR get a a1200 and add a cd1200.
>>
>
>Well... you said it, not I! :-)

YES I DID, i try to be realistic ... even think it will be 40/60 it WON'T
be a real hit in the states .. but then again this is NOT the main cbm
market.

>>I allready stated the falcon is much better than a plain a1200, again
>>if need be add fastmem or a turbo card or a harddisk or a vcr or a fill
>>in yourself ;-).
>>If you want my idea's about the falcon is that is the wrong machine
>>for the there own user base, to much money for the most st users &
>>not enough power for the TT users IMHO a falcon with ONLY a dsp as
>>extra (maybe a '20 but i heard they got a good deal on the '30) and
>>a fast '30/'40 in a mega-type case with all the extra's.
>>Lets be fair how many people in the 1040-range will have several systems
>>to network for example.
>>
>
>Aren't the A4000's also rather expensive for the user base?

Yes if cbm ONLY gave us the a4000 they would be DEAD rigth now, the
idea was (and i think this is valid) to spit up the usebase just
like they did with the a500,a2000,a3000 so you will make upgrading
possible at about the same price (or less) they payed for there
old machine some years ago.

a500 -> a1200 (about the same start price)
a2000 -> a4000/30 or a1200/30 (depends on your a2000 setup)
a3000 -> a4000/40 (much cheaper than the a3000 start price)

>Well, I do - but then I am not a typical user. I do agree that the
>Falcon is priced a bit high, but it has already come down from the
>original price... and I still don't regret at all the purchase of
>mine. Though I would like an accellerator card...

Thats the problem isn't it most people can't get neat systems like
we can ;-) ... i can get a 4000/40 (as i did) but im not a normal
user.

>--
>---> Kendall Gelner (kgelner@nyx.cs.du.edu)

I want to end this thread Kendall so the next reply (if i feel the need)
will be using email.

Greetings & happy new year.

Daniel.

....
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
....

24. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 02:19:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <010494021941Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19428

tpp@cbnews.cb.att.com (Grue) writes:

>In article <010194135633Rnf0.77b7@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>>tpp@cbnews.cb.att.com (Grue) writes:
>>SO you don't know it yourself ... this is the problem with multimedia
>>isn't it ?, i don't see _one_ point yet why the jag is a multi-media
>>machine and a snes is not ...
>
>What!?!? I just told you what it was. And I tought you were arguing that
>the Jaguar was NOT a "multimedia machine." Who even brought the SNES into it?

it has the basic things the jag has only much faster/better
(sound,graphics interactive control) so just give me a anwer what makes
the jag a multimedia machine ?

>>I feel the cd32 is a multi-media machine because it lets you do 70% of
>>the normal things multi-media is (atleast what i feel is multimedia until
>>someone CAN tell me what it is). And the other 30% can be added ..
>
>Fine, what your point?
>

I listed what IMHO is the main things behind multimedia... that it noting
more ...

>
>Tom
>

Greetings,

Daniel.

```
.....................................................................
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
.....................................................................
```

25. Re: COMPARAISON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 06:29:25 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1994Jan4.062925.14049@mnemosyne.cs.du.edu>
Source record: 19424

In article <S37732V.94Jan3175710@gamma.hut.fi>,
Markus Juhani Aalto <s37732v@snakemail.hut.fi> wrote:
>In article <1994Jan3.111225.24149@mnemosyne.cs.du.edu> kgelner@nyx.cs.du.edu (Kendall
Gelner) writes:
>
>> In article <1994Jan3.073542.4795@ousrvr.oulu.fi>,
>> Esa Haapaniemi <eha@phoenix.oulu.fi> wrote:
>
>> >My comments added to those parts that need commenting, other text cleaned for
>> >spaces sake.
>> >
>> >: CPU: Motorola 68030 running at 16 Mhz
>> >: 32-bit Bus
>> >
>> >Usable prosessor and it is 32 bit. Unfortunately the 32 bit bus means that
>> >the other prosessors do have 32 bit path to memory, BUT NOT THE MAIN CPU !
>> >The CPU uses only memory as 16 bit, and so it makes the machine real slow.
>> >
>
>> It makes the machine somewhat slower, but not a lot.
>
>I think it does, it much slowlier than it could/should be.

You must not own one. I find it to run at a pretty reasonable speed,
even while running Multitos. Would I like it to be faster? Sure,
perhaps I'll buy one of the speedup boards someday. but I am
completeley satisfied with what I got, and it is a lot faster than the
ST's are, with a much larger screen size.

>
>> >: Motorola 56001 DSP chip
>> >
>> >This is a good thing ! Still the AT&T 3210 is much more capable ;)
>> >(56001 was used in NeXT, and it is good for sound, but only in
>> >stepwise frequencies).
>> >
>
>> Well, in the Falcon, you can also use the DSP for:
>
>> Sound Effects while recording 16-bit stereo sound
>> Loading JPEG pictures faster than a 486/50
>> Playing MPEG movies at 12fps
>> Voice mail applications
>> And other things - since it is in every machine, it really has some
>> interesting stuff being developed for it!

>
>Can it do multitasking? Play sound and load JPEG's at the same time?
>

No, of course not. Can your printer print two documents at the same
time? It is treated as a resource by the OS, that can be locked for
use by one program. I can just use the DMA sound stuff if I want
music going while I decompress a JPEG, or better yet turn on the CD
player and put in some Wierd Al or They Might Be Giants. ;-)

Is not one chip that you can do one thing at a time on, better than
none that you can do nothing on?

>> How many apps for the
>> Amiga are there that use the AT&T chip?
>
>None, as far as I know. Commodore is waiting to release it I think?
>The good thing with AT&T chip is that it already has a good software
>from AT&T itself - including multitasking. The downside is
>that it isn't really available yet from Commodore or it isn't standard
>for current machines. However it will be standard in high-range AAA
>machines which are supposed to come late this year. (this was taken
>from one of the Dave Haynie interviews I have read)
>

That's what I like about the DSP in the Falcon - whatever your opinion
of it, it is standard and uses OS calls for access, so it is easy and
reasonable for developers to provide DSP support on the Falcon where
applicable.

>> >: Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
>> >
>> >MultiTOS was originally a PD hack, and it has not gained much more
>> >reliability since then. Only makes the Atari users to understand why
>> >Amiga gurued that much long time ago ;) It's their time to learn to
>> >program.
>
>> Gee, MTOS has memory protection, sockets, and is almost fully POSIX
>> compliant, and has loadable filesystems (giving me a mix of UNIX and
>> MS-DOS filesystems). I use it all the time, and it has a better
>> interface than Windows! Since the Amiga OS lacks many of these
>> features, I guess I'd jast have to call it an even worse hack, with no
>> thought to the future (like device independance, or code
>> portability). I think the Amiga OS programmers could learn a few
>> things from the Atari OS...
>
>Amiga base OS lacks memory protection, sockets (are available as a standard
>amiga shared library I believe) and it isn't POSIX compliant. I believe
>it has loadable filesystems if I understand right what you mean with
>it. There is a lot more to Amiga OS than you can easily see when looking
>at the Workbench screen. For example the new Localisation/datatypes/BOOPSI
>etc... systems are very nice.

>

The loadable file systems allow any number of different file systems
to be loaded as modules at bootup, and used on the system
simultaniously. For instance, I have a number of MS-DOS and Minix V2
partitions on my Falcon. Any program can use files on either file
system with no problem. While currently the only other loadable file
systems that exist are the minix, CD-ROM, and ramdisk FS's, you can
write others... I am trying to get my hands on the Mac Fs specs so
that i can try to write a Mac FS (should allow you to read HD mac
disks at any rate, and access the mac partitions on the system if you
have an emulator).

In all fairness, MTOS does only provide memory protection on a 68030 -
you can run MTOS on a 68000, but it will be slow and memory protection
will not work.

>And what do you mean that it has no device independence or code
>portability? Do you mean that it doesn't have device independent graphics?
>Could you explain little further?
>

Well, the POSIX compliance is a part of that - it sure helps a lot
when bringing code from unix systems, and in general lets you use
stuff the rest of the world is using (useful job skills). I'll admit
not knowing a lot about the Amiga's device independant features, but
the Atari OS has always had good resolution independant graphics and
device standards, even if they were not followed at times.

>> I apologize to regular readers of both groups for this post, but I had
>> to clear a few things up.
>
>Me too, but just had to straight some facts. :)

Well, nice to have a pleasant chat for a change!

Actually, I would be interested in further postings on some of the
stuff mentioned above like Localisation/datatypes/BOOPSI (sure that
isin't an MKII thing? :)), just to beef up my knowledge of the newer
stuff on Amigas.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

26. What Abbreviation does Atari trade stock under?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 13:07:00 UTC
From: ESRLPDI@MVS.OAC.UCLA.EDU
Message-ID: <19940104130703ESRLPDI@MVS.OAC.UCLA.EDU>
Source record: 19430

```
Hola -
Just curious how it's doing these days, but a quick scan of NYSE and
NASDAQ tables didn't turn it up. What name does Atari trade under &
in which exchange?

Any info gratefully received here or at: esrlpdi@mvs.oac.ucla.edu

Thanks,
Ivan Ivanick esrlpdi@mvs.oac.ucla.edu
```

27. Re: What Abbreviation does Atari trade stock under?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 13:57:00 UTC
From: ESRLPDI@MVS.OAC.UCLA.EDU
Message-ID: <19940104135739ESRLPDI@MVS.OAC.UCLA.EDU>
Source record: 19431

HOLA -
Thanks, got it, didn't look under the American exchange, where it lists as Atari.
No flamage, but wasn't it trading at better than $10 when the Jaguar was announced? How rapidly did it drop, if indeed it did? And it's well above where it was prior to the jaguar announcement (under $2 ?), correct?

Thanks for any further info,
Ivan Ivanick esrlpdi@mvs.oac.ucla.edu

28. Re: COMPARAISON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 16:25:41 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.94Jan4172541@arthur.crpht.lu>
Source record: 19425

> >> >: Motorola 56001 DSP chip
> >
> >Can it do multitasking? Play sound and load JPEG's at the same time?
> >
>
> No, of course not. Can your printer print two documents at the same
I'm not so shure about that. If you place an interrupt routine on the sound
DMA and do a JPEG as the main program... Well this is not multitasking but
simple interrupts, but it is possible to do 2 things at the same time.
BTW, the 56000 in NeXTStep 3.0 can 'multitask' in the way that you can play
several sounds at the same time and they are simply mixed together. So it
it rather a software problem than a hardware problem to do multitasking.

Or has the ATT chip special multitaks registers or so. I would like some specs.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

29. Re: COMPARAISON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 16:34:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ461y.Gn4@barclays.co.uk>
Source record: 19426

In article <KESSELER.94Jan4172541@arthur.crpht.lu>, kesseler@arthur.crpht.lu (Georges Kesseler) writes:
|>
|> > >> >: Motorola 56001 DSP chip
|> > >
|> > >Can it do multitasking? Play sound and load JPEG's at the same time?
The 56001 doesn't generate sound on the Falcon. It can be used to manipulate sound though. It would be safe to say then that a Falcon could play sounds while doing JPEG decomp.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

30. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 18:55:10 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CJ4CK7.Kqv@cbnews.cb.att.com>
Source record: 19429

In article <010494021941Rnf0.77b7@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>tpp@cbnews.cb.att.com (Grue) writes:
>
>>In article <010194135633Rnf0.77b7@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>>>tpp@cbnews.cb.att.com (Grue) writes:
>>>SO you don't know it yourself ... this is the problem with multimedia
>>>isn't it ?, i don't see _one_ point yet why the jag is a multi-media
>>>machine and a snes is not ...
>>
>>What!?!? I just told you what it was. And I tought you were arguing that
>>the Jaguar was NOT a "multimedia machine." Who even brought the SNES into it?
>
>it has the basic things the jag has only much faster/better
>(sound,graphics interactive control) so just give me a anwer what makes
>the jag a multimedia machine ?

Well, what Atari had in mind was most likely the CD-ROM option for movies and
the expansion bus for hookup into cable networks.

>>>I feel the cd32 is a multi-media machine because it lets you do 70% of
>>>the normal things multi-media is (atleast what i feel is multimedia until
>>>someone CAN tell me what it is). And the other 30% can be added ..
>>
>>Fine, what your point?
>>
>
>I listed what IMHO is the main things behind multimedia... that it noting
>more ...

Like I said, what is your point? Lots of machines can call themselves
"multimedia machines", for lots of different reasons. And they all are,
because there is no one true definition. All I'm saying is that the Jaguar
is every bit a "multimedia machine" as any machine out there. And that's
all that matters.

Tom

--
+---+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---+

31. Re: COMPARAISON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 20:53:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <010494205300Rnf0.77b7@blackhl.hacktic.nl>
Source record: 19293

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>
>> >> >: Motorola 56001 DSP chip
>> >
>> >Can it do multitasking? Play sound and load JPEG's at the same time?
>> >
>>
>> No, of course not. Can your printer print two documents at the same
>I'm not so shure about that. If you place an interrupt routine on the sound
>DMA and do a JPEG as the main program... Well this is not multitasking but
>simple interrupts, but it is possible to do 2 things at the same time.
>BTW, the 56000 in NeXTStep 3.0 can 'multitask' in the way that you can play
>several sounds at the same time and they are simply mixed together. So it
>it rather a software problem than a hardware problem to do multitasking.
>
>Or has the ATT chip special multitaks registers or so. I would like some specs.

No it doesn't have extra (for a DSP) things to do this in hardware the trick
is in the software ATT ships it to apple (for the mac) and to cbm with a
kernel (vcos, apple changed some parts and called it arta) its a full
multitasking preemptive os running on the chip. This and the tons of
software for vcos makes it a better choice IMHO. in the jag a 'pure' dsp
will be better on a real computer you want to slice the power for more than
one task at a time (lets say mixing 2 channels takes 3 mips on a 5600x,
its a waste on the rest of thge power). Im not sure if this thread started
on the dsp-module for the amiga but its ready (and has been ready for more
than 2 years!!) but they don't want to make the module they want a 3e
party to market & sale the produkt. It will be standard on the AAA
machines. The DSP module will be to boost overal machine performance maybe
for sound but most of that will be done with the 8 16bits 100khz voices.

Greetings,

Daniel.

PS: I am working on a OS/kernel for a TMS320C40 network (very powerfull DSP
from TI), if you want i can get more specs about vcos and/or the 3210
for you.

....
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
....

32. Re: What Abbreviation does Atari trade stock under?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 23:36:33 UTC
From: uamb@pool.info.sunyit.edu
Message-ID: <1994Jan4.233633.6982@pool.info.sunyit.edu>
Source record: 19433

In article <19940104135739ESRLPDI@MVS.OAC.UCLA.EDU> ESRLPDI@MVS.OAC.UCLA.EDU (Ivan Ivanick) writes:
>HOLA -
> Thanks, got it, didn't look under the American exchange, where it lists
>as Atari.
> No flamage, but wasn't it trading at better than $10 when the Jaguar
>was announced? How rapidly did it drop, if indeed it did? And it's
>well above where it was prior to the jaguar announcement (under $2 ?),
>correct?
>
> Thanks for any further info,
> Ivan Ivanick esrlpdi@mvs.oac.ucla.edu

Today Atari closed at around 6 1/8. That was what it was at around 3 pm today. Don't know what it ended up at. Yes it reached a high of 12 and something. It dropped in about 3 weeks and had to due with an announcement made by some analysts basically saying Atari was not worth 12. In my opinion they are wrong. Atari as you said is on the American Exchangee . In the paper its under Atari, but its proper symbol is ATC.

I am biased since I own a jaguar and a lot of atari stock. I thnk many people (non-atari people) will be suprised later on in the year when Atari jumps way beyond 12.

Alex

33. The fate of the Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-04 23:59:07 UTC
From: sean@gordian.com
Message-ID: <1994Jan4.235907.3721@gordian.com>
Source record: 19432

What's the future of the Atari Lynx? I noticed that Toys R Us discontinued it and so did Electronic Boutique. The only places that still carry it in my area are Babbages, The Good Guys, and a few independent outlets. How did this happen? I tried both the Lynx and the Game Gear before I bought the Lynx and I found the Lynx to be far superior. Atari has got to get it together and market the Lynx better. They apparently have a NFL football promotion for new units and only one dealer knew about it. I had to call Atari to verify that it did indeed exist. What are the chances that the Lynx can make a comeback now that Atari has the Jaguar out there?

34. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-05 00:51:49 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.757731109@wolfcreek.cs.ualberta.ca>
Source record: 19434

patrol@hacktic.nl (Patrick Roelandt) writes:

>cmedley@wam.umd.edu (The Village Idiot) writes:

>>In article <2ftuo0INNp8r@xs4all.hacktic.nl>,
>>Patrick Roelandt <patrol@hacktic.nl> wrote:
>>>>jag and not possible on a cd32 (again IMHO)...
>>>
>>>Agreed. To add one more touch of realism to the other side (yeah, even _I_
>>>am not that biased). A programmer told me a game like Sim City would not
>>>be possible on Jag. Because of the fact 90% is simulation (number
>>>crunching) and only 10% graphics, a 68000 was too slow. Maybe they could
>> ^^^^^^^^^^^^^^^^^^^^^^

>>Sim City shipped for both the ST and Amiga and ran fine on a 68000.

>Actually, I was told Sim City 2000 was 90% / 10%. I don't know the game.
>Could this obvious sequal make a difference? I know the original Sim City
>made it to a lot of 68000 platforms.

I've seen Sin City 2000 now (running on a Mac LCII) and I can say that what
appears to have been worked over is the graphics/sound/presentation. I am
not convinced that the actual SIMULATION part would use that much more
processor time than the normal Sim City. So this might be a SAFE assumption.
It does take on the appearance of using more processor time for calculations
however, because the CPU has had additional graphics and SOUND (that's the
big culprit) that slows down the processor. It would probably run fine on
a Jaguar. You _MIGHT_ be able to get it up and running on an ST, or even a
mac plus, without the sound mind you.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

35. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-05 09:14:03 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1994Jan5.091403.16143@mnemosyne.cs.du.edu>
Source record: 19435

In article <010494014923Rnf0.77b7@blackhl.hacktic.nl>,
Daniel Ockeloen <daniel@blackhl.hacktic.nl> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>[Lots zapped]
>>That is one aspect, but once again for standalone apps (like a setup
>>in the mall or something), you do not need multitasking.
>
>So we (only 2 people) can't get the multi-media thing correct, lets stop
>this we will not come to valid def. for multi-media.

Yeah, this multimedia thing is pretty vauge... I really do doubt that
you can find two people with the same definition. Heck, I'm not sure
I could give an exact definition if pressed...

>
>>Actually, I think when most people think of multimedia, they think of
>>Hypertext like systems with video and audio capabilities. What you
>>described is very nice, but is not nessicary at all for most
>>multimedia applications. For the developer it will be invaluable, of
>>course, but for the user not nessicarily so.
>
>Thats fine by me, the only thing i find weird than is WHAT is new ?, we
>all have hypertext like things, graphics & sound for years why do we
>call it multi-media now ?

Well, when I think of multimedia I think of combos of all of these -
which have been hard to do on home platforms until now (I feel like I
should say that having video portions is a must to be multimedia, but
I guess graphics will do).

<some stuff deleted>
>>How many people do you really think will buy fastmem upgrades etc,
>>etc, etc? Remember, it is the Amiga people claiming that you cannot
>>consider the Jaguar's CD-ROOm because it comes seperatley.
>
>Thats because the Jag will gain MUCH more from a cdrom than a cd32 from
>some fastmem, and for people getting the hardware ?, not sure but most
>will get them for free because they will go from a1200 or a4000 and
>add the cd-unit so when i ad the cd4000 unit i will have a cd32 with
>a 68040 & 14 mb ;-).
>

That does sound like a good multimedia unit. That's what always made
more sense to me - buy a CD-ROM for the A1200.

>>Let me also straigthen something out - you are saying that the CD-32
>>can do a full MPEG stream with no cart, using 40-50% of the processor?
>>No Way. If that is with the cart, then, I'd have to ask what the hell
>>the processor is doing in there - it should just let the MPEG cart
>>go.
>
>Sorry (see the Oops above) THIS IS WITH the mpeg module and i have NO
>idea why as much as 50% if gone on a full screen. (i will send a message
>to the cbm guy who made the fmv unit and ask him, will report back on
>this).
>

I thought that all of the MPEG carts pretty much just played the
movies with no assitance from the unit... perhaps this is all sound
processing? Pure speculation on my pat, of course.

<some stuff deleted>
>>The Jaguar at least will have cheap options - it includes a comlynx
>>port, as well as a ~2MB/sec serial port. Connecting to cable networks
>>will probably be somewhat expensive (as everything dealing with cable
>>systems is), but just linking many jags together will be very cheap.
>
>You got me there the 2MB/sec is nice can you tell me what chip is
>feeding this & how much power it will take (ie is it polled by a chip ?).
>

Hmm, I think it was the Sound DSP.

>>>at a higher price sure they _can_, btw is there a port extender comming
>>>for the jag to to hook up all there cables ?
>>>
>>
>>You can make one if you like! They already have the S-Video and
>>Composite cables out, if you prefer to buy them.
>
>yes but can you connect more than one ? let say 3 or 4 dif. types
>of cables (networking, soundsamplers, VR input etc etc).
>

Well, they have the video port, the cartridge port, the serial port,
and the DSP port. I think the comlynk port is part of the serial
port. At any rate, you should be able to hook a lot of stuff up at
the same time.

>>But this is also - availiable seperatley (also on the Jag, to be
>>fair). How much will the Photo-CD software cost?
>
>cheapest is free (PD) others are all around $50 (again we may see
>cbm chipping it with photocd soon).
>

Well, $50 is not too bad, but it would be better to include it with
the CD. This is my only gripe about the ATari CD - it will also have

Photo-CD seperatley (perhaps they will change their minds later).

<some stuff deleted>
>>---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
>I want to end this thread Kendall so the next reply (if i feel the need)
>will be using email.

Ok, consider these my closing remarks too.

>
>
>Greetings & happy new year.
>

A happy an interesting new year at that, to you too! And I mean that
in a nice way, not the chinese curse kinda way. :-)
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

36. Re: COMPARAISON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-05 09:22:56 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1994Jan5.092256.16466@mnemosyne.cs.du.edu>
Source record: 19436

In article <KESSELER.94Jan4172541@arthur.crpht.lu>,
Georges Kesseler <kesseler@arthur.crpht.lu> wrote:
>
>> >> >: Motorola 56001 DSP chip
>> >
>> >Can it do multitasking? Play sound and load JPEG's at the same time?
>> >
>>
>> No, of course not. Can your printer print two documents at the same
>I'm not so shure about that. If you place an interrupt routine on the sound
>DMA and do a JPEG as the main program... Well this is not multitasking but
>simple interrupts, but it is possible to do 2 things at the same time.
>BTW, the 56000 in NeXTStep 3.0 can 'multitask' in the way that you can play
>several sounds at the same time and they are simply mixed together. So it
>it rather a software problem than a hardware problem to do multitasking.

Well, I suppose you could write a small multitasking kernel... but
then you would loose a lot of the speed beenfits that make the DSP so
nifty. I really do prefer to think of it a single resource to be
shared by the system - I think the locking mechanism in place is a
pretty good way to handle it.

There is also the problem of upholding the "DSP multitasks" claim - it
is much easier on all I think just to concede that you won't really be
multitasking on the DSP. :-)

I also don't really feel it is right to call mixing a multitasking
kinda thing... when I think of DSP multitasking I think of seperate
programs using the DP and having the whole DSP memory and state and
everything swapped out on process switches, or at least switches that
go to another program using the DSP. This is what is pretty hard (and
also costly in time).

>
>Or has the ATT chip special multitaks registers or so. I would like some specs.
>

I think that one thing that makes the AT&T version so much more
friendly is that it uses the same memory the computer does. A nice
idea, but it means $$$ for memory. Also, the AT&T chip itelf is not
exactly something you find in a box of Cracker Jacks itself, if ya'
know what I mean... :-)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

37. Re: The fate of the Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-05 09:26:02 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1994Jan5.092602.16554@mnemosyne.cs.du.edu>
Source record: 19287

In article <1994Jan4.235907.3721@gordian.com>,
Sean Williams <sean@gordian.com> wrote:
>What's the future of the Atari Lynx? I noticed that Toys R Us
>discontinued it and so did Electronic Boutique. The only
>places that still carry it in my area are Babbages, The Good
>Guys, and a few independent outlets. How did this happen?
>I tried both the Lynx and the Game Gear before I bought the
>Lynx and I found the Lynx to be far superior. Atari has
>got to get it together and market the Lynx better. They
>apparently have a NFL football promotion for new units and
>only one dealer knew about it. I had to call Atari to
>verify that it did indeed exist. What are the chances that
>the Lynx can make a comeback now that Atari has the Jaguar
>out there?

Pretty good, I think - for instance, I have heard they are devoting
about 1/4 advertising time for the Jaguar to promote the Lynx. Toys
'R Us and Babbages will be carrying the Jaguar, and Atari wants to try
and get all of its Jaguar distributors to also sell the Lynx.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

38. Re: COMPARAISON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-05 16:04:18 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2geoe2$nfd@info2.rus.uni-stuttgart.de>
Source record: 19288

Kendall Gelner (kgelner@nyx.cs.du.edu) wrote:
: >> >Can it do multitasking? Play sound and load JPEG's at the same time?
: >>
: >> No, of course not. Can your printer print two documents at the same
: >I'm not so shure about that. If you place an interrupt routine on the sound
: >DMA and do a JPEG as the main program... Well this is not multitasking but
: >simple interrupts, but it is possible to do 2 things at the same time.
: >BTW, the 56000 in NeXTStep 3.0 can 'multitask' in the way that you can play
: >several sounds at the same time and they are simply mixed together. So it
: >it rather a software problem than a hardware problem to do multitasking.

: Well, I suppose you could write a small multitasking kernel... but
: then you would loose a lot of the speed beenfits that make the DSP so
: nifty. I really do prefer to think of it a single resource to be
: shared by the system - I think the locking mechanism in place is a
: pretty good way to handle it.

First of all: the DSP is independent from the 68030, so with a little
knowledge you can depack JPEGs with the DSP while the 68030 is playing some
nice MODfiles with 50 KHz. There is no need of Multitasking at all.

The only problem is the transfer of data to and from the DSP. In this case
this is no problem, because even with the DSP the depacking of (for example)
a 320x200 JPEG with 64K colors needs 5-10 seconds. That makes in the worst
case 25 Kb/s.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

39. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-05 17:03:51 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9401051658.AA01361@elm8>
Source record: 19289

patrol@hacktic.nl (Patrick Roelandt) writes.....

>Based on numbers sold, CD-32 will not be pulled back. Too much investment,
>userbase, developer commitment already. Don't forget, this was C='s last
>straw too!

Not really, what C= did was to produce a CD-console based heavily
on an existing computer which already was competing (in areas) with
the console market. The only developement work they did was to make
the Akiko/CD controller chip. Viola - one ready made console specs
better than Sega/Nintendo and a wide variety of games already
available. By pricing it as they have done they stand to sell a
load of the machines and also to reinvogorate the Amiga games market
at a stroke. There was no risk inherent in manufacturing the machine
- but obviously if it does flop, C= would revert to their dodgy
position.

Atari have produced a `Super Console` but they have spent a lot
doing it. They launched too late for the Xmas period this year and
missed a LOT of potential sales. If it`s successful, Atari will
continue as a games console company. If not, then they are dead.
Either way, their home computer line looks to have a dim future.
Maybe they will make a `Super Falcon` with the Jaguar chipset and
,say, a 68030 (With full 32 bit memory access this time).

Atari fans seem to miss the point that a system needs software
to survive and thrive. Unless we see lots of excellent software for
the Jaguar, it has no future - excellent specs or not.

Remember the Lynx???

No - neither do the rest of the world.....

Gavan. (via friends email account).
REAL email address - gmoran@nyx.cs.du.edu

40. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-05 17:16:40 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9401051712.AA01398@elm8>
Source record: 19290

kgelner@nyx.cs.du.edu (Kendall Gelner) writes...

>I think Commodore has a good marketing strategy by charging
>lessroyalties on cheaper disks - but, when you start to see real
>titles that take advantage of the CD rather than ports of old games,
>the cost will rise. How much does liberation or the pinball title
>cost?

The first 2 true CD-only games for the CD32 , Liberation and
Microcosm both cost 30 UKP - with typical UK console carts costing
45-50 UKP for a 1-megabyte cart (and 70 UKP for a 2-megabyte) I`d
say that the CD games are pretty good value.

>I still tend to believe that the cost of large games is going to
>overwhelm the media cost - and this still does not account for the
>fact that a lot of PC games are pretty expensive, yet are distributed
>on disks that cost almost as little as a CD.

If companies want to profiteer, then it makes no difference how
much the media costs. I`d say if some company was to make top games
at decent prices then the cost of all games software on that
platform would fall.

Gavan. (via friends email account).
REAL email address - gmoran@nyx.cs.du.edu

41. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-05 17:22:58 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9401051718.AA01424@elm8>
Source record: 19291

tpp@cbnews.cb.att.com (Grue) writes.....

>>>Who is "they"? Are you dim? It's called a "64-bit interactive multimedia
>>>system." Can you say that? I knew you could.
>>
>>it stated cdrom to start with and please explain the multimedia part to me
>>if you want ...
>
>You want me do define multimedia to you? Look it up. And it doesn't mention a
>CD-ROM. Atari never called their machine a CD machine, or a CD-based machine,
>or anything like that. The CD is an option. If you like to think that playing
>movies would make it a multimedia machine, than the CD option will take care of
>that. It's an option, as it is an any machine.

Its commonly accepted that a multimedia system requires a large
amount of storage to play all that sound and video from. A CD-less
jaguar would not be capable of multimedia in the accepted sense. If
it was, you could also call the nintendo NES a `multimedia system`.

Just more marketting hype like the `64-bit` tag. Still, at
least Atari seem to be making an effort to market it unlike previous
efforts from them.

Gavan. (via friends email account).
REAL email address - gmoran@nyx.cs.du.edu

42. Re: Jag has LOTS of developers? Hahaha

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-05 17:41:30 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9401051735.AA01453@elm8>
Source record: 19292

kgelner@nyx.cs.du.edu (Kendall Gelner) writes..

>The CD-ROM CD-32 prices also are the same as the Jaguar cart prices.

Not so. I had heard figures of 50UKP quoted for Jaguar carts in
the UK (The only game so far here is cybermorph). ALL the CD32 games
cost 30UKP or less (There is a growing number of 15UKP priced games
which are simply the Amiga game shovelled onto CD - an excellent
source of affordable, quality software for CD32 owners)

Gavan. (via friends email account).
REAL email address - gmoran@nyx.cs.du.edu

43. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-06 07:36:18 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan6.073618.12849@mnemosyne.cs.du.edu>
Source record: 19294

In article <9401051658.AA01361@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
> patrol@hacktic.nl (Patrick Roelandt) writes.....
>
>>Based on numbers sold, CD-32 will not be pulled back. Too much investment,
>>userbase, developer commitment already. Don't forget, this was C='s last
>>straw too!
>
>
> Not really, what C= did was to produce a CD-console based heavily
>on an existing computer which already was competing (in areas) with
>the console market. The only developement work they did was to make
>the Akiko/CD controller chip. Viola - one ready made console specs
>better than Sega/Nintendo and a wide variety of games already
>available. By pricing it as they have done they stand to sell a
>load of the machines and also to reinvogorate the Amiga games market
>at a stroke. There was no risk inherent in manufacturing the machine
>- but obviously if it does flop, C= would revert to their dodgy
>position.
>
> Atari have produced a `Super Console` but they have spent a lot
>doing it. They launched too late for the Xmas period this year and
>missed a LOT of potential sales. If it`s successful, Atari will
>continue as a games console company. If not, then they are dead.
>Either way, their home computer line looks to have a dim future.
>Maybe they will make a `Super Falcon` with the Jaguar chipset and
>,say, a 68030 (With full 32 bit memory access this time).

They really did not miss anything - no-one else had anything much out
at christmas either. Consider it "the last year of sega/Nintendo
dominance". (Though Sega has a chance now)

If they are successful, the computer line will probably get more
attention. It is just as easy for me to say that Commodre will never
again make anything but CD-32's, and it would be just as untrue. What
you just do not seem to be able to grasp is that Atari likes the
computer buisiness, and has no plans to leave (as much as you'd like
them to).

I would sure go for a Falcon with the Jaguar chipset included!

>
> Atari fans seem to miss the point that a system needs software
>to survive and thrive. Unless we see lots of excellent software for
>the Jaguar, it has no future - excellent specs or not.

>

It already has excellent software, with more on the way. I'd say the
CD-32 needs to worry a bit harder about this...

> Remember the Lynx???
>
> No - neither do the rest of the world.....
>

But they will, once the Jaguar is out en masse, and carrying the Lynx
with it - that is Atari's plan.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

44. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-06 07:41:05 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan6.074105.13219@mnemosyne.cs.du.edu>
Source record: 19295

In article <9401051718.AA01424@elm8>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>tpp@cbnews.cb.att.com (Grue) writes.....
>
>>>>Who is "they"? Are you dim? It's called a "64-bit interactive multimedia
>>>>system." Can you say that? I knew you could.
>>>
>>>it stated cdrom to start with and please explain the multimedia part to me
>>>if you want ...
>>
>>You want me do define multimedia to you? Look it up. And it doesn't mention a
>>CD-ROM. Atari never called their machine a CD machine, or a CD-based machine,
>>or anything like that. The CD is an option. If you like to think that playing
>>movies would make it a multimedia machine, than the CD option will take care of
>>that. It's an option, as it is an any machine.
>
>
> Its commonly accepted that a multimedia system requires a large
>amount of storage to play all that sound and video from. A CD-less
>jaguar would not be capable of multimedia in the accepted sense. If
>it was, you could also call the nintendo NES a `multimedia system`.

You have forgotten that the Jaguar will have a CD-ROM. You have also
forgotten one other option for a multimedia system - retreiving
information from a cable system, which does not need a CD-ROM - just a
connection to the cable network. The CD-32 does not come with one of
these, does that mean it is not a good multimedia machine? No, but by
your own definition it does.

Actually, we have recently seen that there really is no good
definition of Multimedia - so give up trying.

>
> Just more marketting hype like the `64-bit` tag. Still, at
>least Atari seem to be making an effort to market it unlike previous
>efforts from them.

Gee, you're the only one generating factless hype - the Jaguar has a
64-bit bus, with a 64-bit blitter and 64-bit RISC chip.

I still have yet to hear of a single US distributor for the CD-32...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

45. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-06 17:17:33 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9401061712.AA01641@lis21>
Source record: 19296

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

>> Atari have produced a `Super Console` but they have spent a lot
>>doing it. They launched too late for the Xmas period this year and
>>missed a LOT of potential sales. If it`s successful, Atari will
>>continue as a games console company. If not, then they are dead.
>>Either way, their home computer line looks to have a dim future.
>>Maybe they will make a `Super Falcon` with the Jaguar chipset and
>>,say, a 68030 (With full 32 bit memory access this time).

>If they are successful, the computer line will probably get more
>attention. It is just as easy for me to say that Commodre will never
>again make anything but CD-32's, and it would be just as untrue.

It wouldnt really matter that much if commodore did stick to
making CD32s as they are Amigas! You can add a keyboard and
floppy/hard disks to the CD32 and expand it like an A1200. The great
thing about the CD32 is that you are getting a computer capable of
playing great games. The CD32 is packaged to appeal to games
players, but inside it is a full Amiga computer with OS. If needed,
it can be expanded to be used as such. People who already have
Amigas will benefit from more games (due to less CD piracy), better
games (due to mass storage of CD ROM) and access to a good quality
double speed CDROM drive (Adding a CD32 compatible drive to the
A1200/A4000 means you can also read disks like Aminet or Fred Fish,
as well as any ISO 9000 CDROM).

The Jaguar is an excellent console, but NOT a computer and good
sales of the Jaguar will not have any knock on benefit for Falcon
owners like good CD32 sales are having for Amiga owners right now.

>What
>you just do not seem to be able to grasp is that Atari likes the
>computer buisiness, and has no plans to leave (as much as you'd like
>them to).

What you dont seem to grasp is that manufacturers are in
business to make money, not because they `like` an area of
computing. Atari started as a games company and nice as it is to
have a computer line, they are most unlikely to keep making machines
if they sell as dismally as the Falcon has. Before you start hyping
the future of the jaguar, try and analyse why the Falcon and Lynx
have failed to make much impact in their respective markets. Whether
Atari leave the home computer business or not is completely
irrelevent to me. If they make good, well priced, well supported
machines then I`m as likely to buy one as anyone else is. So far,

they HAVEN`T.

>>Maybe they will make a `Super Falcon` with the Jaguar chipset and
>>,say, a 68030 (With full 32 bit memory access this time).

>I would sure go for a Falcon with the Jaguar chipset included!

I`d be very tempted too. Even if it didn`t have a lot of
software, it would be worth getting for the potential alone. A kind
of `luxury` purchase - it`d have to be affordable though... If they
can sell the Jaguar for 200 UKP then I would expect a 4Mb/030
computer to sell around 500-600 UKP which would be very tempting

>> Atari fans seem to miss the point that a system needs software
>>to survive and thrive. Unless we see lots of excellent software for
>>the Jaguar, it has no future - excellent specs or not.

>It already has excellent software, with more on the way. I'd say the
>CD-32 needs to worry a bit harder about this...

It has a very small amount of software, with limited developers
doing work on stuff. You can say that in x months it will have more
software than you could afford to buy, but you could say the same of
the lynx and noone could claim that it has an attractive software
base when compared to the competition.

>> Remember the Lynx???
>> No - neither do the rest of the world.....

>But they will, once the Jaguar is out en masse, and carrying the Lynx
>with it - that is Atari's plan.

It would be nice (I own a Lynx), but I think that it will benefit
from the name of Atari being one of the main players in the console
world if the Jaguar is a success. I doubt that Atari have any sort
of business plan at all judging from their complete mismanagement
and mismarketting since their 2600VCS days.

Gavan (via friends account)
REAL email address gmoran@nyx.cs.du.edu

46. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-06 17:30:45 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9401061725.AA01666@lis21>
Source record: 19297

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

>> Its commonly accepted that a multimedia system requires a large
>>amount of storage to play all that sound and video from. A CD-less
>>jaguar would not be capable of multimedia in the accepted sense. If
>>it was, you could also call the nintendo NES a `multimedia system`.

>You have forgotten that the Jaguar will have a CD-ROM. You have also
>forgotten one other option for a multimedia system - retreiving
>information from a cable system, which does not need a CD-ROM - just a
>connection to the cable network. The CD-32 does not come with one of
>these, does that mean it is not a good multimedia machine? No, but by
>your own definition it does.

It may be getting a CDROM at some point in the future, but the
standard Jaguar WON`T be a CDROM machine - it will be cartridge
based. Since all Jaguars currently sold are Cartridge machines, then
they don`t fill the criteria I mentioned. Try thinking about the
words before you reply next time.

The cable option is nice, but again it is `future-ware` and I
doubt that you just plug your cabletv wire into the back of the
Jaguar. Some sort of interface unit will be needed, so you might as
well say that the CD32 is cable capable. At the present time,
neither system can be hooked up directly to a cable network without
(currently nonexistent) add-ons.

Lets just say that only one of these two consoles comes AS STANDARD
with a mass storage system.

As for the multimedia hype affecting sales - well it never seemed
to help the CDi or CDTV sell any more, if anything it confused
people as multimedia is a non-starter as far as the general consumer
market goes.

>Actually, we have recently seen that there really is no good
>definition of Multimedia - so give up trying.

I agree. The only sort of `standard` definition of a multimedia
machine is the Microsoft MPC standard which specifies a CDROM drive,
2 megs memory, 8 bit sound and at least 256 colours on screen. The
CD32 meets the specification (altough the processor is not an Intel,
the power is actually more than tht required by the standard). Since
the bse jaguar does not have a CDROM drive, it does not meet the
standard.

Its fair to say that a CD based jaguar WILL be accepted as a
multimedia platform by anyones standards, and will certainly offer
more power at this than the CD32 could.

Gavan (via friends account)
REAL email address gmoran@nyx.cs.du.edu

47. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-06 22:12:40 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan6.221240.21315@mnemosyne.cs.du.edu>
Source record: 19298

In article <9401061725.AA01666@lis21>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
>
>>> Its commonly accepted that a multimedia system requires a large
>>>amount of storage to play all that sound and video from. A CD-less
>>>jaguar would not be capable of multimedia in the accepted sense. If
>>>it was, you could also call the nintendo NES a `multimedia system`.
>
>>You have forgotten that the Jaguar will have a CD-ROM. You have also
>>forgotten one other option for a multimedia system - retreiving
>>information from a cable system, which does not need a CD-ROM - just a
>>connection to the cable network. The CD-32 does not come with one of
>>these, does that mean it is not a good multimedia machine? No, but by
>>your own definition it does.
>
> It may be getting a CDROM at some point in the future, but the
>standard Jaguar WON`T be a CDROM machine - it will be cartridge
>based. Since all Jaguars currently sold are Cartridge machines, then
>they don`t fill the criteria I mentioned. Try thinking about the
>words before you reply next time.

I've thought about them plenty - The Jaguar has all it needs to be a
multimedia machine, just beacuse it does not come standard with a
CD-ROM is no reason to say it is not a good multimedia machine.

>
> The cable option is nice, but again it is `future-ware` and I
>doubt that you just plug your cabletv wire into the back of the
>Jaguar. Some sort of interface unit will be needed, so you might as
>well say that the CD32 is cable capable. At the present time,
>neither system can be hooked up directly to a cable network without
>(currently nonexistent) add-ons.

Which is my point - I would not say the CD-32 is not a multimedia
machine because it currently does not have such an interface. (Ok,
that is a bit convoluted of an example).

>
>
>Lets just say that only one of these two consoles comes AS STANDARD
>with a mass storage system.
>

True enough.

> As for the multimedia hype affecting sales - well it never seemed
>to help the CDi or CDTV sell any more, if anything it confused
>people as multimedia is a non-starter as far as the general consumer
>market goes.
>

CDI is making a good comeback - they have had a lot of TV ads latley
and had good sales over christmas. It all comes down to advertising
in the end. If the advertisers can show people why they shoukld want
multimedia, they will buy it - in the CDI's case, it is the existance
and marketing of "Voyuer", an "adult" game for the CDI. This is the
kind of stuff that will create a wide acceptance of multimedia, the
same way it did for VCR's.

>>Actually, we have recently seen that there really is no good
>>definition of Multimedia - so give up trying.
>
> I agree. The only sort of `standard` definition of a multimedia
>machine is the Microsoft MPC standard which specifies a CDROM drive,
>2 megs memory, 8 bit sound and at least 256 colours on screen. The
>CD32 meets the specification (altough the processor is not an Intel,
>the power is actually more than tht required by the standard). Since
>the bse jaguar does not have a CDROM drive, it does not meet the
>standard.
>

All the Jaguar is missing is the CD-ROM, and it will be out in time -
there are already games under development for it, so it is a reality.

> Its fair to say that a CD based jaguar WILL be accepted as a
>multimedia platform by anyones standards, and will certainly offer
>more power at this than the CD32 could.
>

Ok, that was all I was looking for.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

48. CES bits

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-08 16:20:03 UTC
From: an8496@anon.penet.fi
Message-ID: <162320Z08011994@anon.penet.fi>
Source record: 19299
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.games

some news from CES include the Sega Portable, Trax SFX,
C= CD32 and Jaguar. here is some of the conference thanks
to my cousin with Genie with enough time to get some early bits of
latest CES news and beautify it!

<BOB-BRODIE> Happy New Year, to all of our friends on GEnie!
I trust that you have all enjoyed the holiday season very
much.

<BOB-BRODIE> Activity at Atari is at an all time high as we continue
with the our release of the Jaguar. For the third month
in a row, this session of Dateline: Atari is coming to you
from the road! In November, you may recall that we came to
you live from the New York City Launch event, in December I
was back in New York visiting with retailers. This month,
I come to you live from the Consumer Electronic Show in Las
Vegas. Today's session concluded about an hour ago, and
I've rushed back from the show floor to my hotel room to join
you online tonight.

<BOB-BRODIE> We have lots of exciting news to share with you, so let's
get started right away!!!

<BOB-BRODIE> The Jaguar can truly be called an award winning product!!
Atari was presented with a number of awards so far here at CES.

Die Hard Game Fan Magazine has presented Atari with two awards,
one for Cybermorph as "December Game of the Month", and another
for Jaguar as the Best New Product of 1993.

Video Game Magazine presented Atari with an award for Best New
Product of 1993, and Best Print Ad of 1993 for the Jaguar.

Game Informer Magazine announced at their 2nd Annual Game
Informer Magazine Awards that they have awarded the Atari
Jaguar the Best New Product of the Year award!!

Today, Electronic Games told us that they were naming Tempest
2000 on the Atari Jaguar the award as Best Game of CES!

We're very excited and pleased with all of the accolades that
the Jaguar has earned to date!!

<BOB-BRODIE> Atari has returned to the main floor of CES. Our booth is
located in Pavilion A, rather than using a suite as we have in
the past few years. The amount of activity in the booth has been

just incredible.

<BOB-BRODIE> We have visited by retailers from all over the world, and many prominent members of the media as well. Today we hosted CNN for coverage of the exciting Jaguar title "Alien vs. Predator". We're displaying Jaguars in our booth in the interactive display kiosks that will be available for retailers to utilized. These kiosks feature the striking Jaguar "cat eye" logo, and use an RGB monitor, and a set of stereo speakers to showcase the Jaguar's capabilities.

We also have a large screen TV that we're using to highlight some of the newest titles, like Alien vs. Predator, and Tempest 2000.

We have a series of Lynx kiosks set up as well, showing off the new titles that are available for the Lynx.

We're pleased to have some exciting products on display in our booth at CES for both the Jaguar and the Lynx! For the Lynx, Telegames is showing Super Off Road, and Krazy Ace Miniature Golf. They have recently released Desert Strike for the Lynx as well.

Atari is showing Lynx Raiden, Eye of the Beholder, and Ninja Gaiden III.

Beyond Games is showing new titles as well, including Ultra Vortex.

I'll make sure that complete descriptions of the Lynx titles are made available online here within one week of today. I had expected to have the completed text files outlining the story lines of all the games by today, but it didn't reach me in time for the CO tonight. (Sorry!)

<BOB-BRODIE> On the Jaguar side of things, Alien vs. Predator is coming along very nicely, and is a *HUGE* hit here at the show. This game is a 3D rendered tunnel/maze game with texture mapped walls, and striking digitized renderings of the Alien and the Predator creatures. As you play the game, you have the option of being the Alien, the Predator, or the Colonial Marine. Each character has their own set of unique skills, and weapons!!

Telegames is showing a preliminary version of Brutal Sports Football. Anything goes in this football game, THERE ARE NO RULES! Just pick up the ball and run for your life!! Players compete on the gridiron against 16 of the most unforgiving mutant teams ever to separate a cyborg from his generator pack!

Telegames also announced that they would be producing European Soccer Challenge for the Jaguar. This title will be a significantly enhanced version of the same title currently available on

the Lynx. In addition to true color graphics, the product will have an expanded season and playoff format for the 170 teams. A specific personality and performance ability will be established for each players, and you can earn the ability to trade players under certain circumstances.

Ultimate Brain Games is an expanded version of the Ultimate Chess Challenge title for the Lynx as well. In addition to a chess game, there will be a backgammon and checkers game. This product will features specific game set up for computer solution, and digitized graphics.

<BOB-BRODIE> Atari is showing an early version of Checkered Flag II for the Jaguar, featuring real time 3D generated action. The player is allowed to customize racing cars to his wishes. The cars, buildings, and roads are rendered in real time 3D. (No *RAILS* like Crash N Burn and Total Eclipse!!!) Racing speed is intensified by 100 percent true sound effects, crashes feature realistic sounds and imagery with parts flying, and tires screeching.

Tempest 2000 is one of the most popular games in arcade history, back in it's original form as well as in three new versions. On one cartridge, you get four games! Tempest (original version), Tempest Plus, Tempest 2000, and Tempest Dual! The games feature two player cooperative play, the use of an android, cycle shaded webs, and many new weapons and challenging bonus levels.

<BOB-BRODIE> All told, there are over 15 new titles that have been announced at the show for the Jaguar!! Among those are: Battlewheels, Car Wards, Commando, DOOM, Dungeon Depths, Evidence, Hosenose and Booger, Return to Zork, and Ultra Vortex.

Atari is continuing its roll out of the Jaguar on a national basis, effective immediately. All of the partners that we have been working with in New York and San Francisco that are national accounts, like Toys R Us, Babbages, and Electronic Boutique, will go national immediately. We will then roll out to the top ten markets in the US throughout the first quarter. Beginning in the second quarter, we will go to the top twenty markets. Our retail partners are pleased with our promotional efforts to date, and we have aggressive marketing plans scheduled up through June of this year that we have committed to.

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

49. 1.4 ROMs and Beetle mice needed

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-09 05:02:52 UTC
From: rge@helix.nih.gov
Message-ID: <1994Jan9.050252.2658@alw.nih.gov>
Source record: 19300
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

I need some mice (preferrably Beetle mice) and the 1.4 ROM's for several STs. Any available? Please send email to rge@helix.nih.gov

50. Jaguar in Australia soon!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-10 01:40:59 UTC
From: hutch@tartarus.uwa.edu.au
Message-ID: <2gqbnb$7ft@uniwa.uwa.edu.au>
Source record: 19301
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

On the weekend I 'phoned Paragon computers in Perth. They said they would be getting in 2 demo Jag's within a month, but they wouldn't be shipping in units for customers until July(ish). They will, of course, be taking orders. The thing that I was impressed with was the price. Just $425 Australian dollars!

- JA5! ;-)

51. Please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-11 02:03:08 UTC
From: uamb@pool.info.sunyit.edu
Message-ID: <1994Jan11.020308.2140@pool.info.sunyit.edu>
Source record: 19302

Whoever put up the online conference from GENIE talking about Jaguars new games:

Is there anyway you could post this to us again? I am using it for a project and my system deleted it.

Thank you.

52. Getting a new Jaguar, any suggestion?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-11 04:07:48 UTC
From: jjindda@uclink.berkeley.edu
Message-ID: <2gt8mk$4ta@agate.berkeley.edu>
Source record: 19303

I am finally getting a Jaguar tomorrow. However, before I make an actual purchase, I would like to hear a few comments or suggestions from the owners of the system 'cuz I've hearing (reading, better yet :>) about the problems regarding to cable, converter, and lines appearing on the screen and as far as I know few people had to return and get a new one. So, I would like to know what kinda testing should be done before I come back home with a possible defective system....

Also, there are four games out so far right?
CG, CM, Raiden, Dino dude, or something....reviews anyone?

53. CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-11 15:19:00 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2gug14$3rf@ucunix.san.uc.edu>
Source record: 19305

I just got the latest issue of Popular Science in yesterday. It showed the CD32. It had a nice summary and a fine looking picture. It was under the section of New and Exciting items.

Was Atari's Jag in Popular Science?

```
+-----------------------------------+_
| *> Kevin Klasmeier - Cincinnati OH | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.Klasmeier ==-U-S-A-=> | |
| >>>> Trust me, Rush IS right! <<<< | |
+-----------------------------------+ |
'-----------------------------------'
```

54. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-11 18:44:25 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9401111840.AA02311@elm26>
Source record: 19304

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

>I've thought about them plenty - The Jaguar has all it needs to be a
>multimedia machine, just beacuse it does not come standard with a
>CD-ROM is no reason to say it is not a good multimedia machine.

oh yeah, what sort of Multimedia software do you see becoming
aviable for a standard, cartridge based Jaguar? Encyclopaedias,
Medical References, Digital videos? The Jagaur as it stands is a
GAMES CONSOLE and this mutlimedia system logo is just an effort to
make it a bit more upmarket.

As for the 64-bit tag, there are some parts of the system that
are 64-bit, but its still misleading to tout the thing a a 64-bit
system. Just like Nintendo pushing the SNES as 16-bit. FYI, parts of
the AGA chipset have 64bit paths but nobody calls the Amiga a 64-bit
machine.

>Which is my point - I would not say the CD-32 is not a multimedia
>machine because it currently does not have such an interface. (Ok,
>that is a bit convoluted of an example).

Too right. But the Cd32 DOES have a mass storage device, the
CDROM! I like the idea of interfacing with cable TV to get data
though. Sort of like a graphical version of the InterNet in your
living room. Whether consumers will go for this is pretty doubtful
though...

>CDI is making a good comeback - they have had a lot of TV ads latley
>and had good sales over christmas. It all comes down to advertising
>in the end. If the advertisers can show people why they shoukld want
>multimedia, they will buy it - in the CDI's case, it is the existance
>and marketing of "Voyuer", an "adult" game for the CDI. This is the
>kind of stuff that will create a wide acceptance of multimedia, the
>same way it did for VCR's.

CDi has been out for a couple of years now with neglible market
penetration. Phillips are spending loads but it still seems to be a
bit of a dead duck. The FMV option might persuade people to buy the
players to view videodisks (on 5" CD that is), especially if FMV
comes as standard and their is a carousel system for multi-disk
films. As a games console/multimedia system, well the software
available is quite frankly laughable and thats what counts as
experience shows that software sells hardware.

>All the Jaguar is missing is the CD-ROM, and it will be out in time -
>there are already games under development for it, so it is a reality.

What about the Atari Panther then? Did that ever see the light of day? There were games in development for it too...

I believe there will be a CDROM drive for the Jaguar, but time will tell when we see it and how well its supported.

>> Its fair to say that a CD based jaguar WILL be accepted as a
>>multimedia platform by anyones standards, and will certainly offer
>>more power at this than the CD32 could.

>Ok, that was all I was looking for.

Maybe you should take time to analyse the picture rather than blindly advocating Atari.
Obviously only a FOOL would attempt to say the CD32 had better hardware, but thats not all there is to a good machine. I have a strange feeling that Sega or Nintendo will end up with the Lions share of the market, regardless of what Atari or CBM do.

Gavan
this is NOT my own address, email at
gmoran@nyx.cs.du.edu
---

55. Jaguar developers info

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-12 00:00:01 UTC
From: nextgen@shell.portal.com
Message-ID: <CJHpC4.530@unix.portal.com>
Source record: 19306

```
If anyone has the phone number or an email address for Atari's Developer
Relations group, please send it to me via email: nextgen@shell.portal.com.

Thanks,

Peter
--
Peter White
NextGen Software
```

56. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-12 07:53:22 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan12.075322.12450@mnemosyne.cs.du.edu>
Source record: 19307

In article <9401111840.AA02311@elm26>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
>
>
>>I've thought about them plenty - The Jaguar has all it needs to be a
>>multimedia machine, just beacuse it does not come standard with a
>>CD-ROM is no reason to say it is not a good multimedia machine.
>
> oh yeah, what sort of Multimedia software do you see becoming
>aviable for a standard, cartridge based Jaguar? Encyclopaedias,
>Medical References, Digital videos? The Jagaur as it stands is a
>GAMES CONSOLE and this mutlimedia system logo is just an effort to
>make it a bit more upmarket.

That's right - I bought a GAMES console. And I do see multimedia
GAMES being developed for the coming Jaguar CD-ROM. Incidentally,
wheer are these titles you mentioned for the CD-32? I have heard
nothing about any under development... I don't think that is so bad,
as the CD-32 is also a game console.

If I wan't encyclopedias, I'll get them for my computer, thanks.

>
> As for the 64-bit tag, there are some parts of the system that
>are 64-bit, but its still misleading to tout the thing a a 64-bit
>system. Just like Nintendo pushing the SNES as 16-bit. FYI, parts of
>the AGA chipset have 64bit paths but nobody calls the Amiga a 64-bit
>machine.
>

The whole TOM chip and internals are 64 bits. The whole machine has a
64-bit bus. The Jaguar is a 64-bit machine, no hype about it.

>>Which is my point - I would not say the CD-32 is not a multimedia
>>machine because it currently does not have such an interface. (Ok,
>>that is a bit convoluted of an example).
>
> Too right. But the Cd32 DOES have a mass storage device, the
>CDROM! I like the idea of interfacing with cable TV to get data
>though. Sort of like a graphical version of the InterNet in your
>living room. Whether consumers will go for this is pretty doubtful
>though...
>

Yep, I'm not too sure they will eaither, but I rather like the idea
myself... The jaguar will have a CD-ROM in the future, and stuff is
under development for it.

The cable multimedia stuff is what I believe the MPEG-2 cart is about
(probably all systems will have them), it lets you transmit a goodly
amount of digital video over cable lines.

>>CDI is making a good comeback - they have had a lot of TV ads latley
>>and had good sales over christmas. It all comes down to advertising
>>in the end. If the advertisers can show people why they shoukld want
>>multimedia, they will buy it - in the CDI's case, it is the existance
>>and marketing of "Voyuer", an "adult" game for the CDI. This is the
>>kind of stuff that will create a wide acceptance of multimedia, the
>>same way it did for VCR's.
>
> CDi has been out for a couple of years now with neglible market
>penetration. Phillips are spending loads but it still seems to be a
>bit of a dead duck. The FMV option might persuade people to buy the
>players to view videodisks (on 5" CD that is), especially if FMV
>comes as standard and their is a carousel system for multi-disk
>films. As a games console/multimedia system, well the software
>available is quite frankly laughable and thats what counts as
>experience shows that software sells hardware.
>

I think that CDI had very respectable sales over the holidays.
However, I too think CDI is a falling star - I predict FMV CD-ROM
disks to be a major flop, probably taking the CDI with it.

>
>>All the Jaguar is missing is the CD-ROM, and it will be out in time -
>>there are already games under development for it, so it is a reality.
>
> What about the Atari Panther then? Did that ever see the light of
>day? There were games in development for it too...
>

Were there? Not on the same scale that Jaguar games are under
development. they never even really officially announced the Panther
to the press or anything.

>I believe there will be a CDROM drive for the Jaguar, but time will
>tell when we see it and how well its supported.
>

It already has a few games I'd like to see under development.

>>> Its fair to say that a CD based jaguar WILL be accepted as a
>>>multimedia platform by anyones standards, and will certainly offer
>>>more power at this than the CD32 could.
>
>>Ok, that was all I was looking for.
>

> Maybe you should take time to analyse the picture rather than
>blindly advocating Atari.

I am not "blindly" advocating Atari. Perhaps you should open your eyes to a few truths about the Jaguar. Please point out where I am using baseless claims to "blindly" advocate the Jaguar.

I bought a Jaguar because I like the current games, see better games on the way, and recognise that Atari really means business with this machine - TV ads and real distributors (like I can now go to just about any mall in America and get Jaguar stuff).

> Obviously only a FOOL would attempt to say the CD32 had better
>hardware, but thats not all there is to a good machine. I have a
>strange feeling that Sega or Nintendo will end up with the Lions
>share of the market, regardless of what Atari or CBM do.
>

Possibly - Sega might be able to maintain good market share if they really get the new machine out on schedule. Nintendo has major problems, and are running around like a chicken with its head cut off.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

57. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-12 08:07:40 UTC
From: rcarter@nyx10.cs.du.edu
Message-ID: <1994Jan12.080740.13436@mnemosyne.cs.du.edu>
Source record: 19308

>John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:

>>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

>>I've thought about them plenty - The Jaguar has all it needs to be a
>>multimedia machine, just beacuse it does not come standard with a
>>CD-ROM is no reason to say it is not a good multimedia machine.

> oh yeah, what sort of Multimedia software do you see becoming
>aviable for a standard, cartridge based Jaguar? Encyclopaedias,
^^^^^^^^^^^^^^
>Medical References, Digital videos? The Jagaur as it stands is a
>GAMES CONSOLE and this mutlimedia system logo is just an effort to
>make it a bit more upmarket.

Hmmm, if the ATARI Jaguar -does- get enough market penetration, this
would be a -very- viable product; put the indexing info on a cart,
and then issue yearly updates on CDs... Hmmm, the Jaguar Reference
Set... Sounds do-able to me, especially with their (10) keypad.
--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \ "My mind is like a racing engine, tearing itself
rcarter@nyx.cs.du.edu \ to pieces..." - Sherlock Holmes

58. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-12 12:50:52 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.758379052@unix1.tcd.ie>
Source record: 19309

In <9401111840.AA02311@elm26> p9150919@athmail1.causeway.qub.ac.uk (John Terence Kennedy) writes:

>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

>>I've thought about them plenty - The Jaguar has all it needs to be a
>>multimedia machine, just beacuse it does not come standard with a
>>CD-ROM is no reason to say it is not a good multimedia machine.

> oh yeah, what sort of Multimedia software do you see becoming
>aviable for a standard, cartridge based Jaguar? Encyclopaedias,
>Medical References, Digital videos? The Jagaur as it stands is a
>GAMES CONSOLE and this mutlimedia system logo is just an effort to
>make it a bit more upmarket.

> As for the 64-bit tag, there are some parts of the system that
>are 64-bit, but its still misleading to tout the thing a a 64-bit
>system. Just like Nintendo pushing the SNES as 16-bit. FYI, parts of
>the AGA chipset have 64bit paths but nobody calls the Amiga a 64-bit
>machine.

I like debate. And this whole newsgroup would be very boring if
we all agreed on the same thing. On the 64-bit tag thingy, I have to
say something.

Most computers today are not true 32-bit or true 16-bit. The Atari
and Amiga computers have had 8-bit data paths and 8-bit processors.
Take for example the keyboard chip. Yet there are still called
16-bit micros (ST and AMIGA). The main chip is the 68000 and
that is internally a 32-bit processor.

The reason there are called 16-bit? It is beause the vast majority
of work done in the computers is in 16-bits. Simple fact.

With the Jaguar or any other system, it is fair play to state the
the machine is xx-bit if the majority of work is done in xx-bits.
That is true of the Jaguar. Most data is moved and operated on in
64-bits. Simple fact.

The AGA chips in the amiga might have some 64-bit registers (?)
but the larger part of work is done over a 32-bit bus and operations
inside 32-bit processors.

The world is not black and white.

>>> Its fair to say that a CD based jaguar WILL be accepted as a
>>>multimedia platform by anyones standards, and will certainly offer
>>>more power at this than the CD32 could.

>>Ok, that was all I was looking for.

> Maybe you should take time to analyse the picture rather than
>blindly advocating Atari.
> Obviously only a FOOL would attempt to say the CD32 had better
>hardware, but thats not all there is to a good machine. I have a
>strange feeling that Sega or Nintendo will end up with the Lions
>share of the market, regardless of what Atari or CBM do.

Perhaps. But hopefully the underdogs in this market war win through.

>--
>Gavan
>this is NOT my own address, email at
> gmoran@nyx.cs.du.edu
>--

mark

59. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-12 18:05:08 UTC
From: shawnspo@csn.org
Message-ID: <CJJ3KK.HA0@csn.org>
Source record: 19310

Well, it seems a lot of you have specs problems. The Jag is not limited to just a 10-key keypad. Atari's whole intent was to keep the system going for as long as possible by making it very flexable. Here are the confirmed specs:

64-BIT RISC-Based architecture with multi-processor array.

Data path runs at 106.4Mbyte/sec using 64-bit pathway.

Individual inter-system graphics processor running at 27 MIPs with an internal 4K of zero wait-state SRAM equiped to do full range graphical effects including high-level, very high speed rotations, shading, morphing and has a programmable infrastructure so programmers can be more flexable in what they want to do, they don't have to conform to specific guidelines set by Atari for the graphics they want, they can basically change the way the Jag makes graphics depending on what they want it to do.

Another processor, an Object Processor, basically works with the graphics processor to enhance visual effects, etc. Can handle Sprite animation, pixel-maps, and character maps as well as a full range of other high-performace features.

Another processor, the Digital Signal processor, running at 27 MIPs with the usual 8K SRAM puts out CD Quality audio and full stereo and because it is indivdual it does not interfere with the fast work going on elsewhere in the system.

They have a Blitter that takes on full Logical Operations at high-speed like Z-Buffering and Gouraud shading.

Yet another processor, this time MC68000 class CPU, acting as a general purpose control processor, basically monitors and manages the action processors.

32-bit color system, putting out 16,777,216 colors updating at 850 million pixels per second. System is Full-3D Ready.

ROM Reader/Cartridge and Interface takes 48 megabits of uncompressed data. They can compress really big games and this goes to a max of 400 megabits.

Uses 16 Megabits of "hyper-speed" page-mode DRAM.

An optional double speed CD-ROM Drive.

ComLynx I/O for networking to other multi-console games. Interfacing system on all COMM units allows attachment to modems, digital optical data networks, as well as basically anything else that shows up later. It is very flexable in this area. It willl support analog interfaces too,

along with keyboards, lightguns and mice. I doubt disk drives would even be a problem here.

Controller pad is kind of big, uses 3 fire buttons, pause, option, and a 12-key control keyboard with game-specific control/overlay options. So you won't have to use the same buttons for different moves in MKII as you do in MKI Sega/Genesis now.

It also has a high-speed synchronous serial data port, this works in conjuntion with the Cable-TV Networks, interactive games and other digital systems. Eventually if they ever get this data superhighway installed you could probably hook your Jag to it and play MKII with another player in a different state.

This system, with CD-ROM or digital optical interface no doubt at all can become a complete multi-media system. It can have keyboards, mice, "touch screen" systems, anything Atari or 3rd party hardware dudes think of. All they have to do is make the data interchange compatible with the Jag's HIGHLY flexable interfaces and you can basically add anything you want. You can network it to your PC, your TV, your phone, call other Jag's and play your best friend miles away using a modem, and a lot more. If you don't like the Jag, don't get it. I could care less. But I think your going to miss out on more than you think.

Shawn

60. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-12 18:34:43 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9401121830.AA01811@elm24>
Source record: 19311

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes..

>> oh yeah, what sort of Multimedia software do you see becoming
>>aviable for a standard, cartridge based Jaguar? Encyclopaedias,
>>Medical References, Digital videos? The Jagaur as it stands is a
>>GAMES CONSOLE and this mutlimedia system logo is just an effort to
>>make it a bit more upmarket.

>That's right - I bought a GAMES console. And I do see multimedia
>GAMES being developed for the coming Jaguar CD-ROM. Incidentally,
>wheer are these titles you mentioned for the CD-32? I have heard
>nothing about any under development... I don't think that is so bad,
>as the CD-32 is also a game console.

but you have been arguing that the standard (CD-less) Jaguar IS a
multimedia system!!!!! You at last admit that the cartridge
Jaguar is only a games system and NOT a multimedia system as Atari
are hyping all over the packaging?

There are loads of old CDTV multimedia titles available that run
on the CD32. Things like the Grolier Encyclopedia, Dr Wellman,
Golden Age of Spaceflight etc. These ARE multimedia titles. I dont
know much about whats in development, but Id say that developers are
most unlikely to make MULTIMEDIA systems based around a cartridge
Jaguar. Comprende?

>The cable multimedia stuff is what I believe the MPEG-2 cart is about
>(probably all systems will have them), it lets you transmit a goodly
>amount of digital video over cable lines.

Yes, this looks like it could be good. Digital TV transmission is
the way to go, and if its interactive then all the better. I don`t
know if the technology has matured yet, if anything it could be
another 3-4 years before there is a demand for this sort of system.

>I think that CDI had very respectable sales over the holidays.
>However, I too think CDI is a falling star - I predict FMV CD-ROM
>disks to be a major flop, probably taking the CDI with it.

Come off it! CDi has flopped from the start. However, Digital
Video could take off. The CD32, 3DO, CDi and Jaguar-CD (when it
arrives) will all be able to play these digital videos off CD
(albeit with add-on cartridge). This could create a new standard for
video distribution. The market is ready for a read-only, compact way
of delivering good quality video and sound. Dont forget that you
will be able to add an MPEG decoder to any CD player with a digital
output too! (and lets not forget DAT - with 2hr playing time and

tiny cassettes this could be the ULTIMATE MPEG delivery format!!).

>I am not "blindly" advocating Atari. Perhaps you should open your
>eyes to a few truths about the Jaguar. Please point out where I am
>using baseless claims to "blindly" advocate the Jaguar.

Your constant claims about coming games, hyping the system as if it going to be THE system etc. It might be true, but just take a look at Ataris past record .....

The 8-bits, 400/800/XL/XE. Excellent machines, poor marketting and developement. As a result, they died out without ever realising their potential. What a waste! Different management then though..

The ST. Bit of a poor machine, did well until the Amiga trashed it. Only heavy marketting and promotion could have saved it, so I guess we can`t blame Atari, even though they did screw up the marketting etc.

The Lynx. Awesome handheld, state-of-the-art. Still the absolute best handheld bar none. Very poor choice of software vs Sega or Nintendo though, and poor sales. Most people wouldnt even consider buying one at the present time. Again , Atari totally screwed up promotion and software support.

The Falcon. Nice DSP, but shared the ST image. A virtual total lack of advertising and promotion from Atari meant it never took off. The fact that you can only get it in a 68030 16Mhz config, with no 040 in sight and no proper Box or Tower system with multiple slots (officially that is) shows how little development they have put into it. It really has flopped commercially, even if it has lots of satisfied owners.

Both the Lynx and the Falcon were good products. Both had massive potential. Both were ineptly marketted by Atari and flopped as a direct result of Ataris incompetance. I bet when they first appeared you were advocating them like you are advocating the Jaguar right now. You pointed at the price, specs and software in development and said the sort of things you are saying now about the Jaguar (probably).

yeah, you MIGHT be right this time but most of your advocacy is based on blind optimism, not previous experience of Atari policy and management. What has changed about Atari in the past ten years? Do they have an all-new lineup and strategy? What reasons have you to say that they will succeed this time where they have screwed up at least twice before? Lets see a NEW reason why the Jaguar will be a success. Not superior hardware, as Atari had that with the Lynx, not price, as Atari are selling the lynx very cheaply.

>Possibly - Sega might be able to maintain good market share if they
>really get the new machine out on schedule. Nintendo has major
>problems, and are running around like a chicken with its head cut

>off.

Please! Nintendo and Sega single handedly CREATED todays
videogame market after Atari let it slip away from them in the
mid-eighties. Now Atari are going to wipe them out, like they did
with the lynx and Falcon?

Gavan. (via friends account)

REAL email address is at..
gmoran@nyx.cs.du.edu
---

61. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-12 18:42:56 UTC
From: p9150919@athmail1.causeway.qub.ac.uk
Message-ID: <9401121838.AA01820@elm24>
Source record: 19312

rcarter@nyx10.cs.du.edu (Ron Carter) writes.....

>> oh yeah, what sort of Multimedia software do you see becoming
>>aviable for a standard, cartridge based Jaguar? Encyclopaedias,
^^^^^^^^^^^^^^
>>Medical References, Digital videos? The Jagaur as it stands is a
>>GAMES CONSOLE and this mutlimedia system logo is just an effort to
>>make it a bit more upmarket.

>Hmmm, if the ATARI Jaguar -does- get enough market penetration, this
>would be a -very- viable product; put the indexing info on a cart,
>and then issue yearly updates on CDs... Hmmm, the Jaguar Reference
>Set... Sounds do-able to me, especially with their (10) keypad.
>-

maybe you havent been reading the thread. The arguement was
about Atari branding the standard, CARTRIDGE (cd-less) Jaguar as
being a multimedia machine. It obviously isnt. They could issue
updates on CDs, but I doubt that many owners of the base machine
would be able to use them.

Gavan. (via friends account)

REAL email address is at..
gmoran@nyx.cs.du.edu
---

62. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-12 20:38:17 UTC
From: shawnspo@csn.org
Message-ID: <CJJAnt.30H@csn.org>
Source record: 19313

Gavan:

Atari specifically took a new approach this time. Their Public Relations and marketing is being run by Bohbot Communications to insure success there, and they manufactured it at an IBM facility. They also used a star design team and spared no cost to make it good. Atari has quite a vast amount of cash ready to go at this time, they are not in debt but quite the opposite. So now they want to make a big show out of it, and I don't think with all their co-ventures they will let Jag die. They realized their mistake in the 80's and have corrected the problem. You are judging them on what they WERE like, not what they are.

I hear Bohbot and Atari have made some very interesting "tease" commercials and I am waiting for them to air....

So give Atari a chance.

63. 64 bit or not?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-13 00:37:57 UTC
From: GRD0017@Husky1.StMarys.Ca
Message-ID: <2h2555$63a@owl.nstn.ns.ca>
Source record: 19314

Take the keyboard for example.

If you can say that because of your typing speed that you need a 64 bit pathway for your keyboard I think you should be training for the Olympics.

You could market yourself...

Have your own line of athletic wear...

the possibilities are endless!!

Forgive me...I only lurked for about 5 minutes.

64. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-13 01:48:36 UTC
From: shawnspo@csn.org
Message-ID: <CJJp10.HE7@csn.org>
Source record: 19315

Another view:

It is possible to make the Jag output effective video and audio to compare to multimedia without the CD-ROM Drive. The cart's support up to 400 megs of data. You can fit a lot there. Also, everyone here is still stuck on physical information sources. Your forgetting that that is becoming outdated. Where I live we are supposed to have digital, interactive services in our houses by the end of next year. In our TVs, Phones, everything. The Jag can link to this and begin pulling UNLIMITED resources. The only storage concern continuing is how much can the servers on the network support, and that ends the thread. The Jag is ready-made with resources to link to this and many more "futureistic" information services. Multimedia using CD-ROM will soon be more outdated than the Atari 2600.

65. Re: 64 bit or not?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-13 01:55:22 UTC
From: shawnspo@csn.org
Message-ID: <CJJpCB.Hn1@csn.org>
Source record: 19316

The 64 bit structuring is for the intensive, super high speed updating occuring inside the Jaguar. The MC68000 CPU will be only 16-bit, but it does very little in a Jag. It watches "Tom And Jerry" (the code name for the chip structure), makes "management" functions, etc. Nothing much. However, when you get tom&jerry bouncing 850 million graphics instruction per second off to its internal systems, you need a 64-bit data pathway. Not to mention audio instruction, human interactivity, effective problem solving, internal system monitoring, etc. You don't need 5 processors to use a keyboard either, the Jag does and it couldn't give a damn about a keyboard.

In every logical, collective sense, it is 64 bit. You probably have 8-bit cards and systems in your computer. That doesn't make you computer 8-bit. It merely is using that to interface with something that requires no more. Sure, the Jag has some 16-bit systems, but its action processors blow 16-bit away so badly its practically immeasureable. People that don't think about it see 16-bit and flip and think well, its 16 bit then. WAY WRONG!

66. Jaguar Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-13 01:55:52 UTC
From: shawnspo@csn.org
Message-ID: <CJJpD4.Hoo@csn.org>
Source record: 19317

64-BIT RISC-Based architecture with multi-processor array.

Data path runs at 106.4Mbyte/sec using 64-bit pathway.

Individual inter-system graphics processor running at 27 MIPs with an internal 4K of zero wait-state SRAM equiped to do full range graphical effects including high-level, very high speed rotations, shading, morphing and has a programmable infrastructure so programmers can be more flexable in what they want to do, they don't have to conform to specific guidelines set by Atari for the graphics they want, they can basically change the way the Jag makes graphics depending on what they want it to do.

Another processor, an Object Processor, basically works with the graphics processor to enhance visual effects, etc. Can handle Sprite animation, pixel-maps, and character maps as well as a full range of other high-performace features.

Another processor, the Digital Signal processor, running at 27 MIPs with the usual 8K SRAM puts out CD Quality audio and full stereo and because it is indivdual it does not interfere with the fast work going on elsewhere in the system.

They have a Blitter that takes on full Logical Operations at high-speed like Z-Buffering and Gouraud shading.

Yet another processor, this time MC68000 class CPU, acting as a general purpose control processor, basically monitors and manages the action processors.

32-bit color system, putting out 16,777,216 colors updating at 850 million pixels per second. System is Full-3D Ready.

ROM Reader/Cartridge and Interface takes 48 megabits of uncompressed data. They can compress really big games and this goes to a max of 400 megabits.

Uses 16 Megabits of "hyper-speed" page-mode DRAM.

An optional double speed CD-ROM Drive.

ComLynx I/O for networking to other multi-console games. Interfacing system on all COMM units allows attachment to modems, digital optical data networks, as well as basically anything else that shows up later. It is very flexable in this area. It willl support analog interfaces too, along with keyboards, lightguns and mice. I doubt disk drives would even be a problem here.

Controller pad is kind of big, uses 3 fire buttons, pause, option, and a 12-key control keyboard with game-specific control/overlay options.

So you won't have to use the same buttons for different moves in MKII as you do in MKI Sega/Genesis now.

It also has a high-speed synchronous serial data port, this works in conjuntion with the Cable-TV Networks, interactive games and other digital systems. Eventually if they ever get this data superhighway installed you could probably hook your Jag to it and play MKII with another player in a different state.

67. Re: Jaguar in Australia soon!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-13 08:42:03 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2h31gr$a91@harbinger.cc.monash.edu.au>
Source record: 19318
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Jason Hutchens (hutch@tartarus.uwa.edu.au) wrote:
: On the weekend I 'phoned Paragon computers in Perth. They
: said they would be getting in 2 demo Jag's within a month,
: but they wouldn't be shipping in units for customers until
: July(ish). They will, of course, be taking orders. The
: thing that I was impressed with was the price. Just $425
: Australian dollars!

Any idea when Dick Smith, Brashes, Myers/Grace Brothers,
Harris Scarfe, etc are going to stock it. July sounds like
ages away. Oh well.

= Jim

68. Re: Jaguar in Australia soon!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-13 10:48:45 UTC
From: thomase@extro.ucc.su.OZ.AU
Message-ID: <CJKE1A.H8A@ucc.su.OZ.AU>
Source record: 19320
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Jason Hutchens (hutch@tartarus.uwa.edu.au) wrote:
>: On the weekend I 'phoned Paragon computers in Perth. They
>: said they would be getting in 2 demo Jag's within a month,
>: but they wouldn't be shipping in units for customers until
>: July(ish). They will, of course, be taking orders. The
>: thing that I was impressed with was the price. Just $425
>: Australian dollars!
>
>Any idea when Dick Smith, Brashes, Myers/Grace Brothers,
>Harris Scarfe, etc are going to stock it. July sounds like
>ages away. Oh well.

Hmm, well I rang Atari Australia HQ the other day and the guy on the phone was quite vague. He informed me Atari were not expecting shipments until May at the very earliest. He explained to me that they were told by America that more details would be worked out by the end of January, to which he added "Which probably means more like mid-February"....I sympathised with him.

Furthermore he told me that he had no idea what it would cost. I suggested the above $425 as a figure, but he replied "I really can't say". Looks like it might be a while after all, the only comfort I can gain from this is that by the time the Jag does get here the teething problems will, hopefully, have been sorted out.

Thomas the Tank Engine
aka Algor

+-----------------------------------+-------------------------------------+
| Email : thomase@extro.ucc.su.oz.au | The only way to deal with temptation|
| or ak586@cleveland.freenet.edu| is to give in to it. |
+-----------------------------------+-------------------------------------+

69. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-14 08:03:23 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <CJM11o.EGC@genesis.nred.ma.us>
Source record: 19319

Multimedia games? Since when have games not been multimedia.

--
Ralph A.Barbagallo III_Only AMIGA Makes it Possible!_nugget@genesis.nred.ma.us
---
A T A R I J A G U A R
6 4 - B I T I N T E R A C T I V E M U L T I M E D I A S Y S T E M

70. Z*NET

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-15 08:27:14 UTC
From: jonc@iconz.co.nz
Message-ID: <2h89d2$5mn@iconz.co.nz>
Source record: 19323

Due to the non use of the alt.znet groups they will be rmgrouped in one
months time.

Thanks to all the people who helped us in the past.

Jon Clarke
Z*NET Pacific
sysadmin
Internet Company of New Zealand

--

_ _
( )o "Internet users equal 3 times the POPULATION of New Zealand ?" o( )
/\ \ Public Access Internet , jonc@iconz.co.nz Auckland NZL / /\
"No SIX times the population and growing daily"

71. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-15 09:50:46 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan15.095046.24766@mnemosyne.cs.du.edu>
Source record: 19321

In article <9401121830.AA01811@elm24>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes..
>
>>> oh yeah, what sort of Multimedia software do you see becoming
>>>aviable for a standard, cartridge based Jaguar? Encyclopaedias,
>>>Medical References, Digital videos? The Jagaur as it stands is a
>>>GAMES CONSOLE and this mutlimedia system logo is just an effort to
>>>make it a bit more upmarket.
>
>>That's right - I bought a GAMES console. And I do see multimedia
>>GAMES being developed for the coming Jaguar CD-ROM. Incidentally,
>>wheer are these titles you mentioned for the CD-32? I have heard
>>nothing about any under development... I don't think that is so bad,
>>as the CD-32 is also a game console.
>
> but you have been arguing that the standard (CD-less) Jaguar IS a
>multimedia system!!!!! You at last admit that the cartridge
>Jaguar is only a games system and NOT a multimedia system as Atari
>are hyping all over the packaging?

Nope, because Multimedia is so poorly defined - you could have all of
the elements of Multimedia from a cart, you just would'nt get much
from them. Also, you could buy stuff like a cart that hooks up to a
network, hook it up, and voila, you have mulitmedia.

>
> There are loads of old CDTV multimedia titles available that run
>on the CD32. Things like the Grolier Encyclopedia, Dr Wellman,
>Golden Age of Spaceflight etc. These ARE multimedia titles. I dont
>know much about whats in development, but Id say that developers are
>most unlikely to make MULTIMEDIA systems based around a cartridge
>Jaguar. Comprende?
>

I see your point, but "mutimedia" is not as well defined as you would
like it to be. These kinds of things can't be done in a jag out of
the box without CD, but then again the Jag is a lot cheaper that way -
and few people really buy systems because they can use them for
"multmedia" anyway.

>>The cable multimedia stuff is what I believe the MPEG-2 cart is about
>>(probably all systems will have them), it lets you transmit a goodly
>>amount of digital video over cable lines.
>

> Yes, this looks like it could be good. Digital TV transmission is
>the way to go, and if its interactive then all the better. I don`t
>know if the technology has matured yet, if anything it could be
>another 3-4 years before there is a demand for this sort of system.
>

At least... though it may come sooner to some areas than others. The
trick is to live in a test market somewhere.

>>I think that CDI had very respectable sales over the holidays.
>>However, I too think CDI is a falling star - I predict FMV CD-ROM
>>disks to be a major flop, probably taking the CDI with it.
>
> Come off it! CDi has flopped from the start. However, Digital
>Video could take off. The CD32, 3DO, CDi and Jaguar-CD (when it
>arrives) will all be able to play these digital videos off CD
>(albeit with add-on cartridge). This could create a new standard for
>video distribution. The market is ready for a read-only, compact way
>of delivering good quality video and sound. Dont forget that you
>will be able to add an MPEG decoder to any CD player with a digital
>output too! (and lets not forget DAT - with 2hr playing time and
>tiny cassettes this could be the ULTIMATE MPEG delivery format!!).
>

CDI has not really flopped - they have in the past, but are making a
real comeback - a large amount of advertising, and wide displays in
the stores.

I really think the Video CD will and should die - who will pay
$200-$200 for a cart that just plays movies that look as good as the
'ol VCR? I can get a damn nice VCR for that much, and can record
stuff too. I would say it might have a chance if LaserDisks were not
already on the market - they have a huge lead in number of titles, and
also offer a much superiour sound + video experience.

>
>>I am not "blindly" advocating Atari. Perhaps you should open your
>>eyes to a few truths about the Jaguar. Please point out where I am
>>using baseless claims to "blindly" advocate the Jaguar.
>
>
> Your constant claims about coming games, hyping the system as if
>it going to be THE system etc. It might be true, but just take a
>look at Ataris past record .....
>

Yes, I think the Jaguar and the 3DO will be the coming systems - they
have the power to really produce games that are superiour to PC
games.

> The 8-bits, 400/800/XL/XE. Excellent machines, poor marketting
>and developement. As a result, they died out without ever realising

>their potential. What a waste! Different management then though..
>

BUT - the Jaguar has neither of these problems - good marketing, good developers, excellent distribution. For the first time, I can go into a real store, ask for the Jaguar, and they actually will have HEARD of it!

> The ST. Bit of a poor machine, did well until the Amiga trashed
>it. Only heavy marketting and promotion could have saved it, so I
>guess we can`t blame Atari, even though they did screw up the
>marketting etc.
>

Taht was the whole probleme here - marketing and development.

<more of the same deleted>
>
> yeah, you MIGHT be right this time but most of your advocacy is
>based on blind optimism, not previous experience of Atari policy and
>management. What has changed about Atari in the past ten years? Do
>they have an all-new lineup and strategy? What reasons have you to
>say that they will succeed this time where they have screwed up at
>least twice before? Lets see a NEW reason why the Jaguar will be a
>success. Not superior hardware, as Atari had that with the Lynx, not
>price, as Atari are selling the lynx very cheaply.
>

NO - my advocacy is not based on blind admiration - they DO have a new strategy. What has changed? What has changed? How about Atari courting developers instead of telling them to fu*k off. How about TV ads for the Jaguar. How about national media press coverage of the Jaguar. How about real distributors for the Jaguar. How about many Jaguar developers that say they cannot get enough of the Jaguar. How about Promises kept for all release dates. How about EXCELLENT handling of the bad RF box problem - new Radio Shack Autoswitching RF boxes in all new units + exchange bad RF box for new composite or S-video Cable. How about a major presence at the CES for the Jaguar. How about non-atari people hearing the Atari name for the first time in years.

I did not buy a Jaguar myself until it looked as if they had really made an effort to correct past probklems, and it looks like they finally have.

You have to, at some point, admit that SOMETHING is different at Atari.

>>Possibly - Sega might be able to maintain good market share if they
>>really get the new machine out on schedule. Nintendo has major
>>problems, and are running around like a chicken with its head cut
>>off.
>
> Please! Nintendo and Sega single handedly CREATED todays

>videogame market after Atari let it slip away from them in the
>mid-eighties. Now Atari are going to wipe them out, like they did
>with the lynx and Falcon?
>

It is a mistake of the highest order to compare thier computer efforts
with those of the Jaguar. In the video game market, Atari can talk
the talk, and walk the walk - they can dance with the best of them.

Not that I'm saying they can scrath Sega. Nintendo will die anyway
(no mater what happens to the Jaguar or any other system). Sega will
probably hold on to current market share with release of new system
(also to be cart+CD based... hmm, does THAT say anything?)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

72. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-15 09:51:53 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan15.095153.24825@mnemosyne.cs.du.edu>
Source record: 19322

In article <9401121838.AA01820@elm24>,
John Terence Kennedy <p9150919@athmail1.causeway.qub.ac.uk> wrote:
>rcarter@nyx10.cs.du.edu (Ron Carter) writes.....
>
>>> oh yeah, what sort of Multimedia software do you see becoming
>>>aviable for a standard, cartridge based Jaguar? Encyclopaedias,
> ^^^^^^^^^^^^^^
>>>Medical References, Digital videos? The Jagaur as it stands is a
>>>GAMES CONSOLE and this mutlimedia system logo is just an effort to
>>>make it a bit more upmarket.
>
>>Hmmm, if the ATARI Jaguar -does- get enough market penetration, this
>>would be a -very- viable product; put the indexing info on a cart,
>>and then issue yearly updates on CDs... Hmmm, the Jaguar Reference
>>Set... Sounds do-able to me, especially with their (10) keypad.
>>-
>
> maybe you havent been reading the thread. The arguement was
>about Atari branding the standard, CARTRIDGE (cd-less) Jaguar as
>being a multimedia machine. It obviously isnt. They could issue
>updates on CDs, but I doubt that many owners of the base machine
>would be able to use them.
>
>Gavan. (via friends account)
> -----------------------------------
> REAL email address is at..
> gmoran@nyx.cs.du.edu
> -----------------------------------

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

73. JaguarCD Ready?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-15 17:40:50 UTC
From: shawnspo@csn.org
Message-ID: <CJoMG3.5Js@csn.org>
Source record: 19324

Even with all my communication with Atari's Public relations "Monkey-boys" over at Bohbot Communications and talk with Atari Corp. directly I have yet been unable to get direct answers to the following two questions:

a.) Will JaguarCD be ready and released when the rest of Jag going nationwide, public release at the end of this month?

b.) Does the Jag have aux. audio outputs? I already have my home theater system "plugged" for the Jag's arrival with the video on the big-screen and the audio on the Sony Dolby-Surround system, but I need to know if I have to splice the audio from the Jag's output myself or does it already have audio jacks on the back?

Shawn

74. Re: JaguarCD Ready?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-16 06:36:58 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan16.063658.8017@mnemosyne.cs.du.edu>
Source record: 19325

In article <CJoMG3.5Js@csn.org>, Shawn Spotanski <shawnspo@csn.org> wrote:
>
>Even with all my communication with Atari's Public relations "Monkey-boys"
>over at Bohbot Communications and talk with Atari Corp. directly I have
>yet been unable to get direct answers to the following two questions:
>
>a.) Will JaguarCD be ready and released when the rest of Jag going
>nationwide, public release at the end of this month?

Probably not - I think the word from Atari is second half 94.

>
>b.) Does the Jag have aux. audio outputs? I already have my home theater
>system "plugged" for the Jag's arrival with the video on the big-screen
>and the audio on the Sony Dolby-Surround system, but I need to know if I
>have to splice the audio from the Jag's output myself or does it already
>have audio jacks on the back?

It does, but you have to buy a seperate cable. They currently have a
composite cable with stereo output for $20. They will have (have?)
s-video cables for about the same price, that also have stereo out.
The base units comes with just RF out (though making your own cable is
actually pretty easy).

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

75. JaguarCD Ready?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-16 07:31:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d38ed6c@troed.ct.se>
Source record: 19327

In a message of 15 Jan 94 18:40:50, Shawn Spotanski wrote:

SS> a.) Will JaguarCD be ready and released when the rest of Jag going
SS> nationwide, public release at the end of this month?

Sometime this summer, there are no games ready for it yet, that's why they will wait with the release. (Developers needs more time to fill up the CD's .. ;) .. Don't wanna follow in xxxxxxxxx's footsteps ..

SS> b.) Does the Jag have aux. audio outputs? I already have my home theater
SS> system "plugged" for the Jag's arrival with the video on the big-screen
SS> and the audio on the Sony Dolby-Surround system, but I need to know if I
SS> have to splice the audio from the Jag's output myself or does it already
SS> have audio jacks on the back?

Not standard, but the A/V cables are $20 and are available.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employer! --------+

76. Re: Jaguar developers + games list

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-16 18:59:51 UTC
From: cs93294@assn212.cs.ualberta.ca
Message-ID: <cs93294.758746791@wolfcreek.cs.ualberta.ca>
Source record: 19326

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>Nope, because Multimedia is so poorly defined - you could have all of
>the elements of Multimedia from a cart, you just would'nt get much
>from them. Also, you could buy stuff like a cart that hooks up to a
>network, hook it up, and voila, you have mulitmedia.

exactly. I saw a speaker labelled "MULTIMEDIA SPEAKER". just what the
hell is a multimedia speaker anyway? I say leave the multimedia thing
alone and let people think what they want about it, it's merely a
buzz word.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

77. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-17 04:56:02 UTC
From: DOWDLE@delphi.com
Message-ID: <940116.86162.DOWDLE@delphi.com>
Source record: 19328

Kevin Klasmeier,

Yes, the Jaguar was mentioned in Popular Science either last month or maybe it was the issue before that... anyway, there wasn't a picture, just a reference with a lot of "Atari claims," as if to say that they didn't believe the hardware specs because they sounded too good to be true... but we all know they ARE true. I'm sure once the Jaguar gets into national distribution,] they... and everyone else can't ignore it anymore.

TYL, Scott

78. Re: JaguarCD Ready?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-17 12:43:13 UTC
From: kstevens@srs.gov
Message-ID: <01H7S586R74Y00153N@SAEMS.SRS.GOV>
Source record: 19329

In article <1994Jan16.063658.8017@mnemosyne.cs.du.edu>, you wrote:

> In article <CJoMG3.5Js@csn.org>, Shawn Spotanski <shawnspo@csn.org> wrote:
> >
> >Even with all my communication with Atari's Public relations "Monkey-boys"
> >over at Bohbot Communications and talk with Atari Corp. directly I have
> >yet been unable to get direct answers to the following two questions:
> >
> >a.) Will JaguarCD be ready and released when the rest of Jag going
> >nationwide, public release at the end of this month?
>
> Probably not - I think the word from Atari is second half 94.
>
> >
> >b.) Does the Jag have aux. audio outputs? I already have my home theater
> >system "plugged" for the Jag's arrival with the video on the big-screen
> >and the audio on the Sony Dolby-Surround system, but I need to know if I
> >have to splice the audio from the Jag's output myself or does it already
> >have audio jacks on the back?
>
> It does, but you have to buy a seperate cable. They currently have a
> composite cable with stereo output for $20. They will have (have?)
> s-video cables for about the same price, that also have stereo out.
> The base units comes with just RF out (though making your own cable is
> actually pretty easy).
>
> --
> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)

A. Bob Brodie said that release of the Jag CD will be in June (from last conference on GEnie).

B. Right, Atari has the composite cable for sale, it can be ordered directly from them. They will also release the S-Video version but will not release a RGB version although the Jag supports RGB. I had one made by a friend on GEnie.

--
Ken Stevens | SRTC/STD/WEST | kstevens@srs.gov |

79. Re: JaguarCD Ready?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-17 20:06:06 UTC
From: mefisto@rmece02.upr.clu.edu
Message-ID: <1994Jan17.200606.83637@rmece02.upr.clu.edu>
Source record: 19330

In article <2d38ed6c@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 15 Jan 94 18:40:50, Shawn Spotanski wrote:
|>
|> SS> a.) Will JaguarCD be ready and released when the rest of Jag going
|> SS> nationwide, public release at the end of this month?
|>
|> Sometime this summer,

Hmmm... wasn't it FALL '94? We'll see.

|> there are no games ready for it yet, that's why they will
|> wait with the release. (Developers needs more time to fill up the CD's .. ;) ..
|> Don't wanna follow in xxxxxxxxx's footsteps ..

3DO probably.... Although 3DO is finally coming out with *tons* of games (which surprises me too).

[stuff deleted]

|>
|> + _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employer! --------+
|>

Happy New Year.

- Raist

80. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-17 20:09:22 UTC
From: mefisto@rmece02.upr.clu.edu
Message-ID: <1994Jan17.200922.89347@rmece02.upr.clu.edu>
Source record: 19331

In article <940116.86162.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
|> Kevin Klasmeier,
|>
|> Yes, the Jaguar was mentioned in Popular Science either last month or
|> maybe it was the issue before that... anyway, there wasn't a picture, just a
|> reference with a lot of "Atari claims,"

Exactly.

|> as if to say that they didn't believe
|> the hardware specs because they sounded too good to be true... but we all
|> know they ARE true.

Hmmmm.... the Jaguar certainly has good specs, but there are things
still that look just too good like the 850million pix/sec (which is 1-bit
with 0 bus contention), the '64-bits' power-> still kind of 'in the air'.

We'll have to take a look at that RISC.... why ATARI would put a
68000 @ 13.5Mhz (was it 13.5Mhz?) just to read joysticks? Doesn't make
much sense.

Still, yes, the Jaguar looks impressive. Just don't blame Popular
Science for being skeptics about a company with a track record of
pure hype and no good products since a long time.

|> I'm sure once the Jaguar gets into national distribution,]
|> they... and everyone else can't ignore it anymore.
|>
|> TYL, Scott

Probably you are right.

- Raist

81. Jaguar status....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-17 20:12:32 UTC
From: mefisto@rmece02.upr.clu.edu
Message-ID: <1994Jan17.201232.83523@rmece02.upr.clu.edu>
Source record: 19332

Well, by reading some magazine reviews I see:

* Jaguar needs better software support. Early games
most people/magazines say 'don't show the 64-bits of power' that
the Jaguar is supposed to have

* Needs more games (understandable)

My guess is that unless ATARI comes out with good titles soon, the
Jaguar - success will be delayed by at least 6 months.

3DO seems to finally be coming out with a lot of titles, but
it is still so $EXPENSIVE$ that I don't see how it will sell.

- Raist

82. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-17 20:29:48 UTC
From: kstevens@srs.gov
Message-ID: <01H7SLINZFCY001AD1@SAEMS.SRS.GOV>
Source record: 19333

In article <1994Jan17.200922.89347@rmece02.upr.clu.edu>, you wrote:

> In article <940116.86162.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
> |> Kevin Klasmeier,
> |>
> |> Yes, the Jaguar was mentioned in Popular Science either last month or
> |> maybe it was the issue before that... anyway, there wasn't a picture, just a
> |> reference with a lot of "Atari claims,"
>
> Exactly.
>
> |> as if to say that they didn't believe
> |> the hardware specs because they sounded too good to be true... but we all
> |> know they ARE true.
>
> Hmmmm.... the Jaguar certainly has good specs, but there are things
> still that look just too good like the 850million pix/sec (which is 1-bit
> with 0 bus contention), the '64-bits' power-> still kind of 'in the air'.
>
> We'll have to take a look at that RISC.... why ATARI would put a
> 68000 @ 13.5Mhz (was it 13.5Mhz?) just to read joysticks? Doesn't make
> much sense.

Actually, they put the 68000 in the system at the last minute at the
insistance of the developer. It theirs mainly as a tool for developers to
get use to the Jaguar hardware. Most developers are fairly experienced
with the 68K. You can look at it as a stepping off stone for developers.
Once they become more familiar with the hardware, they will rely less and
less on the 68K. Rumour mill has it that 80% of the code for the initial
games run off the 68K.

>
> Still, yes, the Jaguar looks impressive. Just don't blame Popular
> Science for being skeptics about a company with a track record of
> pure hype and no good products since a long time.
>

Wrong!!!!! You have it ass backwards, Atari comes out with great products
with lousy pr. I would take most atari products over any other system if
they would have promoted them better. Unfortunately, great hardward is
useless without software.

>
> |> I'm sure once the Jaguar gets into national distribution,]
> |> they... and everyone else can't ignore it anymore.
> |>

> |> TYL, Scott
>
> Probably you are right.
>
> - Raist

--
Ken Stevens | SRTC/STD/WEST | kstevens@srs.gov |

83. Re: JaguarCD Ready?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-18 01:05:23 UTC
From: shawnspo@csn.org
Message-ID: <CJswD0.BM5@csn.org>
Source record: 19334

Excuse me, but what does S-Video mean? I know my setup has it but I have never been real clear.... Don't get me wrong, I am not one of these "techno-morons", I know a lot of tech stuff, but just have never found this one term. Thanks!

Shawn

84. Re: JaguarCD Ready?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-18 03:46:00 UTC
From: shawnspo@csn.org
Message-ID: <CJt3sp.Iqs@csn.org>
Source record: 19337

Shawn Spotanski (shawnspo@csn.org) wrote:
: Excuse me, but what does S-Video mean? I know my setup has it but I have
: never been real clear.... Don't get me wrong, I am not one of these
: "techno-morons", I know a lot of tech stuff, but just have never found
: this one term. Thanks!

: Shawn

Disregard this, I got S-video down now... Thanks anyway!

Shawn

85. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-18 07:56:51 UTC
From: drummer@uni-paderborn.de
Message-ID: <2hg4o3$9q@news.uni-paderborn.de>
Source record: 19335

Clarence L. Thomas IV (clarence@orion.cc.andrews.edu) wrote:

a lot of stupid stuff, deleted...

I think, you got a big problem :-)
But this is the wrong Newsgroup for telling us your problems.

Amen.

| Michael Pape |
| E-Mail: drummer@uni-paderborn.de |
----

86. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-18 15:47:44 UTC
From: mefisto@rmece02.upr.clu.edu
Message-ID: <1994Jan18.154744.66706@rmece02.upr.clu.edu>
Source record: 19336

In article <01H7SLINZFCY001AD1@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> In article <1994Jan17.200922.89347@rmece02.upr.clu.edu>, you wrote:
|>
|> > In article <940116.86162.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
|> > |> Kevin Klasmeier,
|> > |>
|> > |> Yes, the Jaguar was mentioned in Popular Science either last month or
|> > |> maybe it was the issue before that... anyway, there wasn't a picture, just a
|> > |> reference with a lot of "Atari claims,"
|> >
|> > Exactly.
|> >
|> > |> as if to say that they didn't believe
|> > |> the hardware specs because they sounded too good to be true... but we all
|> > |> know they ARE true.
|> >
|> > Hmmmm.... the Jaguar certainly has good specs, but there are things
|> > still that look just too good like the 850million pix/sec (which is 1-bit
|> > with 0 bus contention), the '64-bits' power-> still kind of 'in the air'.
|> >
|> > We'll have to take a look at that RISC.... why ATARI would put a
|> > 68000 @ 13.5Mhz (was it 13.5Mhz?) just to read joysticks? Doesn't make
|> > much sense.
|>
|> Actually, they put the 68000 in the system at the last minute at the
|> insistance of the developer.

Do you have official information confiming this? I am not doubting
you read it or something, but I want to know if it is official or it
is rumours. Just in case, I believe that possibility.

|> It theirs mainly as a tool for developers to
|> get use to the Jaguar hardware. Most developers are fairly experienced
|> with the 68K. You can look at it as a stepping off stone for developers.
|> Once they become more familiar with the hardware, they will rely less and
|> less on the 68K. Rumour mill has it that 80% of the code for the initial
|> games run off the 68K.

Well, here's the thing: if the Jaguar RISC is very tuned for graphic
operations, then it will be wiser to use the 68000 as the CPU. Now,
I am not turning down the power of the Jaguar. If all the 68000 has to do
is calculate some 'if' logic and let the RISC do the graphics, that is
still very powerfull indeed.

```
|>
|> >
|> > Still, yes, the Jaguar looks impressive. Just don't blame Popular
|> > Science for being skeptics about a company with a track record of
|> > pure hype and no good products since a long time.
|> >
|>
|> Wrong!!!!! You have it ass backwards, Atari comes out with great products
|> with lousy pr. I would take most atari products over any other system if
|> they would have promoted them better. Unfortunately, great hardward is
|> useless without software.
```

Don't give me the 'you have it ass backwards.' I was an ATARIAN since 1980, and I know that ATARI (particularly when acquired by Tramiel) hasn't really come out with good products except when the ST came out the very first time, when it was very price competitive.

The Falcon is a good machine, for music, not as a general purpose machine which shows why the sales are so abysmall.

The Jaguar looks like the very first good product that ATARI has done in while..., well, ok, I'll add the Lynx to that.

```
|> > |> I'm sure once the Jaguar gets into national distribution,]
|> > |> they... and everyone else can't ignore it anymore.
|> > |>
|> > |> TYL, Scott
|> >
|> > Probably you are right.
|> >
|> > - Raist
|>
|> --
|> Ken Stevens | SRTC/STD/WEST | kstevens@srs.gov |
```

87. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-18 17:54:14 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.758915577@fizban>
Source record: 19339

drummer@uni-paderborn.de (Michael Pape) writes:

>Clarence L. Thomas IV (clarence@orion.cc.andrews.edu) wrote:

>a lot of stupid stuff, deleted...

>I think, you got a big problem :-)
>But this is the wrong Newsgroup for telling us your problems.

>Amen.

Haven't you seen that he has post this to a lot of newsgroup? This guy has flipped! ;)

/Jocke

88. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-18 19:04:48 UTC
From: mrathwel@uoguelph.ca
Message-ID: <2hhbsg$io3@nermal.cs.uoguelph.ca>
Source record: 19338

Jaime R. Lopez Vazquez (mefisto@rmece02.upr.clu.edu) wrote:
: In article <01H7SLINZFCY001AD1@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
: |> In article <1994Jan17.200922.89347@rmece02.upr.clu.edu>, you wrote:
: |>
: |> > In article <940116.86162.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
: |> > |> Kevin Klasmeier,
: |> > |>
: |> > |> Yes, the Jaguar was mentioned in Popular Science either last month or
: |> > |> maybe it was the issue before that... anyway, there wasn't a picture, just a
: |> > |> reference with a lot of "Atari claims,"
: |> >
: |> > Exactly.
: |> >
: |> > |> as if to say that they didn't believe
: |> > |> the hardware specs because they sounded too good to be true... but we all
: |> > |> know they ARE true.
: |> >
: |> > Hmmmm.... the Jaguar certainly has good specs, but there are things
: |> > still that look just too good like the 850million pix/sec (which is 1-bit
: |> > with 0 bus contention), the '64-bits' power-> still kind of 'in the air'.
: |> >
: |> > We'll have to take a look at that RISC.... why ATARI would put a
: |> > 68000 @ 13.5Mhz (was it 13.5Mhz?) just to read joysticks? Doesn't make
: |> > much sense.
: |>
: |> Actually, they put the 68000 in the system at the last minute at the
: |> insistance of the developer.

: Do you have official information confiming this? I am not doubting
: you read it or something, but I want to know if it is official or it
: is rumours. Just in case, I believe that possibility.

: |> It theirs mainly as a tool for developers to
: |> get use to the Jaguar hardware. Most developers are fairly experienced
: |> with the 68K. You can look at it as a stepping off stone for developers.
: |> Once they become more familiar with the hardware, they will rely less and
: |> less on the 68K. Rumour mill has it that 80% of the code for the initial
: |> games run off the 68K.

: Well, here's the thing: if the Jaguar RISC is very tuned for graphic
: operations, then it will be wiser to use the 68000 as the CPU. Now,
: I am not turning down the power of the Jaguar. If all the 68000 has to do
: is calculate some 'if' logic and let the RISC do the graphics, that is
: still very powerfull indeed.

: |>
: |> >
: |> > Still, yes, the Jaguar looks impressive. Just don't blame Popular
: |> > Science for being skeptics about a company with a track record of
: |> > pure hype and no good products since a long time.
: |> >
: |>
: |> Wrong!!!!! You have it ass backwards, Atari comes out with great products
: |> with lousy pr. I would take most atari products over any other system if
: |> they would have promoted them better. Unfortunately, great hardward is
: |> useless without software.

: Don't give me the 'you have it ass backwards.' I was an ATARIAN since 1980,
: and I know that ATARI (particularly when acquired by Tramiel) hasn't really
: come out with good products except when the ST came out the very first time,
: when it was very price competitive.

: The Falcon is a good machine, for music, not as a general purpose machine
: which shows why the sales are so abysmall.

: The Jaguar looks like the very first good product that ATARI has done
: in while..., well, ok, I'll add the Lynx to that.

Hmm ... what else?

1) The Lynx ... most powerful handheld on the Market
2) The Atari 7800 ... only 8-bit game system with flicker-free animation
3) The Atari Portfolio ... first Palmtop to sell for a reasonable price
4) The Atari XEGS ... game system that could be tranformed into a
computer with many uses later on.

These sound like pretty good products to me!

>> MR <<

: |> > |> I'm sure once the Jaguar gets into national distribution,]
: |> > |> they... and everyone else can't ignore it anymore.
: |> > |>
: |> > |> TYL, Scott
: |> >
: |> > Probably you are right.
: |> >
: |> > - Raist
: |>
: |> --
: |> Ken Stevens | SRTC/STD/WEST | kstevens@srs.gov |

89. Re: JaguarCD Ready?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 00:31:15 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2hhv0j$au0@news.dmpe.CSIRO.AU>
Source record: 19353

>Excuse me, but what does S-Video mean? I know my setup has it but I have

Know what S-VHS is? Same thing, just that it is video only, S-VHS is video and audio. If you don't know what S-VHS is, then you can claim that you are one of those 'techno-morons' you so aptly describe. ;^)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

90. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 01:42:30 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan19.014230.2741@mnemosyne.cs.du.edu>
Source record: 19340

In article <1994Jan18.154744.66706@rmece02.upr.clu.edu>,
Jaime R. Lopez Vazquez <mefisto@rmece02.upr.clu.edu> wrote:
>In article <01H7SLINZFCY001AD1@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
>|> In article <1994Jan17.200922.89347@rmece02.upr.clu.edu>, you wrote:
>|>
>|> > In article <940116.86162.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
>|> It theirs mainly as a tool for developers to
>|> get use to the Jaguar hardware. Most developers are fairly experienced
>|> with the 68K. You can look at it as a stepping off stone for developers.
>|> Once they become more familiar with the hardware, they will rely less and
>|> less on the 68K. Rumour mill has it that 80% of the code for the initial
>|> games run off the 68K.
>
> Well, here's the thing: if the Jaguar RISC is very tuned for graphic
>operations, then it will be wiser to use the 68000 as the CPU. Now,
>I am not turning down the power of the Jaguar. If all the 68000 has to do
>is calculate some 'if' logic and let the RISC do the graphics, that is
>still very powerfull indeed.

Yep, that's mainly the intent - graphics go to TOM, sound goes to
JERRY, and data structure stuff goes to the 68000. A pretty good
arrangment, I'd say.

>
>
>|>
>|> >
>|> > Still, yes, the Jaguar looks impressive. Just don't blame Popular
>|> > Science for being skeptics about a company with a track record of
>|> > pure hype and no good products since a long time.
>|> >
>|>
>|> Wrong!!!!! You have it ass backwards, Atari comes out with great products
>|> with lousy pr. I would take most atari products over any other system if
>|> they would have promoted them better. Unfortunately, great hardward is
>|> useless without software.
>
> Don't give me the 'you have it ass backwards.' I was an ATARIAN since 1980,
>and I know that ATARI (particularly when acquired by Tramiel) hasn't really
>come out with good products except when the ST came out the very first time,
>when it was very price competitive.
>
> The Falcon is a good machine, for music, not as a general purpose machine
>which shows why the sales are so abysmall.
>

The Falcon is a great all-purpose machine, and competes well against MS-DOS boxes well in this - except that it is a bit expensive. The reason the Falcon sales have been so very abysmall is because they had zero advertising for the Falcon, and with the strange Atari dealer plan, it is very hard to actually get a Jaguar - I wanted one badly, but it took me four months to find a dealer who could sell me one!!

> The Jaguar looks like the very first good product that ATARI has done
>in while..., well, ok, I'll add the Lynx to that.
>

And the Falcon. You just have to use one to appreciate it.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

91. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 10:56:30 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CJvIE6.Atp@muster.hrz.uni-giessen.de>
Source record: 19341

Help, me oh lord did I miss anything last few days ???

How did the clairvoyant manage to do this ??

How do you get your message to nearly all groups ??

So far pray the lord to void such people from acces to the net in future !

Amen !!

And the lord told me that I shall go forth and teach his word
by blowing off the net-resources.
And I took my machine and did it.

(would be the vision of that special friend of us)

Hope he gets a similar annoyence to his favorite groups !!!!
(No ! Me non preferar la vendetta !! ;->)

last line sort of spanish (not real just some try to) :-)

Bue&#xFFFD;os dias a todos

-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail: Snail:
Konstantinos.Xonis@math.uni-giessen.d400.de Konstantinos XONIS
gc85@vision.hrz.uni-giessen.de Buderusstra&#xFFFD;e 14
gc85@sun2.hrz.uni-giessen.de D35576 Wetzlar
q4038908@bonsai.fernuni-hagen.de FR Germany
FAX: +49-6441-42504

92. JAGUAR ???? What is happening ??? Any news ???

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 12:54:00 UTC
From: game.master@teaminfinity.com
Message-ID: <76.2.249.0N965D24@teaminfinity.com>
Source record: 19343

What is going on with the JAGUAR ? IS THERE a JAGUAR Newsgroup, or FTP site yet, for developers or otherwise ?

What are the best games for JAGUAR ?

Who are the big developers for it ?

Where can I buy Kasumi Ninja ?

How does it compare with Mortal Combat and Street Fighter ?

Are there any Head Mounted Displays or other VR peripherals out there for the JAG ?

Thanks,

GAME.MASTER@TeamInfinity.com

Team Infinity
P.O. BOX 952
Greenbelt MD 20770 USA

93. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 13:18:03 UTC
From: kstevens@srs.gov
Message-ID: <01H7UZ1273G2001CCD@SAEMS.SRS.GOV>
Source record: 19342

In article <1994Jan18.154744.66706@rmece02.upr.clu.edu>, you wrote:

> In article <01H7SLINZFCY001AD1@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
> |> In article <1994Jan17.200922.89347@rmece02.upr.clu.edu>, you wrote:
> |>
> |> > In article <940116.86162.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
> |> > |> Kevin Klasmeier,
> |> > |>
> |> > |> Yes, the Jaguar was mentioned in Popular Science either last month or
> |> > |> maybe it was the issue before that... anyway, there wasn't a picture, just a
> |> > |> reference with a lot of "Atari claims,"
> |> >
> |> > Exactly.
> |> >
> |> > |> as if to say that they didn't believe
> |> > |> the hardware specs because they sounded too good to be true... but we all
> |> > |> know they ARE true.
> |> >
> |> > Hmmmm.... the Jaguar certainly has good specs, but there are things
> |> > still that look just too good like the 850million pix/sec (which is 1-bit
> |> > with 0 bus contention), the '64-bits' power-> still kind of 'in the air'.
> |> >
> |> > We'll have to take a look at that RISC.... why ATARI would put a
> |> > 68000 @ 13.5Mhz (was it 13.5Mhz?) just to read joysticks? Doesn't make
> |> > much sense.
> |>
> |> Actually, they put the 68000 in the system at the last minute at the
> |> insistance of the developer.
>
> Do you have official information confiming this? I am not doubting
> you read it or something, but I want to know if it is official or it
> is rumours. Just in case, I believe that possibility.

This came from the mouth of the developer. He posted a message on
Compuserve to this fact....I'll see if I can get his comments and repost
them here.

--
Ken Stevens | SRTC/STD/WEST | kstevens@srs.gov |

94. Re: JAGUAR ???? What is happening ??? Any news ???

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 14:47:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJvt31.EKv@barclays.co.uk>
Source record: 19344

In article <76.2.249.0N965D24@teaminfinity.com>, game.master@teaminfinity.com (Game Master) writes:
|>
|> What is going on with the JAGUAR ? IS THERE a JAGUAR Newsgroup, or FTP
|> site yet, for developers or otherwise ?
Plenty is going on. There are over 50 developers and about 57 games announced for it.

|> What are the best games for JAGUAR ?
There's only 4 out at the moment. More soon. Aliens V predetor is the hot one. Due April AFAIK.

|> Who are the big developers for it ?
Plenty of them. See the FAQ. There was also a list posted somewhere recently.

|> Where can I buy Kasumi Ninja ?
Not out yet.

|> How does it compare with Mortal Combat and Street Fighter ?
Mortal Kombat is an announced game for the Jag.

|> Are there any Head Mounted Displays or other VR peripherals out
|> there for the JAG ?
Not *yet*.

Try and get a copy of the Jag FAQ which answers many of your questions. Also check out rec.games.video.atari and rec.games.video.misc for jag chatter/abuse.
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

95. Re: JAGUAR ???? What is happening ??? Any news ???

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 15:45:15 UTC
From: owen@cs.tulane.edu
Message-ID: <2hjkib$adj@news.cs.tulane.edu>
Source record: 19345

```
>
> |> How does it compare with Mortal Combat and Street Fighter ?
> Mortal Kombat is an announced game for the Jag.
>

Since when? I heard rumors that Midway and Atari were talking at the CES,
but not if or when anything would be developed? If this is true, who is
doing the MK development for Atari? Midway? I wish... anyway, please confirm
this for me.
Thanks.
```

96. Re: JAGUAR ???? What is happening ??? Any news ???

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 16:55:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJvz07.15o@barclays.co.uk>
Source record: 19347

```
In article <2hjkib$adj@news.cs.tulane.edu>, owen@cs.tulane.edu (Jonathan Owen) writes:
|>
|> >
|> > |> How does it compare with Mortal Combat and Street Fighter ?
|> > Mortal Kombat is an announced game for the Jag.
|> >
|>
|> Since when? I heard rumors that Midway and Atari were talking at the CES,
|> but not if or when anything would be developed? If this is true, who is
|> doing the MK development for Atari? Midway? I wish... anyway, please confirm
|> this for me.
Iguana are doing it for a Jul 94 release. Alegedly.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

97. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 17:21:44 UTC
From: kstevens@srs.gov
Message-ID: <01H7V7J6FL5E001DTU@SAEMS.SRS.GOV>
Source record: 19348

In article <1994Jan18.154744.66706@rmece02.upr.clu.edu>, you wrote:

> In article <01H7SLINZFCY001AD1@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
> |> In article <1994Jan17.200922.89347@rmece02.upr.clu.edu>, you wrote:
> |>
> |> > In article <940116.86162.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
> |> > |> Kevin Klasmeier,
> |> > |>
> |> > |> Yes, the Jaguar was mentioned in Popular Science either last month or
> |> > |> maybe it was the issue before that... anyway, there wasn't a picture, just a
> |> > |> reference with a lot of "Atari claims,"
> |> >
> |> > Exactly.
> |> >
> |> > |> as if to say that they didn't believe
> |> > |> the hardware specs because they sounded too good to be true... but we all
> |> > |> know they ARE true.
> |> >
> |> > Hmmmm.... the Jaguar certainly has good specs, but there are things
> |> > still that look just too good like the 850million pix/sec (which is 1-bit
> |> > with 0 bus contention), the '64-bits' power-> still kind of 'in the air'.
> |> >
> |> > We'll have to take a look at that RISC.... why ATARI would put a
> |> > 68000 @ 13.5Mhz (was it 13.5Mhz?) just to read joysticks? Doesn't make
> |> > much sense.
> |>
> |> Actually, they put the 68000 in the system at the last minute at the
> |> insistance of the developer.
>
> Do you have official information confiming this? I am not doubting
> you read it or something, but I want to know if it is official or it
> is rumours. Just in case, I believe that possibility.
>

This is captured from AEO magazine (which was captured from John
Mathieson's post on CIS

John Mathieson <CIS: 100111,2631> - one of the designers of the
Jaguar - speaks with authority on Jaguar hardware:

From my limited understanding of the 3D0 hardware, I believe that
Jaguar out-performs it by a factor of two, broadly speaking. Of
course, both systems have their strengths and weaknesses, but I
believe Jaguar is much better suited to 3D animation compared to
3D0. Also, we (Atari) publish the full hardware specification (to

signed-up developers), whereas 3DO force you through an OS. Games programmers tend to want direct access to the hardware and full control of the system.

Jaguar can produce an interlaced display with 720 pixels across readily. In fact, the maximum resolution horizontally is around 1350 pixels, although you have to do some tricks to have more than 720 pixels horizontally.

As one of the Jaguar designers, I thought you might like to know why there is a 68K in Jaguar. (I did the GPU & DSP, and the blitter). In one of our cost reduction drives, we seriously considered no CPU, however I vigorously opposed this as the GPU and DSP are unfamiliar to programmers, were never meant for overall system control, and are only really fast out of their relatively small internal RAM blocks. The principle is that you get your RISC processor to do all the intensive but fairly simple low level parts of a 3D game, and you get a CISC processor to handle the high level, complex, but fairly un-intensive parts - e.g. game-play, view point control, collision detection, etc. Those complex addressing modes are great for rattling round structures. Its also important to have a manager in a multi-processor system, and the 68K performs this task well.

Because the GPU and the DSP both out-perform the 68K so significantly, I joked that the 68K was "only there to read the joysticks". This joke seems to have spread a little far, so lets kill it now.

The answer to Jaguar's bus width is that it is 64 bits where it needs to be. The two highest data rate paths, which are those between the RAM and the object processor (display generator), and that between the blitter and RAM, are truly 64 bits. The blitter can generate Gouraud shaded pixels as fast as the DRAM can run in page mode (13 MHz for us), so it can do 52 Mpixels per second in Gouraud shaded 16 bit pixel mode. The display generator can load pixels into its internal buffers as fast as the RAM can supply it.

The RISC processors manipulate 32 bit data as this is all the precision they need. They have 32 bit ALUs and 32 bit address generators. They can perform 64 bit transfers on the main bus if they need to, but not many data are this big. The graphics processor uses the blitter as a co-processor when it really needs to blast pixels. The instruction size is 16 bits as this allows a reasonable number of instructions plus two register/data fields in each instruction.

The name of the game is bus saturation, if you can keep a 64 bit bus fully utilised, then your processing elements are as fast as they need to be. Well written Jaguar code can get close to this - you ain't seen nothing yet.

By the way, the first time I saw Alien Versus Predator I did not believe Jaguar could do that. I look forward to many similar surprises.

--
Ken Stevens | SRTC/STD/WEST | kstevens@srs.gov |

98. Re: JAGUAR ???? What is happening ??? Any news ???

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 18:11:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan19.181103.81139@rmece02.upr.clu.edu>
Source record: 19346

In article <2hjkib$adj@news.cs.tulane.edu>, owen@cs.tulane.edu (Jonathan Owen) writes:
|>
|> >
|> > |> How does it compare with Mortal Combat and Street Fighter ?
|> > Mortal Kombat is an announced game for the Jag.
|> >
|>
|> Since when? I heard rumors that Midway and Atari were talking at the CES,
|> but not if or when anything would be developed? If this is true, who is
|> doing the MK development for Atari? Midway? I wish... anyway, please confirm
|> this for me.
|> Thanks.

I read that Mortal Kombat II takes exactly 6 megs of ROM (megabytes)
or 48 megabits ;-)

If ATARI could do this game *IDENTICAL* in everything to the arcade,
even if they charge, say $100, it would sell.

I believe the Jaguar could do it.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus

99. Re: JAGUAR ???? What is happening ??? Any news ???

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 20:20:30 UTC
From: shawnspo@csn.org
Message-ID: <CJw8I6.3DI@csn.org>
Source record: 19350

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: In article <2hjkib$adj@news.cs.tulane.edu>, owen@cs.tulane.edu (Jonathan Owen) writes:
: |>
: |> >
: |> > |> How does it compare with Mortal Combat and Street Fighter ?
: |> > Mortal Kombat is an announced game for the Jag.
: |> >
: |>
: |> Since when? I heard rumors that Midway and Atari were talking at the CES,
: |> but not if or when anything would be developed? If this is true, who is
: |> doing the MK development for Atari? Midway? I wish... anyway, please confirm
: |> this for me.
: |> Thanks.

: I read that Mortal Kombat II takes exactly 6 megs of ROM (megabytes)
: or 48 megabits ;-)

: If ATARI could do this game *IDENTICAL* in everything to the arcade,
: even if they charge, say $100, it would sell.
:
: I believe the Jaguar could do it.

No doubt about it. The Jaguar is by far more powerful than the computers
in those systems you see in the arcade. Thing is, the Jag is more
conventional. But, the Jaguar is not even intimidated by the demands of
MKII.

Shawn

100. Re: JAGUAR ???? What is happening ??? Any news ???

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 20:27:20 UTC
From: shawnspo@csn.org
Message-ID: <CJw8tL.3Ho@csn.org>
Source record: 19351
Body handling: HTML body converted to readable text

GEnie Online Services is the primary online service of Atari. The
following is a transcript of a conversation that took place between Bob
Brodie of the Atari Corp. and the members of GEnie. It contains a large
volume of information addressing the Jaguar and "what is going on" with it.

Hope it helps.

shawnspo@csn.org
S.SPOTANSKI1 - Genie

--
==========
(C) 1994 by Atari Corporation, GEnie, and the Atari Roundtables. May
be reprinted only with this notice intact. The Atari Roundtables on
GEnie are *official* information services of Atari Corporation. To sign
up for GEnie service, call (with modem) 800-638-8369. Upon connection
type HHH (RETURN after that). Wait for the U#= prompt.Type XTX99437,GENIE
and press [RETURN]. The system will prompt you for your information.
==========

Dateline Atari! with Bob Brodie

Live from Las Vegas
Winter Consumer Electronics Show

Friday, Jan. 7th, 1994

Host - Lou Rocha

<[HoST] ST.LOU> We have a lot of newcomers here tonight that I would
like to welcome. When you use the /RAI command to call me it will take
me a few minutes to acknowledge you. Please don't /RAI more than once.
It pollutes my screen

Also please use the /nam command so I know who you are. For example /nam
HoST gives me the HoST that you see. Please use a short nickname
tonight. Please :-)

<[HoST] ST.LOU> Welcome to our first Dateline Atari of 1994! Tonight is
the last evening of the Winter Consumer Electronics Show and Atari has
been in Las Vegas showcasing the Jaguar. We expect to hear a report on
the week's events from Bob Brodie, Director of Communications.

Bob has been real busy this week so we really appreciate the extra
effort in joining us tonight. Having done Comdex this year myself, I
know what an exhausting week Bob must have had. Thanks for joining us
on GEnie, Bob!

The last few weeks have seen the posting of various Jaguar developer lists in the Bulletin Board. Elsewhere ATC stock is starting to inch up again. Some of our recently enriched observers are speculating on a new high of 30.00! Time will tell.

There has also been some recent chatter about new production runs for the TT - Atari's workhorse workstation. Rumours also abound about a 68040 computer being developed by a third party European company. Are these "visions of sugarplums" or post-holiday bonuses? Why don't you join us and we'll ask Bob. Bob, the floor is all yours. Please GA

Happy New Year, to all of our friends on GEnie! I trust
that you have all enjoyed the holiday season very much. Activity at Atari is at an all time high as we continue with the our release of the Jaguar.

For the third month in a row, this session of Dateline: Atari is coming to you from the road! In November, you may recall that we came to you live from the New York City Launch event, in December I was back in New York visiting with retailers. This month, I come to you live from the Consumer Electronic Show in Las Vegas.

Today's session concluded about an hour ago, and I've rushed back from the show floor to my hotel room to join you online tonight. We have lots of exciting news to share with you, so let's get started right away!!!

The Jaguar can truly be called an award winning product!! Atari was presented with a number of awards so far here at CES.

Die Hard Game Fan Magazine has presented Atari with two awards, one for Cybermorph as "December Game of the Month", and another for Jaguar as the Best New Product of 1993. Video Game Magazine presented Atari with an award for Best New Product of 1993, and Best Print Ad of 1993 for the Jaguar.

Game Informer Magazine announced at their 2nd Annual Game Informer Magazine Awards that they have awarded the Atari Jaguar the Best New Product of the Year award!! Today, Electronic Games told us that they were naming Tempest 2000 on the Atari Jaguar the award as Best Game of CES! We're very excited and pleased with all of the accolades that the Jaguar has earned to date!!

Atari has returned to the main floor of CES. Our booth is located in Pavilion A, rather than using a suite as we have in the past few years. The amount of activity in the booth has been just incredible. We have visited by retailers from all over the world, and many prominent members of the media as well.

Today we hosted CNN for coverage of the exciting Jaguar title "Alien vs. Predator". We're displaying Jaguars in our booth in the interactive display kiosks that will be available for retailers to utilized. These kiosks feature the striking Jaguar "cat eye" logo, and use an RGB monitor, and a set of stereo speakers to showcase the Jaguar's

capabilities.

We also have a large screen TV that we're using to highlight some of the newest titles, like Alien vs. Predator, and Tempest 2000. We have a series of Lynx kiosks set up as well, showing off the new titles that are available for the Lynx.

We're pleased to have some exciting products on display in our booth at CES for both the Jaguar and the Lynx! For the Lynx, Telegames is showing Super Off Road, and Krazy Ace Miniature Golf. They have recently released Desert Strike for the Lynx as well. Atari is showing Lynx Raiden, Eye of the Beholder, and Ninja Gaiden III. Beyond Games is showing new titles as well, including Ultra Vortex. I'll make sure that complete descriptions of the Lynx titles are made available online here within one week of today. I had expected to have the completed text files outlining the story lines of all the games by today, but it didn't reach me in time for the CO tonight. (Sorry!)

On the Jaguar side of things, Alien vs. Predator is coming along very nicely, and is a huge hit here at the show. This game is a 3D rendered tunnel/maze game with texture mapped walls, and striking digitized renderings of the Alien and the Predator creatures. As you play the game, you have the option of being the Alien, the Predator, or the Colonial Marine. Each character has their own set of unique skills, and weapons!!

Telegames is showing a preliminary version of Brutal Sports Football. Anything goes in this football game, THERE ARE NO RULES! Just pick up the ball and run for your life!! Players compete on the gridiron against 16 of the most unforgiving mutant teams ever to separate a cyborg from his generator pack! Telegames announced that they would be producing European Soccer Challenge for the Jaguar. This title will be a significantly enhanced version of the same title currently available on the Lynx.

In addition to true color graphics, the product will have an expanded season and playoff format for the 170 teams. A specific personality and performance ability will be established for each players, and you can earn the ability to trade payers under certain circumstances. Ultimate Brain Games is an expanded version of the Ultimate Chess Challenge title for the Lynx as well. In addition to a chess game, there will be a backgammon and checkers game. This product will features specific game set up for computer solution, and digitized graphics.

Atari is showing an early version of Checkered Flag II for the Jaguar, featuring real time 3D generated action. The player is allowed to customize racing cars to his wishes. The cars, buildings, and roads are rendered in real time 3D. Racing speed is intensified by 100 percent true sound effects, crashes feature realistic sounds and imagery with parts flying, and tires screeching.

Tempest 2000 is one of the most popular games in arcade history, back in it's original form as well as in three new versions. On one cartridge, you get four games! Tempest (original version), Tempest Plus, Tempest 2000, and Tempest Dual! The games feature two player cooperative play, the use of an android, cycle shaded webs, and many new weapons and challenging bonus levels.

All told, there are over 15 new titles that have been announced at the show for the Jaguar!! Among those are: Battlewheels, Car Wards, Commando, Doom, Dungeon Depths, Evidence, Hosenose and Booger, Return to Zork, and Ultra Vortex.

Atari is continuing it's roll out of the Jaguar on a national basis, effective immediately. All of the partners that we have been working with in New York and San Francisco that are national accounts, like Toys R Us, Babbages, and Electronic Boutique, will go national immediately. We will then roll out to the top ten markets in the US throughout the first quarter. Beginning in the second quarter, we will go to the top twenty markets. Our retail partners are pleased with our promotional efforts to date, and we have agressive marketing plans scheduled up through June of this year that we have committed to.

I'm sure I could go on for quite awhile longer, but seeing as how we're getting started a bit late tonight, I think this probably is a good point to open the floor to any questions, Lou.

<[HoST] ST.LOU> OK, Bob. Lots of people are waiting and we have lots of newcomers. Folks, remember, only /RAI once. First we have M.BALDEON

<[SWiTCHB0ARD] M.BALDEON> Any new developers (CAPCON, or ACCLAIM?)? Any new CD ROM info... I don't think lack of software supports is a good reason to delay it.

<[HoST] ST.LOU> BTW, I can only allow one question in the first round.

Yes, there are a number of new developers that are coming on board. We are having meetings with Capcom here at the show. Re the CD Rom, the hardware is quite close, and will be available in June.

<[HoST] ST.LOU> Any ideas on the price for CD, Bob?

BTW, one of the other titles that we're showing in the booth is Kasumi Ninja, a fighting game with graphic violence. The CD will go for approx $200, Lou.

<[Dave] D.SHORR> Atari has stated that the rendering speed of the Jaguar is over 850 Megapixels per second compared to 3DO's 64 Megapixels per second; is this a fair comparison given that Atari's pixel is represented by a single bit?

Of course it is.

<[NewSTar] C.S.SMETON> Bob, I have a question from a friend (Paul Plants) who does not have a GEnie node in his town. He wants to know how/if his Atari Explorer subscription will be filled out. Or is the

magazine gone forever?

Charles at this point we don't plan to bring Explorer back. Paul should contact our Customer Service Department and request a refund. We'll be happy to refund his money.

<[Chris] C.KROWCHUK1> Bob, congrats on success in 93. I am a retailer in Edmonton offering Atari peripherals & software. I would like to offer Jags & Falcs but am concerned about warranty. I have left messages and mail, no response. So, how about it, any plans?

On the Falcon side, there are no problems with the warranty at all. Our policy is quite clear on it, it has a one year warranty. Dealers are allowed to replace 6 components in the field; those are as follows: the keyboard, power supply, hard disk, floppy disk, ram board, and something else that I can't recall at the moment (sheepish grin) On the Jaguar side, we're not ready to sell to Canada yet. That will probably happen around June.

<[Ken] K.STEVENS1> Hi Bob, Got Raiden in yesterday and haven't been able to stop playing. Great implementation of the arcade game. Question, Sega and a couple other console developers have released some of the specs of their game systems. Most are due sometime around Christmas. From what they have release on the specs they are going to compete with and beyond the Jaguar. The question, is Atari working on the Jag II or a accesssory that will move the Jag to or beyond the specs of the new game consoles coming out?

Ken, I haven't personally seen those specs, but discussed them with our VP of Technology today. He agrees that the machines sound neat, but feels that they are going to be priced very high compared to the Jaguar. Do you recall the price they announced?

<[Ken] K.STEVENS1> Bob, to answer your question about price. About 500 dollars for the Sega Saturn (US dollars). This includes the CD (Quad Speed)) I personally think that they are biting off more than they can chew with the specs they have release at that price.

<[Mike Lipson] M.LIPSON> Hi Bob! Do you know if Atari plans on issuing more stock in 1994?

No I don't know the answer to that, Mike. Sorry.

<[HoST] ST.LOU> Lots of hands tonight, Bob. Next we have D.VANTREASE

<[SHADOW] D.VANTREASE> Will you post us a list of the national rollout city schedule? And what's the latest AvP or SVideo release dates?

I apologize for not having the national roll out press release at my side. I will see to it that the information gets put out ASAP. Look for the S Video cable the end of this month, and AvP around April.

<[ED] E.BAIZ> Is Atari going to make a case for the Jag similar to the one for the Lynx?

We're in discussion with a number of companies for accessories like that, Ed. I'm not sure if we will do it, or allow other companies to do them for us.

<[Ed & Mac] ERIDDLE> What was 3DO's reaction to the Jaguar being @ CES in FULL FORCE, What did they have to "combat" the Jags presence? Waiting for Aliens vs. Predator...

Trip Hawkins gave a presentation at CES. He addressed virtually every competitior EXCEPT Atari in his discussion of the market. When he opened up for questions, he was asked specifically about the Jaguar.

<[HoST] ST.LOU> Don't leave us hangin' Bob :-)

His response was that he didn't feel that the Jaguar competed against 3DO because 3DO isn't a Toy.

<[HoST] ST.LOU> Hahaha!

When it was pointed out to him that the Jaguar is outselling the 3DO by a factor of 10:1 according to some retailers, he said "...Go to the Atari booth and see it for yourself!" And hundreds of people did just that. :) We're grateful. On a slightly more serious note, I'm told that there are some impressive titles in the 3DO booth. However, the retailers claim that it simply isn't selling.

<[HoST] ST.LOU> Travis Guy from Atari Explorer Online is next!

<[Nat'l Champs] AEO.MAG> Hi Bob, it sounds like everything's going well.... Can you take a minute and give those of us who can't be there an anecdote or two that would help convey the reaction the Jaguar is receiving? (Aside from Trip's reaction! :) I'm interested in what Jaguar title seems to be generating the most intense interest.

We've been showing Alien vs Predator on the big screen, so it's getting the most interest. There have been a large number of people that have asked to purchase one on the show floor. We had a number of employees from Sega and Nintendo visiting the booth, and playing our games. They seem to be very impressed. Among the more interesting stories from my role in dealing with the media has been the many members of the Japanese press who have visited our booth, DEMANDING review units. :) Many of them were wearing Sega hats, too. :)

<[Sam] SAM-RAPP> I was gonna ask about the cheats for crescent Galaxy, but I thought I would ask if you have any new developers you can name specifically? Of course, You could always answer both! ;-)

Why don't I talk a little about the cheats, and we'll deal with the devs AFTER the show. We have some key appointments at the end of the week. Re the cheats for Cresecent Galaxy....When the Crescent Galaxy title comes up, press 1193. This will activate the cheat mode

for Crescent Galaxy. The codes are entered in from the second controller. For example, pressing the joypad to the right will make you scroll really quickly across the screen.

<[HoST] ST.LOU> Still 15 in the queue. If you are waiting, please have your question ready and wait for Talk-Mode before pressing [RETURN]. Next is B.DUNCAN.

<[BaltimoreBoy] B.DUNCAN12> Will There be a Virtual Reality Device for the Jag anytime soon?

There is one in the works, but I'm not sure how soon it will be available. We want to be sure it isn't a hokey device like some of the virual reality stuff.

<[Sir Fransis] K.DRAKE> All of the games until now are 16 meg and retail at $49.99. As the more visually impressive games will use larger meg sizes, will the prices get too close to becoming unbearable? (like the $99.99 price for Sega's VR racing).

I don't think so, Kenneth. We do have some developers talking about $89 games, but I haven't seen any real firm plans for them yet. Crescent Galaxy is really impressive graphically, and it isn't that expensive.

<[Graham] G.NORTON> Bob, I have a few questions for you. 1) We have been trying for while to get hold of either Shirley Taylor or yourself for a while and haven't been able to. Can you suggest a good time to call when we might be able to speak to someone...or is there such a thing? :) 2) Is Atari going to be addressing the dealer warranty program that had been canceled any time soon? It is very hard, especially in Canada, to be sending products down to Atari (or even Pacific Software) any time we have warranty work, and needless to say time consuming. 3) What is Atari planning for Canada with regard to dealers (getting more online), and with regard to both the Jaguar and Falcon? 4) Lastly, while I realize the Jaguar is Atari's central product right now, I hope the Falcon hasn't been forgotten. Atari needs to reduce pricing on the current Falcon and introduces faster machines just to stay current. As we all know in the computer industry, if you are not moving forward you are falling behind.

Graham, in fairness to everyone here I can only take one question tonight. Sorry. We have restored voice mail at Atari, and I had not received any messages from you in the last few weeks. Please call and leave your number for either Shirley or I and we'll call you back to discuss your concerns. Atari was closed between Christmas and New Years, but I was in the office during that time, and checked my voice mail daily. I don't recall any messages from you, although I am about 3 weeks behind in my GEnie mail at this point.

Hi Bob. Glad to see you here. Many Atari computer users, while glad that Atari is doing so well with the Jag, are feeling a little nervous. The "real" dealer network seems to be dwindling and

there are fewer and fewer 3rd party offerings. I guess the question is: is there a future for Atari computers other than just as a Music machine? Are we Atari computer enthusiasts going to be more orphaned than we are now?

We are still very much interested in the computer market, Mike. However, the reality is that at this point it time if we are to be profitable we must pursue the Jaguar. The fundamentals of the computer side of our business have changed, the most compelly products for the Falcon are largely music related products. It is our believe that the capabilities of the Jaguar are well suited for computers as well, and we are considering how to go about doing that in the best possible fashion. In any event, we will continue to service the needs of our computing customers to the best of our ability.

<[HoST] ST.LOU> Bob, can you shed any light on the production of TT's that was mentioned a few months ago? And what is 'compelly'?

a typo from lack of sleep, sorry.

<[HoST] ST.LOU> compelly=compelling?

The production of TTs _has_ resumed. What I have not been clear on
** disconnected.

<[HoST] ST.LOU> OH OH... Deja vu ... hang on folks. There are lots of people in the queue so I am closing it for now. If we move really quickly, I will take more /RAI later. No more /RAI for now. Thanks. Bob is back

<[HoST] ST.LOU> I just got a note that the cheat works. Sam is moving right along :-)

<[HoST] ST.LOU> Matt Rivman will be next, them M.MURPHY and Ringo Montfort

Sorry, gang. That's a new record, twice in one night. :)
Did he (Sam) think I would lie??? :) :)

<[HoST] ST.LOU> Matt, how about asking your question now?

<[Matt] M.RIVMAN1> Howdy Bob, and welcome. A while back, someone posted in the Jag topic that their local dealer sold 4 units to some Electronic Arts folks. Have they expressed any interest in writing for the cat to Atari, directly?

On an informal basis. Remember that Electronic Arts really doesn't write that much software themselves. They are largely a publisher of other people's products, like John Madden Football for instance.

<[Kid Metal] M.MURPHY31> Happy New Year, Bob, and congratulations on what sounds to be a successful CES. When can we expect to see Jag TV

ads go nationwide? Can you give us any details of specific ads we'll be seeing? Thanks.

We will be going in the top 15 teen shows in in the top ten markets in Feb, and March with the TV spots. There will be cable TV ads runnning at the same time, and then.... from April through June we'll be doing the same thing in the top 20 markets with TV. We will be doing national advertising in the video games mags clear thru June, a series of mall events, screenvision (in movie theatres), wild postings, and sponsoring the Scorpions 14 city national tour of the US as part of the AvP promotions. How's that sound? :)

<[Ringo] R.MONFORT> Hi, Bob. are developers getting new info regarding computers or new computers? I love the Jaguar. Thanks!

<[HoST] ST.LOU> I'd LOVE to love a Jaguar

Hi Ringo. You should really take that up with Bill Rehbock, Mike Fulton, or J. Patton. They're the developer support people. I don't track the current status of their updates to developers, I'm afraid. I can tell you that part of the efforts on the Jaguar are resulting in developer sessions here in Las Vegas during CES.

<[HoST] ST.LOU> Bob, everyone is playing their Jags while waiting. They love your cheats :-) Next we have A.STUDER.

I'm happy to see Atari moving forward, especially into the future. The Jaguar is a pleasant sight. Do you know when the first Jaguar title with QSound will be released and what we can expect from it? Will it use a special adapter or come out the SVHS/composite cables? Has the Jaguar's IBM development unit been completed? Keep up the good work! Happy New Year!

Hi Andy, I'll have to check on the Q Sound info. My good friend Bernie Stolar is there, and he's been in our booth quite a bit throughout the show. QSound relies on just two speakers for it's effects, so you should not need any adapter at all. The PC development environment is done to the best of my knowledge.

<[SWiTCHB0ARD] M.BALDEON> Congrats on your ad campaign, I live by San Francisco and to all those people who want to know what they look like there better then the Sega commercials (that's a compliment). Also thanks, the CG code worked and I only have one controller... had to switch it around. Anyway one last question... is Microsoft trying to get their hands into the Jag market (just a rumor).

Not to the best of my knowledge. Today we were told that the rumor is that Nintendo is trying to buy us...only the umpteenth time I've heard that one. :)

<[Dave] D.SHORR> What is the STatus of AtariWorks? Will a telecommunications module be added?

We're working on a beta version of 2.0, which at this
point doesn't have a telecomm module, but has lots of other
improvements.
** disconnected.

<[HoST] ST.LOU> This might be a sign, folks :-) Hahaha... the Nintendo
spies! I love it, King! Lots of funny /sends.

<[HoST] ST.LOU> Bob is back

Sorry gang....one of those nights I guess! Is it GEnie,
the hotel, or the node here in Vegas????

<[HoST] ST.LOU> Did we finish the AtariWorks question?

The answer was that there is a beta version of Works 2.0,
but it doesn't have a telcom module at this point in time.

<[Parrot Head] C.CASSADAY> Being the president of an Atari User Group
who would really like to have Atari's presence at our second Fiesta
Atari this June, discretion would lead me not to do this. However, I
feel myself and others would like to hear the rest of the answer to the
TT030 production question.

I'm not sure exactly where I fell offline...as I recall,
the question was "Are TT's being built again?". They are, but I am
unclear about what the plans are for them to be distributed, i.e. how
many come to the US, how many will go to Germany, etc.

<[Tony] WETMORE> You mentioned before that AvsP has been delayed until
April. Will you be able to post a list of "upcoming" Jaguar titles
sometime soon? As I recall, AvsP was one of the next expected titles.
No new games until April would be very bad. [:-(

Tempest 2000, Checkered Flag will be out in the next
couple of months. The 3rd party stuff will begin coming out in March
and April as well.

<[James] J.VOGH> When will Eye of the Beholder be out for the Lynx and
how many players will it allow?

We're showing it here at the show, I need to double check
on its availability. It requires a different board than the other Lynx
games as it permits you to save your score in the game. The board might
delay availability...but the software is done.

<[Ed & Mac] ERIDDLE> What Role-Playing Games are in developement for
the Jag? A BIG oversight on the SEGA frontier is the LACK of RPGs.
With a a few good showings you could capture that overlooked part of
the market...

I have a list of about 15 titles that are in the works,
guys. I'll get that up online ASAP. There are some RPGs in there, to
be sure.

<[HoST] ST.LOU> That would be greatly appreciated, Bob. I know you have been really, really, really busy lately but there has been LOTS of action in the Jaguar topics in the Bulletin Board.

REALLY, REALLY, REALLY, really busy. :)

<[HoST] ST.LOU> When you have a free week, you'll enjoy what is being posted.

And I'm sorry that I haven't been online at all.

<[HoST] ST.LOU> Shall I send you some archives ? :-)

I will try to get online after I get back home, and
yes...please send the highlights to me!

<[HoST] ST.LOU> Next we have Travis then Graham to close our evening.

<[Nat'l Champs] AEO.MAG> Really Busy Bob, there's a story making its way around that Atari is trying to "force" Jaguar development to be done on Falcon030s in a lame attempt to prop up the Falcon. (I'll leave it to you to figure out where this story is coming from.) What say you??? (BTW, thanks for the Jaguar cap and Tee-shirt!)

At least being in Vegas instead of NY I feel like I'm
getting closer to home!!

<[HoST] ST.LOU> Let me guess who spreads the most rumours per week...

Hi Travis...(oops, that last part was for Lou!)

<[HoST] ST.LOU> Bob, turn right for Sunnyvale when you leave Vegas :-)

That story is 100% false, we are also supporting the PC environment with the Jaguar. We are trying to force anything on anyone. Whoever said that simply doesn't know the facts, isn't connected to anyone that does, and proably isn't living right. :)

<[HoST] ST.LOU> "We are NOT trying to force...." correct?

Please stop all the /sends guys...

<[HoST] ST.LOU> Graham Norton, you have the evening's last question.

<[Graham] G.NORTON> Can you tell me why Atari decided that Jags and games can't be rented. A lot of people like to rent machines and games before they buy them just to make sure they aren't wasting their money. Also we have had a number of video game rental stores ask us about getting Jags.

Graham, before I answer your question, I want to be very
clear about my last answer.

<[HoST] ST.LOU> Please do :-)

I appear to have some hardware problems tonight. Along
with a lot of /sends.

We are NOT, I repeat _NOT_ forcing anyone to use the
Falcon or any other TOS based computer for Jaguar development. That is simply untrue. We are supporting the PC environment fully. Whoever said that we were attempting to force people to use the Falcon is mistaken, and if it is whom I think it is that is spreading this rumor, then it is NO SURPRISE that they don't know what they are talking about.

On to your question, (and please respond to my follow up
"What makes you think we are not supporting rental?") One of the companies that we are working with is Blockbuster Video!

<[HoST] ST.LOU> Graham, please ask your question again...

<[Graham] G.NORTON> Well mainly the notice on the side of the box that says no rentals allowed...

That's just standard legal mumbo jumbo. I don't have a box
in the room. But

<[Graham] G.NORTON> Quoting directly " You may not rent or lease the Products or parts thereof;

I suspect that if I did, there would be a spot that says
something along the line of "unless otherwise specificed", or something to that effect. I believe that license applies to end users, not retailers, Graham.

<[Graham] G.NORTON> Ok just wanted to check we want to sell some to various rental stores.

Again, we're working with Blockbuster Video. They are
doing rentals.

<[HoST] ST.LOU> Bob, short goodbyes and thanks tonight. I know how exhausted you are. Take care. Spend a restful weekend at home. We'll see you online.

Lou, my apologies for all of the problems tonight on this
end. Maybe this Stacy finally needs a tuneup. It has been a trying evening tonight with all of the line drops. But as always, I have enjoyed being here. I'm grateful for the support of our users online on GEnie, our official online service, and thanks to all for attending. Good night.

/|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\ /|\

Our next session of Dateline Atari will be held on Friday, February 4th at 10:00 p.m. Eastern Time. Real Time Conferences in the Atari ST RoundTable are held every Monday (Desktop Publishing and Graphics) and Wednesday (Open House) night at 10:00 p.m. and a HelpDesk is available evry Sunday at 9:00 p.m. On the first and third Thursday there is a Programmer's RTC at 9:00 p.m.

If you miss a conference, transcripts are made for all formal RTC's (where there is a special guest) and the programming RTC. You will find

these transcripts in Library 13 - Atari Archives.

Please send your questions, suggestions and comments to RTC$ via GEmail. Thank you.

101. Jaguar Realism

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 21:45:43 UTC
From: paradise@rchland.vnet.ibm.com
Message-ID: <1994Jan19.214543.56541@rchland.ibm.com>
Source record: 19352

I've been following informally the development of Jaguar for about 8 months now am impressed enough to make an investment in the company (ie. I'm putting my money where my mouth is). I have two distinctive views on this specific product,.. a technical view and a market view,... both of which I consider *vital* for determining the degree of success Atari will have.

TECHNICAL SUMMARY:
Rather than repeat the technical details of the machine itself, I'll just summerize what the specifications mean to me...

If the specifications that I have observed prove to be true, (and there is good reason to believe they are since they have come from multiple sources), the Jaguar machine is technically equal or superior to any machine currently available today, and I would venture to say that the soonest a similar competitive machine could be available is another 6 to 12 months from now. They have all the makings of what it would take to replace everything from the cable TV/cable Radio box.. to the telephone in the home at a price that american consumers are willing to shell out for. Not only does is have the capability for a variety of feature/functions, it has the capability and flexibility to perform some simultaneously! The Jaguar has what it takes from a technical hardware point of view to take the market by storm!

MARKET SUMMARY:
History can testify to all of the superior technical products/services which have perished a violent death for various reasons primarily related to the inability to create market acceptance or the like. So for the purposes of this discussion, I'll define the success of Jaguar as the degree to which it is able to build momentum in the marketplace and secure itself in the homes of america. The technical excellence of the Jaguar then only means that Atari has a *chance* to become successful, not a guarantee. Should their marketing/distribution efforts fail, then the Jaguar too will die a quick death. I believe the reality of the situation is that Atari has a matter of months to secure their market acceptance before a MAJOR competitor attempts to steal it from them and do what they should have done (and hopfully will do). The competitors are many and the stakes high enough (ie. interactive TV, games, etc.) that TCI, Sega, Nintendo, etc. aren't going to just lie down and let their bread & butter be stolen! I would estimate that if Atari doesn't have concrete plans *being* executed and not just talked about by September or October of '94,.. they won't stand a chance in the market. They need 3rd party developers big time, and the PC development platform yesterday. Maybe even some arrangement to *give* qualified developers the toolkits free!

On the positive side... I have alot of confidence in Jack Tramiel and his leadership abilities, and I think he has enough foresight to not allow traditional weaknesses of companies Atari's size, ie. manufacturing, distribution, and marketing,.. to be a bottle neck to a great product like this! He's farm this stuff out to others to reduce the risk and increase the capacity for delivery. I only hope this is indicative of a clear, concise, and excutable plan/vision and that the bigger pieces are yet to be

revealed!

OVERALL...
The technical details for the machine have been determined, and I wouldn't expect much change in the near term, so its not so interesting to me to discuss eventhough I'm an EE. Now it's time for execution of a dynamic marketing & distribution campaign to not only recruit 3rd party developers by the hundreds, but to make as many of these boxes as they possibly can in a short period of time. Any hiccup could prove fatal, but if everything goes well, Atari will be the company of the decade, and it's stock reach the mid 50's! With the info I've examined, I'm inclined to lean toward the later conclusion!

--

Internet: paradise@vnet.ibm.com
America Online: Bahamas1@aol.com
Without vision, the people perish...

102. Jag Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-19 22:49:12 UTC
From: narowetz@slab.unt.edu
Message-ID: <narowetz.7.759019752@slab.unt.edu>
Source record: 19349

A while back some specs on the Jag's innards was posted here. A techno friend of mine wanted a copy and when I came back looking for it all of the postings from last year were erased. Can anyone repost the specs?

Narowetz@slab.unt.edu

103. Re: Jag Specs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-20 01:38:39 UTC
From: shawnspo@csn.org
Message-ID: <CJwn8G.IM2@csn.org>
Source record: 19354

Scott Narowetz (narowetz@slab.unt.edu) wrote:
: A while back some specs on the Jag's innards was posted here. A techno
: friend of mine wanted a copy and when I came back looking for it all of the
: postings from last year were erased. Can anyone repost the specs?

: Narowetz@slab.unt.edu

Here they are:

64-BIT RISC-Based architecture with multi-processor array.

Data path runs at 106.4Mbyte/sec using 64-bit pathway.

Individual inter-system graphics processor running at 27 MIPs with an
internal 4K of zero wait-state SRAM equiped to do full range graphical
effects including high-level, very high speed rotations, shading, morphing
and has a programmable infrastructure so programmers can be more flexable in
what they want to do, they don't have to conform to specific guidelines
set by Atari for the graphics they want, they can basically change the way
the Jag makes graphics depending on what they want it to do.

Another processor, an Object Processor, basically works with the graphics
processor to enhance visual effects, etc. Can handle Sprite animation,
pixel-maps, and character maps as well as a full range of other
high-performace features.

Another processor, the Digital Signal processor, running at 27 MIPs
with the usual 8K SRAM puts out CD Quality audio and full stereo
and because it is indivdual it does not interfere with the fast work going
on elsewhere in the system.

They have a Blitter that takes on full Logical Operations at high-speed
like Z-Buffering and Gouraud shading.

Yet another processor, this time MC68000 class CPU, acting as a general
purpose control processor, basically monitors and manages the action
processors.

32-bit color system, putting out 16,777,216 colors updating at 850 million
pixels per second. System is Full-3D Ready.

ROM Reader/Cartridge and Interface takes 48 megabits of uncompressed data.
They can compress really big games and this goes to a max of 400 megabits.

Uses 16 Megabits of "hyper-speed" page-mode DRAM.

An optional double speed CD-ROM Drive.

ComLynx I/O for networking to other multi-console games. Interfacing system on all COMM units allows attachment to modems, digital optical data networks, as well as basically anything else that shows up later. It is very flexable in this area. It willl support analog interfaces too, along with keyboards, lightguns and mice. I doubt disk drives would even be a problem here.

Controller pad is kind of big, uses 3 fire buttons, pause, option, and a 12-key control keyboard with game-specific control/overlay options. So you won't have to use the same buttons for different moves in MKII as you do in MKI Sega/Genesis now.

It also has a high-speed synchronous serial data port, this works in conjuntion with the Cable-TV Networks, interactive games and other digital systems. Eventually if they ever get this data superhighway installed you could probably hook your Jag to it and play MKII with another player in a different state.

104. Jaguar's KASUMI NINJA vs StreetFighter& Mortal Kombat

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-20 15:45:00 UTC
From: game.master@teaminfinity.com
Message-ID: <76.5.249.0N965D3E@teaminfinity.com>
Source record: 19355

I have heard that ATARI JAGUAR's KASUMI NINJA martial arts game will blow both Mortal Kombat and Street Fighter away.

Anybody hear anything about this ?

I guess 850 pixels per sec that the 64 bit JAG can produce is hard to match. 16 bit CD quality sounds, grunts impacts etc are supposedly awesome. Supposedly 90 fighting moves.

game.master@TeamInfinity.com

105. Re: Jaguar's KASUMI NINJA vs StreetFighter& Mortal Kombat

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-20 20:34:20 UTC
From: kstevens@srs.gov
Message-ID: <01H7WSKBDSPU001OHF@SAEMS.SRS.GOV>
Source record: 19362

In article <76.5.249.0N965D3E@teaminfinity.com>, you wrote:

>
> I have heard that ATARI JAGUAR's KASUMI NINJA martial arts game will
> blow both Mortal Kombat and Street Fighter away.
>
>
> Anybody hear anything about this ?
>
> I guess 850 pixels per sec that the 64 bit JAG can produce is hard to
> match. 16 bit CD quality sounds, grunts impacts etc are supposedly
> awesome. Supposedly 90 fighting moves.
>
> game.master@TeamInfinity.com

They showed KN at the CES....CNN, on Showbix today showed a short segment of KN. I had 5 levels of parallax scrolling and the characters were easily half the height of the screen. The action sequences were very smooth also. And this was still a beta not yet fully optimized.....I can wait until it hits the market.....
--
Ken Stevens | kstevens@srs.gov |

106. Jaguar Developer

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-20 21:06:04 UTC
From: faber@dilo.engin.umich.edu
Message-ID: <2hmrnsINN541@srvr1.engin.umich.edu>
Source record: 19356

How does one become a Jaguar Software Developer?

107. Midi Maze Party

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-20 23:03:57 UTC
From: bmich@cs.utexas.edu
Message-ID: <2hn2kt$21j@nada.cs.utexas.edu>
Source record: 19357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

What is Midi Maze you may ask? It is a game where all participating computers are connected in a ring through Midi cables. In this 3-D game the player is represented as a happy face. The goal is to shoot the other enemy players to gather points, and after a set number of points have been accumulated, then you win.

I am hosting such a party on Saturday, January 22. Festivities will begin sometime around 5:00 and will end sometime Sunday morning.

Please email me at bmich@cs.utexas.edu if you have any questions. All are invited. Hardware required is at least a 520ST, monitor, joystick cables, disk drive, AND TWO Midi Cables.

See you in the halls...
Brian,

--
If you love something, set it free.
If it doesn't come back,
hunt it down and kill it.

108. Jaguar:the next generation...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-21 02:50:35 UTC
From: narowetz@slab.unt.edu
Message-ID: <narowetz.10.759120635@slab.unt.edu>
Source record: 19358

Had a thought and was wondering what you guys thought. IF the Jaguar is successful and there is a large amount of software written for it and IF it is technologically\financially viable, do you think that Atari will get wise and do what the computer companies (Apple and MS DOS) have done and have their next machine (the puma?, the tiger?, the lion?....) downwardly compatible so that it can run that older software? Granted, the older software won't be able to access the new bells and whistles of the newer machine but it would give the new machine an established software base. Personally, I don't think the CDROM games would be much of a problem but what about the cartridge games? Look forward to hearing your responses.

Narowetz@slab.unt.edu

109. Re: Jaguar Developer

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-21 04:16:23 UTC
From: shawnspo@csn.org
Message-ID: <CJyp7C.5r2@csn.org>
Source record: 19359

Charles Kibler (faber@dilo.engin.umich.edu) wrote:

: How does one become a Jaguar Software Developer?

Lots of cash probably. You need to buy rights to use the format, etc.
You need to buy rights to the name. You need to buy rights to advertise
for Jaguar, and to make anything in that context. Usually you also would
need some kick-ass demo game to show them to get them to even look at you
without laughing their asses off. You also would probably need a big name
in the video game or computer industry. In many cases new developers or
programmers who don't want to put up with that crap go through someome who
has the permission and sell their games to the new company. I think
Acclaim is one of those "licensed" promoter people...

110. Re: Jaguar:the next generation...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-21 12:30:22 UTC
From: kstevens@srs.gov
Message-ID: <01H7XPXMUS3M001M6R@SAEMS.SRS.GOV>
Source record: 19361

In article <narowetz.10.759120635@slab.unt.edu>, you wrote:

> Had a thought and was wondering what you guys thought. IF the Jaguar is
> successful and there is a large amount of software written for it and IF it
> is technologically\financially viable, do you think that Atari will get wise
> and do what the computer companies (Apple and MS DOS) have done and have
> their next machine (the puma?, the tiger?, the lion?....) downwardly
> compatible so that it can run that older software? Granted, the older
> software won't be able to access the new bells and whistles of the newer
> machine but it would give the new machine an established software base.
> Personally, I don't think the CDROM games would be much of a problem
> but what about the cartridge games? Look forward to hearing your responses.
>
> Narowetz@slab.unt.edu

There has been some talk on GEnie, nothing official mind you, that the Jag
II would basically use the same chip sets but at much higher speed to be
competitive with the upcoming Saturn and Project Reality. This way the
games should remain compatible, cartridge and cdrom. The proposed system
would again put atari on top once the Saturn and PR are release.....at
least we can hope......
--
Ken Stevens | kstevens@srs.gov |

111. TOS Developer was Re: Jaguar Developer

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-21 12:32:43 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CJzC6J.CFF@muster.hrz.uni-giessen.de>
Source record: 19360

In article <2hmrnsINN541@srvr1.engin.umich.edu>, faber@dilo.engin.umich.edu (Charles Kibler) writes:
|>
|> How does one become a Jaguar Software Developer?

I hope not as for the *normal* TOS range,
I am now waiting since first half of Dec '93 The date I posted the
signed non-disclosure agreement to ATARI-Benelux, since then I did not
hear nothing from ATARI.

-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail: Snail:
Konstantinos.Xonis@math.uni-giessen.d400.de Konstantinos XONIS
gc85@vision.hrz.uni-giessen.de Buderusstra&#65533;e 14
gc85@sun2.hrz.uni-giessen.de D35576 Wetzlar
q4038908@bonsai.fernuni-hagen.de FR Germany
FAX: +49-6441-42504

112. Lattice C---bloody hell.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-21 13:19:46 UTC
From: sys1@exnet.com
Message-ID: <CJzECz.3zB@exnet.com>
Source record: 19364
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

After advertising for months that Lattice C 5.60 was available when it wasn't, it *does become available. We only had to wait 4 extra months because thy decided to rewrite the manuals and then couldn't organise getting the stupid things printed.

Now they are distributing packs which don't install properly because the labeling on the disks got mixed up.

I know the LC5.60 isn't that expansive but for a company that has got such a good reputation they really don't inspire me to want to buy anything from them again..ever.

They will, ofcourse, supply new discs but they really should be getting it right by now.

DAMN.

xavier

113. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-21 15:18:15 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJzJuG.DoC@barclays.co.uk>
Source record: 19363
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<woes with Lattice deleted>
I'm very surprised to hear of your problems. I got 5.6 several months ago direct from Hisoft and apart from a bad disk, it installed fine. The manuals are a different kettle of fish though. Awful. Perfect binding is a mad thing to do with programming manuals. I still use the old set I have as the new ones are a pain to use and very badly laid out.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

114. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-21 21:57:22 UTC
From: hrs@aber.ac.uk
Message-ID: <1994Jan21.215722.14093@aber.ac.uk>
Source record: 19365
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <CJzJuG.DoC@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
><woes with Lattice deleted>
>I'm very surprised to hear of your problems. I got 5.6 several months ago direct
>from Hisoft and apart from a bad disk, it installed fine. The manuals are a
>different kettle of fish though. Awful. Perfect binding is a mad thing to do with
>programming manuals. I still use the old set I have as the new ones are a pain to
>use and very badly laid out.
>
>--
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |

I have to agree with you, I much prefer the 'old' ring bound manuals, easier to leaf through and also much easier to find the information. Also no mention of the Speedo bindings except in the 'Modern Atari System Software' book. Has anybody tried the profiler programs, lprof and lstat?

Herbert sauro

115. Re: Jaguar:the next generation...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-22 00:23:45 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan22.002345.19609@mnemosyne.cs.du.edu>
Source record: 19366

In article <narowetz.10.759120635@slab.unt.edu>,
Scott Narowetz <narowetz@slab.unt.edu> wrote:
>Had a thought and was wondering what you guys thought. IF the Jaguar is
>successful and there is a large amount of software written for it and IF it
>is technologically\financially viable, do you think that Atari will get wise
>and do what the computer companies (Apple and MS DOS) have done and have
>their next machine (the puma?, the tiger?, the lion?....) downwardly
>compatible so that it can run that older software? Granted, the older
>software won't be able to access the new bells and whistles of the newer
>machine but it would give the new machine an established software base.
> Personally, I don't think the CDROM games would be much of a problem
>but what about the cartridge games? Look forward to hearing your responses.
>
>Narowetz@slab.unt.edu

Atari I think has said that the next Jaguar will be able to play current games
(probably mostly a faster chipset with a superset of instructions).
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

116. Re: Jaguar Developer

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-22 03:17:27 UTC
From: shawnspo@csn.org
Message-ID: <CK0H53.Dsn@csn.org>
Source record: 19367

Shawn Spotanski (shawnspo@csn.org) wrote:
: Charles Kibler (faber@dilo.engin.umich.edu) wrote:

: : How does one become a Jaguar Software Developer?

: Lots of cash probably. You need to buy rights to use the format, etc.
: You need to buy rights to the name. You need to buy rights to advertise
: for Jaguar, and to make anything in that context. Usually you also would
: need some kick-ass demo game to show them to get them to even look at you
: without laughing their asses off. You also would probably need a big name
: in the video game or computer industry. In many cases new developers or
: programmers who don't want to put up with that crap go through someome who
: has the permission and sell their games to the new company. I think
: Acclaim is one of those "licensed" promoter people...

However, Acclaim also has qualification restrictiions...

117. Jaguar Audio/Video Output

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-22 07:28:24 UTC
From: shawnspo@csn.org
Message-ID: <CK0srD.584@csn.org>
Source record: 19368

Ok, here is what I want to do. I would like anyone of you whom have Jaguar's or know enough about their AV IO to tell me how to do this.

I want to hook the Jaguar to the S-Video port on my TV and route the audio not only through the TV (which is Stereo) but also through my Stereo system for a much more fulfilling effect. Is this possible, and how? I need to know this before I will buy the Jaguar. Thanks!
Shawn

118. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-22 17:04:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.9.249.0N965D86@teaminfinity.com>
Source record: 19381

Was there a JAGUAR article in POPULAR SCIENCE ???

JAGUAR ROKS !!!!!

Where can I get EDGE ?

119. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-23 15:27:49 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2hu51l$7sp@harbinger.cc.monash.edu.au>
Source record: 19369

Ken Stevens (kstevens@srs.gov) wrote:
: In article <1994Jan18.154744.66706@rmece02.upr.clu.edu>, you wrote:

: > In article <01H7SLINZFCY001AD1@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
: > |> In article <1994Jan17.200922.89347@rmece02.upr.clu.edu>, you wrote:
: > |>
: > |> > In article <940116.86162.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
: > |> > |> Kevin Klasmeier,
: > |> > |>
: > |>
: > |> Actually, they put the 68000 in the system at the last minute at the
: > |> insistance of the developer.
: >
: > Do you have official information confiming this? I am not doubting
: > you read it or something, but I want to know if it is official or it
: > is rumours. Just in case, I believe that possibility.

Um, who's the developer? It looks like the desingers had the 68000
in the Jaguar from the start. In a round of cost reduction, the
68000 was going to be removed, but the designer resisted.
I don't see anything about developers asking for the 68000 and
Mathieson wedging it in.

[...]

: John Mathieson <CIS: 100111,2631> - one of the designers of the
: Jaguar - speaks with authority on Jaguar hardware:

[...]

: As one of the Jaguar designers, I thought you might like to know
: why there is a 68K in Jaguar. (I did the GPU & DSP, and the
: blitter). In one of our cost reduction drives, we seriously
: considered no CPU, however I vigorously opposed this as the GPU and
: DSP are unfamiliar to programmers, were never meant for overall
: system control, and are only really fast out of their relatively
: small internal RAM blocks. The principle is that you get your RISC
: processor to do all the intensive but fairly simple low level parts
: of a 3D game, and you get a CISC processor to handle the high
: level, complex, but fairly un-intensive parts - e.g. game-play,
: view point control, collision detection, etc. Those complex
: addressing modes are great for rattling round structures. Its also
: important to have a manager in a multi-processor system, and the
: 68K performs this task well.

I guess this little episode shows how people can take the same information and come to different conclusions, which is probably prevalent in all newsgroups, not just the atari or amiga groups.

He refers to the GPU as the GPU and DSP as the DSP, wheras most people are calling them all CPU's and saying that the 68000 is not a cpu. Mathieson doesn't refer to the system as a parallel processing system either, just a multi-processor, which a lot of systems on the market are. He more or less says that the 68000 is *THE* CPU, as a jaguar sans-68000 is CPU-less.
Then again, Mathieson is just one of the desingers, the marketing guys always know better ;-)

- Jim

120. Re: Jaguar Audio/Video Output

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-24 06:27:26 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan24.062726.29398@mnemosyne.cs.du.edu>
Source record: 19370

In article <CK0srD.584@csn.org>, Shawn Spotanski <shawnspo@csn.org> wrote:
>
>Ok, here is what I want to do. I would like anyone of you whom have
>Jaguar's or know enough about their AV IO to tell me how to do this.
>
>I want to hook the Jaguar to the S-Video port on my TV and route the audio
>not only through the TV (which is Stereo) but also through my Stereo
>system for a much more fulfilling effect. Is this possible, and how? I
>need to know this before I will buy the Jaguar. Thanks!
>Shawn
>

Sure, it's possible - in fact, the s-video cables (with stereo
connectors as well) will be out pretty soon, and they already have
composite connectors with composite video and stereo output.

Or, if you feel daring, you can make your own cable - but the Atari
cable only costs $20 or so, and is probably the best way to go for
what you want to do.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

121. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-24 09:57:42 UTC
From: sys1@exnet.com
Message-ID: <CK4p08.GJ9@exnet.com>
Source record: 19371
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <CJzJuG.DoC@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
><woes with Lattice deleted>
>I'm very surprised to hear of your problems. I got 5.6 several months ago direct
>from Hisoft and apart from a bad disk, it installed fine. The manuals are a
>different kettle of fish though. Awful. Perfect binding is a mad thing to do with
>programming manuals. I still use the old set I have as the new ones are a pain to
>use and very badly laid out.
>

I talked to hisoft every 7-14 days about lattice C 5.6---they were
very apologetic about it's delay but htey were adamant that it was
not available. I think they got sick of the phone calls in the end.

BTW, you are right about the manuals. Ringbound would have been much
better.

Xavier

122. Re: Jaguar Audio/Video Output

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-24 12:37:49 UTC
From: kstevens@srs.gov
Message-ID: <01H81X2WEIAQ0004UA@SAEMS.SRS.GOV>
Source record: 19372

In article <CK0srD.584@csn.org>, you wrote:

>
> Ok, here is what I want to do. I would like anyone of you whom have
> Jaguar's or know enough about their AV IO to tell me how to do this.
>
> I want to hook the Jaguar to the S-Video port on my TV and route the audio
> not only through the TV (which is Stereo) but also through my Stereo
> system for a much more fulfilling effect. Is this possible, and how? I
> need to know this before I will buy the Jaguar. Thanks!
> Shawn

If you have access to GEnie, someone uploaded the pin out on the AV
connector. This gives the composite, s-video and RGB pin out.
--
Ken Stevens | kstevens@srs.gov |

123. Re: Jaguar Competitors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-24 16:06:41 UTC
From: jonesx@rchland.vnet.ibm.com
Message-ID: <1994Jan24.160641.38871@rchland.ibm.com>
Source record: 19378

In a previous post, Ken writes...

> There has been some talk on GEnie, nothing official mind you, that the Jag
> II would basically use the same chip sets but at much higher speed to be
> competitive with the upcoming Saturn and Project Reality. This way the
> games should remain compatible, cartridge and cdrom. The proposed system
> would again put atari on top once the Saturn and PR are release.....at
> least we can hope......

Ken, can you or anyone else shed some light on exactly what the *Saturn* and *Project Reality* is suppose to be? It sounds like they're potential Jaguar competitors from... Nintendo and Sega maybe? Any and all details will be appreciated. Thanks in advance...
--

Internet: paradise@vnet.ibm.com
America Online: Bahamas1@aol.com
Without vision, the people perish...

124. Re: Jaguar Audio/Video Output

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-25 02:17:18 UTC
From: shawnspo@csn.org
Message-ID: <CK5yCv.72I@csn.org>
Source record: 19373

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
: In article <CK0srD.584@csn.org>, Shawn Spotanski <shawnspo@csn.org> wrote:
: >
: >Ok, here is what I want to do. I would like anyone of you whom have
: >Jaguar's or know enough about their AV IO to tell me how to do this.
: >
: >I want to hook the Jaguar to the S-Video port on my TV and route the audio
: >not only through the TV (which is Stereo) but also through my Stereo
: >system for a much more fulfilling effect. Is this possible, and how? I
: >need to know this before I will buy the Jaguar. Thanks!
: >Shawn
: >

: Sure, it's possible - in fact, the s-video cables (with stereo
: connectors as well) will be out pretty soon, and they already have
: composite connectors with composite video and stereo output.

: Or, if you feel daring, you can make your own cable - but the Atari
: cable only costs $20 or so, and is probably the best way to go for
: what you want to do.

: --
: ---> Kendall Gelner (kgelner@nyx.cs.du.edu)

When will they be available?

125. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-25 09:39:28 UTC
From: djs@jet.uk
Message-ID: <1994Jan25.093928.17039@jet.uk>
Source record: 19374
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In <CK4p08.GJ9@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:

>In article <CJzJuG.DoC@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>><woes with Lattice deleted>
>>I'm very surprised to hear of your problems. I got 5.6 several months ago direct
>>from Hisoft and apart from a bad disk, it installed fine. The manuals are a
>>different kettle of fish though. Awful. Perfect binding is a mad thing to do with
>>programming manuals. I still use the old set I have as the new ones are a pain to
>>use and very badly laid out.
>>

>I talked to hisoft every 7-14 days about lattice C 5.6---they were
>very apologetic about it's delay but htey were adamant that it was
>not available. I think they got sick of the phone calls in the end.

>BTW, you are right about the manuals. Ringbound would have been much
>better.
More agreement from me, too! The binding is a bind. The functions reference
are in a strange order, so I have to look in the index first. The functions
aren't started on a new page like they were in the old manuals, so it's not
quite so easy to find something on a quick flick-through. BUT, the biggest
gripes for me are:
1) The command line options for the compiler are not conveniently
listed, I have to wade through stuff on the integrated editor etc to
find them.
2) Although it all claimed to be `up-to-date', the newer functions
(Speedo, AES4 etc) are documented separately (in the Modern Atari
Software book) to the old functions, so one has to consult at least
two manuals at a time.
3) WERCS cannot cope with new resource files with CICONs, eg it cannot
edit DESKCICN.RSC
4) Wrong bindings for several SpeedoGDOS functions.
5) The manuals are shite. I know I mentioned this already, but they're
so shite that I thought it was worth mentioning again.

They never ever mailed me to tell me that the upgrade from 5.5 was available,
I only got it when I asked Alex Kiernan at the Atari show `in' Manchester.

And I had two duff diskettes too :-(
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

126. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-25 18:24:46 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401251820.AA01459@elm8>
Source record: 19376

mrathwel@uoguelph.ca (Mark Rathwell) writes ...

>: The Jaguar looks like the very first good product that ATARI has done
>: in while..., well, ok, I'll add the Lynx to that.
>
> Hmm ... what else?
>
> 1) The Lynx ... most powerful handheld on the Market
> 2) The Atari 7800 ... only 8-bit game system with flicker-free
animation 3) T
>he Atari Portfolio ... first Palmtop to sell for a reasonable price
> 4) The Atari XEGS ... game system that could be tranformed into a
> computer with many uses later on.
>
> These sound like pretty good products to me!

Yes, and thats the problem with Atari. They have a history of
taking good products and screwing them up. Thats why so many people
are so sceptical about the prospects of the Jaguar. Frankly I think
it would have been better for Nintendo to have marketted it, we
would be looking at a surefire hit. With Atari, chances are high
that it will flop as the Lynx and Falcon did.

<-->
Gavan. (This is NOT my account, contact me at
gmoran@nyx.cs.du.edu)
<-->

127. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-25 18:36:36 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401251831.AA01484@elm8>
Source record: 19377

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes ...

>The Falcon is a great all-purpose machine, and competes well against
>MS-DOS boxes well in this - except that it is a bit expensive. The
>reason the Falcon sales have been so very abysmall is because they had
>zero advertising for the Falcon, and with the strange Atari dealer
>plan, it is very hard to actually get a Jaguar - I wanted one badly,
>but it took me four months to find a dealer who could sell me one!!

At last, you seem to have recognised reality. Maybe after all
your wild claims for the Jaguar you finally see that perhaps it ISNT
the surefire safe bet for a games system with a future. Not because
it is a bad peice of hardware (its technically excellent as was
Atari other great `success`, the Lynx), but because

ATARI ARE A REALLY CRAP COMPANY.

Yep, I was speaking to a guy at a computer games shop about the
Jaguar and he reckoned it was going to do really well. Then his
friend joined in with a reality check and pointed out that
"everything Atari do dies". I couldnt have put it better myself. If
it took you four months to get a dealer to sell you a Jaguar, do you
think that a consumer (who hears about the potentially even MORE
amazing Sega Saturn) is going to piss about trying to get one? If
Atari dont sell a lot NOW, before next Xmas, then the Saturn looks
set to KILL them. If only they had been able to get the jaguar out
in numbers before this christmas.....

I`m not applying any Amiga bias here. In my opinion the Amiga is
dead right now too, killed by the same incompetance and ineptness at
Commodore, that is prevalent at Atari. It is basically in its
twilight, about to be eclipsed for good by the PC because commodore
screwed it up.

What is it about American companies that makes them so pathetic??
It seems that the American computer industry is every bit as crap as
the American automobile industry, and shows signs of going the same
way.

<--->
Gavan. (This is NOT my account, contact me at
gmoran@nyx.cs.du.edu)
<--->

128. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-25 18:56:08 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401251842.AA01493@elm8>
Source record: 19375

kstevens@srs.gov (Ken Stevens) writes...

(from AEO magazine)

> The answer to Jaguar's bus width is that it is 64 bits where it
> needs to be. The two highest data rate paths, which are those
> between the RAM and the object processor (display generator), and
> that between the blitter and RAM, are truly 64 bits.

[stuff deleted]

> The RISC processors manipulate 32 bit data as this is all the
> precision they need. They have 32 bit ALUs and 32 bit address
> generators. They can perform 64 bit transfers on the main bus if
> they need to, but not many data are this big. The graphics
> processor uses the blitter as a co-processor when it really needs
> to blast pixels. The instruction size is 16 bits as this allows a
> reasonable number of instructions plus two register/data fields in
> each instruction.

So in other words, the Jaguar does NOT have a 64 bit processor.
It just does some memory transfers along a 64 bit bus. It is
inherently a 32 bit design, but can do 64-bit transfers in certain
parts of its architecture, just like the AGA chipset in the CD32.

When I pointed out that the `64-bit` and `Multimedia` claims
were largely just stupid hype last week, the usual barrage of claims
from the space cadet Atari advocates followed.

Let that be a lesson to those in this group who blindly (and
STUPIDLY) advocate anything that Atari say or do. When will you face
reality and examine ALL the FACTS about the systems you so foolishly
advocate???

<-->
Gavan. (This is NOT my account, contact me at
gmoran@nyx.cs.du.edu)
<-->

129. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-25 23:21:47 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.759540107@wolfcreek.cs.ualberta.ca>
Source record: 19380

u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:

> kstevens@srs.gov (Ken Stevens) writes...

>(from AEO magazine)

>> The answer to Jaguar's bus width is that it is 64 bits where it
>> needs to be. The two highest data rate paths, which are those
>> between the RAM and the object processor (display generator), and
>> that between the blitter and RAM, are truly 64 bits.

>[stuff deleted]

>> The RISC processors manipulate 32 bit data as this is all the
>> precision they need. They have 32 bit ALUs and 32 bit address
>> generators. They can perform 64 bit transfers on the main bus if
>> they need to, but not many data are this big. The graphics
>> processor uses the blitter as a co-processor when it really needs
>> to blast pixels. The instruction size is 16 bits as this allows a
>> reasonable number of instructions plus two register/data fields in
>> each instruction.

> So in other words, the Jaguar does NOT have a 64 bit processor.
>It just does some memory transfers along a 64 bit bus. It is
>inherently a 32 bit design, but can do 64-bit transfers in certain
>parts of its architecture, just like the AGA chipset in the CD32.

> When I pointed out that the `64-bit` and `Multimedia` claims
>were largely just stupid hype last week, the usual barrage of claims
>from the space cadet Atari advocates followed.

> Let that be a lesson to those in this group who blindly (and
>STUPIDLY) advocate anything that Atari say or do. When will you face
>reality and examine ALL the FACTS about the systems you so foolishly
>advocate???

Oh I don't know, the way I understand it is that there are TWO 32 bit
RISC processors- now you can't tell me that two different 32 bit RISC
chips can't work on 64 bits (combined) at once. I beleive their claims
to be legit, not just because I own an atari (and like it BTW) but
for the fact claims made about virtually any system TG16 and project
reality included are always paraphrased to their advantage. This is not
a lie. Heck, even commodore has done their share of "inadequate
disclosure"... This is just a fact of industry.

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |

```
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/_\___/_\/_>/_>/_>/_>|_/ | \_______________________________|
```

130. Atari problem....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-25 23:37:31 UTC
From: jjindda@uclink.berkeley.edu
Message-ID: <2i4afr$ku@agate.berkeley.edu>
Source record: 19379

I just called Atari today.... complaining about the controller cable keeps falling off...and too short....

The customer service guy goes...
"Yeah, due to the exciting game play that Jaguar machine offers, people tend to move their controllers a lot..."

(well, my roommate's mouth is always open....but...I don't move my controller a lot...)
I told him
"but, it never happened with my SNES."
He replied
"oh, uh, I don't know about SNES....blah,blah,blah"

"should I go get a new one?"
"uh, no, just don't move your controller."

what, what? damn...even before Jag makes big in the game market.. Atari seems to be adopting the big corporation attitude developed by Nintendo and later, recently adopted by, Sega....

They shoud have more female service representative, they were always nice when I called them....

oh, one thing...the guy said new cables are three meters long... but mine is only 4.5ft...

131. Re: Jaguar Audio/Video Output

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 05:40:06 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan26.054006.24064@mnemosyne.cs.du.edu>
Source record: 19382

```
In article <CK5yCv.72I@csn.org>, Shawn Spotanski <shawnspo@csn.org> wrote:
>Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>: In article <CK0srD.584@csn.org>, Shawn Spotanski <shawnspo@csn.org> wrote:
>: >
>: >Ok, here is what I want to do. I would like anyone of you whom have
>: >Jaguar's or know enough about their AV IO to tell me how to do this.
>: >
>: >I want to hook the Jaguar to the S-Video port on my TV and route the audio
>: >not only through the TV (which is Stereo) but also through my Stereo
>: >system for a much more fulfilling effect. Is this possible, and how? I
>: >need to know this before I will buy the Jaguar. Thanks!
>: >Shawn
>: >
>
>: Sure, it's possible - in fact, the s-video cables (with stereo
>: connectors as well) will be out pretty soon, and they already have
>: composite connectors with composite video and stereo output.
>
>: Or, if you feel daring, you can make your own cable - but the Atari
>: cable only costs $20 or so, and is probably the best way to go for
>: what you want to do.
>
>: --
>: ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
>When will they be available?
>
>

I think the end of January. You might try calling 1-800-go-atari and
ask them when they expect to be shipping the cables.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)
```

132. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 05:44:15 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan26.054415.24337@mnemosyne.cs.du.edu>
Source record: 19385

In article <9401251820.AA01459@elm8>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>mrathwel@uoguelph.ca (Mark Rathwell) writes ...
>
>>: The Jaguar looks like the very first good product that ATARI has done
>>: in while..., well, ok, I'll add the Lynx to that.
>>
>> Hmm ... what else?
>>
>> 1) The Lynx ... most powerful handheld on the Market
>> 2) The Atari 7800 ... only 8-bit game system with flicker-free
>animation 3) T
>>he Atari Portfolio ... first Palmtop to sell for a reasonable price
>> 4) The Atari XEGS ... game system that could be tranformed into a
>> computer with many uses later on.
>>
>> These sound like pretty good products to me!
>
>
> Yes, and thats the problem with Atari. They have a history of
>taking good products and screwing them up. Thats why so many people
>are so sceptical about the prospects of the Jaguar. Frankly I think
>it would have been better for Nintendo to have marketted it, we
>would be looking at a surefire hit. With Atari, chances are high
>that it will flop as the Lynx and Falcon did.
>
>

This is pure nonsense. Atari is actually marketing the Jaguar, and
has done numerous things to help the Jaguar along that they have never
done for any of their previoyus systems. They also had a nice large
booth at the winter CES, right next to Sega and Nintendo. Atari may
screw it up, but so far they show no signs of it.

Also, the Lynx is coming back - after all, if Nintendo can sell
billions of that lame green machine, Atari can certainly sell a lot of
Lynx's when backed by Jaguar units.

Oh, also, the Falcon is not a flop - as much as you'd like it to be.
But this has been argued endlessly, so I won't go into more detail.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

133. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 05:51:14 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan26.055114.24765@mnemosyne.cs.du.edu>
Source record: 19383

In article <9401251831.AA01484@elm8>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes ...
>
>>The Falcon is a great all-purpose machine, and competes well against
>>MS-DOS boxes well in this - except that it is a bit expensive. The
>>reason the Falcon sales have been so very abysmall is because they had
>>zero advertising for the Falcon, and with the strange Atari dealer
>>plan, it is very hard to actually get a Jaguar - I wanted one badly,
>>but it took me four months to find a dealer who could sell me one!!
>

I should amend my original post to say that the month wait was for my
Falcon, not my Jaguar - you can actually find Jaguars in malls!

>
> At last, you seem to have recognised reality. Maybe after all
>your wild claims for the Jaguar you finally see that perhaps it ISNT
>the surefire safe bet for a games system with a future. Not because
>it is a bad peice of hardware (its technically excellent as was
>Atari other great `success`, the Lynx), but because

I have made no "wild claims" for the Jaguar (pull one up, please).
Also, my grip on reality is probably firmer than a lot of the CBM
wishful types we see around here.

>
> ATARI ARE A REALLY CRAP COMPANY.
>

No, the management hasn't been so hot (thoguh they actually seem to
have seen the light). Atari workers put out a great product.

> Yep, I was speaking to a guy at a computer games shop about the
>Jaguar and he reckoned it was going to do really well. Then his
>friend joined in with a reality check and pointed out that
>"everything Atari do dies". I couldnt have put it better myself. If
>it took you four months to get a dealer to sell you a Jaguar, do you
>think that a consumer (who hears about the potentially even MORE
>amazing Sega Saturn) is going to piss about trying to get one? If
>Atari dont sell a lot NOW, before next Xmas, then the Saturn looks
>set to KILL them. If only they had been able to get the jaguar out
>in numbers before this christmas.....
>

Yeah right, do you really think the Saturn will be out before this XMAS? Now who has a loose grip on reality. Remember - Microsoft is doing the OS!! Ha Ha Ha Ha Ha!! That ought to put an end to any speculations of a '94 release.

> I`m not applying any Amiga bias here. In my opinion the Amiga is
>dead right now too, killed by the same incompetance and ineptness at
>Commodore, that is prevalent at Atari. It is basically in its
>twilight, about to be eclipsed for good by the PC because commodore
>screwed it up.

CBM is dead in America (the small off-center booth at CES shows they have no wuill to capture the AMerican market). I have no doubt they will survive, though, driven by the Dark Side Of The Force and a bitter hatred for Atari (Well, that plus euorpe... :-))

>
> What is it about American companies that makes them so pathetic??
>It seems that the American computer industry is every bit as crap as
>the American automobile industry, and shows signs of going the same
>way.

No Way. American companies are on the upswing, and Japanese companies will soon pay for underestimating them. Sega probably will live, maintaining current market share - Nintendo is down for the count.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

134. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 05:55:58 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan26.055558.24927@mnemosyne.cs.du.edu>
Source record: 19384

In article <9401251842.AA01493@elm8>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
> kstevens@srs.gov (Ken Stevens) writes...
>
>(from AEO magazine)
>
>> The answer to Jaguar's bus width is that it is 64 bits where it
>> needs to be. The two highest data rate paths, which are those
>> between the RAM and the object processor (display generator), and
>> that between the blitter and RAM, are truly 64 bits.
>
>[stuff deleted]
>
>> The RISC processors manipulate 32 bit data as this is all the
>> precision they need. They have 32 bit ALUs and 32 bit address
>> generators. They can perform 64 bit transfers on the main bus if
>> they need to, but not many data are this big. The graphics
>> processor uses the blitter as a co-processor when it really needs
>> to blast pixels. The instruction size is 16 bits as this allows a
>> reasonable number of instructions plus two register/data fields in
>> each instruction.
>
>

> So in other words, the Jaguar does NOT have a 64 bit processor.
>It just does some memory transfers along a 64 bit bus. It is
>inherently a 32 bit design, but can do 64-bit transfers in certain
>parts of its architecture, just like the AGA chipset in the CD32.

No it is a 64-bit design - it primarily works with data 64-bits at a
time. Since when did ANY CBM product have 64 wires over which data
traveled at one time - answer for the fans at home - it never did.

>
> When I pointed out that the `64-bit` and `Multimedia` claims
>were largely just stupid hype last week, the usual barrage of claims
>from the space cadet Atari advocates followed.

And thants because your claims are baseless. Of course it doesn't
have 64-bit internal registers - what a waste! It has 64-bit data
transfer, which is what matters.

>
> Let that be a lesson to those in this group who blindly (and
>STUPIDLY) advocate anything that Atari say or do. When will you face
>reality and examine ALL the FACTS about the systems you so foolishly

>advocate???

You must learn to face reality yourself. The days are gone when a system just has one CPU. The Jaguar is primarily a 64-bit machine where it counts, and that is why it is so valid to say so.

Plus, it sure helps the marketing!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

135. Re: Jaguar Competitors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 12:39:21 UTC
From: kstevens@srs.gov
Message-ID: <01H84PPI3L02000E9F@SAEMS.SRS.GOV>
Source record: 19187

In article <1994Jan24.160641.38871@rchland.ibm.com>, you wrote:

> In a previous post, Ken writes...
>
> > There has been some talk on GEnie, nothing official mind you, that the Jag
> > II would basically use the same chip sets but at much higher speed to be
> > competitive with the upcoming Saturn and Project Reality. This way the
> > games should remain compatible, cartridge and cdrom. The proposed system
> > would again put atari on top once the Saturn and PR are release.....at
> > least we can hope......
>
> Ken, can you or anyone else shed some light on exactly what the *Saturn* and
> *Project Reality* is suppose to be? It sounds like they're potential Jaguar
> competitors from... Nintendo and Sega maybe? Any and all details will be
> appreciated. Thanks in advance...
> --
>
>
> Internet: paradise@vnet.ibm.com
> America Online: Bahamas1@aol.com
> Without vision, the people perish...

The Saturn is going to be Segas next generation game machine. Originally it was announced as a 32 bit machine, but after atari released the Jag, they claimed it would be 64 bits:-). It is due to be released christmas 94 in Japan ONLY at this point, though some have advocated that it would be released in the US also. They, Sega, have signed a deal with Microsoft to do an OS for the Machine. Initial rumours indicate that it will be an optional OS, more for use with multimedia than games. The last report showed that it's specs were better than the Jags (I'll see if I can find the post on GEnie and repost here) and would come with CD only (4x speed) and sell at 400-500 US dollars (I think this is a joke, 4x speed cdroms go for more than that nowadays).

Project Reality is Nintendo's next genertion game machine. This will also be 64 bit and supposely kick the Saturn and Jags ass though it is not due out for 2 more years (can anybody say Nintendo CD:-)). The same post from GEnie gives the specs on PR. It is supposely optimized for virtual reality based games. They showed a system at CES with a VR game but it was running on a extremely expensive computer (I dont't remember what type) Their, Nintendo's, comment was that they would beable to deliver the same performance on a 350 dollar game console :-) .
--
Ken Stevens | kstevens@srs.gov |

136. Re: Atari problem....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 12:43:33 UTC
From: kstevens@srs.gov
Message-ID: <01H84PUP8E2Q000CL9@SAEMS.SRS.GOV>
Source record: 19188

In article <2i4afr$ku@agate.berkeley.edu>, you wrote:

> I just called Atari today.... complaining about the controller cable
> keeps falling off...and too short....
>
> The customer service guy goes...
> "Yeah, due to the exciting game play that Jaguar machine offers,
> people tend to move their controllers a lot..."
>
> (well, my roommate's mouth is always open....but...I don't move my
> controller a lot...)
> I told him
> "but, it never happened with my SNES."
> He replied
> "oh, uh, I don't know about SNES....blah,blah,blah"
>
> "should I go get a new one?"
> "uh, no, just don't move your controller."
>
> what, what? damn...even before Jag makes big in the game market..
> Atari seems to be adopting the big corporation attitude developed by
> Nintendo and later, recently adopted by, Sega....
>
> They shoud have more female service representative, they were always
> nice when I called them....
>
> oh, one thing...the guy said new cables are three meters long...
> but mine is only 4.5ft...

They are right, the new cables are just over 7 feet long. When I finally
got my direct order unit, it came with thelonger cable, as did the extra
controller that I ordered.
Unfortunately your problem with the cable is not fixable, since atari
basically went with a monitor cable connector and did not put the screws on
them that a normal monitor connector would have, hence they fit a little
loose. With the 7 foot cables, I have not had a problem with the cable
coming off, except when I accidentally got my foot caught in the extremely
long cable while I was walking to the kitchen and pulled it out:-).
--
Ken Stevens | kstevens@srs.gov |

137. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 13:21:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i5qoc$p2c@percy.cs.bham.ac.uk>
Source record: 19386
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

djs@jet.uk (David Stevenson) writes:
>More agreement from me, too! The binding is a bind. The functions reference
>are in a strange order, so I have to look in the index first. The functions
>aren't started on a new page like they were in the old manuals, so it's not
>quite so easy to find something on a quick flick-through. BUT, the biggest
>gripes for me are:
> 1) The command line options for the compiler are not conveniently
> listed, I have to wade through stuff on the integrated editor etc to
> find them.
> 2) Although it all claimed to be `up-to-date', the newer functions
> (Speedo, AES4 etc) are documented separately (in the Modern Atari
> Software book) to the old functions, so one has to consult at least
> two manuals at a time.
> 3) WERCS cannot cope with new resource files with CICONs, eg it cannot
> edit DESKCICN.RSC
> 4) Wrong bindings for several SpeedoGDOS functions.
> 5) The manuals are shite. I know I mentioned this already, but they're
> so shite that I thought it was worth mentioning again.
>

And the install program is *still* broken. Grrr.

And the standard lib is not MiNT-aware. GRRRRR! I mean, it works, but
it can't handle long filenames etc. The MiNT libs from a.a compile Ok
though, and seem to work pretty well.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

138. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 14:19:36 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.759593976@unix1.tcd.ie>
Source record: 19189

In <9401251842.AA01493@elm8> u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:

> kstevens@srs.gov (Ken Stevens) writes...

>(from AEO magazine)

>> The answer to Jaguar's bus width is that it is 64 bits where it
>> needs to be. The two highest data rate paths, which are those
>> between the RAM and the object processor (display generator), and
>> that between the blitter and RAM, are truly 64 bits.

>[stuff deleted]

>> The RISC processors manipulate 32 bit data as this is all the
>> precision they need. They have 32 bit ALUs and 32 bit address
>> generators. They can perform 64 bit transfers on the main bus if
>> they need to, but not many data are this big. The graphics
>> processor uses the blitter as a co-processor when it really needs
>> to blast pixels. The instruction size is 16 bits as this allows a
>> reasonable number of instructions plus two register/data fields in
>> each instruction.

> So in other words, the Jaguar does NOT have a 64 bit processor.

No it doesn't. Atari never said there was one.

>It just does some memory transfers along a 64 bit bus. It is
>inherently a 32 bit design, but can do 64-bit transfers in certain
>parts of its architecture, just like the AGA chipset in the CD32.

Bullshit. Does the Cd32 have a 64-bit bus. NO.
The majority of work done on the CD32 is done in 32-bits.
The majority osf work done on the Jag is in 64-bits.

> When I pointed out that the `64-bit` and `Multimedia` claims
>were largely just stupid hype last week, the usual barrage of claims
>from the space cadet Atari advocates followed.

> Let that be a lesson to those in this group who blindly (and
>STUPIDLY) advocate anything that Atari say or do. When will you face
>reality and examine ALL the FACTS about the systems you so foolishly
>advocate???

When Atari say they have a 64-bit system, they are right.
I see a 64-bit bus. I see 64-bit graphic chips. I see a 32-bit chip
well interfaced to the 64-bit bus. I see a 64-bit system. You
see an Atari console, and you look no further.

When will people like this amiga owner wake up. I have no problem with
what Atari is NOW saying about the console.

--
mark - final yar in computer science, Trinity College, Dublin

139. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 16:14:24 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2i64t0$n3a@harbinger.cc.monash.edu.au>
Source record: 19190

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
: In article <9401251842.AA01493@elm8>,
: John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
: > kstevens@srs.gov (Ken Stevens) writes...

[...]

: No it is a 64-bit design - it primarily works with data 64-bits at a
: time. Since when did ANY CBM product have 64 wires over which data
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
: traveled at one time - answer for the fans at home - it never did.
^^^^^^^^^^^^^^^^^^^^^^^
[...]
: And thants because your claims are baseless. Of course it doesn't
: have 64-bit internal registers - what a waste! It has 64-bit data
^^^^^^^^^^^^^^^^
: transfer, which is what matters.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Therefore, the Atari Falcon is a 16bit design, as it has only 16
wires over which data travelled at one time.

: You must learn to face reality yourself. The days are gone when a
: system just has one CPU. The Jaguar is primarily a 64-bit machine
: where it counts, and that is why it is so valid to say so.

And the Falcon is a 16bit machine, where it counts.

-jim

140. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 17:30:22 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan26.173022.31408@rmece02.upr.clu.edu>
Source record: 19191

In article <1994Jan26.055558.24927@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <9401251842.AA01493@elm8>,
|> John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
|> > kstevens@srs.gov (Ken Stevens) writes...
|> >
|> >(from AEO magazine)
|> >
|> >> The answer to Jaguar's bus width is that it is 64 bits where it
|> >> needs to be. The two highest data rate paths, which are those
|> >> between the RAM and the object processor (display generator), and
|> >> that between the blitter and RAM, are truly 64 bits.
|> >
|> >[stuff deleted]
|> >
|> >> The RISC processors manipulate 32 bit data as this is all the
|> >> precision they need. They have 32 bit ALUs and 32 bit address
|> >> generators. They can perform 64 bit transfers on the main bus if
|> >> they need to, but not many data are this big. The graphics
|> >> processor uses the blitter as a co-processor when it really needs
|> >> to blast pixels. The instruction size is 16 bits as this allows a
|> >> reasonable number of instructions plus two register/data fields in
|> >> each instruction.
|> >
|> >
|>
|> > So in other words, the Jaguar does NOT have a 64 bit processor.
|> >It just does some memory transfers along a 64 bit bus. It is
|> >inherently a 32 bit design, but can do 64-bit transfers in certain
|> >parts of its architecture, just like the AGA chipset in the CD32.
|>
|> No it is a 64-bit design -

Nope, ITS NOT! It is as 64-bits as the Pentium is.
If you are 64-bits, you gotta have 64-bit registers with 64-bit
operations.

|> it primarily works with data 64-bits at a
|> time. Since when did ANY CBM product have 64 wires over which data
|> traveled at one time - answer for the fans at home - it never did.

The AGA chipset has a burst mode to get 64-bits at a time. This could
be construed as '64-bits' using the same logic.

|>
|> >
|> > When I pointed out that the `64-bit` and `Multimedia` claims
|> >were largely just stupid hype last week, the usual barrage of claims
|> >from the space cadet Atari advocates followed.
|>
|> And thants because your claims are baseless. Of course it doesn't
|> have 64-bit internal registers - what a waste! It has 64-bit data
|> transfer, which is what matters.

TSK TSK. How do you do calculations? Mathemathical operations?
How is the transfer? to its internal memory to THEN process it
at 32-bits? Dude, get a clue.

|>
|> >
|> > Let that be a lesson to those in this group who blindly (and
|> >STUPIDLY) advocate anything that Atari say or do. When will you face
|> >reality and examine ALL the FACTS about the systems you so foolishly
|> >advocate???
|>
|> You must learn to face reality yourself. The days are gone when a
|> system just has one CPU. The Jaguar is primarily a 64-bit machine
|> where it counts, and that is why it is so valid to say so.

The Jaguar has 64-bit data bus. Doesn't have 64-bit processing.
Kendall, now that I read your signature I am surprised. Didn't
you read my mail?

|>
|> Plus, it sure helps the marketing!
|>
|> --
|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus

141. Re: Jaguar Competitors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 18:02:28 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CK90s4.4vE@nsc.nsc.com>
Source record: 19194

Ken Stevens <kstevens@srs.gov> wrote:
>based games. They showed a system at CES with a VR game but it was running
>on a extremely expensive computer (I dont't remember what type) Their,
>Nintendo's, comment was that they would beable to deliver the same
>performance on a 350 dollar game console :-) .

Well, knowing SGI, and if someone said it was "extremely expensive" it was
the SGI ONYX. Goes for about $160,000.

(And no, nothing Nintento ever puts out will be a fraction as powerful.
The chip use in the Nintendo would be at best R4000 level (and that
would jack the price up a lot at this point). Silicoln Graphics
"Indy" goes for $5000. It can't hold a candle to the ONYX, although it
will do some very cool stuff compared to similarly priced machines.

- tCW

142. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 21:05:34 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Jan26.210534.8511@infodev.cam.ac.uk>
Source record: 19192

In article <mpnolan.759593976@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

|> >It just does some memory transfers along a 64 bit bus. It is
|> >inherently a 32 bit design, but can do 64-bit transfers in certain
|> >parts of its architecture, just like the AGA chipset in the CD32.
|>
|> Bullshit. Does the Cd32 have a 64-bit bus. NO.
|> The majority of work done on the CD32 is done in 32-bits.
|> The majority osf work done on the Jag is in 64-bits.

Sorry but the original poster is quite correct. The AGA chips do two 32 bit word fetches in one memory cycle in certain graphics modes, and therefore is doing 64 bit transfers. Download the AGA hardware manual (in amigaguide format) from wuarchive.wustl.edu if you don't believe me.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

143. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 21:08:52 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Jan26.210852.8699@infodev.cam.ac.uk>
Source record: 19193

In article <1994Jan26.055558.24927@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

|> > When I pointed out that the `64-bit` and `Multimedia` claims
|> >were largely just stupid hype last week, the usual barrage of claims
|> >from the space cadet Atari advocates followed.
|>
|> And thants because your claims are baseless. Of course it doesn't
|> have 64-bit internal registers - what a waste! It has 64-bit data
|> transfer, which is what matters.

And so does AGA. In fact, if you have an AGA machine with FASTRAM (yes, you can get it for the CD32 now), then the machine can be moving up to 96 bits of data around per clock cycle. (32 bits for the CPU, 64 bits for the graphics)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

144. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 21:34:29 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan26.213429.25373@rmece02.upr.clu.edu>
Source record: 19195

```
In article <2i64t0$n3a@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au
(William Fang) writes:
|> Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
|> : In article <9401251842.AA01493@elm8>,
|> : John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
|> : > kstevens@srs.gov (Ken Stevens) writes...
|>
|> [...]
|>
|> : No it is a 64-bit design - it primarily works with data 64-bits at a
|> : time. Since when did ANY CBM product have 64 wires over which data
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> : traveled at one time - answer for the fans at home - it never did.
|> ^^^^^^^^^^^^^^^^^^^^^^
|> [...]
|> : And thants because your claims are baseless. Of course it doesn't
|> : have 64-bit internal registers - what a waste! It has 64-bit data
|> ^^^^^^^^^^^^^^^^
|> : transfer, which is what matters.
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|>
|> Therefore, the Atari Falcon is a 16bit design, as it has only 16
|> wires over which data travelled at one time.
|>
|> : You must learn to face reality yourself. The days are gone when a
|> : system just has one CPU. The Jaguar is primarily a 64-bit machine
|> : where it counts, and that is why it is so valid to say so.
|>
|> And the Falcon is a 16bit machine, where it counts.
|>
|> -jim

I had to laugh at this one! Couldn't some people be more
hypocritical than what they already are? The Falcon 16-bits...
Using the same logic it is!

Like I said: The Jaguar is as 64-bits as the Intel Pentium is.
64-bit data transfers helps, but it isn't the 'total' 64-bits
of power that you expect from the name.

BTW, Jim, that was a good one!
-------------------------------------------------------------
Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
```

145. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-26 22:19:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d46ec66@troed.ct.se>
Source record: 19199

In a message of 25 Jan 94 19:56:08, John Gerard Kelly wrote:

JG> So in other words, the Jaguar does NOT have a 64 bit processor.
JG> It just does some memory transfers along a 64 bit bus. It is
JG> inherently a 32 bit design, but can do 64-bit transfers in certain
JG> parts of its architecture, just like the AGA chipset in the CD32.
JG>
JG> When I pointed out that the `64-bit` and `Multimedia` claims
JG> were largely just stupid hype last week, the usual barrage of claims
JG> from the space cadet Atari advocates followed.
JG>
JG> Let that be a lesson to those in this group who blindly (and
JG> STUPIDLY) advocate anything that Atari say or do. When will you face
JG> reality and examine ALL the FACTS about the systems you so foolishly
JG> advocate???

You're in the wrong newsgroup ... try rec.games.video.advocacy .. where Jaguar developers several times has stated the Jaguar as having both 64 bit chips and a 64bit bus ..

How come you can't get net.access on your own, but has to use other people's accounts?

JG> <-->
JG> Gavan. (This is NOT my account, contact me at
JG> gmoran@nyx.cs.du.edu)
JG> <-->

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

146. Re: Jaguar Competitors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-27 01:07:41 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan27.010741.24036@mnemosyne.cs.du.edu>
Source record: 19196

In article <1994Jan24.160641.38871@rchland.ibm.com>,
Kevin Jones <jonesx@rchland.vnet.ibm.com> wrote:
>In a previous post, Ken writes...
>
>> There has been some talk on GEnie, nothing official mind you, that the Jag
>> II would basically use the same chip sets but at much higher speed to be
>> competitive with the upcoming Saturn and Project Reality. This way the
>> games should remain compatible, cartridge and cdrom. The proposed system
>> would again put atari on top once the Saturn and PR are release.....at
>> least we can hope......
>
>Ken, can you or anyone else shed some light on exactly what the *Saturn* and
>*Project Reality* is suppose to be? It sounds like they're potential Jaguar
>competitors from... Nintendo and Sega maybe? Any and all details will be
>appreciated. Thanks in advance...

The Saturn is Sega new machine. supposedly, developers are starting
to get dev units now. It is suposed to be out by Dec. 94, but
recently Microsoft announced they are doing the Saturn OS, so a
realistic release is sometime early '95. The Saturn is supposed to
cost about $500, and is a CD only unit.

Project Reality is Nintendo's pie-in-the-sky next generation gaming
system... but even the most optomistic projection (i.e. Nintendo
themselves) say late '95. Also, PR (good anacronym, eh?) is based on
the idea that you can bring the cost of a $30,000 SGI workstation down
to $200 by late '95 - in other words, they are grasping at straws.

This is a pretty loose description of the two machines, but should
give you some idea of what they are at least.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

147. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-27 12:16:45 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.759673005@unix1.tcd.ie>
Source record: 19198

In <1994Jan26.210534.8511@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>In article <mpnolan.759593976@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan)
writes:

>|> >It just does some memory transfers along a 64 bit bus. It is
>|> >inherently a 32 bit design, but can do 64-bit transfers in certain
>|> >parts of its architecture, just like the AGA chipset in the CD32.
>|>
>|> Bullshit. Does the Cd32 have a 64-bit bus. NO.
>|> The majority of work done on the CD32 is done in 32-bits.
>|> The majority osf work done on the Jag is in 64-bits.

>Sorry but the original poster is quite correct. The AGA chips do two 32 bit word
>fetches in one memory cycle in certain graphics modes, and therefore is doing 64
>bit transfers. Download the AGA hardware manual (in amigaguide format) from
>wuarchive.wustl.edu if you don't believe me.

Say again?
It does TWO 32-bit fetches in ONE memory cycle? You mean it has some kind
of burts mode, and if this is so, then YOU are WRONG.

The majority of work done on the CD32 is in 32-bits, whereas, on the Jaguar,
this figure is 64-bits.

Dont turn to side issues, because at the end of the day, your AGA chips are
attached to ONE 32-bit bus, inabling them to only fetch 32-bits at a time,
even if they do have some kind of burst mode.

The 68020 can do 32-bit fetches over a 16-bit bus, but this does not change
the fact that it makes 16-bit fetches to memory.

Thank you.

>--
>Chris Brown

>--
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>--

>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

--
mark

148. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-27 14:06:39 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Jan27.140639.17886@t.hfb.se>
Source record: 19197

> Therefore, the Atari Falcon is a 16bit design, as it has only 16
> wires over which data travelled at one time.

Yes it is, BUT it is not that important since the time delay when
transfering 32 bits compared to 16 bits is only about 5%.
Don't ask me how its done! Hardware...

/
/ Daniel

149. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-27 17:19:43 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Jan27.171943.587@infodev.cam.ac.uk>
Source record: 19202

In article <mpnolan.759673005@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

|> >Sorry but the original poster is quite correct. The AGA chips do two 32 bit word
|> >fetches in one memory cycle in certain graphics modes, and therefore is doing 64
|> >bit transfers. Download the AGA hardware manual (in amigaguide format) from
|> >wuarchive.wustl.edu if you don't believe me.
|>
|> Say again?
|> It does TWO 32-bit fetches in ONE memory cycle? You mean it has some kind
|> of burts mode, and if this is so, then YOU are WRONG.

It does two memory accesses in one clock cycle, yes

|>
|> The majority of work done on the CD32 is in 32-bits, whereas, on the Jaguar,
|> this figure is 64-bits.

I thought the jaguars porcessors were all 16 or 32 bits?

|>
|> Dont turn to side issues, because at the end of the day, your AGA chips are
|> attached to ONE 32-bit bus, inabling them to only fetch 32-bits at a time,
|> even if they do have some kind of burst mode.

32 bits at a time, two accesses in one cycle, therefore 64 bits per cycle. Like I said, if you don't believe me, download the specs.

|>
|> The 68020 can do 32-bit fetches over a 16-bit bus, but this does not change
|> the fact that it makes 16-bit fetches to memory.

On two seperate clock cycles, yes.

|>
|> Thank you.

You're welcome!

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

150. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-27 18:22:40 UTC
From: jgutierr@oac.hsc.uth.tmc.edu
Message-ID: <2i90pg$stj@oac4.hsc.uth.tmc.edu>
Source record: 19201

In article <1994Jan26.213429.25373@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>
> Like I said: The Jaguar is as 64-bits as the Intel Pentium is.
>64-bit data transfers helps, but it isn't the 'total' 64-bits
>of power that you expect from the name.
>
What exactly do you mean by 64-bits of power? What kind of data are you working with that you need to perform operations on 64-bit registers? I'd really like to see an example of that. The point is that for processing and addressing, 64 bits is overkill. Good engineering means ensuring that every component of a system is able to operate at its maximum efficiency, and as far as I can tell, that's what the jaguar does -- the graphics subsystem, which can actually *use* 64-bits gets it while the cpu, which would never need 64-bits works at 32. Having a 64-bit register that is only half full is not power.

James Gutierrez
'What we lack in experience we make up for in immaturity'
-- Mike Eruzione, US 1980 Olypmic Hockey Team

151. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-27 18:55:02 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CKAxvr.MBu@cix.compulink.co.uk>
Source record: 19206
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

>The binding is a bind. The functions reference are in a strange order, so I
>have to look in the index first. The functions aren't started on a new page
>like they were in the old manuals,
These and others points I raised in the hisoft conference on CIX and it didn't receive a reply although several others agreed with my views. Take that how you like...

When the Addendum manuals for v5.5 came out I pointed out to Alex K that a rule or something to separate the functions would be in order and they are hard to find on a page in lower case with upper case subheadings (weird). He said he would think about that. Obviously, he didn't. The index also has many functions missing so we can't even rely on that to find them now they are split up into header file order...

Some functions are also missing from the main body - the '_*' Lattice functions like _toupper.

I also find the fact that we are charged extra for the MASS book which is nothing but program documentation IMHO hard to swallow.

Header files are still out of date. Take COOKIE.H. It needs the following added

```
/*
* added by MSB 29/12/93
*/

#define _OOL0x5f4f4f4c
#define MiNT0x4d694e54
#define _SLM0x5f534c4d
#define _INF0x5f494e46
#define _AKP0x5f414b50
#define _IDT0x5f494454
#define FSMC0x46534d43
#define PMMU 0x504d4d55
```

Some of these are mentioned in MASS but aren't in the header file!!

In the GDOS detection functions in VDI.H
#define GDOS_SPD0x5f535044/* _SPD */

needs to be added for SpeedoGDOS detection.

I'm sure there are other things, and I can't help feeling disappointed for my 60UKP!

Regards
Mark

--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

152. Re: Atari problem....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-27 21:54:36 UTC
From: uamb@pool.info.sunyit.edu
Message-ID: <1994Jan27.215436.24943@pool.info.sunyit.edu>
Source record: 19211

I had not found the original cable length too short, however, when my second joystick which you must order had arrived, the length is significantly longer. Also the button colors are non-matching. One joystick is grey colored the other black.

You will be happy with the new length. What can atari do besides make it longer? Why complain?

153. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 01:36:52 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan28.013652.14467@mnemosyne.cs.du.edu>
Source record: 19200

In article <2i64t0$n3a@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>: In article <9401251842.AA01493@elm8>,
>: John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>: > kstevens@srs.gov (Ken Stevens) writes...
>
>[...]
>
>: No it is a 64-bit design - it primarily works with data 64-bits at a
>: time. Since when did ANY CBM product have 64 wires over which data
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>: traveled at one time - answer for the fans at home - it never did.
>^^^^^^^^^^^^^^^^^^^^^^^
>[...]
>: And thants because your claims are baseless. Of course it doesn't
>: have 64-bit internal registers - what a waste! It has 64-bit data
> ^^^^^^^^^^^^^^^^
>: transfer, which is what matters.
>^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>Therefore, the Atari Falcon is a 16bit design, as it has only 16
>wires over which data travelled at one time.

Nope, 32-bit transfer from the graphics chips and video to memory.
Only 16-bits to the 68030.

>
>: You must learn to face reality yourself. The days are gone when a
>: system just has one CPU. The Jaguar is primarily a 64-bit machine
>: where it counts, and that is why it is so valid to say so.
>
>And the Falcon is a 16bit machine, where it counts.

Did I mention Falcon? Did anyone mention Falcon? I was talking about
the Jaguar. Where do these Amiga Lusers comre from.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

154. Re: Atari problem....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 03:26:21 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.759727581@wolfcreek.cs.ualberta.ca>
Source record: 19203

jjindda@uclink.berkeley.edu (Joon Sung Choi) writes:

>I just called Atari today.... complaining about the controller cable
>keeps falling off...and too short....

>The customer service guy goes...
>"Yeah, due to the exciting game play that Jaguar machine offers,
>people tend to move their controllers a lot..."

>(well, my roommate's mouth is always open....but...I don't move my
>controller a lot...)
>I told him
>"but, it never happened with my SNES."
>He replied
>"oh, uh, I don't know about SNES....blah,blah,blah"

>"should I go get a new one?"
>"uh, no, just don't move your controller."

>what, what? damn...even before Jag makes big in the game market..
>Atari seems to be adopting the big corporation attitude developed by
>Nintendo and later, recently adopted by, Sega....

>They shoud have more female service representative, they were always
>nice when I called them....

>oh, one thing...the guy said new cables are three meters long...
>but mine is only 4.5ft...

well he does have a little bit of a point in that unless you are
willing to spend more money for a controller, NOT moving it would be
a solution. On the other hand, if you so desired to get a new
controller, I'm sure they would be more than happy to sell one to
you. I'm not sure how much a controller costs, but if it is a lot then
I would definately consider not moving it as an alternative (I am
assuming here thatthe controller will not fall out IF the machine is
not touched). Then again there is also the scotch tape- rubber band
alternative. :)

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

155. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 06:52:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d48b62a@troed.ct.se>
Source record: 19209

```
In a message of 27 Jan 94 18:19:43, C.P. Brown wrote:

CB> I thought the jaguars porcessors were all 16 or 32 bits?

TOM = 64 bit
Jerry = 32 bit
68000 = 16 bit

Memory = 64 bit

Bus = 64 bit

I'd say that's the mark of a 64 bit machine ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

156. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 08:59:48 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2iak64INNod1@tom.rz.uni-passau.de>
Source record: 19205
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.advocacy

Watch the Followup-To:-line!

In article <1994Jan27.171943.587@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <mpnolan.759673005@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan)
writes:
>
>|> >Sorry but the original poster is quite correct. The AGA chips do two 32 bit word
>|> >fetches in one memory cycle in certain graphics modes, and therefore is doing 64
>|> >bit transfers. Download the AGA hardware manual (in amigaguide format) from
>|> >wuarchive.wustl.edu if you don't believe me.
>|>
>|> Say again?
>|> It does TWO 32-bit fetches in ONE memory cycle? You mean it has some kind
>|> of burts mode, and if this is so, then YOU are WRONG.
>
>It does two memory accesses in one clock cycle, yes

Well, seems we have a brandnew definition of 'clock cycle' here.
What EXACTLY do you mean? In less than an hour or less than twelve hours?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

157. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 12:42:08 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2ib170$8fl@harbinger.cc.monash.edu.au>
Source record: 19214

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
: In article <2i64t0$n3a@harbinger.cc.monash.edu.au>,
: William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
: >Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
: >: In article <9401251842.AA01493@elm8>,
: >: John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
: >: > kstevens@srs.gov (Ken Stevens) writes...
: >
: >[...]
: >
: >: No it is a 64-bit design - it primarily works with data 64-bits at a
: >: time. Since when did ANY CBM product have 64 wires over which data
: > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
: >: traveled at one time - answer for the fans at home - it never did.
: >^^^^^^^^^^^^^^^^^^^^^^
: >[...]
: >: And thants because your claims are baseless. Of course it doesn't
: >: have 64-bit internal registers - what a waste! It has 64-bit data
: > ^^^^^^^^^^^^^^^^
: >: transfer, which is what matters.
: >^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
: >
: >Therefore, the Atari Falcon is a 16bit design, as it has only 16
: >wires over which data travelled at one time.

: Nope, 32-bit transfer from the graphics chips and video to memory.
: Only 16-bits to the 68030.

: >: You must learn to face reality yourself. The days are gone when a
: >: system just has one CPU. The Jaguar is primarily a 64-bit machine
: >: where it counts, and that is why it is so valid to say so.
: >
: >And the Falcon is a 16bit machine, where it counts.

: Did I mention Falcon? Did anyone mention Falcon? I was talking about
: the Jaguar. Where do these Amiga Lusers comre from.

CBM makes Amigas and the CD^32. Atari makes the Jaguar and Falcon.
Bejesus, you're so fucking laMe... Get real you AtARi LuSeR!!!!!

- Jim

PS. I've a 486dx40's roolez!!!

158. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 14:28:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan28.142856.32454@rmece02.upr.clu.edu>
Source record: 19204

In article <1994Jan28.013652.14467@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <2i64t0$n3a@harbinger.cc.monash.edu.au>,
|> William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
|> >Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
|> >: In article <9401251842.AA01493@elm8>,
|> >: John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
|> >: > kstevens@srs.gov (Ken Stevens) writes...
|> >

[stuff deleted]

|> Nope, 32-bit transfer from the graphics chips and video to memory.
|> Only 16-bits to the 68030.

Well, that's 16-bits. Else my A1200 is 64-bits because AGA can do
64-bits transfer for video.

|>
|> >
|> >: You must learn to face reality yourself. The days are gone when a
|> >: system just has one CPU. The Jaguar is primarily a 64-bit machine
|> >: where it counts, and that is why it is so valid to say so.
|> >
|> >And the Falcon is a 16bit machine, where it counts.
|>
|> Did I mention Falcon? Did anyone mention Falcon? I was talking about
|> the Jaguar. Where do these Amiga Lusers comre from.

Nope, you didn't. On the other hand, he's trying to show how
using your logic, you could conclude the Falcon is a 16-bit computer.

|>
|> --
|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus

159. JAGUAR COMPETITORS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 16:58:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.3716.5323.0N192E09@canrem.com>
Source record: 19216

KK> based games. They showed a system at CES with a VR game but it was
KK> running on a extremely expensive computer (I dont't remember what
KK> type) ^^
^^^^^

It was a Silicon Graphics ONYX, which regularly sells for $220,000.

-James Nazaroff-

---
* MMST 2.99 UnRegistered I took up gardening as a hobby, but I only grew tired.

160. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 17:34:17 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.759778457@unix1.tcd.ie>
Source record: 19213

In <1994Jan27.171943.587@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>In article <mpnolan.759673005@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

>|> >Sorry but the original poster is quite correct. The AGA chips do two 32 bit word
>|> >fetches in one memory cycle in certain graphics modes, and therefore is doing 64
>|> >bit transfers. Download the AGA hardware manual (in amigaguide format) from
>|> >wuarchive.wustl.edu if you don't believe me.
>|>
>|> Say again?
>|> It does TWO 32-bit fetches in ONE memory cycle? You mean it has some kind
>|> of burts mode, and if this is so, then YOU are WRONG.

>It does two memory accesses in one clock cycle, yes

Do you know what a clock cycle is? I'm afraid you cant, because a chip can
only do ONE operation in a clock cycle, and reading 64-bits off a 32-bit bus
in ONE cycle is impossible. Sorry.

>|>
>|> The majority of work done on the CD32 is in 32-bits, whereas, on the Jaguar,
>|> this figure is 64-bits.

>I thought the jaguars porcessors were all 16 or 32 bits?

You thought wrong. It HAS 32-bit processors, but these make use of the FULL
64-bit bus, loading TWO 32-bit registers in one memory cycle.
It also has a 16-bit processor, the 68000, and I dont know how it is coupled
to the 64-bit. I would suspect, due to the low load on it, that it only uses
16-bits of the bus.
But more importantly, there are, to my knowledge, at least two FULL 64-bit
chips. One is the blitter, the other the video shifter. Both have 64-bit
registers.

>|>
>|> Dont turn to side issues, because at the end of the day, your AGA chips are
>|> attached to ONE 32-bit bus, inabling them to only fetch 32-bits at a time,
>|> even if they do have some kind of burst mode.

>32 bits at a time, two accesses in one cycle, therefore 64 bits per cycle. Like I
>said, if you don't believe me, download the specs.

Look. They may be able to do two loads in the time it usually takes to do one
load. This would be a burst mode. But this can only be done when the addresses
are serial (side by side). It is used by blitters to do quick memory operations. No big
deal.

It still does not take away from the FACT that the bus on the CD32 is 32-bits, and the Jag's, 64. Not to mention that the clock rate is higher on the Jag.

>|>
>|> The 68020 can do 32-bit fetches over a 16-bit bus, but this does not change
>|> the fact that it makes 16-bit fetches to memory.

>On two seperate clock cycles, yes.

>|>
>|> Thank you.

>You're welcome!

As are you.

>--
>Chris Brown

I welcome debate, but I get the feeling you really dont know what your reading when you read the specs. Dont take this badly, I mean before I took my degree, it all seemed gobbildy-gook to me.

--
mark

161. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 17:51:13 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.759779473@unix1.tcd.ie>
Source record: 19208

In <1994Jan28.142856.32454@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <1994Jan28.013652.14467@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>|> In article <2i64t0$n3a@harbinger.cc.monash.edu.au>,
>|> William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>|> >Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>|> >: In article <9401251842.AA01493@elm8>,
>|> >: John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>|> >: > kstevens@srs.gov (Ken Stevens) writes...
>|> >

>[stuff deleted]

>|> Nope, 32-bit transfer from the graphics chips and video to memory.
>|> Only 16-bits to the 68030.

> Well, that's 16-bits. Else my A1200 is 64-bits because AGA can do
>64-bits transfer for video.

WHAT! Does the A1200 have a 64-bit bus? NO. It only uses a burst mode,
like every other cheap blitter out there. The Falcon has a 32-bit bus,ok!
Stop throwing this stupid 'AGA 64-bit access' crap! You dont know what
your talking about!

>|>
>|> >
>|> >: You must learn to face reality yourself. The days are gone when a
>|> >: system just has one CPU. The Jaguar is primarily a 64-bit machine
>|> >: where it counts, and that is why it is so valid to say so.
>|> >
>|> >And the Falcon is a 16bit machine, where it counts.
>|>
>|> Did I mention Falcon? Did anyone mention Falcon? I was talking about
>|> the Jaguar. Where do these Amiga Lusers comre from.

> Nope, you didn't. On the other hand, he's trying to show how
>using your logic, you could conclude the Falcon is a 16-bit computer.

The Falcon has a 32-bit CPU on a 16-bit. It has 32-bit 'graphic' bus,
meaning here, that the shifter and other graphic chips work on a
32-bit data bus.

You could call it either, but it tends heavily towards the 32-bit.
You would find it is closer to a 32-bit computer design then a
16-bit one.

>|>
>|> --
>|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>|>

>--
>---
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus

Them amiga owners again...

--
mark

162. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-28 19:36:42 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Jan28.193642.6369@ida.liu.se>
Source record: 19210

mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

>Say again?
>It does TWO 32-bit fetches in ONE memory cycle? You mean it has some kind
>of burts mode, and if this is so, then YOU are WRONG.

Says who? I've got the AA Chipset Specification here and it says data is
passed from Alice to Lisa in 64-bit chunks. The Alice/RAM connection is
32-bit, and page mode is used to fetch data (=burst).

>The majority of work done on the CD32 is in 32-bits, whereas, on the Jaguar,
>this figure is 64-bits.

Depends on what you mean by `work'. All computation in the Jaguar is done
in 32-bit quantities, although blitting ops are done in 64-bit quantities.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

163. Jags

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-29 00:09:13 UTC
From: narowetz@slab.unt.edu
Message-ID: <narowetz.17.759802153@slab.unt.edu>
Source record: 19212

Anyone know, to date, how many Jags have been sold?

164. Jags and defects

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-29 00:30:23 UTC
From: narowetz@slab.unt.edu
Message-ID: <narowetz.18.759803423@slab.unt.edu>
Source record: 19207

What's this I hear about a large number of the early Jags having problems
i.e. defects? Is the problem any bigger than is normal for a new game
system? Have these problems been corrected?
Thanks
Narowetz@slab.unt.edu

165. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-29 17:23:22 UTC
From: hrs@aber.ac.uk
Message-ID: <1994Jan29.172322.28666@aber.ac.uk>
Source record: 19221
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <2i5qoc$p2c@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>djs@jet.uk (David Stevenson) writes:
>>More agreement from me, too! The binding is a bind. The functions reference
>>are in a strange order, so I have to look in the index first. The functions

..everything he says I agree with completely...

>> 4) Wrong bindings for several SpeedoGDOS functions.

If the published bindings are incorrect (which ones?) where can we obtain the
correct ones???

>> 5) The manuals are shite. I know I mentioned this already, but they're
>> so shite that I thought it was worth mentioning again.
>>

...agreed!
>
etc etc
>--
>--Chris
>
>X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>Cix: chrisridd@cix

I've noticed another thing. The make program they supply can't pass
long command lines to the lcc processor. This means I've had to go back
to the gcc make program, very annoying!

Herbert Sauro

166. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-29 20:30:46 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan29.203046.17175@mnemosyne.cs.du.edu>
Source record: 19218

In article <2ib170$8fl@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
<hundreds of lines of quoted text from original post deleted>
>: Did I mention Falcon? Did anyone mention Falcon? I was talking about
>: the Jaguar. Where do these Amiga Lusers comre from.
>
>CBM makes Amigas and the CD^32. Atari makes the Jaguar and Falcon.
>Bejesus, you're so fucking laMe... Get real you AtARi LuSeR!!!!!
>

Gee, I was talking about game machines, not about computers.

Every time I see a typical Amiga Luser post like this (clueless reply,
juvinile attitude, zero grammar, MiXeD CaSe, the word "roolez"), I get
a warm and happy feeling that I own no Amiga products...

>
>- Jim
>
>PS. I've a 486dx40's roolez!!!

ha Ha Ha Ha Ha Ha Ha!!! Boy you Amiga people are a riot.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

167. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-29 20:34:00 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan29.203400.17688@mnemosyne.cs.du.edu>
Source record: 19222

In article <1994Jan28.142856.32454@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <1994Jan28.013652.14467@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall
Gelner) writes:
>|> In article <2i64t0$n3a@harbinger.cc.monash.edu.au>,
>|> William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>|> >Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>|> >: In article <9401251842.AA01493@elm8>,
>|> >: John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>|> >: > kstevens@srs.gov (Ken Stevens) writes...
>|> >
>
>[stuff deleted]
>
>|> Nope, 32-bit transfer from the graphics chips and video to memory.
>|> Only 16-bits to the 68030.
>
> Well, that's 16-bits. Else my A1200 is 64-bits because AGA can do
>64-bits transfer for video.

Does it do that most of the time?

Also, let's look at this 64-bit transfer thing.

You have a 32-bit bus, right? so, how is it possible for a bus to
transfer twice its capacity in one clock cycle, hmm?

>
>|>
>|> >
>|> >: You must learn to face reality yourself. The days are gone when a
>|> >: system just has one CPU. The Jaguar is primarily a 64-bit machine
>|> >: where it counts, and that is why it is so valid to say so.
>|> >
>|> >And the Falcon is a 16bit machine, where it counts.
>|>
>|> Did I mention Falcon? Did anyone mention Falcon? I was talking about
>|> the Jaguar. Where do these Amiga Lusers comre from.
>
> Nope, you didn't. On the other hand, he's trying to show how
>using your logic, you could conclude the Falcon is a 16-bit computer.
>

Nope, using my logic I conclude it is a 32-bit computer. You may be
incorrectly using my logic, but I can't help that. You are trying to
apply game system logic to a computer, which I myself do not do.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

168. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-29 20:39:38 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan29.203938.18044@mnemosyne.cs.du.edu>
Source record: 19219

In article <1994Jan28.193642.6369@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
>
>>Say again?
>>It does TWO 32-bit fetches in ONE memory cycle? You mean it has some kind
>>of burts mode, and if this is so, then YOU are WRONG.
>
> Says who? I've got the AA Chipset Specification here and it says data is
>passed from Alice to Lisa in 64-bit chunks. The Alice/RAM connection is
>32-bit, and page mode is used to fetch data (=burst).

But burst transfer still takes more than one clock cycle to transfe
the data across the 32-bit bus. In once clock tick on the Jaguar bus,
64-bits of information is loaded into two registers in the TOM RISC
chip. you CANNOT transfer more information than the width of the bus
in one bus clock - in order for any chip to receive twice the amount
of info than the bus could carry, you would have to clock the bus
twice as fast as the chip.

>
>>The majority of work done on the CD32 is in 32-bits, whereas, on the Jaguar,
>>this figure is 64-bits.
>
> Depends on what you mean by `work'. All computation in the Jaguar is done
>in 32-bit quantities, although blitting ops are done in 64-bit quantities.
>

Yes, calculations are done in 32-bits - but for a game console, that
is all the accuracy you need! For a computer, many applications
demand much more than this in the way of accuracy. For a game
console, what really matters most of all is how fast graphics can be
pumped out.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

169. Re: Jags and defects

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-29 20:40:54 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan29.204054.18152@mnemosyne.cs.du.edu>
Source record: 19220

In article <narowetz.18.759803423@slab.unt.edu>,
Scott Narowetz <narowetz@slab.unt.edu> wrote:
>What's this I hear about a large number of the early Jags having problems
>i.e. defects? Is the problem any bigger than is normal for a new game
>system? Have these problems been corrected?
> Thanks
>Narowetz@slab.unt.edu

I think some of the eariler units did have some problems - but it has
been corrected, all new units seem to work great!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

170. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-29 22:44:52 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Jan29.224452.1476@infodev.cam.ac.uk>
Source record: 19215

In article <mpnolan.759778457@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

|> Do you know what a clock cycle is? I'm afraid you cant, because a chip can
|> only do ONE operation in a clock cycle, and reading 64-bits off a 32-bit bus
|> in ONE cycle is impossible. Sorry.

I am taking a degree in Computer Science, so it would be pretty dire if I didn't know what one was, wouldn't it? AGA does do 2*32 bit access in 1 clock cycle.

|> >I thought the jaguars porcessors were all 16 or 32 bits?
|>
|> You thought wrong. It HAS 32-bit processors, but these make use of the FULL
|> 64-bit bus, loading TWO 32-bit registers in one memory cycle.
|> It also has a 16-bit processor, the 68000, and I dont know how it is coupled
|> to the 64-bit. I would suspect, due to the low load on it, that it only uses
|> 16-bits of the bus.
|> But more importantly, there are, to my knowledge, at least two FULL 64-bit
|> chips. One is the blitter, the other the video shifter. Both have 64-bit
|> registers.

Blitter != processor. Video shifter != processor. A processor runs programs, understand?

|> Look. They may be able to do two loads in the time it usually takes to do one
|> load. This would be a burst mode. But this can only be done when the addresses
|> are serial (side by side). It is used by blitters to do quick memory operations. No big
|> deal.
|> It still does not take away from the FACT that the bus on the CD32 is 32-bits, and
|> the Jag's, 64. Not to mention that the clock rate is higher on the Jag.

Well, who'd have thought that to do a video display you'd be passing serial memory locations around? What a novel concept that is.
(BTW, is this the right time to point out the 16 bit bus on the Falcon?)

|> I welcome debate, but I get the feeling you really dont know what your reading
|> when you read the specs. Dont take this badly, I mean before I took my degree, it
|> all seemed gobbildy-gook to me.

Oh, I understand what I'm reading fairly well thanks, since I am halfway through a Cambridge Computer Science degree. Perhaps you should think more carefully before you flame, yes?

--
Chris Brown

```
-------------------------------------------------------------------------------
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
-------------------------------------------------------------------------------

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key
```

171. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-29 22:51:24 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Jan29.225124.1674@infodev.cam.ac.uk>
Source record: 19217

In article <mpnolan.759779473@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

[stuff deleted]

|> WHAT! Does the A1200 have a 64-bit bus? NO. It only uses a burst mode,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

No it has 2 32 bit ones (data buses, that is).

|> like every other cheap blitter out there. The Falcon has a 32-bit bus,ok!

It's actually the display hardware doing the 64 bit reads. I'm not sure if the blitter does too.

The Falcon has a 16 bit bus where it counts.

|> Stop throwing this stupid 'AGA 64-bit access' crap! You dont know what
|> your talking about!

Oh, I'm sure he does.

|> > Nope, you didn't. On the other hand, he's trying to show how
|> >using your logic, you could conclude the Falcon is a 16-bit computer.
|>
|> The Falcon has a 32-bit CPU on a 16-bit. It has 32-bit 'graphic' bus,
|> meaning here, that the shifter and other graphic chips work on a
|> 32-bit data bus.

Hmm, the A1200 has 2 32 bit buses, does this mean I can call it a 64 bit machine?

|>
|> You could call it either, but it tends heavily towards the 32-bit.
|> You would find it is closer to a 32-bit computer design then a
|> 16-bit one.

I think not. the CPU does 32 bit operations, yes? It does these along a 16 bit bus, yes? Hmm, sounds like an ST or A500 to me.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

172. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 03:45:55 UTC
From: cmedley@wam.umd.edu
Message-ID: <2ifahj$sth@cville-srv.wam.umd.edu>
Source record: 19223

In article <1994Jan29.224452.1476@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>
>Blitter != processor. Video shifter != processor. A processor runs programs,
>understand?
>

That's not really the definition of a processor. Both the blitter and the
video shifter count as processors. They are not *main* processors, and I'd
say shifter is not a co-processor in the traditional sense.

However, what would you call a chip that can do real-time 24-bit gouraud
shading? That's what the Jaguar's blitter can do.

173. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 04:08:21 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2ifbrl$gvb@harbinger.cc.monash.edu.au>
Source record: 19224
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:

[...]

: Gee, I was talking about game machines, not about computers.

: Every time I see a typical Amiga Luser post like this (clueless reply,
: juvinile attitude, zero grammar, MiXeD CaSe, the word "roolez"), I get
^^^^^^^^^^^
: a warm and happy feeling that I own no Amiga products...

Add zero literacy for the typical Atari loser, which distinguishes
him from the typical Amiga Luser (sic).

: ha Ha Ha Ha Ha Ha Ha!!! Boy you Amiga people are a riot.

You Atari fans are the most pathetic of the lot. That lousy falcon
sold only 15,000 units world-wide. There are probably more Crays
in the world than Falcons. I can understand why there's so much
hostility towards a competitor, such a CBM, that has out-sold and
killed the market for Atari ST/STE/TT and Falcons.

You post a crappy definition of a 64bit system and using your crappy
definition, the Atari Falcon is a 16bit machine. But no, you make up
some other definition to make the Falcon a 32bit computer, while still
maintaining that the Jaguar is a 64bit system. Using a lame excuse
that video games and other electronics, such as computers don't have
to use the same meaning for the same term (read "oh, it's a video game
system, Atari is allowed to LIE") doesn't cut it for me.

Perhaps only DEC can rightly call their Alpha a 64bit system. All the
general purpose registers and pointers are 64bits wide in the Alpha AXP.
NB, I'm not implying that current implementations have 64 bits of real
address pins.

Hewlett Packard don't claim their HP-PA Risc architecture is a 64bit
system, even though it has a 64bit FP, 64 bit data path to cache and
up to 256 bit DRAM path because it has a 48bit address space.
They don't go prancing around saying "256bit power coz we get a 256bit
data bus!"

So, how big are the registers in the Jaguar's Tom and Jerry chips?

Now Atari throws some marketing fluff about "64 bit system" and all
you "technically literate" Atari followers swallow all the ad-copy
and start recycling it over and over again. Do you guys have "truth
in advertising laws" in the US? Atari have had to withdraw ads in

Australia because they have been found they fail to meet the "Advertisements shall be truthful and shall not be misleading or deceptive" clause. NB. These ads were for their ST range of machines.

Does Atari even have a design and verification process for their GPU's? Or how about publishing errata sheets for their processors, like ARM for the ARM2 and ARM3, DEC for their VAX and Alpha, MIPS for their MIPS R4xxx series, IBM for their RS/6000 and Motorola for their 680x0 series. Lots of CPU manufacturers seem to have a lot more know-how when it comes to making CPU's and GPU's and perform rigourous testing to make sure their processors work, and misfeatures are well known.

Or they so featureless that they approach ASIC-like processors, performing simple deterministic tasks?

And before you say, haha, Atari don't make mistakes. How would Atari know without running lots of bizarre instruction sequences using directed and random testing. Do they know what happens when they get cache misses, TLB faults, floating point exceptions? Do they make Motorola perform full fault coverage during the manufacturing process?

I like to see your informed reply to *ALL* the points I've raised Mr Gelner, as you accuse me of being clue-less. And calling me an "Amigoid" is rather childish on your part, when I have stated that I don't own an Amiga, just a 486 box. And yes, you will be marked on spelling and grammar, as you have a preoccupation with measures of literacy.

- Jim

"Hype about what features enable one to claim 64 bitedness seems inversely proportional to a vendors' existing market share"
- HP Employee

174. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 10:08:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4b8730@troed.ct.se>
Source record: 19233

In a message of 29 Jan 94 21:39:38, Kendall Gelner wrote:

KG> > Depends on what you mean by `work'. All computation in the Jaguar is
KG> done
KG> >in 32-bit quantities, although blitting ops are done in 64-bit
KG> quantities.
KG>
KG> Yes, calculations are done in 32-bits - but for a game console, that
KG> is all the accuracy you need! For a computer, many applications
KG> demand much more than this in the way of accuracy. For a game
KG> console, what really matters most of all is how fast graphics can be
KG> pumped out.

Umm .. I guess the use much more than that for calculation .. the 56001 DSP in the Falcon is a 24 bit DSP, but it can use up to 96 bits for calculation .. (mostly 56 bit though) ... I think Atari uses the same techniques on both Jerry and TOM ...

(It's not the same thing as using more 32-bit registers .. :-)

The thread about Jag 64bit or not is very silly, developers and hardware fanatics has several times stated it's a TRUE 64 bit machine .. yet all these 13-year old Amigoids just HAVE to call it 16 bit or something as stupid.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

175. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 10:15:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4b88ca@troed.ct.se>
Source record: 19238

In a message of 29 Jan 94 23:44:52, C.P. Brown wrote:

CB> Blitter != processor. Video shifter != processor. A processor runs
CB> programs,
CB> understand?

<grin> .. Then the processor in my Falcon030 is a 56001 DSP .. wow! .. 16MIPS, 96MOPS .. I have POWER!!!

Was it Cambridge Computer Science Degree you said?

TOM is the processor in the Jaguar, if you don't know what TOM is then why argue?

CB> Oh, I understand what I'm reading fairly well thanks, since I am halfway
CB> through
CB> a Cambridge Computer Science degree. Perhaps you should think more
CB> carefully
CB> before you flame, yes?

It doesn't show ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

176. Re: Jags and defects

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 12:48:17 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <2igaah$coe@usenet.INS.CWRU.Edu>
Source record: 19225

The only significant problems with the first batch of Jags
were bad RF modulators. Atari is replacing these at no charge.
Some of the initial units also had controller cables that were
only 54" long. This has been changed to 108".

177. Falcons sold?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 17:35:28 UTC
From: jrarmstrong@happy.uccs.edu
Message-ID: <1994Jan30.113528.1@happy.uccs.edu>
Source record: 19227

Does anyone have any statistics for the number of Falcons sold? Flipping through an old copy (July) of ST Format it sid that Atari had planned to sell like a hundred thousand falcons by Christmas '93. I can't imagine that it's been anywhere near that mark - anyway, I'd appreciate some feedback as my partner and I are considering buying one to use for MIDI/HD recording, but I'd also like a machine that has some sort of future to it.. a few games would be nice too.

Thanks
Jon

178. Lattice C 5.6 Bug Alert

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 21:12:27 UTC
From: sys1@exnet.com
Message-ID: <CKGo8t.HMH@exnet.com>
Source record: 19228
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi,

If people want to send me details of things they have found wrong with Lattice
C 5.6, as well es extensions to the OS not supported in the current stuff
they are sending out (such as multicoloured icons in the WERCS program)
I shall contect Hisoft and see what their plans are to correct the errors.

Xavier

mail me as sys1@exnet.com

179. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 22:37:16 UTC
From: mdg@ukc.ac.uk
Message-ID: <7916@gos.ukc.ac.uk>
Source record: 19229

In article <1994Jan29.224452.1476@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>I am taking a degree in Computer Science, so it would be pretty dire if I didn't
>know what one was, wouldn't it? AGA does do 2*32 bit access in 1 clock cycle.
>
>Oh, I understand what I'm reading fairly well thanks, since I am halfway through
>a Cambridge Computer Science degree. Perhaps you should think more carefully
>before you flame, yes?
>
>--
>Chris Brown

Halfway through a Cambridge computer science degree.... maybe towards the end
you will mature a bit.
I think perhaps you should think a little before you post, and take your
fascist attitudes elsewhere.

>---
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>---

Are we mean't to be impressed by this?

Griff
--
Falcon owner, (I'm not sad, so I won't tell you how big my harddrive is ;-))

180. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 23:25:43 UTC
From: mdg@ukc.ac.uk
Message-ID: <7918@gos.ukc.ac.uk>
Source record: 19241

In article <1994Jan31.000915.40033@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

> Don't worry. The size of my d*ck doesn't go with the size of my hardisk.

Hmmm... .I thought you had a big hard-drive.... doesn't say much for the size
of your d*ck does it.
you talketh poo and wee most of time,
I remember you saying that the Falcon couldn't overlay two 16 colour playfields, you showed your lack of knowledge then and I still laugh at your ignorance.
go on prove me wrong... (sounds of loud laughing).

>--
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

Another SAD sig.... gosh you impress me so much, get a life.

Griff
--

181. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 23:25:58 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2ihfm6$ghg@Tut.MsState.Edu>
Source record: 19240
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Jan30.234719.39570@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

Hi Raist! Nice to see you in one of those "other" .advocacy groups!

:-)

>In article <2ifbrl$gvb@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>|> Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>[stuff deleted]
>
>|> You post a crappy definition of a 64bit system and using your crappy
>|> definition, the Atari Falcon is a 16bit machine. But no, you make up
>|> some other definition to make the Falcon a 32bit computer, while still
>|> maintaining that the Jaguar is a 64bit system.
>|> Using a lame excuse
>|> that video games and other electronics, such as computers don't have
>|> to use the same meaning for the same term (read "oh, it's a video game
>|> system, Atari is allowed to LIE") doesn't cut it for me.
>
> I absolutely agree with this. Kendall, think about this, please,
>I'm serious.

Sheesh, you guys act as if Kendall is the person responsible for the whole 64bit thing. I've got some rope and know of several trees that would be suitable, if that would make y'all feel better. ;-)

>|> Perhaps only DEC can rightly call their Alpha a 64bit system. All the
>|> general purpose registers and pointers are 64bits wide in the Alpha AXP.
>|> NB, I'm not implying that current implementations have 64 bits of real
>|> address pins.
>|>
>|> Hewlett Packard don't claim their HP-PA Risc architecture is a 64bit
>|> system, even though it has a 64bit FP, 64 bit data path to cache and
>|> up to 256 bit DRAM path because it has a 48bit address space.
>|> They don't go prancing around saying "256bit power coz we get a 256bit
>|> data bus!"
>
> * EXACLTY *

Oh come on now, it's just marketing hype, something which has been proven to sell things. If you guys want to insist on complete truth in marketing and advertising, don't you think that all companies and their products should be held to the same standard?

BTW, the comment above about the HP's 48bit address space brings up
a good point. The CD32 has a 68EC020, right? Doesn't that chip have
a 24bit address space, not 32bit? Using the logic above, shouldn't
Commodore be similarly chastised for claiming that the CD32 is a 32bit
machine? Wouldn't CD24 be more appropriate?

>|> So, how big are the registers in the Jaguar's Tom and Jerry chips?
>|>
>|> Now Atari throws some marketing fluff about "64 bit system" and all
>|> you "technically literate" Atari followers swallow all the ad-copy
>|> and start recycling it over and over again. Do you guys have "truth
>|> in advertising laws" in the US? Atari have had to withdraw ads in
>|> Australia because they have been found they fail to meet the
>|> "Advertisements shall be truthful and shall not be misleading or
>|> deceptive" clause. NB. These ads were for their ST range of
>|> machines.
>|>
>|> Does Atari even have a design and verification process for their
>|> GPU's? Or how about publishing errata sheets for their processors,
>|> like ARM for the ARM2 and ARM3, DEC for their VAX and Alpha, MIPS
>|> for their MIPS R4xxx series, IBM for their RS/6000 and Motorola for
>|> their 680x0 series. Lots of CPU manufacturers seem to have a lot
>|> more know-how when it comes to making CPU's and GPU's and perform
>|> rigourous testing to make sure their processors work, and misfeatures
>|> are well known.
>
> Yep. There are benchmark councils that will literally kick out
>of their organization companies if they lie... and this is something
>no company wants.
>
> Perhaps one should be started for videogames...

That may well happen, but somehow I bet that Nintendo, Sega, Atari,
Commodore, Panasonic, Sanyo, Philips, etc. will try to fight it. You
have to remember that these consoles are all consumer items, not real
computers. The average Joe and Jane Sixpack are going to buy them
for their brats in much the same manner that they will buy VCR's,
TV's, and other more common entertainment appliances. If the consoles
are to truthfully marketed and advertised, other appliances should be
as well.

One thing that I can't figure out is why anyone cares how a company
markets its products. Is there a reason why consumers need to be
protected? If they are too stupid to do a bit of research about what
they are buying it's their fault, not anyone elses. I for one do not
relish the thought of various agencies trying to protect me from the
companies with ridiculous rules and regulations.

>|> Or they so featureless that they approach ASIC-like processors,
>|> performing simple deterministic tasks?
>|>
>|> And before you say, haha, Atari don't make mistakes. How would

>|> Atari know without running lots of bizarre instruction sequences
>|> using directed and random testing. Do they know what happens
>|> when they get cache misses, TLB faults, floating point exceptions?
>|> Do they make Motorola perform full fault coverage during the
>|> manufacturing process?
>|>
>|> I like to see your informed reply to *ALL* the points I've raised
>|> Mr Gelner, as you accuse me of being clue-less. And calling me an
>|> "Amigoid" is rather childish on your part, when I have stated that
>|> I don't own an Amiga, just a 486 box. And yes, you will be marked
>|> on spelling and grammar, as you have a preoccupation with measures
>|> of literacy.
>|>
>|>
>|> - Jim
>|> ------
>|> "Hype about what features enable one to claim 64 bitedness seems
>|> inversely proportional to a vendors' existing market share"
>|> - HP Employee
>|>
>
> I LOVE THAT QUOTE... did an HP Employee actually said that?
>(is that you Jim? ;-))

Sounds like HP and Commodore will make a perfect match. ;-)

>---
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

Skip "I have the Jaguar that Raist is very afraid of" Sauls
skip@cy.cs.olemiss.edu

182. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 23:40:59 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan30.234059.34820@rmece02.upr.clu.edu>
Source record: 19230

In article <1994Jan29.203400.17688@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <1994Jan28.142856.32454@rmece02.upr.clu.edu>,
|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
|> >In article <1994Jan28.013652.14467@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> >|> In article <2i64t0$n3a@harbinger.cc.monash.edu.au>,
|> >|> William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
|> >|> >Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
|> >|> >: In article <9401251842.AA01493@elm8>,
|> >|> >: John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
|> >|> >: > kstevens@srs.gov (Ken Stevens) writes...
|> >|> >
|> >
|> >[stuff deleted]
|> >
|> >|> Nope, 32-bit transfer from the graphics chips and video to memory.
|> >|> Only 16-bits to the 68030.
|> >
|> > Well, that's 16-bits. Else my A1200 is 64-bits because AGA can do
|> >64-bits transfer for video.
|>
|> Does it do that most of the time?
|>
|> Also, let's look at this 64-bit transfer thing.
|>
|> You have a 32-bit bus, right? so, how is it possible for a bus to
|> transfer twice its capacity in one clock cycle, hmm?

Could it be in two clocks? Could it be the bus runs twice as fast?
Many things could be, but the transfer exists... I gotta read it.

Remember the 68030 and its burst mode? It allows for filling
the cache and moving memory very fast.

|> >|> >: You must learn to face reality yourself. The days are gone when a
|> >|> >: system just has one CPU. The Jaguar is primarily a 64-bit machine
|> >|> >: where it counts, and that is why it is so valid to say so.
|> >|> >
|> >|> >And the Falcon is a 16bit machine, where it counts.
|> >|>
|> >|> Did I mention Falcon? Did anyone mention Falcon? I was talking about
|> >|> the Jaguar. Where do these Amiga Lusers comre from.
|> >
|> > Nope, you didn't. On the other hand, he's trying to show how

|> >using your logic, you could conclude the Falcon is a 16-bit computer.
|> >
|>
|> Nope, using my logic I conclude it is a 32-bit computer. You may be
|> incorrectly using my logic, but I can't help that.

Nope, I am not. If the Falcon's CPU has 16-bits to external memory,
then its performance suffers big time. The graphics will do nothing,
until the Falcon's CPU does something.

|> You are trying to
|> apply game system logic to a computer, which I myself do not do.

Ah, but wasn't the Falcon supposed to be a 'great multimedia/video/
graphics machine too?' Or is it '16-bits' for graphics and '32-bits'
for running programs that get a benefit from its cache? It's THE SAME
LOGIC, Kendall.

|>
|>
|>
|> --
|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

183. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 23:47:19 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan30.234719.39570@rmece02.upr.clu.edu>
Source record: 19231
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2ifbrl$gvb@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
|>

[stuff deleted]

|> You post a crappy definition of a 64bit system and using your crappy
|> definition, the Atari Falcon is a 16bit machine. But no, you make up
|> some other definition to make the Falcon a 32bit computer, while still
|> maintaining that the Jaguar is a 64bit system.
|> Using a lame excuse
|> that video games and other electronics, such as computers don't have
|> to use the same meaning for the same term (read "oh, it's a video game
|> system, Atari is allowed to LIE") doesn't cut it for me.

I absolutely agree with this. Kendall, think about this, please,
I'm serious.

|>
|> Perhaps only DEC can rightly call their Alpha a 64bit system. All the
|> general purpose registers and pointers are 64bits wide in the Alpha AXP.
|> NB, I'm not implying that current implementations have 64 bits of real
|> address pins.
|>
|> Hewlett Packard don't claim their HP-PA Risc architecture is a 64bit
|> system, even though it has a 64bit FP, 64 bit data path to cache and
|> up to 256 bit DRAM path because it has a 48bit address space.
|> They don't go prancing around saying "256bit power coz we get a 256bit
|> data bus!"

* EXACLTY *

|>
|> So, how big are the registers in the Jaguar's Tom and Jerry chips?
|>
|> Now Atari throws some marketing fluff about "64 bit system" and all
|> you "technically literate" Atari followers swallow all the ad-copy
|> and start recycling it over and over again. Do you guys have "truth
|> in advertising laws" in the US? Atari have had to withdraw ads in
|> Australia because they have been found they fail to meet the
|> "Advertisements shall be truthful and shall not be misleading or
|> deceptive" clause. NB. These ads were for their ST range of
|> machines.
|>

|> Does Atari even have a design and verification process for their
|> GPU's? Or how about publishing errata sheets for their processors,
|> like ARM for the ARM2 and ARM3, DEC for their VAX and Alpha, MIPS
|> for their MIPS R4xxx series, IBM for their RS/6000 and Motorola for
|> their 680x0 series. Lots of CPU manufacturers seem to have a lot
|> more know-how when it comes to making CPU's and GPU's and perform
|> rigourous testing to make sure their processors work, and misfeatures
|> are well known.

Yep. There are benchmark councils that will literally kick out
of their organization companies if they lie... and this is something
no company wants.

Perhaps one should be started for videogames...

|>
|> Or they so featureless that they approach ASIC-like processors,
|> performing simple deterministic tasks?
|>
|> And before you say, haha, Atari don't make mistakes. How would
|> Atari know without running lots of bizarre instruction sequences
|> using directed and random testing. Do they know what happens
|> when they get cache misses, TLB faults, floating point exceptions?
|> Do they make Motorola perform full fault coverage during the
|> manufacturing process?
|>
|> I like to see your informed reply to *ALL* the points I've raised
|> Mr Gelner, as you accuse me of being clue-less. And calling me an
|> "Amigoid" is rather childish on your part, when I have stated that
|> I don't own an Amiga, just a 486 box. And yes, you will be marked
|> on spelling and grammar, as you have a preoccupation with measures
|> of literacy.
|>
|>
|> - Jim
|> ------
|> "Hype about what features enable one to claim 64 bitedness seems
|> inversely proportional to a vendors' existing market share"
|> - HP Employee
|>

I LOVE THAT QUOTE... did an HP Employee actually said that?
(is that you Jim? ;-))

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

184. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 23:48:41 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan30.234841.40163@rmece02.upr.clu.edu>
Source record: 19232

In article <2ifahj$sth@cville-srv.wam.umd.edu>, cmedley@wam.umd.edu (Shaolin Monk) writes:
|> In article <1994Jan29.224452.1476@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >
|> >Blitter != processor. Video shifter != processor. A processor runs programs,
|> >understand?
|> >
|>
|> That's not really the definition of a processor. Both the blitter and the
|> video shifter count as processors. They are not *main* processors, and I'd
|> say shifter is not a co-processor in the traditional sense.
|>
|> However, what would you call a chip that can do real-time 24-bit gouraud
|> shading? That's what the Jaguar's blitter can do.

They are called CO-PROCESSORS, not processsors.

How would you call a chip that can do 1.0 MegaFlops? A 68882 FPU coprocessor
is one like that, and you don't call it PROCESSOR.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

185. Re: Falcons sold?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 23:50:58 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan30.235058.41289@rmece02.upr.clu.edu>
Source record: 19234

In article <1994Jan30.113528.1@happy.uccs.edu>, jrarmstrong@happy.uccs.edu writes:
|>
|> Does anyone have any statistics for the number of Falcons sold? Flipping
|> through an old copy (July) of ST Format it sid that Atari had planned to sell
|> like a hundred thousand falcons by Christmas '93. I can't imagine that it's
|> been anywhere near that mark - anyway, I'd appreciate some feedback as my
|> partner and I are considering buying one to use for MIDI/HD recording, but I'd
|> also like a machine that has some sort of future to it.. a few games would be
|> nice too.
|>
|> Thanks
|> Jon
|>

The higest figure I hear was along 20,000 machines. If you are into MIDI/HD
recording, I'll suggest you get one, regardless of the games that come out
for it. They won't probably be much, since the installed user base is small.

If you love ATARI, then get the Falcon and the Jaguar.

This is my suggestions. If you can't live without a machine with games
and MIDI, consider a PC or an Amiga.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

186. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 23:52:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan30.235234.24982@rmece02.upr.clu.edu>
Source record: 19235

In article <2d4b8730@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 29 Jan 94 21:39:38, Kendall Gelner wrote:
|>
|> KG> > Depends on what you mean by `work'. All computation in the Jaguar is
|> KG> done
|> KG> >in 32-bit quantities, although blitting ops are done in 64-bit
|> KG> quantities.
|> KG>
|> KG> Yes, calculations are done in 32-bits - but for a game console, that
|> KG> is all the accuracy you need! For a computer, many applications
|> KG> demand much more than this in the way of accuracy. For a game
|> KG> console, what really matters most of all is how fast graphics can be
|> KG> pumped out.
|>
|> Umm .. I guess the use much more than that for calculation .. the 56001 DSP in
|> the Falcon is a 24 bit DSP, but it can use up to 96 bits for calculation ..
|> (mostly 56 bit though) ... I think Atari uses the same techniques on both Jerry
|> and TOM ...

This is not what the Jaguar designer said. He did mention 32-bits for
FPU calculations.

|>
|> (It's not the same thing as using more 32-bit registers .. :-)

Nope ;-)

|>
|> The thread about Jag 64bit or not is very silly, developers and hardware
|> fanatics has several times stated it's a TRUE 64 bit machine .. yet all these
|> 13-year old Amigoids just HAVE to call it 16 bit or something as stupid.

Nope, you still don't seem to have read what the JAGUAR ENGINEER SAID, did
you?

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

187. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-30 23:56:49 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan30.235649.40045@rmece02.upr.clu.edu>
Source record: 19236

In article <2d4b88ca@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> In a message of 29 Jan 94 23:44:52, C.P. Brown wrote:
|>
|> CB> Blitter != processor. Video shifter != processor. A processor runs
|> CB> programs,
|> CB> understand?
|>
|> <grin> .. Then the processor in my Falcon030 is a 56001 DSP .. wow! .. 16MIPS,
|> 96MOPS .. I have POWER!!!
|>
|> Was it Cambridge Computer Science Degree you said?
|>
|> TOM is the processor in the Jaguar, if you don't know what TOM is then why
|> argue?

Listen, Rickard-kid. DO YOU ARGUE AGAINST ONE OF THE *MAIN* ATARI
ENGINEERS?:

----------8x CUT HERE 8x -------------

Newsgroups: comp.sys.atari.advocacy
Path: rmece02.upr.clu.edu!darwin.sura.net!howland.reston.ans.net!cs.utexas.edu!swrinde!sgi
blab!sgigate.sgi.com!olivea!decwrl!pa.dec.com!srs.gov!kstevens
From: kstevens@srs.gov (Ken Stevens)
Subject: Re: CD32 in Popular Science!
Message-ID: <01H7V7J6FL5E001DTU@SAEMS.SRS.GOV>
Organization: Westinghouse Savannah River
Date: Wed, 19 Jan 1994 12:21:44 -0500 (EST)
X-Received: by usenet.pa.dec.com; id AA10838; Wed, 19 Jan 94 09:53:10 -0800
X-Received: from bubba.srs.gov by inet-gw-1.pa.dec.com (5.65/13Jan94)
id AA08811; Wed, 19 Jan 94 09:22:24 -0800
X-Received: by srs.gov id AA21068
(InterLock SMTP Gateway 1.1 for comp.sys.atari.advocacy.usenet@decwrl.dec.com);
Wed, 19 Jan 1994 12:14:46 -0500
X-Received: by srs.gov (Internal Mail Agent-1);
Wed, 19 Jan 1994 12:14:46 -0500
X-Date-Warning: Date header was inserted by SAEMS.SRS.GOV
X-To: comp.sys.atari.advocacy.usenet
X-Content-Transfer-Encoding: 7BIT
X-References: <01H7SLINZFCY001AD1@SAEMS.SRS.GOV>
<1994Jan18.154744.66706@rmece02.upr.clu.edu>
Lines: 104

In article <1994Jan18.154744.66706@rmece02.upr.clu.edu>, you wrote:

Mathieson's post on CIS

John Mathieson <CIS: 100111,2631> - one of the designers of the Jaguar - speaks with authority on Jaguar hardware:

From my limited understanding of the 3D0 hardware, I believe that Jaguar out-performs it by a factor of two, broadly speaking. Of course, both systems have their strengths and weaknesses, but I believe Jaguar is much better suited to 3D animation compared to 3D0. Also, we (Atari) publish the full hardware specification (to signed-up developers), whereas 3DO force you through an OS. Games programmers tend to want direct access to the hardware and full control of the system.

Jaguar can produce an interlaced display with 720 pixels across readily. In fact, the maximum resolution horizontally is around 1350 pixels, although you have to do some tricks to have more than 720 pixels horizontally.

As one of the Jaguar designers, I thought you might like to know why there is a 68K in Jaguar. (I did the GPU & DSP, and the blitter). In one of our cost reduction drives, we seriously considered no CPU, however I vigorously opposed this as the GPU and DSP are unfamiliar to programmers, were never meant for overall system control, and are only really fast out of their relatively small internal RAM blocks.

[SEE?]

The principle is that you get your RISC processor to do all the intensive but fairly simple low level parts of a 3D game, and you get a CISC processor to handle the high level, complex, but fairly un-intensive parts - e.g. game-play, view point control, collision detection, etc. Those complex addressing modes are great for rattling round structures. Its also important to have a manager in a multi-processor system, and the 68K performs this task well.

Because the GPU and the DSP both out-perform the 68K so significantly, I joked that the 68K was "only there to read the joysticks". This joke seems to have spread a little far, so lets kill it now.

The answer to Jaguar's bus width is that it is 64 bits where it needs to be. The two highest data rate paths, which are those between the RAM and the object processor (display generator), and that between the blitter and RAM, are truly 64 bits. The blitter can generate Gouraud shaded pixels as fast as the DRAM can run in page mode (13 MHz for us), so it can do 52 Mpixels per second in Gouraud shaded 16 bit pixel mode. The display generator can load pixels into its internal buffers as fast as the RAM can supply it.

The RISC processors manipulate 32 bit data as this is all the precision they need. They have 32 bit ALUs and 32 bit address

generators.

[SEE?]

They can perform 64 bit transfers on the main bus if
they need to, but not many data are this big. The graphics
processor uses the blitter as a co-processor when it really needs
to blast pixels. The instruction size is 16 bits as this allows a
reasonable number of instructions plus two register/data fields in
each instruction.

The name of the game is bus saturation, if you can keep a 64 bit
bus fully utilised, then your processing elements are as fast as
they need to be. Well written Jaguar code can get close to this -
you ain't seen nothing yet.

By the way, the first time I saw Alien Versus Predator I did not
believe Jaguar could do that. I look forward to many similar
surprises.

--
Ken Stevens | SRTC/STD/WEST | kstevens@srs.gov |

|>
|> CB> Oh, I understand what I'm reading fairly well thanks, since I am halfway
|> CB> through
|> CB> a Cambridge Computer Science degree. Perhaps you should think more
|> CB> carefully
|> CB> before you flame, yes?
|>
|> It doesn't show ..

No Rickard. Your are the one who has shown from time to time to be
a lame ignorant.

I remember when you said the Falcon '30's could have burst mode
which goes against Motorola's claim, that to have burst mode, you need
32-bit access for the '030. I told you to experiment turning on/off
the burst mode.... well, did you try or did you not?

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2

\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

188. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 00:09:15 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan31.000915.40033@rmece02.upr.clu.edu>
Source record: 19237

In article <7916@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Jan29.224452.1476@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >I am taking a degree in Computer Science, so it would be pretty dire if I didn't
|> >know what one was, wouldn't it? AGA does do 2*32 bit access in 1 clock cycle.
|> >
|> >Oh, I understand what I'm reading fairly well thanks, since I am halfway through
|> >a Cambridge Computer Science degree. Perhaps you should think more carefully
|> >before you flame, yes?
|> >
|> >--
|> >Chris Brown
|>
|> Halfway through a Cambridge computer science degree.... maybe towards the end
|> you will mature a bit.
|> I think perhaps you should think a little before you post, and take your
|> fascist attitudes elsewhere.

If call him a fascit for telling the truth, then I am VERY
proud to be a fascist too.

[stuff deleted]

|> Are we mean't to be impressed by this?
|>
|> Griff
|> --
|> Falcon owner, (I'm not sad, so I won't tell you how big my harddrive is ;-))

Don't worry. The size of my d*ck doesn't go with the size of my hardisk.
I guess your case might be the same.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

189. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 00:32:10 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Jan31.003210.13479@infodev.cam.ac.uk>
Source record: 19244

In article <7916@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> I think perhaps you should think a little before you post, and take your
|> fascist attitudes elsewhere.
^^^^^^^

Pardon?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

190. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 00:54:29 UTC
From: mdg@ukc.ac.uk
Message-ID: <7919@gos.ukc.ac.uk>
Source record: 19246

In article <1994Jan31.010744.23677@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <7918@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> I remember you saying that the Falcon couldn't overlay two 16 colour playfields, you showed your lack of knowledge then and I still laugh at your ignorance.
>|> go on prove me wrong... (sounds of loud laughing).
>
> [LOTS OF CRAP DELETED]
>
>you never proved to me you actually could. I'm still waiting...

I think you just dug your own grave here...

The Falcon can overlay two 16 colour screens very easily (as can any computer capable of displaying 8 bitplanes)... heres how...

- put the falcon into 8 bitplane mode.

- playfield one goes into the first four bitplanes..

- playfield two goes into the bitplanes 5/6/7/8.

(got that so far... (I know your a bit slow ...))

now colours 0-15 are set to the colours required for playfield 1.

now for playfield 2 to be overlayed transparently you
repeat the colour value for each of the second playfields colours 16 times
i.e. colour 0 of playfield two occupies colours 16-31 of the palette.

IN THIS WAY, THE SECOND PLAYFIELD IS OVERLAYED TRANSPARENTLY JUST LIKE DUAL PLAYFIELD ON THE AMIGA. *NO MASKING* IS REQUIRED.

the only advantage of the amiga is that you can scroll each playfield independently. On the Falcon to scroll both you scroll one with the h/ware scroll and blit the other one. But this takes only 1/3 of a vbl, and u then HAVE no need to restore BOB backgrounds which in a game with a reasonable no. of bobs would take this amount of time anyway.

PS. In 8 bitplane mode, The falcon suffers only 20% video contention.... I think AGA suffers about 60% contention without fastram when displaying dual-playfield, so the overhead of the blitting is even less important,esp. when u consider that all CD32s have no fastram.

--
Griff (sounds of loud laughing at Raist's ignorance)

191. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 01:03:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <7920@gos.ukc.ac.uk>
Source record: 19247

```
In article <1994Jan31.003210.13479@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <7916@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>|> I think perhaps you should think a little before you post, and take your
>|> fascist attitudes elsewhere.
> ^^^^^^^
>
>Pardon?
>

I think that you think I cannot spell?
YOU are the fool... look it up in the Oxford dictionary ;-) !!!!
or better still heres a script...

Script started on Mon Jan 31 00:59:23 1994
gos% cat /usr/dict/words | grep fascist
fascist
gos%
script done on Mon Jan 31 00:59:38 1994

ok???? take your Cambridge superiority elsewhere.

Griff.
--
```

192. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 01:05:48 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan31.010548.34855@rmece02.upr.clu.edu>
Source record: 19242
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2ihfm6$ghg@Tut.MsState.Edu>, skip@cy.cs.olemiss.edu (Skip Sauls) writes:
|> In article <1994Jan30.234719.39570@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|>
|> Hi Raist! Nice to see you in one of those "other" .advocacy groups!
|>
|> :-)

Hi Saul Askips... OUch! Skip Sauls.... you haven't seen me here before? ;-)
Ah, when you bought your Jaguar... ;-)

|> >In article <2ifbrl$gvb@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au
(William Fang) writes:
|> >|> Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
|> >[stuff deleted]
|> >
|> >|> You post a crappy definition of a 64bit system and using your crappy
|> >|> definition, the Atari Falcon is a 16bit machine. But no, you make up
|> >|> some other definition to make the Falcon a 32bit computer, while still
|> >|> maintaining that the Jaguar is a 64bit system.
|> >|> Using a lame excuse
|> >|> that video games and other electronics, such as computers don't have
|> >|> to use the same meaning for the same term (read "oh, it's a video game
|> >|> system, Atari is allowed to LIE") doesn't cut it for me.
|> >
|> > I absolutely agree with this. Kendall, think about this, please,
|> >I'm serious.
|>
|> Sheesh, you guys act as if Kendall is the person responsible for the
|> whole 64bit thing.

Nope, not my case. But I think he's more reasonable that some Atarians
I have seen around here. I don't think he's the one responsible.

|> I've got some rope and know of several trees that
|> would be suitable, if that would make y'all feel better. ;-)

He he... does that means that you are going to hang up yourself
while we watch? ;-)

|> >|> Perhaps only DEC can rightly call their Alpha a 64bit system. All the
|> >|> general purpose registers and pointers are 64bits wide in the Alpha AXP.
|> >|> NB, I'm not implying that current implementations have 64 bits of real
|> >|> address pins.
|> >|>

```
|> >|> Hewlett Packard don't claim their HP-PA Risc architecture is a 64bit
|> >|> system, even though it has a 64bit FP, 64 bit data path to cache and
|> >|> up to 256 bit DRAM path because it has a 48bit address space.
|> >|> They don't go prancing around saying "256bit power coz we get a 256bit
|> >|> data bus!"
|> >
|> > * EXACLTY *
|>
|> Oh come on now, it's just marketing hype, something which has been
|> proven to sell things. If you guys want to insist on complete truth
|> in marketing and advertising, don't you think that all companies and
|> their products should be held to the same standard?
```

Yep.

```
|>
|> BTW, the comment above about the HP's 48bit address space brings up
|> a good point. The CD32 has a 68EC020, right? Doesn't that chip have
|> a 24bit address space, not 32bit? Using the logic above, shouldn't
|> Commodore be similarly chastised for claiming that the CD32 is a 32bit
|> machine? Wouldn't CD24 be more appropriate?
```

Ok, you got me with the HP one... but you know the difference.

```
|>
|> >|> So, how big are the registers in the Jaguar's Tom and Jerry chips?
|> >|>
|> >|> Now Atari throws some marketing fluff about "64 bit system" and all
|> >|> you "technically literate" Atari followers swallow all the ad-copy
|> >|> and start recycling it over and over again. Do you guys have "truth
|> >|> in advertising laws" in the US? Atari have had to withdraw ads in
|> >|> Australia because they have been found they fail to meet the
|> >|> "Advertisements shall be truthful and shall not be misleading or
|> >|> deceptive" clause. NB. These ads were for their ST range of
|> >|> machines.
|> >|>
|> >|> Does Atari even have a design and verification process for their
|> >|> GPU's? Or how about publishing errata sheets for their processors,
|> >|> like ARM for the ARM2 and ARM3, DEC for their VAX and Alpha, MIPS
|> >|> for their MIPS R4xxx series, IBM for their RS/6000 and Motorola for
|> >|> their 680x0 series. Lots of CPU manufacturers seem to have a lot
|> >|> more know-how when it comes to making CPU's and GPU's and perform
|> >|> rigourous testing to make sure their processors work, and misfeatures
|> >|> are well known.
|> >
|> > Yep. There are benchmark councils that will literally kick out
|> >of their organization companies if they lie... and this is something
|> >no company wants.
|> >
|> > Perhaps one should be started for videogames...
|>
```

|> That may well happen, but somehow I bet that Nintendo, Sega, Atari,
|> Commodore, Panasonic, Sanyo, Philips, etc. will try to fight it. You
|> have to remember that these consoles are all consumer items, not real
|> computers.

True.

|> The average Joe and Jane Sixpack are going to buy them
|> for their brats in much the same manner that they will buy VCR's,
|> TV's, and other more common entertainment appliances. If the consoles
|> are to truthfully marketed and advertised, other appliances should be
|> as well.
|>

That still doesn't justify hype. I attempt hype-fighting no matter
what. This is why there are consumer-products reviews, right?

|> One thing that I can't figure out is why anyone cares how a company
|> markets its products. Is there a reason why consumers need to be
|> protected? If they are too stupid to do a bit of research about what
|> they are buying it's their fault, not anyone elses. I for one do not
|> relish the thought of various agencies trying to protect me from the
|> companies with ridiculous rules and regulations.
|>

Did you know that some of those protections have come to exist
because of people that have fought hype before?

|> >|> Or they so featureless that they approach ASIC-like processors,
|> >|> performing simple deterministic tasks?
|> >|>
|> >|> And before you say, haha, Atari don't make mistakes. How would
|> >|> Atari know without running lots of bizarre instruction sequences
|> >|> using directed and random testing. Do they know what happens
|> >|> when they get cache misses, TLB faults, floating point exceptions?
|> >|> Do they make Motorola perform full fault coverage during the
|> >|> manufacturing process?
|> >|>
|> >|> I like to see your informed reply to *ALL* the points I've raised
|> >|> Mr Gelner, as you accuse me of being clue-less. And calling me an
|> >|> "Amigoid" is rather childish on your part, when I have stated that
|> >|> I don't own an Amiga, just a 486 box. And yes, you will be marked
|> >|> on spelling and grammar, as you have a preoccupation with measures
|> >|> of literacy.
|> >|>
|> >|>
|> >|> - Jim
|> >|> ------
|> >|> "Hype about what features enable one to claim 64 bitedness seems
|> >|> inversely proportional to a vendors' existing market share"
|> >|> - HP Employee
|> >|>

```
|> >
|> > I LOVE THAT QUOTE... did an HP Employee actually said that?
|> >(is that you Jim? ;-) )
|>
|> Sounds like HP and Commodore will make a perfect match. ;-)
```

He he he... That's a good one ;-)

```
|>
|> >-------------------------------------------------------------
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|> >I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
|> > \X/Opinions are my own, not of my college campus
|> > Department of Electrical and Computer Engineering
|>
|> Skip "I have the Jaguar that Raist is very afraid of" Sauls
|> skip@cy.cs.olemiss.edu
```

Hey! You weren't the original guy.... ;-)

```
-------------------------------------------------------------
Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering
```

193. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 01:07:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan31.010744.23677@rmece02.upr.clu.edu>
Source record: 19243

In article <7918@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Jan31.000915.40033@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|>
|> > Don't worry. The size of my d*ck doesn't go with the size of my hardisk.
|>
|> Hmmm... .I thought you had a big hard-drive.... doesn't say much for the size
|> of your d*ck does it.

Hmmm... I think you didn't understand what I said. You can conclude that one,
but there's another conclusion from what I said in reply to the other guy
.sig.... THINK.

|> you talketh poo and wee most of time,
|> I remember you saying that the Falcon couldn't overlay two 16 colour playfields, you showed your lack of knowledge then and I still laugh at your ignorance.
|> go on prove me wrong... (sounds of loud laughing).

Yep. And if you are the guy that was replying to me in 'secret mail'
you never proved to me you actually could. I'm still waiting...

|>
|> >--
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

[stuff deleted]

|> Another SAD sig.... gosh you impress me so much, get a life.
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

194. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 02:11:54 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <2ihpda$lb3@diemen.utas.edu.au>
Source record: 19257
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

>You post a crappy definition of a 64bit system and using your crappy
>definition, the Atari Falcon is a 16bit machine. But no, you make up
>some other definition to make the Falcon a 32bit computer, while still
>maintaining that the Jaguar is a 64bit system. Using a lame excuse

I'm an amiga owner myself and I'm more than happy with calling the Jaguar
a 64bit system and the Falcon a 32 bit system. Sure not every feature
in these machines is this wide but the important features relative to
the domain of application are.

Anyway any person can tell you that to label a system as "N-bit" is pretty
meaningless, technically its the performance in particular scenarios that
counts, and in the fullness of time the ability of the system to reach
and surpass the requirements of the user -- whether its simply being used
to play off the shelf games, or as a platform for coding demos and so forth.

Regards, James McCoull
--
James McCoull jmccoull@postoffice.utas.edu.au
Architecture Research,
University of Tasmania.

195. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 02:14:45 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Jan31.021445.16586@infodev.cam.ac.uk>
Source record: 19248

```
In article <7920@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Jan31.003210.13479@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >In article <7916@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >
|> >|> I think perhaps you should think a little before you post, and take your
|> >|> fascist attitudes elsewhere.
|> > ^^^^^^^
|> >
|> >Pardon?
|> >
|>
|> I think that you think I cannot spell?

No, I just happen to think it was a rather silly thing to say.

--
Chris Brown

-------------------------------------------------------------------------------
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
-------------------------------------------------------------------------------

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key
```

196. Re: Atari problem....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 02:59:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ihs61$ba9@uqcspe.cs.uq.oz.au>
Source record: 19259

kstevens@srs.gov (Ken Stevens) writes:

>Unfortunately your problem with the cable is not fixable, since atari
>basically went with a monitor cable connector and did not put the screws on
>them that a normal monitor connector would have, hence they fit a little
>loose. With the 7 foot cables, I have not had a problem with the cable
>coming off, except when I accidentally got my foot caught in the extremely
>long cable while I was walking to the kitchen and pulled it out:-).

... so be glad you DIDN'T have the cable bolted to the machine, or your
Jag would have smashed into the kitchen wall too. There's a lot to be
said for quick-release mechanisms!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

197. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 03:26:48 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2ihtpo$php@harbinger.cc.monash.edu.au>
Source record: 19262

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <1994Jan31.003210.13479@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
: >In article <7916@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
: >
: >|> I think perhaps you should think a little before you post, and take your
: >|> fascist attitudes elsewhere.
: > ^^^^^^^
: >
: >Pardon?

: I think that you think I cannot spell?
: YOU are the fool... look it up in the Oxford dictionary ;-) !!!!
: or better still heres a script...

: Script started on Mon Jan 31 00:59:23 1994
: gos% cat /usr/dict/words | grep fascist
: fascist
: gos%
: script done on Mon Jan 31 00:59:38 1994

: ok???? take your Cambridge superiority elsewhere.

I think fascist is a rather stupid word to use in the context of
these post. If he was saying, all Atari owners should get off
welfare, get a job and give up the NHS, he might be considered
fascist, or right-wing reactionary.

Fascist might be trendy word to throw around at the University of
Kent, but has as much relevance as me saying you were a dirty red
commie.

Is the University of Kent a low class school or something, as you
seem to be displaying an extreme inferiority complex? Oh well,
the Brits and their class struggles ;-)

- Jim

PS. It's best to use sentences, instead of the "..." that everyone
seems to be using, as if they were on the telephone and having a
pause to gather their thoughts.

198. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 05:58:21 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ii6lt$3nv@news.dmpe.CSIRO.AU>
Source record: 19226

>- Jim
>
>PS. I've a 486dx40's roolez!!!

Well, If we're going to get into this crap - beat the processing power of my 4 processor RISC-based Sparc 10, or for graphics, my SGI Indigo II Extreme. PCs (and clones) suck the big one.

Karl.

P.S. Personally I like my Falcon 030. Instead of crapping on about datapaths and the such, I USE my computer. (And not just for reading this flame-fest. ;^))

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

199. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 09:14:13 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan31.091413.8453@mnemosyne.cs.du.edu>
Source record: 19256
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2ifbrl$gvb@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>
>[...]
>
>
>: Gee, I was talking about game machines, not about computers.
>
>: Every time I see a typical Amiga Luser post like this (clueless reply,
>: juvinile attitude, zero grammar, MiXeD CaSe, the word "roolez"), I get
>^^^^^^^^^^^
>: a warm and happy feeling that I own no Amiga products...
>
>Add zero literacy for the typical Atari loser, which distinguishes
>him from the typical Amiga Luser (sic).
>

That's spelling, not literacy. Any idiot can run a spell-checker over
his post, I just prefer not to wait. I note you did not flame my
grammar, I'll take that as a complement.

Sure, I'll admit to the (more than) occasional spelling error. My one
flaw is a lot better than those listed above... (all of which the post
I originally responded to had in plenty).

>: ha Ha Ha Ha Ha Ha Ha!!! Boy you Amiga people are a riot.
>
>You Atari fans are the most pathetic of the lot. That lousy falcon
>sold only 15,000 units world-wide. There are probably more Crays
>in the world than Falcons. I can understand why there's so much
>hostility towards a competitor, such a CBM, that has out-sold and
>killed the market for Atari ST/STE/TT and Falcons.

I see you take the typical approach of ignoring the topic at hand (the
Jaguar), and attacking other Atari products, all in the wrong group
(followups redirected where they belong).

My anger is not directed explicitly at Amiga people or products, just
at those who present incorrect information. There are many reasonable
Amiga people around... Just as there are unreasonable 486 guys. I
just assumed Amiga to start with, seeing as how the discussion
originated in the atari.advocacy group. What exactly a 486 guy is
doing there is beyond me... but it usually indicates some deep hatred
in the persons system, directed at Atari.

>
>You post a crappy definition of a 64bit system and using your crappy
>definition, the Atari Falcon is a 16bit machine. But no, you make up
>some other definition to make the Falcon a 32bit computer, while still
>maintaining that the Jaguar is a 64bit system. Using a lame excuse
>that video games and other electronics, such as computers don't have
>to use the same meaning for the same term (read "oh, it's a video game
>system, Atari is allowed to LIE") doesn't cut it for me.
>

Just because you can't follow it, does not make it false. I am
merely presenting a simple explanation of why calling the Jaguar a
64-bit machine is reasonable, and am trying to point out to SOME
people how computers are really a different matter, and a lot more
complex.

>Perhaps only DEC can rightly call their Alpha a 64bit system. All the
>general purpose registers and pointers are 64bits wide in the Alpha AXP.
>NB, I'm not implying that current implementations have 64 bits of real
>address pins.

So, let's hear this from another angle - what does it take for a
system to be 64-bits, in your amazingly insightful opinion? It has to
have 64-bit address bus, 64-bit data bus, 64-bit registers? How about
64-sides? how about 64-bit wide instructions? How about 64 angels
dancing on the head of a transistor?

>
>Hewlett Packard don't claim their HP-PA Risc architecture is a 64bit
>system, even though it has a 64bit FP, 64 bit data path to cache and
>up to 256 bit DRAM path because it has a 48bit address space.
>They don't go prancing around saying "256bit power coz we get a 256bit
>data bus!"
>

They also don't make video game systems - that is a mucho different
chip for a wildly different range of applications.

The chip doesn't have a 256-bit data bus, why would they claim such a
thing?

You do realize the difference between a 64-bit path from the on-chip
cache to the innards of the chip, and an external 64-bit bus shared by
many chips, right?

>So, how big are the registers in the Jaguar's Tom and Jerry chips?
>

Only 32-bits, of course - it would be foolish to make registers in a
game machine larger.

>Now Atari throws some marketing fluff about "64 bit system" and all
>you "technically literate" Atari followers swallow all the ad-copy
>and start recycling it over and over again. Do you guys have "truth

>in advertising laws" in the US? Atari have had to withdraw ads in
>Australia because they have been found they fail to meet the
>"Advertisements shall be truthful and shall not be misleading or
>deceptive" clause. NB. These ads were for their ST range of
>machines.
>

I see you have conveniently forgotten to mention further details -
Atari AUS (independently of Atari US) ran an advertisement a few years
ago comparing an Atari ST and a CBM machine,with all sorts of
incorrect and misleading info about both machines. This has nothing
to do with the Jaguar, much less Atari US.

Has Atari US, the company, been scum in the past? Yes.

Has Atari changed for the Jaguar? Yes.

Thankfully the US does have truth in advertising laws, which is why
they can advertise the Jaguar as a 64-bit machine.

>Does Atari even have a design and verification process for their
>GPU's? Or how about publishing errata sheets for their processors,
>like ARM for the ARM2 and ARM3, DEC for their VAX and Alpha, MIPS
>for their MIPS R4xxx series, IBM for their RS/6000 and Motorola for
>their 680x0 series. Lots of CPU manufacturers seem to have a lot
>more know-how when it comes to making CPU's and GPU's and perform
>rigourous testing to make sure their processors work, and misfeatures
>are well known.

You probably get all of that data if you are a developer, and are
willing to sign an NDA. Why should they give out company secrets to
anyone that asks? it might be nice for us, but it certainly does them
no good.

>
>Or they so featureless that they approach ASIC-like processors,
>performing simple deterministic tasks?
>

They spent a number of years developing the RISC chips in the Jaguar.
And for your benefit, I'll let you in on a little secret - ASIC's can
be quite complex, and reduce costs a bundle. The 3DO is moving this
direction with new chipsets. All us non-developer types know is that
some developers seem happy with the chips... and that none have
complained about floating point exception errors. :-)

>And before you say, haha, Atari don't make mistakes. How would
>Atari know without running lots of bizarre instruction sequences
>using directed and random testing. Do they know what happens
>when they get cache misses, TLB faults, floating point exceptions?
>Do they make Motorola perform full fault coverage during the
>manufacturing process?

Probably. My games haven't crashed yet... And don't you think, that
after a number of years of development, that they might have some idea
what happens when you divide by zero? Don't you think Motorola does
some quality control on the chips they produce?

>
>I like to see your informed reply to *ALL* the points I've raised
>Mr Gelner, as you accuse me of being clue-less. And calling me an
>"Amigoid" is rather childish on your part, when I have stated that
>I don't own an Amiga, just a 486 box. And yes, you will be marked
>on spelling and grammar, as you have a preoccupation with measures
>of literacy.

Hey, my spelling is no great shakes, but at least I am informed.
That's great that you own a 486, I'd like one myself to run linux or
OS/2 sometime. What do you run, DOS or something?

Here's a quote for ya':

"When a persons argument is sound, attack his spelling" - Me :-)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

200. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 10:44:41 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan31.104441.10778@mnemosyne.cs.du.edu>
Source record: 19260

In article <1994Jan30.234059.34820@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <1994Jan29.203400.17688@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall
Gelner) writes:
>|> In article <1994Jan28.142856.32454@rmece02.upr.clu.edu>,
>|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>|> >In article <1994Jan28.013652.14467@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu
(Kendall Gelner) writes:
>|> >|> In article <2i64t0$n3a@harbinger.cc.monash.edu.au>,
>|> >|> William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>|> >|> >Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>|> >|> >: In article <9401251842.AA01493@elm8>,
>|> >|> >: John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>|> >|> >: > kstevens@srs.gov (Ken Stevens) writes...
>|> >|> >
>|> >
>|> >[stuff deleted]
>|> >
>|> >|> Nope, 32-bit transfer from the graphics chips and video to memory.
>|> >|> Only 16-bits to the 68030.
>|> >
>|> > Well, that's 16-bits. Else my A1200 is 64-bits because AGA can do
>|> >64-bits transfer for video.
>|>
>|> Does it do that most of the time?
>|>
>|> Also, let's look at this 64-bit transfer thing.
>|>
>|> You have a 32-bit bus, right? so, how is it possible for a bus to
>|> transfer twice its capacity in one clock cycle, hmm?
>
> Could it be in two clocks? Could it be the bus runs twice as fast?
>Many things could be, but the transfer exists... I gotta read it.
>
> Remember the 68030 and its burst mode? It allows for filling
>the cache and moving memory very fast.

But it does that by reading data off of the bus in consecutive clock
cycles... faster than seperate loads, but still not all in one clock
cycle!

In one clock cycle, the Jaguar's RISC chip can load two 32-bit
registers. In one clock cycle, the blitter can manipulate two 32-bit
data items, or four 16-bit data items (for 16-bit color stuff).

>
>|> >|> >: You must learn to face reality yourself. The days are gone when a
>|> >|> >: system just has one CPU. The Jaguar is primarily a 64-bit machine
>|> >|> >: where it counts, and that is why it is so valid to say so.
>|> >|> >
>|> >|> >And the Falcon is a 16bit machine, where it counts.
>|> >|>
>|> >|> Did I mention Falcon? Did anyone mention Falcon? I was talking about
>|> >|> the Jaguar. Where do these Amiga Lusers comre from.
>|> >
>|> > Nope, you didn't. On the other hand, he's trying to show how
>|> >using your logic, you could conclude the Falcon is a 16-bit computer.
>|> >
>|>
>|> Nope, using my logic I conclude it is a 32-bit computer. You may be
>|> incorrectly using my logic, but I can't help that.
>
> Nope, I am not. If the Falcon's CPU has 16-bits to external memory,
>then its performance suffers big time. The graphics will do nothing,
>until the Falcon's CPU does something.
>

Well, the graphics will be displayed... or perhaps the blitter will
move the graphics, or perhaps the DSP will do some sort of DMA
graphics. All of these things operate on a 32-bit bus.

>|> You are trying to
>|> apply game system logic to a computer, which I myself do not do.
>
> Ah, but wasn't the Falcon supposed to be a 'great multimedia/video/
>graphics machine too?' Or is it '16-bits' for graphics and '32-bits'
>for running programs that get a benefit from its cache? It's THE SAME
>LOGIC, Kendall.
>

It is 16-bits for stuff running from the CPU, but it is pretty safe to
call it a 32-bit machine because many componets operate on a 32-bit
bus. It's a bit more marginal than calling an A1200 or CD-32 a 32-bit
machine, but still there.

The logic behind my idea is not thesame from game system to computer,
and cannot be transferred. A game system has a much different task
set than a computer, which has a much more general set.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

201. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 10:51:02 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan31.105102.10984@mnemosyne.cs.du.edu>
Source record: 19239

In article <1994Jan29.224452.1476@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <mpnolan.759778457@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan)
writes:
>
>|> Do you know what a clock cycle is? I'm afraid you cant, because a chip can
>|> only do ONE operation in a clock cycle, and reading 64-bits off a 32-bit bus
>|> in ONE cycle is impossible. Sorry.
>
>I am taking a degree in Computer Science, so it would be pretty dire if I didn't
>know what one was, wouldn't it? AGA does do 2*32 bit access in 1 clock cycle.
>

Great, now explain to me how this can be done over a single 32-bit
bus. Or does it some how read some stuff from fastmem, and some from
slowmem (whatever the name is).

>|> >I thought the jaguars porcessors were all 16 or 32 bits?
>|>
>|> You thought wrong. It HAS 32-bit processors, but these make use of the FULL
>|> 64-bit bus, loading TWO 32-bit registers in one memory cycle.
>|> It also has a 16-bit processor, the 68000, and I dont know how it is coupled
>|> to the 64-bit. I would suspect, due to the low load on it, that it only uses
>|> 16-bits of the bus.
>|> But more importantly, there are, to my knowledge, at least two FULL 64-bit
>|> chips. One is the blitter, the other the video shifter. Both have 64-bit
>|> registers.
>
>Blitter != processor. Video shifter != processor. A processor runs programs,
>understand?

The RISC chip in TOM also has a 64-bit data connection, and can do
64-bit reads and writes. That is a processor.

>
>|> Look. They may be able to do two loads in the time it usually takes to do one
>|> load. This would be a burst mode. But this can only be done when the addresses
>|> are serial (side by side). It is used by blitters to do quick memory operations. No big
>|> deal.
>|> It still does not take away from the FACT that the bus on the CD32 is 32-bits, and
>|> the Jag's, 64. Not to mention that the clock rate is higher on the Jag.
>
>Well, who'd have thought that to do a video display you'd be passing serial
>memory locations around? What a novel concept that is.
>(BTW, is this the right time to point out the 16 bit bus on the Falcon?)

>

Cmon, please stop trying to drag the bloody Falcon into this!

You forget that loads take a few cycles - the way burst mode type
stuff saves time is that data is read from memory in CONSECUTIVE clock
cycles - not in the same clock cycle!!

>|> I welcome debate, but I get the feeling you really dont know what your reading
>|> when you read the specs. Dont take this badly, I mean before I took my degree, it
>|> all seemed gobbildy-gook to me.
>
>Oh, I understand what I'm reading fairly well thanks, since I am halfway through
>a Cambridge Computer Science degree. Perhaps you should think more carefully
>before you flame, yes?

Perhaps you should think a LOT more carefully about posting stuff like
"burst modes take one clock cycle!!!!!!!!!!!!!!!" > >--

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

202. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 12:11:39 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.760018299@unix1.tcd.ie>
Source record: 19263

In <1994Jan29.224452.1476@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>In article <mpnolan.759778457@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

>|> Do you know what a clock cycle is? I'm afraid you cant, because a chip can
>|> only do ONE operation in a clock cycle, and reading 64-bits off a 32-bit bus
>|> in ONE cycle is impossible. Sorry.

>I am taking a degree in Computer Science, so it would be pretty dire if I didn't
>know what one was, wouldn't it? AGA does do 2*32 bit access in 1 clock cycle.

There you go again. Reality check.

IF the chip in question has only one 32 bit data bus connection
THEN it can only do ONE 32-bit access in a memory cyle, whether it be burst or
random access. It certainly cannot do TWO 32-bit accesses in one clock cycle.

IF you know how to do this, you're going to be very rich, VERY rich.

Honestly, read up on processor design. Check out the definition of clock
and memory cycle. They are not the same. A memory cycle can take up to 8 clock
cycles with slow ram. The fastest possilbe is one clock cycle.

>|> >I thought the jaguars porcessors were all 16 or 32 bits?
>|>
>|> You thought wrong. It HAS 32-bit processors, but these make use of the FULL
>|> 64-bit bus, loading TWO 32-bit registers in one memory cycle.
>|> It also has a 16-bit processor, the 68000, and I dont know how it is coupled
>|> to the 64-bit. I would suspect, due to the low load on it, that it only uses
>|> 16-bits of the bus.
>|> But more importantly, there are, to my knowledge, at least two FULL 64-bit
>|> chips. One is the blitter, the other the video shifter. Both have 64-bit
>|> registers.

>Blitter != processor. Video shifter != processor. A processor runs programs,
>understand?

I have necer heard of a FULL 64- bit processor. Instructions dont need 64-bit for
encdoding, too much redundancy. As for data...

The poin is that you continue to state that the CD32 and its AA, or AGA chip
set can transfer 64-bits on a 32-bit bus in one clock cycle. It has a burst mode
probably. Dont throw tech specs around the place if you cant interpert them.
>|> Look. They may be able to do two loads in the time it usually takes to do one
>|> load. This would be a burst mode. But this can only be done when the addresses
>|> are serial (side by side). It is used by blitters to do quick memory operations. No big
>|> deal.

>|> It still does not take away from the FACT that the bus on the CD32 is 32-bits, and
>|> the Jag's, 64. Not to mention that the clock rate is higher on the Jag.

>Well, who'd have thought that to do a video display you'd be passing serial
>memory locations around? What a novel concept that is.
>(BTW, is this the right time to point out the 16 bit bus on the Falcon?)

Whats the problem. Your lovely shifter chip DOES access memory locations side
by side. Maybe serial was a bad expression. Contiguos would be better. I,m
talking memory locations, not data. Serial addresses, by my understanding,
are a different animal to serial data.

BTW, the Falcon has a 32-bit bus. 68000 accesses memory through 16-bits.

>|> I welcome debate, but I get the feeling you really dont know what your reading
>|> when you read the specs. Dont take this badly, I mean before I took my degree, it
>|> all seemed gobbildy-gook to me.

>Oh, I understand what I'm reading fairly well thanks, since I am halfway through
>a Cambridge Computer Science degree. Perhaps you should think more carefully
>before you flame, yes?

Glad to hear it. I suppose I should make myself clearer in future, and stop
inventing my own language.

It's just that your criticisim applies to you as much as anybody else. Reading
sepcs is dangerous if you're not fluent in the jargon.

>--
>Chris Brown

>---
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>---

>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

--
Mark

203. Re: JaguarCD Ready?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 12:19:29 UTC
From: kstevens@srs.gov
Message-ID: <01H8BOHL5BKI000URK@SAEMS.SRS.GOV>
Source record: 19261

In article <2hhv0j$au0@news.dmpe.CSIRO.AU>, you wrote:

> >Excuse me, but what does S-Video mean? I know my setup has it but I have
>
> Know what S-VHS is? Same thing, just that it is video only, S-VHS is video and
> audio. If you don't know what S-VHS is, then you can claim that you are one of
> those 'techno-morons' you so aptly describe. ;^)
>
> Karl.
>
> --
> | Karl Meyland CSIRO Division of Building, Construction and Engineering |
> | Post Office Box 56, Highett, Victoria, Australia 3190 |
> | Internet: karlm@mel.dbce.csiro.au |
> | W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

Not quite. SVHS is just a standard for a video recorder. It implements
s-video for connection to other s-video devices. It has nothing
what-so-ever to do with audio.
--
Ken Stevens | kstevens@srs.gov |

204. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 13:17:26 UTC
From: mdg@ukc.ac.uk
Message-ID: <7928@gos.ukc.ac.uk>
Source record: 19245

In article <2ihtpo$php@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>I think fascist is a rather stupid word to use in the context of
>these post. If he was saying, all Atari owners should get off
>welfare, get a job and give up the NHS, he might be considered
>fascist, or right-wing reactionary.

Actually the guy used the fact that he was studying at Cambridge to try and suggest that 'he knows best' and implied that being at Cambridge mean't that in some way his opinion was better than others. It makes me laugh to think that he justifies his opinions in this way.

> [lots of rubbish about University of Kent deleted]
>- Jim

Griff
--
Opinions expressed are my own and not that of my University.

205. Re: Falcons sold?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 15:01:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKI1r7.7wI@barclays.co.uk>
Source record: 19273

In article <1994Jan30.235058.41289@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez)
|> If you love ATARI, then get the Falcon and the Jaguar.
Why not buy because they're both great machines!
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

206. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 17:21:08 UTC
From: mdg@ukc.ac.uk
Message-ID: <7941@gos.ukc.ac.uk>
Source record: 19249

In article <1994Jan31.173129.42019@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <7919@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <1994Jan31.010744.23677@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> >In article <7918@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> >|> I remember you saying that the Falcon couldn't overlay two 16 colour playfields, you showed your lack of knowledge then and I still laugh at your ignorance.
>|> The Falcon can overlay two 16 colour screens very easily (as can any
>|> computer capable of displaying 8 bitplanes)... heres how...
>|>
>|> - put the falcon into 8 bitplane mode.
>|>
>|> - playfield one goes into the first four bitplanes..
>|>
>|> - playfield two goes into the bitplanes 5/6/7/8.
>|>
>|> (got that so far... (I know your a bit slow ...))
>
> Well: First problem: The Falcon doesn't have a bitplane architecture.
> It uses chunky pixels.

!!!!!!!!!!!!
Raist! You obviously know nothing about the Falcon, in *ALL* modes upto
and including 256 colour mode the display is made from BITPLANES!!! OK???
The only mode that uses 'chunky pixels' is 16bit colour mode ?
Your lack of knowledge astounds me! Even the ST has bitplanes.

>|>
>|> now colours 0-15 are set to the colours required for playfield 1.
>|>
>|> now for playfield 2 to be overlayed transparently you
>|> repeat the colour value for each of the second playfields colours 16 times
>|> i.e. colour 0 of playfield two occupies colours 16-31 of the palette.
>|>
>|> IN THIS WAY, THE SECOND PLAYFIELD IS OVERLAYED TRANSPARENTLY JUST LIKE
>|> DUAL PLAYFIELD ON THE AMIGA. *NO MASKING* IS REQUIRED.

> Ah, this is NOT what is called Dual-Playfields. Masking is REQUIRED.
>The Falcon DOESN't HAVE bitplanes... or did some Atarians here posted
>false specs about it then?

NO! masking is NOT required, did you actually read what I wrote?
The reason you DO NOT require masking is because the colours are set in
such a way that when the different playfields combine you get the first

playfield showing through the 'background' colour of the second . I.E.
TRANSPARENCY. THINK ABOUT IT!

Can't you get it into your head that the Falcon uses Bitplanes for everything
except 16bit 'truecolour' mode?
You obviously need educating.

>|> the only advantage of the amiga is that you can scroll each playfield
>|> independently. On the Falcon to scroll both you scroll one with the
>|> h/ware scroll and blit the other one. But this takes only 1/3 of a vbl,

> 1/3 of a VBL? Hmmm..... doesn't sound right.

Why doesn't it sound right? The Falcon blitter can move memory at about 80k
per vbl and shift the data at the same time, so moving a 32k (320 * 200) 16
colour screen will take a little over 1/3 of a vbl.

>|> and u then HAVE no need to restore BOB backgrounds which in a game
>|> with a reasonable no. of bobs would take this amount of time anyway.
>|>
>|> PS. In 8 bitplane mode, The falcon suffers only 20% video contention.... I think AGA
suffers about 60% contention without fastram when displaying dual-playfield, so the
overhead of the blitting is even less important,esp. when u consider
>|> that all CD32s have no fastram.
>
> But they don't suffer from bus contention in 320x200 modes... so what's
>your problem?

Yes in 320 x 200 mode the CD32 suffers 3 times as much contention as the Falcon.
I'm sorry but I have both machines and have done timings on both.

>|> Griff (sounds of loud laughing at Raist's ignorance)
>|>
> Really? I think more people will laugh around here than you might
>think...

Yes at YOU Raist! for not evening understand the most basic of bitplane
techniques.

Griff

PS. Will some Amiga person explain to Raist the concept of Bitplanes and
overlaying graphics in different planes.

--
Opinions expressed are my own and not that of my University.

207. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 17:31:29 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan31.173129.42019@rmece02.upr.clu.edu>
Source record: 19266

In article <7919@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Jan31.010744.23677@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >In article <7918@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >|> I remember you saying that the Falcon couldn't overlay two 16 colour playfields, you showed your lack of knowledge then and I still laugh at your ignorance.
|> >|> go on prove me wrong... (sounds of loud laughing).
|> >
|> > [LOTS OF CRAP DELETED]
|> >
|> >you never proved to me you actually could. I'm still waiting...
|>
|> I think you just dug your own grave here...

We'll see...

|>
|> The Falcon can overlay two 16 colour screens very easily (as can any
|> computer capable of displaying 8 bitplanes)... heres how...
|>
|> - put the falcon into 8 bitplane mode.
|>
|> - playfield one goes into the first four bitplanes..
|>
|> - playfield two goes into the bitplanes 5/6/7/8.
|>
|> (got that so far... (I know your a bit slow ...))

Well: First problem: The Falcon doesn't have a bitplane architecture.
It uses chunky pixels.
|>
|> now colours 0-15 are set to the colours required for playfield 1.
|>
|> now for playfield 2 to be overlayed transparently you
|> repeat the colour value for each of the second playfields colours 16 times
|> i.e. colour 0 of playfield two occupies colours 16-31 of the palette.
|>
|> IN THIS WAY, THE SECOND PLAYFIELD IS OVERLAYED TRANSPARENTLY JUST LIKE
|> DUAL PLAYFIELD ON THE AMIGA. *NO MASKING* IS REQUIRED.

Ah, this is NOT what is called Dual-Playfields. Masking is REQUIRED.
The Falcon DOESN't HAVE bitplanes... or did some Atarians here posted
false specs about it then?

|>
|> the only advantage of the amiga is that you can scroll each playfield

|> independently. On the Falcon to scroll both you scroll one with the
|> h/ware scroll and blit the other one. But this takes only 1/3 of a vbl,

1/3 of a VBL? Hmmm..... doesn't sound right.

|> and u then HAVE no need to restore BOB backgrounds which in a game
|> with a reasonable no. of bobs would take this amount of time anyway.
|>
|> PS. In 8 bitplane mode, The falcon suffers only 20% video contention.... I think AGA
suffers about 60% contention without fastram when displaying dual-playfield, so the
overhead of the blitting is even less important,esp. when u consider
|> that all CD32s have no fastram.

But they don't suffer from bus contention in 320x200 modes... so what's
your problem?

|>
|>
|> --
|> Griff (sounds of loud laughing at Raist's ignorance)
|>
Really? I think more people will laugh around here than you might
think...

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

208. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 18:22:08 UTC
From: renfro@bnr.ca
Message-ID: <2iji8g$o1q@crchh610.bnr.ca>
Source record: 19250

In article <1994Jan31.152320.10827@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

|>
|> Well, I was merely drawing a parallel. If the Jaguar is 64 bit because of it's
|> bus size, then surely that makes the Falcon 16 bit? The knife cuts both ways.
|>

I could be wrong here, but doesn't the Falcon have a 32 bit bus and the 68030 just have 16-bit access to it? Otherwise how do the other processors have full 32 bit access to memory. If so then it is very similar to the Jaguar and both machines are appropriately labeled.

|>
|>
|> --
|> Chris Brown
|>
|> --
|> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
|> --
|>
|> Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

209. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 18:44:13 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401311839.AA02766@elm15>
Source record: 19251

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

>I have made no "wild claims" for the Jaguar (pull one up, please).

Well, the 64 bit processing for one. Not to mention hyping a non existant cable tv add-on and going on continusously about a cd drive that doesnt yet exist either.

>>
>> ATARI ARE A REALLY CRAP COMPANY.
>>

>No, the management hasn't been so hot (thoguh they actually seem to
>have seen the light). Atari workers put out a great product.

`not been so hot`! Ho ho, what an understatement! Over the last few years Atari has been an unmitigated DISASTER, they havent had a single sucessful product since the 2600VCS!!!!!!
5600 dead
7800 dead
ST dead
Lynx dead
Falcon dead

Despite having some good products, they have persistantly mis-marketted and mismanaged support, leading to the premature death of the product EVERY time.

>Yeah right, do you really think the Saturn will be out before this
>XMAS? Now who has a loose grip on reality. Remember - Microsoft is
>doing the OS!! Ha Ha Ha Ha Ha!! That ought to put an end to any
>speculations of a '94 release.

its no more unlikely than the Jaguar making it it out for last Xmas (it did, just about, but not in numbers). In fact, I`d say its a hell of a lot more likely since Sega have much more economic muscle and a solid backgrouind in arcade technology, upon which the Saturn is supposedly based. Even the prospect of it being out, will be enough to dissuade most potential buyers from getting a Jaguar, which of course is why Sega are talking about it now. The 600K/sec CD drive at the same price as a jaguar sounds mucho dodgy to me though.....

>CBM is dead in America (the small off-center booth at CES shows they
>have no wuill to capture the AMerican market). I have no doubt they
>will survive, though, driven by the Dark Side Of The Force and a
>bitter hatred for Atari (Well, that plus euorpe... :-))

Whereas Atari are thriving with a solid line of successful products???? They dont even have a good European marketplace to back them up. I`d say a bit of deft maneuvring from Sega and Nintendo could leave Atari very precariously placed.....

>> What is it about American companies that makes them so pathetic??
>>It seems that the American computer industry is every bit as crap as
>>the American automobile industry, and shows signs of going the same
>>way.
>No Way. American companies are on the upswing, and Japanese companies
>will soon pay for underestimating them. Sega probably will live,
>maintaining current market share - Nintendo is down for the count.

Oh dear! What are you on? Can I have some? Still, at least you Americans are still optimistic. I can see the far east countries and Mexico shaking in their socks right now...

Gavan (via 3rd party account)

<-->
NOT my account, email me at
gmoran@nyx.cs.du.edu
<-->

210. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 19:01:33 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401311854.AA02792@elm15>
Source record: 19268

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

[tech facts about jaguar deleted]

>> So in other words, the Jaguar does NOT have a 64 bit processor.
>>It just does some memory transfers along a 64 bit bus. It is
>>inherently a 32 bit design, but can do 64-bit transfers in certain
>>parts of its architecture, just like the AGA chipset in the CD32.

>No it is a 64-bit design - it primarily works with data 64-bits at a
>time. Since when did ANY CBM product have 64 wires over which data
>traveled at one time - answer for the fans at home - it never did.

Working with 64 bits of data a time by pulling them over a
64-bit bus is NOT the same as PROCESSING them in 64-bits at a time,
which is what a 64 bit processor is supposed to do.

Thats why its called a PROCESSOR (a tech term ;-))

Some parts of the AGA chipset have 64-bit wide internal busses, that
doesnt make them 64 bit, and noone has ever claimed it did. It does
have 64-bit dma via bus sharing, and is muich more efficient than
the 16 bit DMA of the ECS chipset, offering 4x the throughput as you
would expect.

>> When I pointed out that the `64-bit` and `Multimedia` claims
>>were largely just stupid hype last week, the usual barrage of claims
>>from the space cadet Atari advocates followed.

>And thants because your claims are baseless. Of course it doesn't
>have 64-bit internal registers - what a waste! It has 64-bit data
>transfer, which is what matters.

I`m glad to see you think that bus width matters. During the
debate about the *16 BIT* CPU bus on the Falcon (anyone remember
that machine?), you and other advocates claimed that the reduced bus
width didn`t affect performance, and that since the PROCESSOR was 32
bit, it justified the 32 bit tag.

Of course a 64-bit bus is a mucgh better bet, but it doesnt make
the machine a 64 bit machine. Its the amount of bits that the
machine can process at a time that counts, and the jaguar is firmly
32-bit in this department. (or even 16 bit, since the CPU , and the
article by the Jaguar designer called the 68000 the CPU, is only 16
bit).

I seem to remember that you claimed that the RISC chips in the
Jaguar were in fact true 64-bit processors, care to take that claim

back??

AFAIK, the Pentium is the only widely available 64-bit chip to the consumer.

>> Let that be a lesson to those in this group who blindly (and >>STUPIDLY) advocate anything that Atari say or do. When will you face >>reality and examine ALL the FACTS about the systems you so foolishly >>advocate???

>You must learn to face reality yourself. The days are gone when a >system just has one CPU. The Jaguar is primarily a 64-bit machine >where it counts, and that is why it is so valid to say so.

Let me see, 16 bit CPU, 16 bit sound/32 bit DSP, 32 bit RISC gfx chip. 64-bit bus though... Where it counts is in the chips that do the processing and these are definitely 32 bit at most. Still, thats not to say the system isnt capable, just that its not quite the Amazing next generation 64-bit console that Atari advocates try to hype.

>Plus, it sure helps the marketing!

Which of course is why Atari push this lie. I`m surprised to see that so many people are prepared also to try and push the bullshit too, i guess they are just desperate for an Atari success.

Gavan (via 3rd party account)

<--->
NOT my account, email me at
gmoran@nyx.cs.du.edu
<--->

211. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 19:07:41 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401311902.AA02823@elm15>
Source record: 19252

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

>> Yes, and thats the problem with Atari. They have a history of
>>taking good products and screwing them up. Thats why so many people
>>are so sceptical about the prospects of the Jaguar. Frankly I think
>>it would have been better for Nintendo to have marketted it, we
>>would be looking at a surefire hit. With Atari, chances are high
>>that it will flop as the Lynx and Falcon did.
>
>This is pure nonsense. Atari is actually marketing the Jaguar, and
>has done numerous things to help the Jaguar along that they have never
>done for any of their previoyus systems. They also had a nice large
>booth at the winter CES, right next to Sega and Nintendo. Atari may
>screw it up, but so far they show no signs of it.

I tihnk you are letting your surprise at Ataris sudden discovery
of marketting techniques go to your head. I will be very surprised
if they show anything like the skill of Sega or Nintendo. Moreover,
to market you need money and the last I saw, Atari didnt have a lot
of it. Maybe they have learned from their many, many mistakes since
the VCS, but I doubt it.

The fact that the Jaguar wasnt out in force for the last Xmas
season was a *Major* screw-up. Atari missed a lot of potential
sales, and have given Sega a chance to weigh in with the promise of
the Saturn for NEXT Xmas, to compete with the Jaguar in the years
biggest selling season.

>Also, the Lynx is coming back - after all, if Nintendo can sell
>billions of that lame green machine, Atari can certainly sell a lot of
>Lynx's when backed by Jaguar units.

After years in the console wilderness? I`ll believe that when i
see it.

>Oh, also, the Falcon is not a flop - as much as you'd like it to be.
>But this has been argued endlessly, so I won't go into more detail.

by most objective standards it is. It has a very small user base,
limited support and little in the way of developement done on the
design since it came out (certainly NOTHING has been done by Atari
on it). I`m sure that its owners may be happy with it, but its still
a flop and thats a FACT, something which Atari advocates dont seem
to know the definition of.

Gavan (via 3rd party account)

<--->
NOT my account, email me at
gmoran@nyx.cs.du.edu
<--->

212. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 19:13:53 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401311909.AA02828@elm15>
Source record: 19269

cs93294@assn030.cs.ualberta.ca (Stuart David A) writes...

[stuff about jaguar facts deleted]

>Oh I don't know, the way I understand it is that there are TWO 32 bit
>RISC processors- now you can't tell me that two different 32 bit RISC
>chips can't work on 64 bits (combined) at once. I beleive their claims
>to be legit, not just because I own an atari (and like it BTW) but
>for the fact claims made about virtually any system TG16 and project
>reality included are always paraphrased to their advantage. This is not
>a lie. Heck, even commodore has done their share of "inadequate
>disclosure"... This is just a fact of industry.

Oh yes, its a fact that companies will tell lies in order to hype
their products. What I dont like to see is a bunch of Atari
advocates on this group propogate these lies in order to try and
score points. A debate is supposed to be based on the facts, not on
spewing out untruths. I make no apologies for disseminating the
truth from the 64-bit lies, hopefully it might be of help to people
trying to find the truth about the various systems.

As for the ``now you can't tell me that two different 32 bit RISC
>chips can't work on 64 bits (combined) at once`` line, I cant
believe that still insist on coming out with bullshit statements
like that! What a lame argument.

Gavan (via 3rd party account)

<-->
NOT my account, email me at
gmoran@nyx.cs.du.edu
<-->

213. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 19:35:48 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401311931.AA02876@elm15>
Source record: 19277

mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes...

[usual Jaguar tech specs deleted]

>> So in other words, the Jaguar does NOT have a 64 bit processor.

>No it doesn't. Atari never said there was one.

For christs sake! It says 64-BIT on the box. By all reasonable
accounts, this entails that it has a 64-bit processor. Of course,
reason is in short supply in this group.

>>It just does some memory transfers along a 64 bit bus. It is
>>inherently a 32 bit design, but can do 64-bit transfers in certain
>>parts of its architecture, just like the AGA chipset in the CD32.

>Bullshit. Does the Cd32 have a 64-bit bus. NO.

No it doesnt, nor does anyone claim that it is a 64-bit chipset.
What it does have is some internal 64-bit data paths, and a facility
for doing 64-bit dma via bus sharing, not that that is important to
this debate, since it was about Ataris false 64-bit claims for the
Jaguar.

>The majority of work done on the CD32 is done in 32-bits.
>The majority osf work done on the Jag is in 64-bits.

Look, I`ll spell this out nice and simple.

The most bits that are processed at a time are 32. All that
surface mapping and shading is done using 32-bit processing. It
would appear that the blitter can move 64-bits at a time, but that
is just shifting memory and not processing. Do you think that
surface mapping and gouraud shading is done by a blitter - NO. Heavy
processing is done in 32 bits. A 64 bit bus makes for efficient
memory xfers, and better performance, but it does NOT make a system
64-bit.

So, the majority of work done on the Jaguar is in 32 bits.

IS THAT SIMPLE ENOUGH FOR YOU?

>When Atari say they have a 64-bit system, they are right.
>I see a 64-bit bus. I see 64-bit graphic chips. I see a 32-bit chip
^^^^^^^^^^^^^^^^^^^^^^^^^

WHAT 64-BIT GRAPHIC CHIPS? HAVE YOU READ THE TECH SPECS???

here they are again....

The RISC processors manipulate 32 bit data as this is all the precision they need. They have 32 bit ALUs and 32 bit address generators. They can perform 64 bit transfers on the main bus if they need to, but not many data are this big.

OK? The gfx chips are 32 BIT
Got that????

>well interfaced to the 64-bit bus. I see a 64-bit system. You
>see an Atari console, and you look no further.

You see what you want to see. Youve already got the facts wrong twice in the same post. You look no further than hype and hope, which is all you advocates seem to have.

The Jaguar MIGHT succeed, it has GOOD specs and a VERY GOOD price.

However, ATARI are marketting it, which is always a bad point. In addition, software support is poor and this has always been a crippling factor in Ataris past ventures.

It has a chance of making it, but with Sega in particular firing its big guns, its future is by no means guaranteed to be as rosy as many poeple are painting.

A potential purchaser should weigh this up, and be aware of this in any purchasing decision. To blindly push out a line of the sort that people in this group have been doing is stupid, and potentially costly to an uninformed reader. I`m simply pointing out LIES which are being spread here.

My advice, wait a few months and see how the Jaguar support lines up. Chances are that most people will wait till next Xmas since that is when the main buying season is. By that time, things should be a lot clearer.

Gavan (via 3rd party account)

<-->
NOT my account, email me at
gmoran@nyx.cs.du.edu
<-->

214. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 19:41:33 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Jan31.194133.18584@ida.liu.se>
Source record: 19253

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>In article <1994Jan28.193642.6369@ida.liu.se>,
>Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>>mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

>>>Say again?
>>>It does TWO 32-bit fetches in ONE memory cycle? You mean it has some kind
>>>of burts mode, and if this is so, then YOU are WRONG.
>>
>> Says who? I've got the AA Chipset Specification here and it says data is
>>passed from Alice to Lisa in 64-bit chunks. The Alice/RAM connection is
>>32-bit, and page mode is used to fetch data (=burst).

>But burst transfer still takes more than one clock cycle to transfe
>the data across the 32-bit bus.

Yes, of course. But don't forget that there can be more than one clock
in the system.

>---> Kendall Gelner (kgelner@nyx.cs.du.edu)

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

215. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 19:43:13 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Jan31.194313.18688@ida.liu.se>
Source record: 19254

cmedley@wam.umd.edu (Shaolin Monk) writes:

>However, what would you call a chip that can do real-time 24-bit gouraud
>shading? That's what the Jaguar's blitter can do.

You'd call it a blitter with linear interpolation functions. Gouraud
shading is nothing more than that.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

216. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 19:49:56 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401311945.AA02909@elm15>
Source record: 19271

mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes....

>The majority of work done on the CD32 is in 32-bits, whereas, on the Jaguar,
>this figure is 64-bits.

see my previoius post.

>The 68020 can do 32-bit fetches over a 16-bit bus, but this does not change
>the fact that it makes 16-bit fetches to memory.

The 68020 in the A1200 does 32-BIT fetches to memory (unless you
plug in some lame Falcon-style 16 bit ram ;-)).

Maybe you are thinking about the 68030 in the Falcon which has
only 16-bit access to memory.

Mark, more FACTS please,
less BULLSHIT.

Have the grace to admit when you are WRONG instead of wildly
thrashing about.

Gavan (via 3rd party account)

<-->
NOT my account, email me at
gmoran@nyx.cs.du.edu
<-->

217. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 20:01:14 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401311952.AA02914@elm15>
Source record: 19272

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes....

>You're in the wrong newsgroup ... try rec.games.video.advocacy .. where Jaguar
>developers several times has stated the Jaguar as having both 64 bit chips and
>a 64bit bus ..

ah, Rickard! I wondered when you would put in your typical bogus
claim. maybe you should read the article in the post which was from
one of the main desginers of the Jaguar in a magazine interview
saying that the RISC gfx processors where 32 bit, but on a 64 bit
bus. Still, you have an excellent protege in Mark P Nolan who seems
to be every bit as full of bullshit as you are, and is just as
unwilling to admit he is wrong when he is inevitably caught out.

>How come you can't get net.access on your own, but has to use other people's
>accounts?

I have net access via NYX, but this is very slow and cumbersome.
In addition, I am presently accessing the net at my old university,
and so must go via another account anyway. So it makes sense to use
that account to do the email sending (via the UseNet mail to news
gateway) as the mailer is much better.

I have an account on my new postgrad course and hope to soon be
able to use this to access the InterNet, but my new University are
real bastards when it comes to giving InterNet access, so it is
taking time and I use friends accounts, who are at my old university.

Gavan (via 3rd party account)

<-->
NOT my account, email me at
gmoran@nyx.cs.du.edu
<-->

218. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 20:39:33 UTC
From: u9283919@athmail1.causeway.qub.ac.uk
Message-ID: <9401312034.AA03013@elm15>
Source record: 19255

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

>>|> Did I mention Falcon? Did anyone mention Falcon? I was talking about
>>|> the Jaguar. Where do these Amiga Lusers comre from.
>>
>> Nope, you didn't. On the other hand, he's trying to show how
>>using your logic, you could conclude the Falcon is a 16-bit computer.
>>
>Nope, using my logic I conclude it is a 32-bit computer. You may be
>incorrectly using my logic, but I can't help that. You are trying to
>apply game system logic to a computer, which I myself do not do.

Oh right! So games consoles which use microprocessor chips obey
different laws of physics than computers? Obviously the keyboards
and disk drives must somehow warp the flow of electrons.

This is all about the 64-bit claim for the Jaguar.

A lie.
A piece of hype.

And you seem determined to push the lie, even though the truth
stares you in the face as said by an Atari designer. Dont you EVER
check the facts before you rant on. I can take Atari lying, but when
someone keeps pushing lying hype despite the facts then I get really
pissed off and make posts like this.

Now you are trying to wriggle out of it, as is usual.

Repeat after me...

THE JAGUAR IS **NOT** A 64 BIT MACHINE.

it does NOT have a 64 bit gfx processor.

Is that better?

Gavan (via 3rd party account)

<-->
This isnt my account, email me at
gmoran@nyx.cs.du.edu
<-->

219. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 21:18:06 UTC
From: mdg@ukc.ac.uk
Message-ID: <7947@gos.ukc.ac.uk>
Source record: 19276

In article <1994Jan31.212107.21755@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <7941@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <1994Jan31.173129.42019@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> >In article <7919@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> >|> In article <1994Jan31.010744.23677@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> >|> >In article <7918@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|>
>|> !!!!!!!!!!!!
>|> Raist! You obviously know nothing about the Falcon, in *ALL* modes upto
>|> and including 256 colour mode the display is made from BITPLANES!!! OK???
>|> The only mode that uses 'chunky pixels' is 16bit colour mode ?
>|> Your lack of knowledge astounds me! Even the ST has bitplanes.
>
> Well, this is not what has been said around here SEVERAL times.
>Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?

No... only chunky pixels for true colour mode. It has the best of both
worlds.

> And about the ST- the ST doesn't have bitplanes. Talk about lack of
>knowledge.

YAWN.... The ST has four bitplanes in 320*200 mode.
two bitplanes in 640*200 mode.
one bitplane in 640*400 mode.

Where do u get your information on the ST from? Ive been coding games
and demos on the ST for years... I'm well known for it.
the bitplanes in 16 colour mode are arranged as follows:

word 1 bitplane 1
word 2 bitplane 2
word 3 bitplane 3
word 4 bitplane 4
word 5 bitplane 1 (next 16pixels)
word 6 bitplane 2 (etc)

you really ought to think before you post.

>|> >|> IN THIS WAY, THE SECOND PLAYFIELD IS OVERLAYED TRANSPARENTLY JUST LIKE
>|> >|> DUAL PLAYFIELD ON THE AMIGA. *NO MASKING* IS REQUIRED.
>|>
>|> > Ah, this is NOT what is called Dual-Playfields. Masking is REQUIRED.

>|> >The Falcon DOESN't HAVE bitplanes... or did some Atarians here posted
>|> >false specs about it then?
>|>
>|> NO! masking is NOT required, did you actually read what I wrote?
>
> Yes, but there's still something wrong...
>

Yes something wrong with your brain.

> Spare me the 'superior tone' ok? This is what Scala does on my machine
>for a transparency effect called 'SuperImpose' (Scala guys call it that
>way in their software).

Wrong.. it gives precisely the same effect as a dual playfield.

>|> Why doesn't it sound right? The Falcon blitter can move memory at about 80k
>|> per vbl and shift the data at the same time, so moving a 32k (320 * 200) 16
>|> colour screen will take a little over 1/3 of a vbl.
>
> Is that VBLANK or is that per Frame? 1/3 of a vlb.. Hmm....

The falcon can move 80k in 1/50th of a second.

> [lots of silly meaningless calculations deleted]

so the Falcon can copy a 16 colour (32k) screen in a little over 1/3 of
a PAL TV frame. (i.e. full bandwidth is about 4 meg/s)

>|> Yes in 320 x 200 mode the CD32 suffers 3 times as much contention as the Falcon.
> Yawn. We are talking about the A1200 and the CD-32 doesn't have that
>video contention you are talking about. Not as VIDEO bus contention though.

I asked several amiga owners and the reply was "what is Raist talking about".
why is the CD32 different, what magic does it employ to get rid of the
contention. The a1200 is badly crippled in high colour modes and YOU know it.

>|>
>|> >|> Griff (sounds of loud laughing at Raist's ignorance)
>|> >|>
>|> > Really? I think more people will laugh around here than you might
>|> >think...
>|>

> Griff, don't be an asshole. I understand DAMN well the implications
>of bitplanes. What I would like to know now is if it is true that the
>Falcon has bitplanes or not. The ST DOESN'T, and you mentioned that
>as if it had them. So I don't trust you.

Well your wrong the ST does have bitplanes, always has done.

> Someone in the know cares to comment? (about the Falcon)

I think I am "in the know", ask any of the amiga games companies I've worked
for. The difference between me and you is that I only express opinions

about stuff I have experience with, you obviously have no knowledge of the Falcon or ST h/ware, so how can u argue about stuff that you NOTHING about.

Griff.
--

220. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 21:21:07 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan31.212107.21755@rmece02.upr.clu.edu>
Source record: 19280

In article <7941@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Jan31.173129.42019@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >In article <7919@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >|> In article <1994Jan31.010744.23677@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >|> >In article <7918@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >|> >|> I remember you saying that the Falcon couldn't overlay two 16 colour playfields, you showed your lack of knowledge then and I still laugh at your ignorance.
|> >|> The Falcon can overlay two 16 colour screens very easily (as can any
|> >|> computer capable of displaying 8 bitplanes)... heres how...
|> >|>
|> >|> - put the falcon into 8 bitplane mode.
|> >|>
|> >|> - playfield one goes into the first four bitplanes..
|> >|>
|> >|> - playfield two goes into the bitplanes 5/6/7/8.
|> >|>
|> >|> (got that so far... (I know your a bit slow ...))
|> >
|> > Well: First problem: The Falcon doesn't have a bitplane architecture.
|> > It uses chunky pixels.
|>
|>
|> !!!!!!!!!!!!
|> Raist! You obviously know nothing about the Falcon, in *ALL* modes upto
|> and including 256 colour mode the display is made from BITPLANES!!! OK???
|> The only mode that uses 'chunky pixels' is 16bit colour mode ?
|> Your lack of knowledge astounds me! Even the ST has bitplanes.

Well, this is not what has been said around here SEVERAL times.
Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?

And about the ST- the ST doesn't have bitplanes. Talk about lack of knowledge.

|>
|>
|> >|>
|> >|> now colours 0-15 are set to the colours required for playfield 1.
|> >|>
|> >|> now for playfield 2 to be overlayed transparently you
|> >|> repeat the colour value for each of the second playfields colours 16 times
|> >|> i.e. colour 0 of playfield two occupies colours 16-31 of the palette.
|> >|>

|> >|> IN THIS WAY, THE SECOND PLAYFIELD IS OVERLAYED TRANSPARENTLY JUST LIKE
|> >|> DUAL PLAYFIELD ON THE AMIGA. *NO MASKING* IS REQUIRED.
|>
|> > Ah, this is NOT what is called Dual-Playfields. Masking is REQUIRED.
|> >The Falcon DOESN't HAVE bitplanes... or did some Atarians here posted
|> >false specs about it then?
|>
|> NO! masking is NOT required, did you actually read what I wrote?

Yes, but there's still something wrong...

|> The reason you DO NOT require masking is because the colours are set in
|> such a way that when the different playfields combine you get the first
|> playfield showing through the 'background' colour of the second . I.E.
|> TRANSPARENCY. THINK ABOUT IT!

Spare me the 'superior tone' ok? This is what Scala does on my machine
for a transparency effect called 'SuperImpose' (Scala guys call it that
way in their software).

|> Can't you get it into your head that the Falcon uses Bitplanes for everything
|> except 16bit 'truecolour' mode?
|> You obviously need educating.

But for some very strange reason, you are the FIRST person in MONTHS here
to mention that.. Hmm......

|> >|> the only advantage of the amiga is that you can scroll each playfield
|> >|> independently. On the Falcon to scroll both you scroll one with the
|> >|> h/ware scroll and blit the other one. But this takes only 1/3 of a vbl,
|>
|> > 1/3 of a VBL? Hmmm..... doesn't sound right.
|>
|> Why doesn't it sound right? The Falcon blitter can move memory at about 80k
|> per vbl and shift the data at the same time, so moving a 32k (320 * 200) 16
|> colour screen will take a little over 1/3 of a vbl.

Is that VBLANK or is that per Frame? 1/3 of a vlb.. Hmm....

Let's see:

If you have a 1-bitplane screen (assuming the Falcon has bitplanes,
which I doubt highly), 80k of data is 80k * 8 worth of bits ~= over 640,000 pixels
in just 1/3 VBL.

Now, 640,000 * 3 = 1, 920, 000 million pixels. And that's just on VBLANKS!
You got something wrong with your timing. Maybe you meant PER FRAME.

|>
|> >|> and u then HAVE no need to restore BOB backgrounds which in a game
|> >|> with a reasonable no. of bobs would take this amount of time anyway.
|> >|>
|> >|> PS. In 8 bitplane mode, The falcon suffers only 20% video contention.... I think AGA
suffers about 60% contention without fastram when displaying dual-playfield, so the

overhead of the blitting is even less important,esp. when u consider
|> >|> that all CD32s have no fastram.
|> >
|> > But they don't suffer from bus contention in 320x200 modes... so what's
|> >your problem?
|>
|> Yes in 320 x 200 mode the CD32 suffers 3 times as much contention as the Falcon.
|> I'm sorry but I have both machines and have done timings on both.

Yawn. We are talking about the A1200 and the CD-32 doesn't have that
video contention you are talking about. Not as VIDEO bus contention though.

|>
|> >|> Griff (sounds of loud laughing at Raist's ignorance)
|> >|>
|> > Really? I think more people will laugh around here than you might
|> >think...
|>
|> Yes at YOU Raist! for not evening understand the most basic of bitplane
|> techniques.
|>
|> Griff

Oh, yeah right.

|>
|> PS. Will some Amiga person explain to Raist the concept of Bitplanes and
|> overlaying graphics in different planes.

Griff, don't be an asshole. I understand DAMN well the implications
of bitplanes. What I would like to know now is if it is true that the
Falcon has bitplanes or not. The ST DOESN'T, and you mentioned that
as if it had them. So I don't trust you.

Someone in the know cares to comment? (about the Falcon)

|>
|> --
|> Opinions expressed are my own and not that of my University.

Absolutely. I can believe that.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

221. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 21:24:28 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan31.212428.19367@rmece02.upr.clu.edu>
Source record: 19281

In article <2iji8g$o1q@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
|>
|> In article <1994Jan31.152320.10827@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|>
|> |>
|> |> Well, I was merely drawing a parallel. If the Jaguar is 64 bit because of it's
|> |> bus size, then surely that makes the Falcon 16 bit? The knife cuts both ways.
|> |>
|>
|> I could be wrong here, but doesn't the Falcon have a 32 bit bus and the 68030
|> just have 16-bit access to it? Otherwise how do the other processors have
|> full 32 bit access to memory. If so then it is very similar to the Jaguar
|> and both machines are appropriately labeled.

No, because using the Jaguar logic, since the memory transfers to/from
CPU's is 'what counts', the Falcon would be 16-bit since the CPU doesn't
have 32-bit access. The graphic chips, while 32-bits, are used only for
displaying the image from memory- a job done by every single 'graphics chip'
I know of, and the blitter.

I guess the Falcon is like a '68030SX computer' ;-)

|>
|> |>
|> |>
|> |> --
|> |> Chris Brown
|> |>
|> |> --
|> |> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
|> |> --
|> |>
|> |> Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

222. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 21:30:48 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan31.213048.42352@rmece02.upr.clu.edu>
Source record: 19137

In article <9401311931.AA02876@elm15>, u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:
|> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes...
|>
|> [usual Jaguar tech specs deleted]
|>
|> >> So in other words, the Jaguar does NOT have a 64 bit processor.
|>
|> >No it doesn't. Atari never said there was one.
|>
|> For christs sake! It says 64-BIT on the box. By all reasonable
|> accounts, this entails that it has a 64-bit processor. Of course,
|> reason is in short supply in this group.

Gavan, actually, ATARI said '64-bit architecture' not actually
'64-bit CPU.' But what's even more interesting is how some
atari advocates take that and magnify it by two so they get their
64 bits 'CPU.'

|>
|> >>It just does some memory transfers along a 64 bit bus. It is
|> >>inherently a 32 bit design, but can do 64-bit transfers in certain
|> >>parts of its architecture, just like the AGA chipset in the CD32.
|>
|> >Bullshit. Does the Cd32 have a 64-bit bus. NO.
|>
|> No it doesnt, nor does anyone claim that it is a 64-bit chipset.
|> What it does have is some internal 64-bit data paths, and a facility
|> for doing 64-bit dma via bus sharing, not that that is important to
|> this debate, since it was about Ataris false 64-bit claims for the
|> Jaguar.

Yep. The bus by itself doesn't matter. Hey! Did guys know
that SCSI-II is 8 bits? Just a very fast 8 bits though ;-)

|>
|> >The majority of work done on the CD32 is done in 32-bits.
|> >The majority osf work done on the Jag is in 64-bits.
|>
|> Look, I`ll spell this out nice and simple.
|>
|> The most bits that are processed at a time are 32. All that
|> surface mapping and shading is done using 32-bit processing. It
|> would appear that the blitter can move 64-bits at a time, but that
|> is just shifting memory and not processing. Do you think that

|> surface mapping and gouraud shading is done by a blitter - NO. Heavy
|> processing is done in 32 bits. A 64 bit bus makes for efficient
|> memory xfers, and better performance, but it does NOT make a system
|> 64-bit.

I think the blitter of the Jaguar supports some minimal 3D stuff
though Gavan. Like Z buffering. On the other hand surface mapping....

|>
|>
|> So, the majority of work done on the Jaguar is in 32 bits.
|> --
|>
|>
|>
|> IS THAT SIMPLE ENOUGH FOR YOU?
|>
|>
|>
|> >When Atari say they have a 64-bit system, they are right.
|> >I see a 64-bit bus. I see 64-bit graphic chips. I see a 32-bit chip
|> ^^^^^^^^^^^^^^^^^^^^^^^^^
|>
|> WHAT 64-BIT GRAPHIC CHIPS? HAVE YOU READ THE TECH SPECS???
|>
|> here they are again....
|>
|> The RISC processors manipulate 32 bit data as this is all the
|> precision they need. They have 32 bit ALUs and 32 bit address
|> generators. They can perform 64 bit transfers on the main bus if
|> they need to, but not many data are this big.
|>
|>
|> OK? The gfx chips are 32 BIT
|> Got that????
|>
|> >well interfaced to the 64-bit bus. I see a 64-bit system. You
|> >see an Atari console, and you look no further.
|>
|>
|> You see what you want to see. Youve already got the facts wrong
|> twice in the same post. You look no further than hype and hope,
|> which is all you advocates seem to have.
|>
|> The Jaguar MIGHT succeed, it has GOOD specs and a VERY GOOD
|> price.
|>
|> However, ATARI are marketting it, which is always a bad point. In
|> addition, software support is poor and this has always been a
|> crippling factor in Ataris past ventures.
|>

|> It has a chance of making it, but with Sega in particular firing
|> its big guns, its future is by no means guaranteed to be as rosy as
|> many poeple are painting.
|>
|> A potential purchaser should weigh this up, and be aware of this
|> in any purchasing decision. To blindly push out a line of the sort
|> that people in this group have been doing is stupid, and potentially
|> costly to an uninformed reader. I`m simply pointing out LIES which
|> are being spread here.
|>
|> My advice, wait a few months and see how the Jaguar support lines
|> up. Chances are that most people will wait till next Xmas since that
|> is when the main buying season is. By that time, things should be a
|> lot clearer.
|>
|>
|> Gavan (via 3rd party account)
|>
|> <-->
|> NOT my account, email me at
|> gmoran@nyx.cs.du.edu
|> <-->

PS: I mostly agree with you Gavan.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

223. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 21:34:23 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan31.213423.22006@rmece02.upr.clu.edu>
Source record: 19138

In article <9401311931.AA02876@elm15>, u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:
|> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes...
|>

[stuff deleted]

|>
|> Look, I`ll spell this out nice and simple.
|>
|> The most bits that are processed at a time are 32. All that
|> surface mapping and shading is done using 32-bit processing. It
|> would appear that the blitter can move 64-bits at a time, but that
|> is just shifting memory and not processing. Do you think that
|> surface mapping and gouraud shading is done by a blitter - NO. Heavy
|> processing is done in 32 bits. A 64 bit bus makes for efficient
|> memory xfers, and better performance, but it does NOT make a system
|> 64-bit.
|>

Gavan, after re-reading the ATARI engineer quotes, the blitter
seems to do the Gouraud shading. He didn't mention texture/surface mapping
though.

|>
|> So, the majority of work done on the Jaguar is in 32 bits.
|> --
|>
|>
|>
|> IS THAT SIMPLE ENOUGH FOR YOU?

Yep ;-)

[stuff deleted]

|>
|> Gavan (via 3rd party account)
|>
|> <-->
|> NOT my account, email me at
|> gmoran@nyx.cs.du.edu
|> <-->

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

224. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 21:50:30 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jan31.215030.27187@rmece02.upr.clu.edu>
Source record: 19274

In article <9401311952.AA02914@elm15>, u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:
|> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes....
|>
|> >You're in the wrong newsgroup ... try rec.games.video.advocacy .. where Jaguar
|> >developers several times has stated the Jaguar as having both 64 bit chips and
|> >a 64bit bus ..
|>
|> ah, Rickard! I wondered when you would put in your typical bogus
|> claim. maybe you should read the article in the post which was from
|> one of the main desginers of the Jaguar in a magazine interview
|> saying that the RISC gfx processors where 32 bit, but on a 64 bit
|> bus. Still, you have an excellent protege in Mark P Nolan who seems
|> to be every bit as full of bullshit as you are, and is just as
|> unwilling to admit he is wrong when he is inevitably caught out.

I agree with you Gavan. He was MONTHS AGO to try the 'BURST MODE'
of his Falcon computer... he hasn't said a THING since then about that.

(for those reading this that don't know: Rickard was claiming he
could do a burst mode using his Falcon's 68030. The problem is
that Motorola requires special memory configuration plust a 32-bit
bus to do that).

[stuff deleted]

|>
|> Gavan (via 3rd party account)
|>
|> <-->
|> NOT my account, email me at
|> gmoran@nyx.cs.du.edu
|> <-->

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

225. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 23:08:40 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ik31o$70d@news.dmpe.CSIRO.AU>
Source record: 19258

> Don't worry. The size of my d*ck doesn't go with the size of my hardisk.
>I guess your case might be the same.

Geez. Now what was a decent discussion has degenerated into a 'mines bigger than yours' arguement again. And you crap on about being mature ...

What can I say!?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

226. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-01-31 23:50:16 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Jan31.235016.21807@infodev.cam.ac.uk>
Source record: 19144

In article <7928@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <2ihtpo$php@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> >I think fascist is a rather stupid word to use in the context of
|> >these post. If he was saying, all Atari owners should get off
|> >welfare, get a job and give up the NHS, he might be considered
|> >fascist, or right-wing reactionary.
|>
|> Actually the guy used the fact that he was studying at Cambridge to try and
|> suggest that 'he knows best' and implied that being at Cambridge mean't that
|> in some way his opinion was better than others. It makes me laugh to think
|> that he justifies his opinions in this way.

Well, no. Someone asked me if I knew what a clock cycle was, so I put down that I do, and my qualifications for knowing that I do. Hardly fascist I think.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

227. Re: Jags and defects

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 02:07:39 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ikdhb$87l@uqcspe.cs.uq.oz.au>
Source record: 19146

narowetz@slab.unt.edu (Scott Narowetz) writes:

>What's this I hear about a large number of the early Jags having problems
>i.e. defects?

The RF cable was crappy.

>Is the problem any bigger than is normal for a new game
>system?

No.

>Have these problems been corrected?

Yes.

> Thanks

Any time.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

228. Ha! I love it..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 03:20:37 UTC
From: jjindda@uclink.berkeley.edu
Message-ID: <2ikhq5$5pa@agate.berkeley.edu>
Source record: 19264

I have been reading 64, no 64 articles....
Gee, I didn't know people would be so serious over a game machine..
(No, it's not just a game machine...hahah, yeah, right!)
I was wondering if Atari is reading this newgroup and
cares to respond at all?
To me, frankly, Atari machine has a lot of potential..but
obviously it needs better games...
and for 3do, price...well, price...
as we all know a superior technique does not necessarily mean a success
(like Motorola vs Intel at the birth of PC)
(and Amiga...what happened?)
(also a lot of people preferred 8bit sega over NES but not that many actually
bought 8bit sega machines....)

229. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 04:12:15 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2ikkqv$a60@Tut.MsState.Edu>
Source record: 19265
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Jan31.010548.34855@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <2ihfm6$ghg@Tut.MsState.Edu>, skip@cy.cs.olemiss.edu (Skip Sauls) writes:
>|> In article <1994Jan30.234719.39570@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|>
>|> Hi Raist! Nice to see you in one of those "other" .advocacy groups!
>|>
>|> :-)
>
> Hi Saul Askips... OUch! Skip Sauls.... you haven't seen me here
>before? ;-)

That's SLU ASPIKS, who says HI RAIST DOODOO MAN!! from his cage. :-)

>Ah, when you bought your Jaguar... ;-)

Around January 3rd, in New York City. Believe it or not, the Electronic Boutique in Memphis, Tennessee (60 miles north of here) got some in, but sold them on the first day. There is quite a bit of pent-up demand for the things around here, amazingly enough. I have brought it to the CS department a couple of times (so that we could "evaluate" new technologies, of course :-) and have had guys walk by and say "Whoa! Where'd you get a Jaguar!" and that sort of thing.

>|> Sheesh, you guys act as if Kendall is the person responsible for the
>|> whole 64bit thing.
>
> Nope, not my case. But I think he's more reasonable that some Atarians
>I have seen around here. I don't think he's the one responsible.

I've never considered myself an Atarian, and I still don't, but I guess I am a Jaguarian of sorts... ;-)

>|> I've got some rope and know of several trees that
>|> would be suitable, if that would make y'all feel better. ;-)
>
> He he... does that means that you are going to hang up yourself
>while we watch? ;-)

If you'd like. Or even better, we can hang SLU up and watch him untie the knot using his toes.

>|> Oh come on now, it's just marketing hype, something which has been
>|> proven to sell things. If you guys want to insist on complete truth

>|> in marketing and advertising, don't you think that all companies and
>|> their products should be held to the same standard?
>
> Yep.

That's going to drastically change the entire face of advertising,
don't you think? I mean, does anyone really believe that cars can
run at 80 miles per hour without upsetting champagne glasses on the
hood? Or how about that SoloFlex thing? I've got one, but I sure
as hell don't look like the dudes on the commercials... Hey! They
can't advertise stuff like that! I know that they don't work! :-)

>|> BTW, the comment above about the HP's 48bit address space brings up
>|> a good point. The CD32 has a 68EC020, right? Doesn't that chip have
>|> a 24bit address space, not 32bit? Using the logic above, shouldn't
>|> Commodore be similarly chastised for claiming that the CD32 is a 32bit
>|> machine? Wouldn't CD24 be more appropriate?
>
> Ok, you got me with the HP one... but you know the difference.

Actually, I'm just picking nits there to make a point. It's a bit
silly to try to classify any machine as being Nbit anyway. I've got
a 32bit VLB SCSI-II adapter, but it's connected to a standard SCSI
drive, which is a mere 8bits. I still consider the board to be a full
32bits, but I know good and well that the drives that are most likely
to be used with it will only be 8 or 16bits at best.

One thing that I'd like to see is a real test of how fast these
systems can blast pixels onto the screen. The number of bitplanes
should be at least 8 and the resolution at least 320x200, and the
tests should be for writing pixels, lines, and blocks of pixels
onto the screen. Quotes like "850 million pixels per second" and
"64 megapixels per second" don't mean squat without some sort of
qualification. The thing that gets me is that even at a "full"
768x576 overscanned PAL resolution at 25fps or 768x482 overscanned
NTSC at 30fps, you're only talking about 11 million pixels or so per
second. From what I've seen, read, and heard, none of the current
systems are even approaching these sorts of numbers. In fact, at
the more typical 3XXx2XX resolutions, the number of pixels per
second is substantially less than even the "mere" 7 million pixels
per second claimed for the CD32.

>|> That may well happen, but somehow I bet that Nintendo, Sega, Atari,
>|> Commodore, Panasonic, Sanyo, Philips, etc. will try to fight it. You
>|> have to remember that these consoles are all consumer items, not real
>|> computers.
>
> True.

So far, the CD32 appears to be the only console that is really
suited to becoming a full-fledged computer. The others may have
the potential, but they won't have any sort of installed base of

software and hardware that can compete with the Amiga/CD32. Sure,
some will say that there may someday be 3DO adapters for the Mac
and Clones, but that's not the same thing. The key is going to be
whether or not people actually value this capability and factor it
into their decision.

>|> The average Joe and Jane Sixpack are going to buy them
>|> for their brats in much the same manner that they will buy VCR's,
>|> TV's, and other more common entertainment appliances. If the consoles
>|> are to truthfully marketed and advertised, other appliances should be
>|> as well.
>
> That still doesn't justify hype. I attempt hype-fighting no matter
>what. This is why there are consumer-products reviews, right?

Sure, and I'm all for those groups, especially the ones like Consumer
Reports who have no affiliations. Hype is something that's going to
be with us no matter what though, I mean look at all of the hype about
the SegaCD, sheesh, talk about a crime. I've seen the SegaCD games
and they are absolute crap! The "video", and calling it that is
really stretching it, is awful, and the gameplay falls into the
same realm as those stupid PC games where you really aren't doing
anything but choosing among options designed by someone else.

>|> One thing that I can't figure out is why anyone cares how a company
>|> markets its products. Is there a reason why consumers need to be
>|> protected? If they are too stupid to do a bit of research about what
>|> they are buying it's their fault, not anyone elses. I for one do not
>|> relish the thought of various agencies trying to protect me from the
>|> companies with ridiculous rules and regulations.
>
> Did you know that some of those protections have come to exist
>because of people that have fought hype before?

My feelings about this stem from my beliefs that less government
would do us all a lot of good. I won't get into that here, other
than to say that every new law restricting what we can say bothers
me. I may not agree with the hype and in fact often don't, but I
can't see where the line is going to be drawn once we begin to
place restrictions on those we don't agree with.

>|> Sounds like HP and Commodore will make a perfect match. ;-)
>
> He he he... That's a good one ;-)

After what I have read, I am now expecting to see the AAA Amigas
this fall and the AAA CD32 by the next Winter CES. After all,
David Tiberio said that they'd be out.... ;-) Oh, and the
Amigas will have "A5000" stickers covering up the "Gecko" stickers,
right? :-)

>|> Skip "I have the Jaguar that Raist is very afraid of" Sauls
>|> skip@cy.cs.olemiss.edu
>
> Hey! You weren't the original guy.... ;-)

No, but I'm among the first c.s.amiga.advocates to get one...

Skip Sauls
skip@cy.cs.olemiss.edu

230. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 05:36:46 UTC
From: KYLEMILLER@delphi.com
Message-ID: <19940201.00364685.kylemiller@delphi.com>
Source record: 19267

The Jaguar is not a 64-bit machine. I believed Atari derived that by adding the number of data lines going to the CPU and some of the other custom chips. A little mischevious if ask me.

Of course, I finally came to my sense after being ripped off by what can best be described as Jack's hobby company for 10 years. I woke and I am glad I did!

231. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 09:23:14 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2il722INN160@tom.rz.uni-passau.de>
Source record: 19270

In article <1994Jan31.212107.21755@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> Raist! You obviously know nothing about the Falcon, in *ALL* modes upto
>|> and including 256 colour mode the display is made from BITPLANES!!! OK???
>|> The only mode that uses 'chunky pixels' is 16bit colour mode ?
>|> Your lack of knowledge astounds me! Even the ST has bitplanes.
>
> Well, this is not what has been said around here SEVERAL times.
>Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?

I am not quite sure about the 256 colour mode, IMHO it's chunky, but the 4/16 colour modes are definitely bitplane modes.

> And about the ST- the ST doesn't have bitplanes. Talk about lack of
>knowledge.

Yeah, and all these colours while scrolling within the text editor in 4/16 colour modes are caused by chunky architecture, right? And that's why many demos got 1 bitplane scrollers, because these modes are chunky, right?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

232. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 12:27:45 UTC
From: kstevens@srs.gov
Message-ID: <01H8D326MENM000X3F@SAEMS.SRS.GOV>
Source record: 19275

Isn't it amazing how many Amiga losers, er, I mean users, are posting over here in an Atari forum. I guess that they are worried that if they don't come over here and bash Atari and spread Amiga lies, that they systems will go down in the obscurity that they deserve :-)
--
Ken Stevens | kstevens@srs.gov |

233. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 13:09:04 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.760108144@unix1.tcd.ie>
Source record: 19153

In <9401311931.AA02876@elm15> u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:

> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes...

>>> So in other words, the Jaguar does NOT have a 64 bit processor.

>>No it doesn't. Atari never said there was one.

> For christs sake! It says 64-BIT on the box. By all reasonable
>accounts, this entails that it has a 64-bit processor. Of course,
>reason is in short supply in this group.

Oh dear. Look. It says "64-bit system". Nothing wrong with that.

If you place a 64-bit bus, and 64-bit graphic chips into a piece
of hardware, no mean feat, then you are going to tell people.
There will always be those that will nag nag bloody nag all
their miserable lives at anything you do or say simply because they
like to, or they own a competing piece of hardware.

I havent even seen your .sig, but I can bet you own an amiga, or
a 3D0.

Atari dont state they have a 64-bit processor, they state they have
manafactured a 64-bit system. It would be ludicrous to ignore the
fact when marketing the machine.

You are the same people who nag about
Atari's poor image and low sales, BUT when they try and make something
of a machine, the same bloody assholes come out of the wood work and
like experts, tell Atari their 'wrong', 'stupid', or simply 'doomed'.

Get a life. Get a Jag. :-)

>>>It just does some memory transfers along a 64 bit bus. It is
>>>inherently a 32 bit design, but can do 64-bit transfers in certain
>>>parts of its architecture, just like the AGA chipset in the CD32.

>>Bullshit. Does the Cd32 have a 64-bit bus. NO.

> No it doesnt, nor does anyone claim that it is a 64-bit chipset.
>What it does have is some internal 64-bit data paths, and a facility
>for doing 64-bit dma via bus sharing, not that that is important to
>this debate, since it was about Ataris false 64-bit claims for the
-----
>Jaguar.

Get lost! '64-bit internal datapaths'. Prove it!

What are the 'false 64-bit claims' Atari have made? Make them good,
cause I know my stuff...

>>The majority of work done on the CD32 is done in 32-bits.
>>The majority osf work done on the Jag is in 64-bits.

> Look, I`ll spell this out nice and simple.

Please do...

> The most bits that are processed at a time are 32. All that
>surface mapping and shading is done using 32-bit processing. It
>would appear that the blitter can move 64-bits at a time, but that
>is just shifting memory and not processing. Do you think that
>surface mapping and gouraud shading is done by a blitter - NO. Heavy
>processing is done in 32 bits. A 64 bit bus makes for efficient
>memory xfers, and better performance, but it does NOT make a system
>64-bit.

Just like all the arguments against 'poor, stupid' Atari, they're
bleed'in full of paradoxes!

Yes, you are correct when saying that most work is done on graphics
in 32-bits at a time. The 'pixel' is a 32-bit entity.

However, the RISC chips that accomplishes these 32-bit ops, grabs
them 64-bits at a time from memory. It can load 2 32-bit regs in one
load cycle. From an internal point of view, the data is operated on
in mostly 32-bit segments, BUT you cannot get away from the fact
that most time in a system is taken up with i/o. It is the
bottleneck.

The data in the 'system' is mostly OPERATED on in 32-bit chunks (
not always), but moved about in 64-bit segemsts. The point is that
most work, ie i/o and other operations available, are done with
64-bits. FACT.

Now get off your bloody high horse, and have some coffee.

Do you have a life to go to, or do you spend your life arguing?

> So, the majority of work done on the Jaguar is in 32 bits.
> --

Wrong. see above.

Define 'work' plese, I'm confused!

> IS THAT SIMPLE ENOUGH FOR YOU?

no. It's a blatant lie.

>>When Atari say they have a 64-bit system, they are right.
>>I see a 64-bit bus. I see 64-bit graphic chips. I see a 32-bit chip
> ^^^^^^^^^^^^^^^^^^^^^^^^^

> WHAT 64-BIT GRAPHIC CHIPS? HAVE YOU READ THE TECH SPECS???

The blitter. The shifter....

>here they are again....

I know the feeling..

> The RISC processors manipulate 32 bit data as this is all the
> precision they need. They have 32 bit ALUs and 32 bit address
> generators. They can perform 64 bit transfers on the main bus if
> they need to, but not many data are this big.

> OK? The gfx chips are 32 BIT
> Got that????

Chips? But you've only handled one.

Define 'graphic chips' please? I'm stupid.

>>well interfaced to the 64-bit bus. I see a 64-bit system. You
>>see an Atari console, and you look no further.

> You see what you want to see. Youve already got the facts wrong
---
HA! Look no furhter than thy mirror!!!!
>twice in the same post. You look no further than hype and hope,
>which is all you advocates seem to have.

I'VE got the facts wrong? I must be stupid, then, no?

> The Jaguar MIGHT succeed, it has GOOD specs and a VERY GOOD
>price.

Bullshit. You hate the bloody thing. Fact is you dont like the
term '64-bit system' when most in the know have accepted it.

> However, ATARI are marketting it, which is always a bad point. In
>addition, software support is poor and this has always been a
>crippling factor in Ataris past ventures.

I can see you smiling....

> It has a chance of making it, but with Sega in particular firing
>its big guns, its future is by no means guaranteed to be as rosy as
>many poeple are painting.

And I wonder will se see you firing your guns as forcefully as you
do in the Jaguar's direction?

> A potential purchaser should weigh this up, and be aware of this
>in any purchasing decision. To blindly push out a line of the sort
>that people in this group have been doing is stupid, and potentially
>costly to an uninformed reader. I`m simply pointing out LIES which
>are being spread here.

In otherwords, you dont want anybody to buy a Jaguar. Why didnt;
you say that at the beginning.

> My advice, wait a few months and see how the Jaguar support lines
>up. Chances are that most people will wait till next Xmas since that
>is when the main buying season is. By that time, things should be a
>lot clearer.

I agree.
Let's wait, shall we?

>Gavan (via 3rd party account)

><-->
>NOT my account, email me at
> gmoran@nyx.cs.du.edu
><-->

--
MaRk Computer Science, Trinty Colege, Dublin

234. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 13:34:13 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.760109653@unix1.tcd.ie>
Source record: 19155

In <1994Jan31.194133.18584@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>>In article <1994Jan28.193642.6369@ida.liu.se>,
>>Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>>>mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

>>>>Say again?
>>>>It does TWO 32-bit fetches in ONE memory cycle? You mean it has some kind
>>>>of burts mode, and if this is so, then YOU are WRONG.
>>>
>>> Says who? I've got the AA Chipset Specification here and it says data is
>>>passed from Alice to Lisa in 64-bit chunks. The Alice/RAM connection is
>>>32-bit, and page mode is used to fetch data (=burst).

>>But burst transfer still takes more than one clock cycle to transfe
>>the data across the 32-bit bus.

> Yes, of course. But don't forget that there can be more than one clock
>in the system.

Excuse me? There is usually ONE MASTER clock rate, from which others are
sub-rates. What two clock rates are there is the A1200 that make my previous
statement false?

>>---> Kendall Gelner (kgelner@nyx.cs.du.edu)

>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> Applied Physics and Electrical Engineering Student, Linkoping University
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============

--
MaRk

235. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 15:23:45 UTC
From: kstevens@srs.gov
Message-ID: <01H8D97E78Z60010OS@SAEMS.SRS.GOV>
Source record: 19278

In article <9401312034.AA03013@elm15>, you wrote:

> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
>
> >>|> Did I mention Falcon? Did anyone mention Falcon? I was talking about
> >>|> the Jaguar. Where do these Amiga Lusers comre from.
> >>
> >> Nope, you didn't. On the other hand, he's trying to show how
> >>using your logic, you could conclude the Falcon is a 16-bit computer.
> >>
> >Nope, using my logic I conclude it is a 32-bit computer. You may be
> >incorrectly using my logic, but I can't help that. You are trying to
> >apply game system logic to a computer, which I myself do not do.
>
>
> Oh right! So games consoles which use microprocessor chips obey
> different laws of physics than computers? Obviously the keyboards
> and disk drives must somehow warp the flow of electrons.
>
> This is all about the 64-bit claim for the Jaguar.
>
> A lie.
> A piece of hype.
>
>
> And you seem determined to push the lie, even though the truth
> stares you in the face as said by an Atari designer. Dont you EVER
> check the facts before you rant on. I can take Atari lying, but when
> someone keeps pushing lying hype despite the facts then I get really
> pissed off and make posts like this.
>
> Now you are trying to wriggle out of it, as is usual.
>
> Repeat after me...
>
> THE JAGUAR IS **NOT** A 64 BIT MACHINE.
>
> it does NOT have a 64 bit gfx processor.
>
> Is that better?
>
>
> Gavan (via 3rd party account)
>

> <-->
> This isnt my account, email me at
> gmoran@nyx.cs.du.edu
> <-->

REPEAT AFTER ME:

Gavin is an idiot!!

Now does everyone feel better?

Yeah!!
--
Ken Stevens | kstevens@srs.gov |

236. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 15:58:23 UTC
From: mdg@ukc.ac.uk
Message-ID: <7963@gos.ukc.ac.uk>
Source record: 19154

In article <2il722INN160@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>In article <1994Jan31.212107.21755@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>>|> Raist! You obviously know nothing about the Falcon, in *ALL* modes upto
>>|> and including 256 colour mode the display is made from BITPLANES!!! OK???
>>|> The only mode that uses 'chunky pixels' is 16bit colour mode ?
>>|> Your lack of knowledge astounds me! Even the ST has bitplanes.
>>
>> Well, this is not what has been said around here SEVERAL times.
>>Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?
>
>I am not quite sure about the 256 colour mode, IMHO it's chunky, but the
>4/16 colour modes are definitely bitplane modes.

No 256 colour mode is a bitplane mode.

I wish the Falcon could display it as a byte per pixel though, since it is
a better compromise than 16bit True Colour mode (which is a little much for
a 68030 to update). A byte per pixel would allow even faster texture mapping
and gouraud/phong shading ... not that my routines are slow using 16bit colour
or anything ;-)
The latest technique on the Falcon is to draw in a byte per pixel screen and
then use the DSP to convert to bitplanes, I think this is a trend in amiga
demos at the moment, however the amiga doesn't have a DSP, and the falcon DSP
can do it rather more quickly then any 030/040 ;-) .

>
>> And about the ST- the ST doesn't have bitplanes. Talk about lack of
>>knowledge.
>
>Yeah, and all these colours while scrolling within the text editor in 4/16
>colour modes are caused by chunky architecture, right? And that's why many
>demos got 1 bitplane scrollers, because these modes are chunky, right?

>Weregoose

Yup, Raist was living in a dreamworld if he thought the ST didn't have bitplanes, however we are here to educate him anyway ;-)

Griff
--

237. Who's Who in the Atari Community (e-mail list)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 17:44:38 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2im4e6$rn7@usenet.INS.CWRU.Edu>
Source record: 19279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Who's Who in the Atari Community

The Cleveland Free-Net Atari SIG is compiling a list of people that are members of the Atari Community that do things that help Atari users and the Atari Community in some way on a continous basis. They are Atari BBS sysops, dealers, developers, publishers, user group presidents, writers, FAQ maintainers, etc. They are even Atari employees.

Unless you send us your name, e-mail address(es), and information on what you do in the Atari Community, you will not be included on this list.

We will not say that "John Smith" should be on the list and then find his e-mail address and then put him on the list. ONLY people that have given us permission by sending us this information will be on the list.
If they do not, we will assume that they do not want to be on the list because of privacy reasons.

If you contribute some way to help others in the Atari Community on a continuous basis and would like to be made more available through e-mail incase someone wishes to contact you, please send e-mail to the Cleveland Free-Net Atari SIG at: xx004@cleveland.Freenet.edu

Everyone included on this list will be arranged in alphabetical order.

Again, the only thing you need to do to be on this list is to contribute in some way on a continuous basis to the Atari Community.

This is a serious list which should help everyone in the Atari Community communicate better with one another.

Please remember to send us your name, e-mail address, and what you do in the Atari Community. Any additional information that you include is for the benefit of the users of this list.

Thank you.

Len Stys, SIG Manager
Cleveland Free-Net Atari SIG

238. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 18:02:32 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb1.180232.39380@rmece02.upr.clu.edu>
Source record: 19282

In article <7947@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Jan31.212107.21755@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >In article <7941@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >|> In article <1994Jan31.173129.42019@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >|> >In article <7919@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >|> >|> In article <1994Jan31.010744.23677@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >|> >|> >In article <7918@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >|>
|> >|> !!!!!!!!!!!!
|> >|> Raist! You obviously know nothing about the Falcon, in *ALL* modes upto
|> >|> and including 256 colour mode the display is made from BITPLANES!!! OK???
|> >|> The only mode that uses 'chunky pixels' is 16bit colour mode ?
|> >|> Your lack of knowledge astounds me! Even the ST has bitplanes.
|> >
|> > Well, this is not what has been said around here SEVERAL times.
|> >Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?
|>
|> No... only chunky pixels for true colour mode. It has the best of both
|> worlds.

I would like someone around here which has the habit of not insulting
people acknowledge that....

|>
|> > And about the ST- the ST doesn't have bitplanes. Talk about lack of
|> >knowledge.
|>
|> YAWN.... The ST has four bitplanes in 320*200 mode.
|> two bitplanes in 640*200 mode.
|> one bitplane in 640*400 mode.
|>
|> Where do u get your information on the ST from? Ive been coding games
|> and demos on the ST for years... I'm well known for it.
|> the bitplanes in 16 colour mode are arranged as follows:

In all the articles I read when the ST came out, there was NADA
about bitplanes in the ST. And they were doing heavy comparisons against
the Amiga.

|>
|> word 1 bitplane 1
|> word 2 bitplane 2

|> word 3 bitplane 3
|> word 4 bitplane 4
|> word 5 bitplane 1 (next 16pixels)
|> word 6 bitplane 2 (etc)
|>
|> you really ought to think before you post.

OH, yeah right.

Word 1.. bitplane 1, etc. That's not bitplanes, you know. That's kind
of a hybrid.

|>
|>
|>
|> >|> >|> IN THIS WAY, THE SECOND PLAYFIELD IS OVERLAYED TRANSPARENTLY JUST LIKE
|> >|> >|> DUAL PLAYFIELD ON THE AMIGA. *NO MASKING* IS REQUIRED.
|> >|>
|> >|> > Ah, this is NOT what is called Dual-Playfields. Masking is REQUIRED.
|> >|> >The Falcon DOESN't HAVE bitplanes... or did some Atarians here posted
|> >|> >false specs about it then?
|> >|>
|> >|> NO! masking is NOT required, did you actually read what I wrote?
|> >
|> > Yes, but there's still something wrong...
|> >
|>
|> Yes something wrong with your brain.

Aha.

|>
|> > Spare me the 'superior tone' ok? This is what Scala does on my machine
|> >for a transparency effect called 'SuperImpose' (Scala guys call it that
|> >way in their software).
|>
|> Wrong.. it gives precisely the same effect as a dual playfield.

No. I am not. They change the intersection of colors dynamically
to do the transparency effect. Here it differs from what you were saying
but I understand the technique.

|>
|>
|>
|> >|> Why doesn't it sound right? The Falcon blitter can move memory at about 80k
|> >|> per vbl and shift the data at the same time, so moving a 32k (320 * 200) 16
|> >|> colour screen will take a little over 1/3 of a vbl.
|> >
|> > Is that VBLANK or is that per Frame? 1/3 of a vlb.. Hmm....
|>
|>

|> The falcon can move 80k in 1/50th of a second.

Ok, so that's 50 * 80k means 4 megabytes of information which is
4 * 8 1-bitplane pixels 32 MILLION pixels per second. YEAH RIGHT, AHA.

|>
|> > [lots of silly meaningless calculations deleted]
|>
|> so the Falcon can copy a 16 colour (32k) screen in a little over 1/3 of
|> a PAL TV frame. (i.e. full bandwidth is about 4 meg/s)

Aha. Sure.

|>
|>
|> >|> Yes in 320 x 200 mode the CD32 suffers 3 times as much contention as the Falcon.
|> > Yawn. We are talking about the A1200 and the CD-32 doesn't have that
|> >video contention you are talking about. Not as VIDEO bus contention though.
|>
|> I asked several amiga owners and the reply was "what is Raist talking about".
|> why is the CD32 different, what magic does it employ to get rid of the
|> contention. The a1200 is badly crippled in high colour modes and YOU know it.

Oh, I am very sure you asked them. Dude, you claim to be 'superior' and
yet you use non-logical arguments to support your conclusions. Like
"I asked several amiga owners...etc.". GEE, RIGHT NOW I ASKED 150 ATARI
FALCON OWNERS HERE AND THEY DON'T AGREE WITH YOU. Of course, you won't
believe me, but I swear on Commmodore's and Atari's logo that it is
super-true...

The CD32 and A1200 doesn't have bus contention in 8 bitplanes in 320x200
color modes.

|>
|> >|>
|> >|> >|> Griff (sounds of loud laughing at Raist's ignorance)
|> >|> >|>
|> >|> > Really? I think more people will laugh around here than you might
|> >|> >think...
|> >|>
|>
|> > Griff, don't be an asshole. I understand DAMN well the implications
|> >of bitplanes. What I would like to know now is if it is true that the
|> >Falcon has bitplanes or not. The ST DOESN'T, and you mentioned that
|> >as if it had them. So I don't trust you.
|>
|> Well your wrong the ST does have bitplanes, always has done.

Let's see how many people support your claim. And what you said,
IS NOT BITPLANES. Read some Amiga/Silicon Graphics specs and you know
what I mean.

|>
|> > Someone in the know cares to comment? (about the Falcon)
|>
|> I think I am "in the know", ask any of the amiga games companies I've worked
|> for. The difference between me and you is that I only express opinions
|> about stuff I have experience with, you obviously have no knowledge of
|> the Falcon or ST h/ware, so how can u argue about stuff that you NOTHING
|> about.

Again, which must be why I have read everywhere about the ST bitplanes
and the Falcon's bitplanes too.

|>
|> Griff.
|> --
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

239. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 18:06:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb1.180644.39783@rmece02.upr.clu.edu>
Source record: 19283

In article <01H8D326MENM000X3F@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> Isn't it amazing how many Amiga losers, er, I mean users, are posting over
|> here in an Atari forum. I guess that they are worried that if they don't
|> come over here and bash Atari and spread Amiga lies, that they systems will
|> go down in the obscurity that they deserve :-)
|> --
|> Ken Stevens | kstevens@srs.gov |

And that logic applies to those Atari losers, er, users that have gone
to Amiga groups and have done the same. We are even.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

240. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 18:09:38 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb1.180938.22737@rmece02.upr.clu.edu>
Source record: 19284

In article <01H8D97E78Z60010OS@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> In article <9401312034.AA03013@elm15>, you wrote:
|>
|> > kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

[stuff deleted]

|>
|> REPEAT AFTER ME:
|>
|> Gavin is an idiot!!
|>
|> Now does everyone feel better?
|>
|> Yeah!!

Oh my! What a highly intellectual way of proving that
someone else is wrong! Why I haven't seen the light before?!
IT is SO EASY!

[NOT!]

|> --
|> Ken Stevens | kstevens@srs.gov |

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

241. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 18:13:54 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb1.181354.39750@rmece02.upr.clu.edu>
Source record: 19285

In article <7963@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <2il722INN160@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
|> >In article <1994Jan31.212107.21755@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >>|> Raist! You obviously know nothing about the Falcon, in *ALL* modes upto
|> >>|> and including 256 colour mode the display is made from BITPLANES!!! OK???
|> >>|> The only mode that uses 'chunky pixels' is 16bit colour mode ?
|> >>|> Your lack of knowledge astounds me! Even the ST has bitplanes.
|> >>
|> >> Well, this is not what has been said around here SEVERAL times.
|> >>Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?
|> >
|> >I am not quite sure about the 256 colour mode, IMHO it's chunky, but the
|> >4/16 colour modes are definitely bitplane modes.
|>
|> No 256 colour mode is a bitplane mode.
|>
|> I wish the Falcon could display it as a byte per pixel though, since it is
|> a better compromise than 16bit True Colour mode (which is a little much for
|> a 68030 to update). A byte per pixel would allow even faster texture mapping
|> and gouraud/phong shading ... not that my routines are slow using 16bit colour
|> or anything ;-)
|> The latest technique on the Falcon is to draw in a byte per pixel screen and
|> then use the DSP to convert to bitplanes, I think this is a trend in amiga
|> demos at the moment, however the amiga doesn't have a DSP, and the falcon DSP
|> can do it rather more quickly then any 030/040 ;-) .

The CD-32 does it using the Akiko. And a '040 machine would be faster
anyway in general than the Falcon.

|>
|> >
|> >> And about the ST- the ST doesn't have bitplanes. Talk about lack of
|> >>knowledge.
|> >
|> >Yeah, and all these colours while scrolling within the text editor in 4/16
|> >colour modes are caused by chunky architecture, right? And that's why many
|> >demos got 1 bitplane scrollers, because these modes are chunky, right?
|>
|> >Weregoose
|>
|> Yup, Raist was living in a dreamworld if he thought the ST didn't have bitplanes,
however we are here to educate him anyway ;-)

Okay, now that Weregoose mentioned it, I take it back. The ST has
'bitplanes' then. Not actually, since the word arrangement it has.

|>
|> Griff
|> --

I still doubt the Falcon's blitter capabilities. I guess when I see a
Falcon game WITH 'dualplayfields' I'll believe it.

Anyone in the know knows about this? (Someone who can explain without
insulting).

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

242. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 18:18:08 UTC
From: mdg@ukc.ac.uk
Message-ID: <7972@gos.ukc.ac.uk>
Source record: 19286

In article <1994Feb1.181354.39750@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <7963@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <2il722INN160@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>|> >In article <1994Jan31.212107.21755@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> >>|> Raist! You obviously know nothing about the Falcon, in *ALL* modes upto
>|> >>|> and including 256 colour mode the display is made from BITPLANES!!! OK???
>|> >>|> The only mode that uses 'chunky pixels' is 16bit colour mode ?
>|> >>|> Your lack of knowledge astounds me! Even the ST has bitplanes.
>|> >>
>|> >> Well, this is not what has been said around here SEVERAL times.
>|> >>Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?
>|> >
>|> >I am not quite sure about the 256 colour mode, IMHO it's chunky, but the
>|> >4/16 colour modes are definitely bitplane modes.
>|>
>|> No 256 colour mode is a bitplane mode.
>|>
>|> I wish the Falcon could display it as a byte per pixel though, since it is
>|> a better compromise than 16bit True Colour mode (which is a little much for
>|> a 68030 to update). A byte per pixel would allow even faster texture mapping
>|> and gouraud/phong shading ... not that my routines are slow using 16bit colour
>|> or anything ;-)
>|> The latest technique on the Falcon is to draw in a byte per pixel screen and
>|> then use the DSP to convert to bitplanes, I think this is a trend in amiga
>|> demos at the moment, however the amiga doesn't have a DSP, and the falcon DSP
>|> can do it rather more quickly then any 030/040 ;-) .
>
> The CD-32 does it using the Akiko. And a '040 machine would be faster
>anyway in general than the Falcon.

Yes the CD32 does the conversion with the Akiko, but are you really saying
that a 68020 at 14mhz can map textures or do Phong shading faster than a
56001!!!!!! hahaha

An 040 certainly cannot do a bitplane conversion faster than a DSP , YES an
040 is certainly a faster general purpose processor than the DSP, but for
anything to do with gfx it just cannot compete with a 56001 DSP, I have written
a phong shading routine for the Falcon DSP that can do about 400,000 phong
pixels per second.
The DSP 56001 can do a matrix multiply faster than a DX-66, perhaps you should
read a book on this chip, it really is *powerful* -> it can do a 24 bit
multiply and 56 bit add AND two 24bit parallel memory moves 16,000,000 times

per second. It has hardware looping and reptition of instructions. Think before
you post.

>|> >> And about the ST- the ST doesn't have bitplanes. Talk about lack of
>|> >>knowledge.
>|> >
>|> >Yeah, and all these colours while scrolling within the text editor in 4/16
>|> >colour modes are caused by chunky architecture, right? And that's why many
>|> >demos got 1 bitplane scrollers, because these modes are chunky, right?
>|>
>|> >Weregoose
>
> Okay, now that Weregoose mentioned it, I take it back. The ST has
>'bitplanes' then. Not actually, since the word arrangement it has.
>

What you admit you were wrong? Shocking.
(but why couldn't accept my opinion, remember I only speak about stuff
I know and have experience with, this is not the case with you, otherwise
you would not have to take anything back.)

Well if you say the arrangement means its not 'bitplanes' then your saying
that most Amiga games don't use bitplanes. One of the most common Amiga
screen layouts involves interleaving the bitplanes on each line, this
has several advantages like being able to BLIT a Bob in one Blit, rather than
need a seperate blit for each bitplane.
The same applies to the use of the Blitter with the arrangement of the
bitplanes on the Falcon.

>|> Griff
>
> I still doubt the Falcon's blitter capabilities. I guess when I see a
>Falcon game WITH 'dualplayfields' I'll believe it.

Take a look at Llamazap (by Jeff Minter).

> Anyone in the know knows about this? (Someone who can explain without
>insulting).

I don't insult you, I just educate you!

Griff
--
(happy to educate Raist.)

243. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 20:12:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4eb794@troed.ct.se>
Source record: 19139

```
In a message of 31 Jan 94 20:01:33, John Gerard Kelly wrote:

JG> Gavan (via 3rd party account)
JG>
JG> <-------------------------------------------------------->
JG> NOT my account, email me at
JG> gmoran@nyx.cs.du.edu
JG> <-------------------------------------------------------->

Come back when you are old enough to get net.access on your own.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

244. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 20:14:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4eb82a@troed.ct.se>
Source record: 19140

In a message of 31 Jan 94 22:21:07, Ricardo Hernandez wrote:

RH> And about the ST- the ST doesn't have bitplanes. Talk about lack of
RH> knowledge.

It has 1, 2 or 4 bitplanes.

RH> Griff, don't be an asshole. I understand DAMN well the implications
RH> of bitplanes. What I would like to know now is if it is true that the
RH> Falcon has bitplanes or not. The ST DOESN'T, and you mentioned that
RH> as if it had them. So I don't trust you.
RH>
RH> Someone in the know cares to comment? (about the Falcon)

ST: 1, 2 or 4 bitplanes

Falcon: 1, 2, 4 or 8 bitplanes .. and a 16 bit mode where one word = one pixel.

Got it now?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

245. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 20:16:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4eb888@troed.ct.se>
Source record: 19141

In a message of 31 Jan 94 21:01:14, John Gerard Kelly wrote:

JG> ah, Rickard! I wondered when you would put in your typical bogus
JG> claim. maybe you should read the article in the post which was from
JG> one of the main desginers of the Jaguar in a magazine interview
JG> saying that the RISC gfx processors where 32 bit, but on a 64 bit
JG> bus. Still, you have an excellent protege in Mark P Nolan who seems
JG> to be every bit as full of bullshit as you are, and is just as
JG> unwilling to admit he is wrong when he is inevitably caught out.

:-) ... Ask the developers in rec.games.video.atari if the Jaguar is 64 bit or not, then stop posting.

JG> Gavan (via 3rd party account)
JG>
JG> <-->
JG> NOT my account, email me at
JG> gmoran@nyx.cs.du.edu
JG> <-->

Please .. is this the 4:th or 5:th account you have used since you started posting here?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

246. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 20:21:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4eb9e8@troed.ct.se>
Source record: 19142

In a message of 31 Jan 94 22:30:48, Ricardo Hernandez wrote:

RH> Gavan, actually, ATARI said '64-bit architecture' not actually
RH> '64-bit CPU.' But what's even more interesting is how some
RH> atari advocates take that and magnify it by two so they get their
RH> 64 bits 'CPU.'

Open Jaguar.

Read the text on the chips.

Jerry is titled "DSP"

TOM is titled "CPU"

...

Tom contains 4 different chips, of which 2 use 64 bits .. (BLiTTER and GPU)

RH> I think the blitter of the Jaguar supports some minimal 3D stuff
RH> though Gavan. Like Z buffering. On the other hand surface mapping....

Gouraud shading
Texturemapping
Z-Buffering
Skewing
Rotating
...

Whatever .. the rotating, resizeable texturemapped 3D box appearing when you
switch n the Jaguar is done (according to the programmer, Eric smith) using
only 3 blits with the BLiTTER ..

RH> PS: I mostly agree with you Gavan.

We do feel sorry for you guys.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

247. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 20:25:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4ebac0@troed.ct.se>
Source record: 19143

In a message of 31 Jan 94 18:31:29, Ricardo Hernandez wrote:

RH> Well: First problem: The Falcon doesn't have a bitplane architecture.
RH> It uses chunky pixels.

Que? It has up to 8 bitplanes. They have always been referred to as bitplanes.
(Easier to move data this way if you ask me ..)

RH> Ah, this is NOT what is called Dual-Playfields. Masking is REQUIRED.
RH> The Falcon DOESN't HAVE bitplanes... or did some Atarians here posted

It has bitplanes ..

RH>
RH> But they don't suffer from bus contention in 320x200 modes... so what's
RH> your problem?

Do you still use such low resolutions??? (Alleged, my game will run in 320*240
.. but in 65536 colours ... looks kinda neat .. in 256 colour modes I wouldn't
go below 640*240 .. 640*480 on VGA ..)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

248. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-01 22:40:28 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.760142428@nova>
Source record: 19145

u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:

> This is all about the 64-bit claim for the Jaguar.

> A lie.
> A piece of hype.

> THE JAGUAR IS **NOT** A 64 BIT MACHINE.

Just read the Jaguar FAQ, and let's give this 64-bit debate a rest,
shall we?

249. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 01:03:51 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.760151031@wolfcreek.cs.ualberta.ca>
Source record: 19175

u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:

>AFAIK, the Pentium is the only widely available 64-bit chip to the
>consumer.

Just a side note here, it seems to me that the PowerPC Slayed the
Pentium in a speed test. Actually the pentium has been designed
poorly and runs at too hot a temperature. At least that is what I
heard (the Journal reported it).

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

250. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 01:14:41 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.011441.5855@mnemosyne.cs.du.edu>
Source record: 19147

In article <1994Jan31.152320.10827@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <1994Jan31.105102.10984@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>
>|> Great, now explain to me how this can be done over a single 32-bit
>|> bus. Or does it some how read some stuff from fastmem, and some from
>|> slowmem (whatever the name is).
>
>No, it reads both from CHIP RAM. I suppose it could be on consecutive cycles, but
>that's not what the documentation I have seems to say (Disclaimer, it isn't
>official C= documentation)

It must be done in consecutive clock cycles - there is no way to get
double the bandwitch of a bus without Magic.

>
>|> The RISC chip in TOM also has a 64-bit data connection, and can do
>|> 64-bit reads and writes. That is a processor.
>
>Ok, if you say so. However, a blitter is not a processor, nor is a video shifter.
>

Which is why I pointed out that the RISC chip (which is a processor,
and is seperate from the blitter and video processor) is also doing
64-bit ops.

>|> >(BTW, is this the right time to point out the 16 bit bus on the Falcon?)
>|> >
>|>
>|> Cmon, please stop trying to drag the bloody Falcon into this!
>
>Well, I was merely drawing a parallel. If the Jaguar is 64 bit because of it's
>bus size, then surely that makes the Falcon 16 bit? The knife cuts both ways.
>

The Jaguar is not 64-bit's soley because of its bus, just as the
Falcon is not 16-bits because ONLY the bus from memory to the CPU is
16-bits. The Jaguar is 64-bits because of the many chips that draw on
the 64-bitness of the machine.

>|>
>|> You forget that loads take a few cycles - the way burst mode type
>|> stuff saves time is that data is read from memory in CONSECUTIVE clock
>|> cycles - not in the same clock cycle!!
>

>In the doc's I have, it's refered to as Double CAS, so maybe it does some form of
>multiplexing or something.

Look - if you have 64-bits of data, and a 32-bit bus, the MINIMUM
numhber of clock cycles that will take to transfer is two. It will
take more if you do two 32-bit loads in a processor for example, and
will take exactly two in a burst mode type situation. You CANNOT
multiplex a whole 64-bits down to 32 and expect to get the whole
64-bits worth on info out again!!!!!!!!!!!!!!!!!!!!!

Really!!!!!!!!!!

Please, for the sake of sanity, everyone abandon the notion you can
transfer 64- or 96 bits in one clock cycle on a machine with a single
32-bit bus to transfer it across.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

251. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 01:17:26 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.011726.5957@mnemosyne.cs.du.edu>
Source record: 19176

```
In article <1994Jan31.212428.19367@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <2iji8g$o1q@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
>|>
>|> In article <1994Jan31.152320.10827@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P.
Brown) writes:
>|>
>|> |>
>|> |> Well, I was merely drawing a parallel. If the Jaguar is 64 bit because of it's
>|> |> bus size, then surely that makes the Falcon 16 bit? The knife cuts both ways.
>|> |>
>|>
>|> I could be wrong here, but doesn't the Falcon have a 32 bit bus and the 68030
>|> just have 16-bit access to it? Otherwise how do the other processors have
>|> full 32 bit access to memory. If so then it is very similar to the Jaguar
>|> and both machines are appropriately labeled.
>
> No, because using the Jaguar logic, since the memory transfers to/from
>CPU's is 'what counts', the Falcon would be 16-bit since the CPU doesn't
>have 32-bit access. The graphic chips, while 32-bits, are used only for
>displaying the image from memory- a job done by every single 'graphics chip'
>I know of, and the blitter.
>
> I guess the Falcon is like a '68030SX computer' ;-)

Ahh, but the blitter and other chips do a lot of stuff, and all in
32-bits. I am actually willing to concede a likeness to a "68030SX"
machine, actually - just not willing to accept the 16-bit lable.
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)
```

252. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 01:30:59 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.013059.6806@mnemosyne.cs.du.edu>
Source record: 19177

In article <9401311839.AA02766@elm15>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>
>>I have made no "wild claims" for the Jaguar (pull one up, please).
>
> Well, the 64 bit processing for one. Not to mention hyping a non
>existant cable tv add-on and going on continusously about a cd
>drive that doesnt yet exist either.

The 64-bit processing claim is no wild one - all of the graphics chips
operate on 64-bits of data at one time, over a 64-bit bus.

The only cable thing I have ever talked about are the possibilty of
cable boxes in the distant future, and Atari's hope to have an MPEG-II
cart (which would be nice). They already have Brainstorm (who wrote
MPEG and JPEG decoders for the 560001 DSP in the Falcon) working on
the MPEG cart.

Developers already have the Jaguar CD, it is not vapor as you claim.

>
>>>
>>> ATARI ARE A REALLY CRAP COMPANY.
>>>
>
>>No, the management hasn't been so hot (thoguh they actually seem to
>>have seen the light). Atari workers put out a great product.
>
> `not been so hot`! Ho ho, what an understatement! Over the last
>few years Atari has been an unmitigated DISASTER, they havent had a
>single sucessful product since the 2600VCS!!!!!!
>5600 dead
>7800 dead
>ST dead

Actually, the ST line was fairly successful, but in the last few years
they have slacked off.

>Lynx dead
>Falcon dead
>
> Despite having some good products, they have persistantly
>mis-marketted and mismanaged support, leading to the premature death
>of the product EVERY time.
>

That may be so, but not THIS time. Atari really is doing things
differently for the Jaguar.

>>Yeah right, do you really think the Saturn will be out before this
>>XMAS? Now who has a loose grip on reality. Remember - Microsoft is
>>doing the OS!! Ha Ha Ha Ha Ha!! That ought to put an end to any
>>speculations of a '94 release.
>
> its no more unlikely than the Jaguar making it it out for last
>Xmas (it did, just about, but not in numbers). In fact, I`d say its
>a hell of a lot more likely since Sega have much more economic
>muscle and a solid backgrouind in arcade technology, upon which the
>Saturn is supposedly based. Even the prospect of it being out, will
>be enough to dissuade most potential buyers from getting a Jaguar,
>which of course is why Sega are talking about it now. The 600K/sec
>CD drive at the same price as a jaguar sounds mucho dodgy to me
>though.....

Take a look at the Saturn specs someday - it is supposed to come with
7MB of memory, and a CD-ROm, plus 6 specialized chips - all for $500.
Microsoft is doing the Saturn OS. Now tell me it will be out in the
US before next year. Even Sega themselves are saying early next year
for US release.

All that aside, is the US market going to pay $500 for ANY game
machine? Just look at 3DO for the answer to that question - they
will, but not in the millions.

>
>>CBM is dead in America (the small off-center booth at CES shows they
>>have no wuill to capture the AMerican market). I have no doubt they
>>will survive, though, driven by the Dark Side Of The Force and a
>>bitter hatred for Atari (Well, that plus euorpe... :-))
>
> Whereas Atari are thriving with a solid line of successful
>products???? They dont even have a good European marketplace to back
>them up. I`d say a bit of deft maneuvring from Sega and Nintendo
>could leave Atari very precariously placed.....
>

They have solid American demand to back them out. They sell out
almost all of the Jaguars they ship, and shipments to Europe have been
cut back due to high US demand. Futhermore, the Press just loves the
Jaguar, and CNN has the Jaguar on every now and then. They had a CES
booth that was right next to Sega and Nintendo, and won a number of
show awards for the Jaguar games and system.

>>> What is it about American companies that makes them so pathetic??
>>>It seems that the American computer industry is every bit as crap as
>>>the American automobile industry, and shows signs of going the same
>>>way.
>>No Way. American companies are on the upswing, and Japanese companies
>>will soon pay for underestimating them. Sega probably will live,

>>maintaining current market share - Nintendo is down for the count.
>
>
> Oh dear! What are you on? Can I have some? Still, at least you
>Americans are still optimistic. I can see the far east countries and
>Mexico shaking in their socks right now...

I think Sega is still in a good position. But Nintendo is out of it.
Why did you mention Mexico? What are YOU smoking, and I sure hope I
don't get any!!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

253. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 01:36:13 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <2in02e$ssh@diemen.utas.edu.au>
Source record: 19148

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>The latest technique on the Falcon is to draw in a byte per pixel screen and
>then use the DSP to convert to bitplanes, I think this is a trend in amiga
>demos at the moment, however the amiga doesn't have a DSP, and the falcon DSP
>can do it rather more quickly then any 030/040 ;-) .

Unlikely, as on an A4k/040 the bottleneck in c2p conversion is the memory access time. But I'll say it would be nice to have a DSP to do it. However, why not let your atari blitter handle c2p, and leave your DSP and CPU free to process.

254. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 01:47:27 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.014727.7319@mnemosyne.cs.du.edu>
Source record: 19178

In article <9401311854.AA02792@elm15>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>
> [tech facts about jaguar deleted]
>
>>> So in other words, the Jaguar does NOT have a 64 bit processor.
>>>It just does some memory transfers along a 64 bit bus. It is
>>>inherently a 32 bit design, but can do 64-bit transfers in certain
>>>parts of its architecture, just like the AGA chipset in the CD32.
>
>>No it is a 64-bit design - it primarily works with data 64-bits at a
>>time. Since when did ANY CBM product have 64 wires over which data
>>traveled at one time - answer for the fans at home - it never did.
>
> Working with 64 bits of data a time by pulling them over a
>64-bit bus is NOT the same as PROCESSING them in 64-bits at a time,
>which is what a 64 bit processor is supposed to do.

It reads them in 64-bits at a time, then writes them out again -
that's "processing" 64-bits of information. Also, by your definition,
the blitter is a 64-bit processor as is does just what you described.
Thaks for the Jaguar support!!

>
> Thats why its called a PROCESSOR (a tech term ;-))

Sort of...

>
>Some parts of the AGA chipset have 64-bit wide internal busses, that
>doesnt make them 64 bit, and noone has ever claimed it did. It does
>have 64-bit dma via bus sharing, and is muich more efficient than
>the 16 bit DMA of the ECS chipset, offering 4x the throughput as you
>would expect.
>

And how does it do 64-bit DMA - does it anywhere have a 64-bit
connection to the memory or external devices? Are you willing to
claim that you can move 64-bits of info across a 32-bit bus in one
clock cycle, like your fellow Amiga illusionists?

>
>>> When I pointed out that the `64-bit` and `Multimedia` claims
>>>were largely just stupid hype last week, the usual barrage of claims
>>>from the space cadet Atari advocates followed.

>
>>And thants because your claims are baseless. Of course it doesn't
>>have 64-bit internal registers - what a waste! It has 64-bit data
>>transfer, which is what matters.
>
> I`m glad to see you think that bus width matters. During the
>debate about the *16 BIT* CPU bus on the Falcon (anyone remember
>that machine?), you and other advocates claimed that the reduced bus
>width didn`t affect performance, and that since the PROCESSOR was 32
>bit, it justified the 32 bit tag.

INCORRECT!!!!!!!

I NEVER claimed that the performance was not affected by the
16-bitness of the bus, just that cacheing reduced such.

>
> Of course a 64-bit bus is a mucgh better bet, but it doesnt make
>the machine a 64 bit machine. Its the amount of bits that the
>machine can process at a time that counts, and the jaguar is firmly
>32-bit in this department. (or even 16 bit, since the CPU , and the
>article by the Jaguar designer called the 68000 the CPU, is only 16
>bit).

The Jaguar can easily process 64-bits at a time - the blitter does so
through a the full 64-bit bus, doing g-shading and texture mapping.
The RISC chip reads and writes 64-bits at a time - internally it may
work on 32-bit registers, but for moving to and from the chip the
whole 64-bit bus is used. The Jaguar is rather more "solidly" 64-bits
than otherwise.

The 68000 is not the only CPU, you know... You Amiga guys must really
learn to catch up with the times.

>
>I seem to remember that you claimed that the RISC chips in the
>Jaguar were in fact true 64-bit processors, care to take that claim
>back??
>

I claimed the Jaguar RISC chip was a 64-bit chip... I do not take
that claim back.

>AFAIK, the Pentium is the only widely available 64-bit chip to the
>consumer.

Hmm, so you do consider the Pentium to be a 64-bit chip.
Interesting...

>
>>> Let that be a lesson to those in this group who blindly (and
>>>STUPIDLY) advocate anything that Atari say or do. When will you face
>>>reality and examine ALL the FACTS about the systems you so foolishly

>>>advocate???
>
>>You must learn to face reality yourself. The days are gone when a
>>system just has one CPU. The Jaguar is primarily a 64-bit machine
>>where it counts, and that is why it is so valid to say so.
>
> Let me see, 16 bit CPU, 16 bit sound/32 bit DSP, 32 bit RISC gfx
>chip. 64-bit bus though... Where it counts is in the chips that do
>the processing and these are definitely 32 bit at most. Still, thats
>not to say the system isnt capable, just that its not quite the
>Amazing next generation 64-bit console that Atari advocates try to
>hype.
>

But almost all the data in a game will be moved 64-bits at a time -
bottlenecks in a system usually occur in the bus, and THAT is why I
say that it is reasonable to call the Jaguar a 64-bit machine.

>>Plus, it sure helps the marketing!
>
> Which of course is why Atari push this lie. I`m surprised to see
>that so many people are prepared also to try and push the bullshit
>too, i guess they are just desperate for an Atari success.

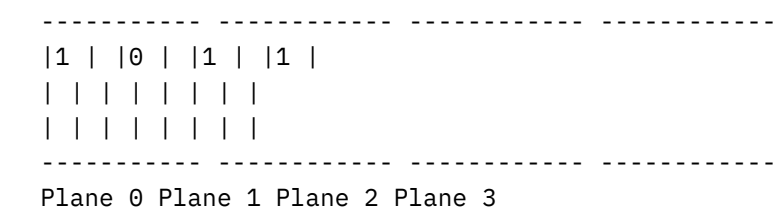
No, it is not a lie. You do seem rather desperate for an Atari
failure though - were you beaten by Atari when you were young?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

255. Atari Bitplanes (Was Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 01:49:57 UTC
From: whitema@rtsg.mot.com
Message-ID: <2in0s5$km3@delphinium.cig.mot.com>
Source record: 19149

Okay, Raist. I'm sitting here with "Compute's Technical Reference Guide:
Atari ST: VDI". They are talking about multicolor fill patterns. I
quote: "..for the purpose of muliticolor pattern fills, color bits are
grouped by what are called BIT PLANES. In such a grouping, the color bits
for a single dot are split up so they aren't contiguous the way they are
in ST display memory. Instead, all of the least-significant bits are in
one block, followed by a block of the next most-significant bits, and so on."
They go on to show how in a four bit plane set up, the most significant bit
is in plane 0, and the least significant bit is in plane 3.



The color above would be the color in color register 11. If you were looking
at the memory location where this color is at, you would see "1011".

Have fun!

Michael
whitema@rtsg.mot.com

256. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 01:52:13 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.015213.7461@mnemosyne.cs.du.edu>
Source record: 19179

In article <9401311902.AA02823@elm15>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
>
>>> Yes, and thats the problem with Atari. They have a history of
>>>taking good products and screwing them up. Thats why so many people
>>>are so sceptical about the prospects of the Jaguar. Frankly I think
>>>it would have been better for Nintendo to have marketted it, we
>>>would be looking at a surefire hit. With Atari, chances are high
>>>that it will flop as the Lynx and Falcon did.
>>
>>This is pure nonsense. Atari is actually marketing the Jaguar, and
>>has done numerous things to help the Jaguar along that they have never
>>done for any of their previoyus systems. They also had a nice large
>>booth at the winter CES, right next to Sega and Nintendo. Atari may
>>screw it up, but so far they show no signs of it.
>
>
> I tihnk you are letting your surprise at Ataris sudden discovery
>of marketting techniques go to your head. I will be very surprised
>if they show anything like the skill of Sega or Nintendo. Moreover,
>to market you need money and the last I saw, Atari didnt have a lot
>of it. Maybe they have learned from their many, many mistakes since
>the VCS, but I doubt it.

Just the fact that they are using TV ads tells you something. They
also are courting the press, and developers.

Funny, the last time I looked Atari had over $40 Million devoted to
advertising the Jaguar.

>
> The fact that the Jaguar wasnt out in force for the last Xmas
>season was a *Major* screw-up. Atari missed a lot of potential
>sales, and have given Sega a chance to weigh in with the promise of
>the Saturn for NEXT Xmas, to compete with the Jaguar in the years
>biggest selling season.
>

Saturn will not be in the US for next X-mas, so this X-mas was not all
that bad to miss.

>>Also, the Lynx is coming back - after all, if Nintendo can sell
>>billions of that lame green machine, Atari can certainly sell a lot of
>>Lynx's when backed by Jaguar units.
>

> After years in the console wilderness? I`ll believe that when i
>see it.

It is a little harder to buy, but it is possible. I personally don't
own a Lynx, though.

>
>>Oh, also, the Falcon is not a flop - as much as you'd like it to be.
>>But this has been argued endlessly, so I won't go into more detail.
>
> by most objective standards it is. It has a very small user base,
>limited support and little in the way of developement done on the
>design since it came out (certainly NOTHING has been done by Atari
>on it). I`m sure that its owners may be happy with it, but its still
>a flop and thats a FACT, something which Atari advocates dont seem
>to know the definition of.
>

But as it is not a closed line, it cannot yet be considered a flop.
And I am happy with mine...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

257. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 01:55:18 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.015518.7673@mnemosyne.cs.du.edu>
Source record: 19180

In article <9401311909.AA02828@elm15>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>cs93294@assn030.cs.ualberta.ca (Stuart David A) writes...
>
>[stuff about jaguar facts deleted]
>
>>Oh I don't know, the way I understand it is that there are TWO 32 bit
>>RISC processors- now you can't tell me that two different 32 bit RISC
>>chips can't work on 64 bits (combined) at once. I beleive their claims
>>to be legit, not just because I own an atari (and like it BTW) but
>>for the fact claims made about virtually any system TG16 and project
>>reality included are always paraphrased to their advantage. This is not
>>a lie. Heck, even commodore has done their share of "inadequate
>>disclosure"... This is just a fact of industry.
>
>
> Oh yes, its a fact that companies will tell lies in order to hype
>their products. What I dont like to see is a bunch of Atari
>advocates on this group propogate these lies in order to try and
>score points. A debate is supposed to be based on the facts, not on
>spewing out untruths. I make no apologies for disseminating the
>truth from the 64-bit lies, hopefully it might be of help to people
>trying to find the truth about the various systems.

Everything would be fine if you were spewing out truth right and left,
but you are just spewing usless data, and false claims that the Jaguar
is not a 64-bit system.

Tell us just what a system must have, in your opinion, to be a 64-bit
system.

>
> As for the ``now you can't tell me that two different 32 bit RISC
>>chips can't work on 64 bits (combined) at once`` line, I cant
>believe that still insist on coming out with bullshit statements
>like that! What a lame argument.
>

I never have insisted on thios point, but you forget that ONE of the
RISC chips is 64-bit, not 32-bit as you spew forth.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

258. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 02:10:44 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.021044.8208@mnemosyne.cs.du.edu>
Source record: 19183

In article <9401311931.AA02876@elm15>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes...
<some stuff deleted>
>
>>>It just does some memory transfers along a 64 bit bus. It is
>>>inherently a 32 bit design, but can do 64-bit transfers in certain
>>>parts of its architecture, just like the AGA chipset in the CD32.
>
>>Bullshit. Does the Cd32 have a 64-bit bus. NO.
>
> No it doesnt, nor does anyone claim that it is a 64-bit chipset.
>What it does have is some internal 64-bit data paths, and a facility
>for doing 64-bit dma via bus sharing, not that that is important to
>this debate, since it was about Ataris false 64-bit claims for the
>Jaguar.

A 64-bit DMA in concecutive clock cycles is not the same as taking one
clock cycle to transfer 64-bits of information - in fact, it must be
at least twice as slow using a 32-bit bus.

>
>>The majority of work done on the CD32 is done in 32-bits.
>>The majority osf work done on the Jag is in 64-bits.
>
> Look, I`ll spell this out nice and simple.
>
> The most bits that are processed at a time are 32. All that
>surface mapping and shading is done using 32-bit processing. It
>would appear that the blitter can move 64-bits at a time, but that
>is just shifting memory and not processing. Do you think that
>surface mapping and gouraud shading is done by a blitter - NO. Heavy
>processing is done in 32 bits. A 64 bit bus makes for efficient
>memory xfers, and better performance, but it does NOT make a system
>64-bit.

Yes it does - remember, that the limiting fasctor is going to be the
bus. So, after the memory transfers are done, those two 32-bit
registers can be acted on, then written out in the next bus cycle.

The Gourad shading IS done by the blitter, and at least one
trustworthy Atari engineer has stated the blitter does texture mapping
(the blitter was used to map the pictures of the Jaguar onto the
rotating cube in the Jaguar startup sequence). I suggest you take
another look at the specs, before you make such wildly inaccurate

claims.

<some stuff about how "simple" the issue is deleted>
>
>
>>When Atari say they have a 64-bit system, they are right.
>>I see a 64-bit bus. I see 64-bit graphic chips. I see a 32-bit chip
> ^^^^^^^^^^^^^^^^^^^^^^^^^
>
> WHAT 64-BIT GRAPHIC CHIPS? HAVE YOU READ THE TECH SPECS???
>

GEE, YOU HAVENT, HAVE YOU!

>here they are again....
>
> The RISC processors manipulate 32 bit data as this is all the
> precision they need. They have 32 bit ALUs and 32 bit address
> generators. They can perform 64 bit transfers on the main bus if
> they need to, but not many data are this big.
>

What data - can't you see a use for loading two 32-bit registers in
one load?

>
> OK? The gfx chips are 32 BIT
> Got that????
>
>>well interfaced to the 64-bit bus. I see a 64-bit system. You
>>see an Atari console, and you look no further.
>
>
> You see what you want to see. Youve already got the facts wrong
>twice in the same post. You look no further than hype and hope,
>which is all you advocates seem to have.
>

And while YOU berate him for inaccuracies, you post things like the
above!! Geez...

> The Jaguar MIGHT succeed, it has GOOD specs and a VERY GOOD
>price.

True enough...

>
> However, ATARI are marketting it, which is always a bad point. In
>addition, software support is poor and this has always been a
>crippling factor in Ataris past ventures.
>

Atari marketing so far has been excellent for the Jaguar - and they actually have hired an outside advertising firm for national Jaguar advertising. The developer list is quite good - it will take some time for titles from them to start appearing, but in a few months I see a much rosier software picture.

> It has a chance of making it, but with Sega in particular firing
>its big guns, its future is by no means guaranteed to be as rosy as
>many poeple are painting.

As for the Sega guns, yes they will hold on.... but the Sega machine will not see the USA until next year, and will cost $500.

>
> A potential purchaser should weigh this up, and be aware of this
>in any purchasing decision. To blindly push out a line of the sort
>that people in this group have been doing is stupid, and potentially
>costly to an uninformed reader. I`m simply pointing out LIES which
>are being spread here.

You are mereley serving the forces of Chaos by further spreading incorrect information.

>
> My advice, wait a few months and see how the Jaguar support lines
>up. Chances are that most people will wait till next Xmas since that
>is when the main buying season is. By that time, things should be a
>lot clearer.
>

Now this is good advice. Although I'd say if you like the current Jaguar games a lot, then go for it!!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

259. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 02:18:37 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.021837.8423@mnemosyne.cs.du.edu>
Source record: 19087

In article <9401312034.AA03013@elm15>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
>
>>>|> Did I mention Falcon? Did anyone mention Falcon? I was talking about
>>>|> the Jaguar. Where do these Amiga Lusers comre from.
>>>
>>> Nope, you didn't. On the other hand, he's trying to show how
>>>using your logic, you could conclude the Falcon is a 16-bit computer.
>>>
>>Nope, using my logic I conclude it is a 32-bit computer. You may be
>>incorrectly using my logic, but I can't help that. You are trying to
>>apply game system logic to a computer, which I myself do not do.
>
>
> Oh right! So games consoles which use microprocessor chips obey
>different laws of physics than computers? Obviously the keyboards
>and disk drives must somehow warp the flow of electrons.

I am not talking about laws of physics (which are the same, in case
you are confused on this issue).

Look, the Jaguar IS a 64-bit machine - the only real thing you can
contend is weither or not the Falcon is a 32-bit or 16-bit machine,
and that is a stickier issue.

As a matter of fact, if the Falcon is a 16-bit machine, then the
Jaguar MUST be a 64-bit machine. If the Falcon can be considered a
32-bit machine, then the Jaguar is a 64-bit machine. Is THAT simple
enough for you?

>
> This is all about the 64-bit claim for the Jaguar.
>
> A lie.
> A piece of hype.

You seem to have confused the 64-bit claim with the definition for
your posts. 1 and 2 certainly seem to apply there.

>
>
> And you seem determined to push the lie, even though the truth
>stares you in the face as said by an Atari designer. Dont you EVER
>check the facts before you rant on. I can take Atari lying, but when
>someone keeps pushing lying hype despite the facts then I get really

>pissed off and make posts like this.
>

Nope, What I continually push is the 32-bit Falcon claim. The 64-bit
Jaguar claim is not even in question, by people that can read and
understand technical specs.

> Now you are trying to wriggle out of it, as is usual.
>
>Repeat after me...
>
> THE JAGUAR IS **NOT** A 64 BIT MACHINE.
>

It is, and your chanting will not make it otherwise.

> it does NOT have a 64 bit gfx processor.
>

It does, by any definition YOU have used so far.

>Is that better?

Nope, you are still posting on this topic that has been beaten to
death. Give it up, you cannot win!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

260. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 02:21:04 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.022104.8529@mnemosyne.cs.du.edu>
Source record: 19088

In article <19940201.00364685.kylemiller@delphi.com>,
<KYLEMILLER@delphi.com> wrote:
>The Jaguar is not a 64-bit machine. I believed Atari derived that by adding
>the number of data lines going to the CPU and some of the other custom chips.
>A little mischevious if ask me.

Please enlighten us with YOUR amazingly insightful definition of a
64-bit machine.

>
>Of course, I finally came to my sense after being ripped off by what can best
>be described as Jack's hobby company for 10 years. I woke and I am glad I did!

Yet another person apparently molested by the Trameils when he was
younger. Seek Help!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

261. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 02:39:41 UTC
From: mdg@ukc.ac.uk
Message-ID: <7988@gos.ukc.ac.uk>
Source record: 19186

In article <cs93294.760151031@wolfcreek.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:
>
>>AFAIK, the Pentium is the only widely available 64-bit chip to the
>>consumer.
>

What makes the Pentium a 64bit chip???
The Pentium has a 64 bit bus, its internal Registers are only 32bit - it has the same 32bit registers as the 486 (EAX,EBX,ECX etc...), so unless it has extensions to these registers to make them 64bit (i.e. EEAX,EEBX ;-)) then the same logic that people use in calling the Jaguar a 32bit machine can be applied to the Pentiums too. The Jag is 64 bit, no questions asked, it has a 64bit datapath and thats enough for me... and *yes* I'm happy to call my machine a Falcon030SX.

Griff
--

262. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 02:45:52 UTC
From: mdg@ukc.ac.uk
Message-ID: <7989@gos.ukc.ac.uk>
Source record: 19182

In article <2in02e$ssh@diemen.utas.edu.au> jmccoull@bruny.cc.utas.edu.au (James McCoull) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>>The latest technique on the Falcon is to draw in a byte per pixel screen and
>>then use the DSP to convert to bitplanes, I think this is a trend in amiga
>>demos at the moment, however the amiga doesn't have a DSP, and the falcon DSP
>>can do it rather more quickly then any 030/040 ;-) .
>
>Unlikely, as on an A4k/040 the bottleneck in c2p conversion is the memory access
>time. But I'll say it would be nice to have a DSP to do it. However, why
>not let your atari blitter handle c2p, and leave your DSP and CPU free to
>process.

The DSP can do it far more quickly than the Blitter, most stuff I write with
the DSP stores the screen internally in DSP memory -> at some point you have
to transfer the screen to CPU memory.
The DSP can convert the byte per pixel to bitplanes as fast as the CPU can fetch this
screen data from the DSP, so rather than just waiting around for the CPU
to fetch the next word, the DSP does the conversion and hence is more fully
utilised.
Oh... and the DSP does the MOD player on an interrupt .

Griff.
--

263. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 04:23:22 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.760163002@wolfcreek.cs.ualberta.ca>
Source record: 19150

u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:

> Oh yes, its a fact that companies will tell lies in order to hype
>their products. What I dont like to see is a bunch of Atari
>advocates on this group propogate these lies in order to try and
>score points. A debate is supposed to be based on the facts, not on
>spewing out untruths. I make no apologies for disseminating the
>truth from the 64-bit lies, hopefully it might be of help to people
>trying to find the truth about the various systems.

And nor did I ask you to make any apologies, even though I personally
don't see what you're screaming about. Try stepping out of your
"martyr" position and read what you just wrote. You have used words
such as "lies", "untruths", and analogies such as "scoring points", just
how am I going to score any points by backing a system that I like??
I'm not! Nobody out there cares that I support X or Y machine! The obvious
answer? I support Atari because I *like* atari. And if you don't care
too much for atari well that's you're problem, not everyone else's on
the internet. I WHOLE-HEARTEDLY encourage people to find out the
TRUTH about all the systems. I know that the truth (even if some people
claim otherwise) is that the Jag is a wonderful system, and I know that
if people take the time to look it over, they will see this too.

> As for the ``now you can't tell me that two different 32 bit RISC
>>chips can't work on 64 bits (combined) at once`` line, I cant
>believe that still insist on coming out with bullshit statements
^^^^^^^^
Well that certainly was uncalled for. Good thing debates are supposed
to be based on truth and honour and facts, or else we might have to
resort to good old name-calling, eh?

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

264. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 04:45:05 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.760164305@wolfcreek.cs.ualberta.ca>
Source record: 19151

kstevens@srs.gov (Ken Stevens) writes:

>Isn't it amazing how many Amiga losers, er, I mean users, are posting over
>here in an Atari forum. I guess that they are worried that if they don't
>come over here and bash Atari and spread Amiga lies, that they systems will
>go down in the obscurity that they deserve :-)
>--
>Ken Stevens | kstevens@srs.gov |

Yeah what a funny phenomenon. I guess it must be something like animals
being forced out of their natural habitats by progress and industrialization.

Wow lots of paralells there. :)

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

265. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 08:25:26 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.760177526@unix1.tcd.ie>
Source record: 19152

In <1994Feb1.180644.39783@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <01H8D326MENM000X3F@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
>|> Isn't it amazing how many Amiga losers, er, I mean users, are posting over
>|> here in an Atari forum. I guess that they are worried that if they don't
>|> come over here and bash Atari and spread Amiga lies, that they systems will
>|> go down in the obscurity that they deserve :-)
>|> --
>|> Ken Stevens | kstevens@srs.gov |

> And that logic applies to those Atari losers, er, users that have gone
>to Amiga groups and have done the same. We are even.

>---
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

A tad childish me thinks.

--
MaRk

266. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 11:07:02 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb2.110702.5378@t.hfb.se>
Source record: 19156

```
> If the Falcon's CPU has 16-bits to external memory,
> then its performance suffers big time.

WRONG!
```

267. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 11:23:45 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.760188225@garbod15>
Source record: 19157

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <01H8D97E78Z60010OS@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
>|> In article <9401312034.AA03013@elm15>, you wrote:
>|>
>|> > kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

>[stuff deleted]

>|>
>|> REPEAT AFTER ME:
>|>
>|> Gavin is an idiot!!
>|>
>|> Now does everyone feel better?
>|>
>|> Yeah!!

> Oh my! What a highly intellectual way of proving that
>someone else is wrong! Why I haven't seen the light before?!
>IT is SO EASY!

> [NOT!]

I've seen Jaguar specs in different magazines, and it looks OK. I do believe
that the Jaguar has a 64-bit bus for graphics. They have not added several
less than 64-bit data paths to get this value. Gavin (Gavan?) and other
people who've been saying that the Jaguar isn't a 64-bit system are possibly
sane persons, but what would it take to make you convinced? Seeing the chip
design on silicon level?

It is a 64-bit system.

Anders Skelander

268. Re: Falcons sold?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 12:29:24 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb2.122924.6807@unix.brighton.ac.uk>
Source record: 19158

20,000 sounds about right, but the number is growing, albeit slowly and new s/w is coming out all the time. There are games, and quite aloyt of Atari ST s/w works so you can get these.

Also, the PD scene is pretty good.

At the end of the day, the more users of a system, the more likely a future and s/w base.

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

269. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 12:38:19 UTC
From: kstevens@srs.gov
Message-ID: <01H8EHPMYXF60015ED@SAEMS.SRS.GOV>
Source record: 19159

In article <1994Feb1.180644.39783@rmece02.upr.clu.edu>, you wrote:

> In article <01H8D326MENM000X3F@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
> |> Isn't it amazing how many Amiga losers, er, I mean users, are posting over
> |> here in an Atari forum. I guess that they are worried that if they don't
> |> come over here and bash Atari and spread Amiga lies, that they systems will
> |> go down in the obscurity that they deserve :-)
> |> --
> |> Ken Stevens | kstevens@srs.gov |
>
> And that logic applies to those Atari losers, er, users that have gone
> to Amiga groups and have done the same. We are even.
>
> --
> Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
> I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

Sorry, but I would not lower my standards and attend an Amiga forum. You
will never see me make a post there (unless I eventually but an
Amiga....NOT!!!!).
Though, my response would be similar to those who go to an Amiga forum just
to trash the Amiga. They probably are Atari losers who feel a little bit
insecure, though only God knows why :-)
--
Ken Stevens | kstevens@srs.gov |

270. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 12:49:55 UTC
From: kstevens@srs.gov
Message-ID: <01H8EI505IHE0018KR@SAEMS.SRS.GOV>
Source record: 19160

In article <1994Feb1.180938.22737@rmece02.upr.clu.edu>, you wrote:

> In article <01H8D97E78Z60010OS@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
> |> In article <9401312034.AA03013@elm15>, you wrote:
> |>
> |> > kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
>
> [stuff deleted]
>
> |>
> |> REPEAT AFTER ME:
> |>
> |> Gavin is an idiot!!
> |>
> |> Now does everyone feel better?
> |>
> |> Yeah!!
>
>
> Oh my! What a highly intellectual way of proving that
> someone else is wrong! Why I haven't seen the light before?!
> IT is SO EASY!
>
> [NOT!]
>
> |> --
> |> Ken Stevens | kstevens@srs.gov |
>
> --
> --
> Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
> I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

Well Raist, when I get somebody who can post an intellectual argument, then
I'll post an intellectual response. To this point most of the stuff that
Gavin has been posting is pure garbage, and like begets like.
--
Ken Stevens | kstevens@srs.gov |

271. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 14:24:42 UTC
From: kstevens@srs.gov
Message-ID: <01H8ELFISO7M0018W4@SAEMS.SRS.GOV>
Source record: 19161

In article <mpnolan.760177526@unix1.tcd.ie>, you wrote:

> In <1994Feb1.180644.39783@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>
> >In article <01H8D326MENM000X3F@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
> >|> Isn't it amazing how many Amiga losers, er, I mean users, are posting over
> >|> here in an Atari forum. I guess that they are worried that if they don't
> >|> come over here and bash Atari and spread Amiga lies, that they systems will
> >|> go down in the obscurity that they deserve :-)
> >|> --
> >|> Ken Stevens | kstevens@srs.gov |
>
> > And that logic applies to those Atari losers, er, users that have gone
> >to Amiga groups and have done the same. We are even.
>
> >---
> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
> >I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> > \X/Opinions are my own, not of my college campus
> > Department of Electrical and Computer Engineering
>
> A tad childish me thinks.
>
> --
> MaRk

You call this childish??....Maybe you ought to reread some of the garbage that is being posted here and then tell me this is garbage. I think I was being rather nice considering :-)

--
Ken Stevens | kstevens@srs.gov |

272. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 14:33:19 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <1994Feb2.142608@cs.bham.ac.uk>
Source record: 19162

In article <1994Jan31.212107.21755@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> In article <7941@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> |> In article <1994Jan31.173129.42019@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> |> >In article <7919@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> |> >|> In article <1994Jan31.010744.23677@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> |> >|> >In article <7918@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> |> >|> >|> I remember you saying that the Falcon couldn't overlay two 16 colour playfields, you showed your lack of knowledge then and I still laugh at your ignorance.
|> |> >|> The Falcon can overlay two 16 colour screens very easily (as can any
|> |> >|> computer capable of displaying 8 bitplanes)... heres how...
|> |> >|>
|> |> >|> - put the falcon into 8 bitplane mode.
|> |> >|>
|> |> >|> - playfield one goes into the first four bitplanes..
|> |> >|>
|> |> >|> - playfield two goes into the bitplanes 5/6/7/8.
|> |> >|>
|> |> >|> (got that so far... (I know your a bit slow ...))
|> |> >
|> |> > Well: First problem: The Falcon doesn't have a bitplane architecture.
|> |> > It uses chunky pixels.
|> |>
|> |>
|> |> !!!!!!!!!!!!
|> |> Raist! You obviously know nothing about the Falcon, in *ALL* modes upto
|> |> and including 256 colour mode the display is made from BITPLANES!!! OK???
|> |> The only mode that uses 'chunky pixels' is 16bit colour mode ?
|> |> Your lack of knowledge astounds me! Even the ST has bitplanes.
|>
|> Well, this is not what has been said around here SEVERAL times.
|> Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?
|>
|> And about the ST- the ST doesn't have bitplanes. Talk about lack of
|> knowledge.
|>

some other crap deleted....

|>
|> Griff, don't be an asshole. I understand DAMN well the implications
|> of bitplanes. What I would like to know now is if it is true that the
|> Falcon has bitplanes or not. The ST DOESN'T, and you mentioned that

```
|> as if it had them. So I don't trust you.
|>
|> Someone in the know cares to comment? (about the Falcon)
|>
|> |>
|> |> --
|> |> Opinions expressed are my own and not that of my University.
|>
|> Absolutely. I can believe that.
|>
|> ------------------------------------------------------------
|> Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|> I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
|> \X/Opinions are my own, not of my college campus
|> Department of Electrical and Computer Engineering
```

WHY DON'T YOU LISTEN!

the ST has bitplanes (well they damn well aint chunky pixels!) and so does the Falcon apart from in Truecolor where it has chunky pixels...

my idea of what this stuff means by the way...

chunky pixel: all the colour information for a pixel is stored togethor, the different bit planes making up a pixel are _not_ split

bit planes (well at least what an ST and Falcon have): In screen memory the first word stores information about the first bit of the first 8 pixels, the second word stores info about the 2nd bit of those 8 pixels... this isn't really bit planes I'd call it more interleaved or something. But it IS NOT chunky!

And hey if Griff (who I know does some damn good stuff on the Falcon) says it works using bit planes and manages to code stuff that uses it then perhaps we can assume that the falcon has bit-plane (ish) layout ? No ?

Ian Rae | Falcon 030 4/120Mb
Software engineering | Current project - real time DSP sound effects
University of Birmingham, UK | Mail me if you are interested in the same...

273. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 14:42:39 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.760200159@garbod15>
Source record: 19163

KYLEMILLER@delphi.com writes:

>The Jaguar is not a 64-bit machine. I believed Atari derived that by adding
>the number of data lines going to the CPU and some of the other custom chips.
>A little mischevious if ask me.
>
>Of course, I finally came to my sense after being ripped off by what can best
>be described as Jack's hobby company for 10 years. I woke and I am glad I did!

No, the Jaguar is a 64-bit machine in the same sense the the Atari ST, Amiga 500, Sega Genesis/Megadrive, and SNES are 16-bit machines, i e it has a data bus for graphics that is 64 bits wide.

Somebody argued that since the internal data processing is still 32-bit, the Jaguar isn't as good as it could have been, but the data transfer rate is still very important and probably very impressive in the Jaguar, since the bus used for graphics etc is 64-bit. I don't think the internal register width is a major trade-off, they (Atari) have made the most important part powerful enough.

I believe it's better (with respect to price/performance) to design hardware with more data bits than hardware with higher clock speed.

Anders Skelander

274. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 15:57:13 UTC
From: tempelma@cs.utwente.nl
Message-ID: <1994Feb2.165713@cs.utwente.nl>
Source record: 19164

In article <cs93294.760164305@wolfcreek.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|> kstevens@srs.gov (Ken Stevens) writes:
|>
|> >Isn't it amazing how many Amiga losers, er, I mean users, are posting over
|> >here in an Atari forum. I guess that they are worried that if they don't
|> >come over here and bash Atari and spread Amiga lies, that they systems will
|> >go down in the obscurity that they deserve :-)
|> >--
|> >Ken Stevens | kstevens@srs.gov |
|>
|> Yeah what a funny phenomenon. I guess it must be something like animals
|> being forced out of their natural habitats by progress and industrialization.
|>
|> Wow lots of paralells there. :)

Well, I remember the time no Amiga users posted here -> nobody posted here.
Probably the only people knowing the Atari still sort of exists are the
Amiga users.

|>
|> --
>	\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
>	L A T E R D U D E S				DAVE the atari fanatic.....
>	<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

--

Frank Tempelman / Dept. of Computer Science / Knowledge Based Systems Group
University of Twente / The Netherlands / tempelma@cs.utwente.nl from 9 to 5

275. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 16:39:37 UTC
From: mdg@ukc.ac.uk
Message-ID: <8014@gos.ukc.ac.uk>
Source record: 19165

In article <1994Feb2.170632.22600@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <1994Feb2.011726.5957@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>|> > I guess the Falcon is like a '68030SX computer' ;-)
>|> Ahh, but the blitter and other chips do a lot of stuff, and all in
>|> 32-bits. I am actually willing to concede a likeness to a "68030SX"
>|> machine, actually - just not willing to accept the 16-bit lable.

> Just my last .02 cents Kendall, I have no intention (except via
>private mail) to continue this.

I agree with Kendall, I accept the label 68030 SX, however to say that the Falcon is a 16bit machine is madness. And if you say that the Falcon is crippled by its bus you obviously know *nothing* about compilers or caches. The Falcon probably suffers about 25% performance loss for compiled code and 15% for hand-written stuff, which is less than the difference in Video contention between AGA Amigas and the Falcon.

Food for thought indeed.

Griff
--
here to educate Raist.

276. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:03:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.170312.23460@rmece02.upr.clu.edu>
Source record: 19166

```
In article <khaley.760142428@nova>, khaley@nova.gmi.edu (Kevin Haley) writes:
|> u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:
|>
|> > This is all about the 64-bit claim for the Jaguar.
|>
|> > A lie.
|> > A piece of hype.
|>
|> > THE JAGUAR IS **NOT** A 64 BIT MACHINE.
|>
|> Just read the Jaguar FAQ, and let's give this 64-bit debate a rest,
|> shall we?
|>
|>

I read it.... I agree with you ;-)

-------------------------------------------------------------
Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering
```

277. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:06:32 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.170632.22600@rmece02.upr.clu.edu>
Source record: 19167

In article <1994Feb2.011726.5957@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <1994Jan31.212428.19367@rmece02.upr.clu.edu>,
|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
|> >In article <2iji8g$o1q@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
|> >|>
|> >|> In article <1994Jan31.152320.10827@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> >|>

[stuff deleted]

|> >
|> > I guess the Falcon is like a '68030SX computer' ;-)
|>
|> Ahh, but the blitter and other chips do a lot of stuff, and all in
|> 32-bits. I am actually willing to concede a likeness to a "68030SX"
|> machine, actually - just not willing to accept the 16-bit lable.
|> --
|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
|>

Just my last .02 cents Kendall, I have no intention (except via private mail) to continue this.

What are those Intel 286 with a 32-bits graphics coprocessor for sound and graphics that you can buy then? 16+ machines? No way.

What are the Intel 386SX machines with the same graphic/sound cards?

Your logic applies to them too, and I bet that if we were talking about the 32-bitnes of an Atari TT vs those PC clones, you'll probably would have said that the TT was a 'true 32-bit' while that 286 was definitively 16-bit.

Food for thought...

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

278. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:10:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.171034.24620@rmece02.upr.clu.edu>
Source record: 19092

In article <01H8EHPMYXF60015ED@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> In article <1994Feb1.180644.39783@rmece02.upr.clu.edu>, you wrote:
|>
|> > In article <01H8D326MENM000X3F@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> > |> Isn't it amazing how many Amiga losers, er, I mean users, are posting over
|> > |> here in an Atari forum. I guess that they are worried that if they don't
|> > |> come over here and bash Atari and spread Amiga lies, that they systems will
|> > |> go down in the obscurity that they deserve :-)
|> > |> --
|> > |> Ken Stevens | kstevens@srs.gov |
|> >
|> > And that logic applies to those Atari losers, er, users that have gone
|> > to Amiga groups and have done the same. We are even.
|> >
|> > ---
|> > Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|> > I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
|> > \X/Opinions are my own, not of my college campus
|> > Department of Electrical and Computer Engineering
|>
|> Sorry, but I would not lower my standards and attend an Amiga forum. You
|> will never see me make a post there (unless I eventually but an
|> Amiga....NOT!!!!).

Did I say you would? Let's say that I lowered my standards to attend
this Atari Forum. What? Sounds like BS, doesn't it? Think of what you
said then...

|> Though, my response would be similar to those who go to an Amiga forum just
|> to trash the Amiga. They probably are Atari losers who feel a little bit
|> insecure, though only God knows why :-)
|> --
|> Ken Stevens | kstevens@srs.gov |

:-) SUUUUUUUUUUuuuure ;-)

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

279. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:11:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.171134.18826@rmece02.upr.clu.edu>
Source record: 19089

In article <mpnolan.760177526@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
|> In <1994Feb1.180644.39783@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|>
|> >In article <01H8D326MENM000X3F@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> >|> Isn't it amazing how many Amiga losers, er, I mean users, are posting over
|> >|> here in an Atari forum. I guess that they are worried that if they don't
|> >|> come over here and bash Atari and spread Amiga lies, that they systems will
|> >|> go down in the obscurity that they deserve :-)
|> >|> --
|> >|> Ken Stevens | kstevens@srs.gov |
|>
|> > And that logic applies to those Atari losers, er, users that have gone
|> >to Amiga groups and have done the same. We are even.
|>

[.sig deleted]

|>
|> A tad childish me thinks.
|>
|> --
|> MaRk

An you are right Mark. I was trying to prove a point by being sarcastic.
If all you can see in it is just "I'm wrong" - too bad then.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

280. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:13:25 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.171325.29427@rmece02.upr.clu.edu>
Source record: 19090

```
In article <01H8EI505IHE0018KR@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> In article <1994Feb1.180938.22737@rmece02.upr.clu.edu>, you wrote:
|>
|> > In article <01H8D97E78Z60010OS@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> > |> In article <9401312034.AA03013@elm15>, you wrote:
|> > |>

[stuff deleted]

|> > |> --
|> > |> Ken Stevens | kstevens@srs.gov |
|> >
|> > --

[stuff deleted]

|>
|>
|> Well Raist, when I get somebody who can post an intellectual argument, then
|> I'll post an intellectual response. To this point most of the stuff that
|> Gavin has been posting is pure garbage, and like begets like.
|> --
|> Ken Stevens | kstevens@srs.gov |

Ok, I will admit he seems a bit emotional. But he got some points
and he has cited that ATARI Jaguar Engineer post. He got his points,
it's not pure garbage, although I don't agree 100% with him either.

I guess that the "XXXX is an idiot" has a huge intellectual gap
from this postings...

:-)
-------------------------------------------------------------
Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering
```

281. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:14:15 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.171415.28723@rmece02.upr.clu.edu>
Source record: 19091

In article <2d4eb82a@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 31 Jan 94 22:21:07, Ricardo Hernandez wrote:
|>

[stuff deleted]

|> ST: 1, 2 or 4 bitplanes
|>
|> Falcon: 1, 2, 4 or 8 bitplanes .. and a 16 bit mode where one word = one pixel.
|>
|> Got it now?

Yep, thanks.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

282. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:15:55 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2ion4b$2rq@mojo.eng.umd.edu>
Source record: 19168

In article <9401311854.AA02792@elm15> u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:
>
> Working with 64 bits of data a time by pulling them over a
>64-bit bus is NOT the same as PROCESSING them in 64-bits at a time,
>which is what a 64 bit processor is supposed to do.
>
> Thats why its called a PROCESSOR (a tech term ;-))
>
>Some parts of the AGA chipset have 64-bit wide internal busses, that
>doesnt make them 64 bit, and noone has ever claimed it did. It does
>have 64-bit dma via bus sharing, and is muich more efficient than
>the 16 bit DMA of the ECS chipset, offering 4x the throughput as you
>would expect.
>
> Of course a 64-bit bus is a mucgh better bet, but it doesnt make
>the machine a 64 bit machine. Its the amount of bits that the
>machine can process at a time that counts, and the jaguar is firmly
>32-bit in this department. (or even 16 bit, since the CPU , and the
>article by the Jaguar designer called the 68000 the CPU, is only 16
>bit).
>
>I seem to remember that you claimed that the RISC chips in the
>Jaguar were in fact true 64-bit processors, care to take that claim
>back??
>
>AFAIK, the Pentium is the only widely available 64-bit chip to the
>consumer.
>

How can you consider the Pentium to be a 64-bit chip while saying that the Jaguar's GPU is only 32-bits? I hate to break this to you, but the Pentium is exactly like the Jaguar's GPU. They both have 32-bit internal registers and an external 64-bit data bus!

Finally, considered as a _system_, the Jaguar can transfer and process information 64-bits at a time. It contains a true 64-bit Blitter which can perform logical operations on data 64-bits at a time.

--Gerry

283. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:16:30 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.171630.28798@rmece02.upr.clu.edu>
Source record: 19169

In article <2d4eb9e8@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson)
writes:
|> In a message of 31 Jan 94 22:30:48, Ricardo Hernandez wrote:
|>
|> RH> Gavan, actually, ATARI said '64-bit architecture' not actually
|> RH> '64-bit CPU.' But what's even more interesting is how some
|> RH> atari advocates take that and magnify it by two so they get their
|> RH> 64 bits 'CPU.'
|>
|> Open Jaguar.
|>
|> Read the text on the chips.
|>
|> Jerry is titled "DSP"
|>
|> TOM is titled "CPU"

I can label CPU anything I would like too. That still doesn't
convinces me over what the Jaguar Engineer said.

|>
|> ...
|>
|> Tom contains 4 different chips, of which 2 use 64 bits .. (BLiTTER and GPU)
|>
|> RH> I think the blitter of the Jaguar supports some minimal 3D stuff
|> RH> though Gavan. Like Z buffering. On the other hand surface mapping....
|>
|> Gouraud shading
|> Texturemapping
^^^^^^^^^^^^^^^

From the FAQ, texturemapping seems to be done by Tom, not by the
blitter (I mean, Tom's RISC).

|> Z-Buffering
|> Skewing
|> Rotating
|> ...
|>
|> Whatever .. the rotating, resizeable texturemapped 3D box appearing when you
|> switch n the Jaguar is done (according to the programmer, Eric smith) using
|> only 3 blits with the BLiTTER ..

Hmmm... that goes against what the FAQ says...

|>
|> RH> PS: I mostly agree with you Gavan.
|>
|> We do feel sorry for you guys.

OH, thanks, I really needed your pity....

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

284. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:17:48 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.171748.47546@rmece02.upr.clu.edu>
Source record: 19170

In article <2d4ebac0@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 31 Jan 94 18:31:29, Ricardo Hernandez wrote:
|>
|> RH> Well: First problem: The Falcon doesn't have a bitplane architecture.
|> RH> It uses chunky pixels.
|>
|> Que? It has up to 8 bitplanes. They have always been referred to as bitplanes.
|> (Easier to move data this way if you ask me ..)

The first time you mention that to me is in your latest postings.

|>
|> RH> Ah, this is NOT what is called Dual-Playfields. Masking is REQUIRED.
|> RH> The Falcon DOESN't HAVE bitplanes... or did some Atarians here posted
|>
|> It has bitplanes ..
|>
|> RH>
|> RH> But they don't suffer from bus contention in 320x200 modes... so what's
|> RH> your problem?
|>
|> Do you still use such low resolutions??? (Alleged, my game will run in 320*240
|> .. but in 65536 colours ... looks kinda neat .. in 256 colour modes I wouldn't
|> go below 640*240 .. 640*480 on VGA ..)

Nope, I have used 768 x 484 for animations. Thanks.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

285. ST bitplanes

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:19:14 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.171914.30746@rmece02.upr.clu.edu>
Source record: 19171

I already acknolweledged that the ST/Falcon has bitplanes.
Thanks to all those who pointed it out.

Don't yell that loud, NEVER *EVER* has this been mentioned
around here when we talked about graphics on those machines,
that I have been reading.

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

286. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:22:45 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2ionh5$32g@mojo.eng.umd.edu>
Source record: 19172

In article <9401311931.AA02876@elm15> u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:
>
> The most bits that are processed at a time are 32. All that
>surface mapping and shading is done using 32-bit processing. It
>would appear that the blitter can move 64-bits at a time, but that
>is just shifting memory and not processing. Do you think that
>surface mapping and gouraud shading is done by a blitter - NO. Heavy
>processing is done in 32 bits. A 64 bit bus makes for efficient
>memory xfers, and better performance, but it does NOT make a system
>64-bit.

Do you even know what a Blitter is? Not only does it move and shift memory around, but it can also perform logical operations on the data (i.e. XOR, AND, OR). Therefore, the Jaguar can process and transfer data 64-bits at a time!

--Gerry

287. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 17:36:00 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2iooa0$3ar@mojo.eng.umd.edu>
Source record: 19173

In article <1994Jan31.212107.21755@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>
> Well, this is not what has been said around here SEVERAL times.
>Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?
>
> And about the ST- the ST doesn't have bitplanes. Talk about lack of
>knowledge.

Wrong! The ST does have bitplanes. You're confused because it uses an interleaved bitplane format. Data for the multiple bitplanes are interleaved with each other as opposed to lying in separate areas of memory. I think I first heard the term "interleaved bitplanes" in a 1987 book from Compute! on programming the ST.

The Falcon also uses an interleaved bitplane format for all its graphics mode except for its 15/16-bit True Color mode (which uses a chunky pixel format -- sometimes called a packed pixel format).

--Gerry

288. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 18:33:04 UTC
From: bjgrier@bnr.ca
Message-ID: <CKM0vD.L0L@nrtpa22.bnr.ca>
Source record: 19174

Raist writes:
|>|> PS. Will some Amiga person explain to Raist the concept of Bitplanes and
|>|> overlaying graphics in different planes.
|>
|> Griff, don't be an asshole. I understand DAMN well the implications
|>of bitplanes. What I would like to know now is if it is true that the
|>Falcon has bitplanes or not. The ST DOESN'T, and you mentioned that
|>as if it had them. So I don't trust you.
|>
|> Someone in the know cares to comment? (about the Falcon)

Grif is right. The ST, STe, TT, and Falcon all have bitplanes. I admit they are organized in a manner that is best suited to games. Each bitplane is contiguous, that is no other bitplanes exists within its memory address range. And a single 16 bit word of memory contains bits for sixteen different adjacent pixels. I have the documentation, if you want it get an old copy of the Abacus book Atari ST Internals. The Falcon's memory is organized the same way, with the exception of the true-colour mode, which is organized as one word per pixel.

Raist you may be back but in this instance you are still wrong.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

289. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 21:49:35 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ip75f$fqs@news.dmpe.CSIRO.AU>
Source record: 19181

> Well: First problem: The Falcon doesn't have a bitplane architecture.
> It uses chunky pixels.

Q. Define 'chunky pixels'. I understand the principle of bitplanes, but
'chunky pixels'!?

TIA

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

290. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 23:16:19 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.231619.34907@rmece02.upr.clu.edu>
Source record: 19184

In article <CKM0vD.L0L@nrtpa22.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> Raist writes:

[stuff deleted]

|>
|> Raist you may be back but in this instance you are still wrong.
|>
|> Brian

Brian, I already admitted I was misinformed. I appreciate you and
all those who pointed out the ST/Falcon bitplanes specs. Thanks.

|>
|> --
|>
|> Disclaimer: The opinions expressed are mine not those of BNR.
|>
|> ____
>	Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
>	Bell Northern Research	on I'd buy an Amiga. However I have
>	Research Triangle Park, NC	real work to do. So please get lost!
>	____________________________________	_____________________________________

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

PS: Yep, I'm back... ;-)

291. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-02 23:17:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb2.231721.39825@rmece02.upr.clu.edu>
Source record: 19185

In article <2iooa0$3ar@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
|> In article <1994Jan31.212107.21755@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >
|> > Well, this is not what has been said around here SEVERAL times.
|> >Anyone would like to comment on the 'bitplane Falcon?' - Kendall, Heiko?
|> >
|> > And about the ST- the ST doesn't have bitplanes. Talk about lack of
|> >knowledge.
|>
|> Wrong! The ST does have bitplanes. You're confused because it uses
|> an interleaved bitplane format. Data for the multiple bitplanes are
|> interleaved with each other as opposed to lying in separate areas of
|> memory. I think I first heard the term "interleaved bitplanes" in a
|> 1987 book from Compute! on programming the ST.

Actually I was confused because to this very date, I never heard
of those bitplanes architectures, even by Compute! magazine (not
the ST Compute! though).

|>
|> The Falcon also uses an interleaved bitplane format for all its
|> graphics mode except for its 15/16-bit True Color mode (which uses a
|> chunky pixel format -- sometimes called a packed pixel format).
|>
|> --Gerry

Thanks Gerry.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

292. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 04:38:54 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2ipv4u$pmq@harbinger.cc.monash.edu.au>
Source record: 19093
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Mike Draeger (draeger@lcc1.nsc.com) wrote:
: William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
: >Perhaps only DEC can rightly call their Alpha a 64bit system. All the
: >general purpose registers and pointers are 64bits wide in the Alpha AXP.
: >NB, I'm not implying that current implementations have 64 bits of real
: >address pins.

: The above lines from you capture most of how a processor is classified.

You chopped off the bit where I said 64bit registers and 64bit ALU.

: However you also suggest that a processor with 48 address bits can
: not be considered a 64 bit processor.

: You don't seem to understand the fundamental items that make a processor
: "XX" bits.

: It certainly is not address bits or lines! That is absurd.

But the data lines are about the end of the 64bitness of the Jag and
Pentium, which every man and his dog is proclaiming to be "full" and
"true" 64bit systems. Of course is absurd, but it's popular wisdom.

: A "32 bit processor" can rightly be called a true 32 bit processor if:
: It has 32 bit DATA registers, performs primarily 32 bit operations,
: and has 32 external DATA lines. (This is open to some interpretation, but
: this is essentially it.) (i.e. GP regs are 32 bit, ALU is 32 bit, etc).

Does etc mean that all this must happen in one clock cycle?

[...]

: The important issue is that you claim that the number of external address
: lines might somehow effect the processor bit size? Ridiculous. If you
: only want to address 4 GB, use 32 external address lines. You are still
: a 64 bit processor. (You implied this. If I am reading too much into
: your statements, ignore this paragraph).

I'm aware of this. There are lots of processors that have address/data
buses smaller or larger than the ALU. Zilog Z80, MC68000, intel386sx,
HP PA, blah, blah. The address lines could be touted as defining
the bitedness of a CPU if the marketing guys made all the definitions
and it was the largest bit size component on the CPU.

: Now, back to the Jag. We know it is 64 bit externally in many
: speed critical areas. I don't know if anyone knows for sure if the
: general purpose registers are 64 bits and if the ALU is 64 bits.

Please read this quote:

|John Mathieson <CIS: 100111,2631> - one of the designers of the
| Jaguar - speaks with authority on Jaguar hardware:
|
| [...]
|
| The RISC processors manipulate 32 bit data as this is all the
| ^^^^^^^^^^^
| precision they need. They have 32 bit ALUs and 32 bit address
| ^^^^^^^^^^
| generators. They can perform 64 bit transfers on the main bus if
| they need to, but not many data are this big. The graphics
| processor uses the blitter as a co-processor when it really needs
| to blast pixels. The instruction size is 16 bits as this allows a
| reasonable number of instructions plus two register/data fields in
| each instruction.

: If the data registers and ALU are 32 bit, it is a 32 bit processor,
: plain and simple. If this is the case, Atari is simply lying. I have
: not seen any real evidence of this, however. I would think that
: DataQuest and other such tech publications/journals would tear Atari
: to shreds if they claimed the TOM and JERRY chips were 64 bit chips,
: but in fact were primarily 32 bit chips. But instead they just say
: that it they are 64 bit processors. Likewise, the game mags have
: not said anything about this (to my knowledge). I can only conclude
: that you are wrong.

Fair enough, if that's your conclusions. The only information I've seen in the game mags is recycled press releases and ad copy. How hard is to do some research?

The 16 bit instruction size is a bit worrying. The TOM and JERRY chips have small caches, which probably are adequate to the task. There has been no mention of the degree of pipelining, TLB or level or microcoding, not that these define bitedness, just point to the power of the architecture.

: Thats it. I will grant you that if the registers are 32 bits wide,
: then Atari is a piece of shit and is lying to confuse the market.
: Otherwise, their claim is valid.

So, from the main Atari Engineer behind the GPU and DSP quote, does it look like the Jaguar has 64bit registers and ALU? So am I moron for doubting that the Jag is a 64bit system and has a 64bit cpu?

I have no problem calling the Jag as 32bit system with 64bit memory access, as a 386sx is a 32bit system with 16bit memory access, or the Atari Falcon is a 32bit system with 16bit memory access. Bus and memory access are easily interchangeable in this context.

- Jim

"....it has been observed that the size of one's sig block is

usually inversely proportional to one's level of prestige on the net."
--- The New Hackers Dictionary

293. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 04:55:30 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2iq042$pmq@harbinger.cc.monash.edu.au>
Source record: 19094
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Skip Sauls (skip@cy.cs.olemiss.edu) wrote:

[...]

: Oh come on now, it's just marketing hype, something which has been
: proven to sell things. If you guys want to insist on complete truth
: in marketing and advertising, don't you think that all companies and
: their products should be held to the same standard?

Why in the hell shouldn't they use the same terms and contexts as everyone
else? I expect them at worst to be economical with the truth.

Or do you sell PC clone boxes like this:

**** Skip Computers Advertising ****

Multispin CD ROM drive - It's really a single speed, but has
stop and go, hence multi speeds and
multispin.

24bit graphics accelerator - It has more than 24bits of RAM, but
can only display 8bit colour in 640x480.

4MB standard with all systems - It comes with 2 banks filled of
256KB simms and 2MB in the graphics
card.
If you complain that you've double
counted the video, they give you one 4M
simm and tell you to get lost.
Happy?

256KB cache - It's actually the size of the
smart-drive cache, not the 2nd level
like everyone advertises.

: BTW, the comment above about the HP's 48bit address space brings up
: a good point. The CD32 has a 68EC020, right? Doesn't that chip have
: a 24bit address space, not 32bit? Using the logic above, shouldn't
: Commodore be similarly chastised for claiming that the CD32 is a 32bit
: machine? Wouldn't CD24 be more appropriate?

Only if you think I was serious ;-) I'm perplexed why HP don't call
their HP PA 64bit systems, or even 256bit systems, which Intel seem to
be calling their Pentium.

: One thing that I can't figure out is why anyone cares how a company
: markets its products. Is there a reason why consumers need to be

: protected? If they are too stupid to do a bit of research about what
: they are buying it's their fault, not anyone elses. I for one do not
: relish the thought of various agencies trying to protect me from the
: companies with ridiculous rules and regulations.

Why in the hell not? If you advertise something, you should be telling the truth. Do you order clone boxes and happily pay for an inferior product, with less RAM, smaller Hard-drive, smaller monitor, smaller case, than advertised?

Or do you go to Unlicenced Bob's 24hour medical clinic? Or happily pay for quarter of a gallon of gas when you are charged for a full gallon due to the corner gas-stations pumps being faulty. But you should have known that, shouldn't you?

If gaining information was timeless and costless, then it would be fair to make consumers to do research. But it isn't, so it's often easier and more cost effective to make laws. 10 million consumers spending $10 each researching a product is more expensive than the producers of a product to send $10 advertising the truth.

- Jim

294. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 04:58:36 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2iq09s$pmq@harbinger.cc.monash.edu.au>
Source record: 19095
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:

[...]

: |> "Hype about what features enable one to claim 64 bitedness seems
: |> inversely proportional to a vendors' existing market share"
: |> - HP Employee

: I LOVE THAT QUOTE... did an HP Employee actually said that?
: (is that you Jim? ;-))

I didn't say that, and yes it was a HP Employee, having a little dig
at the Intel/Pentium 64bit crowd, I suppose. ;-)

- Jim

"....it has been observed that the size of one's sig block is
usually inversely proportional to one's level of prestige on the net."
--- The New Hackers Dictionary

295. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 12:52:21 UTC
From: kstevens@srs.gov
Message-ID: <01H8FWIDATAQ001BR0@SAEMS.SRS.GOV>
Source record: 19096

In article <1994Feb2.171325.29427@rmece02.upr.clu.edu>, you wrote:

> In article <01H8EI505IHE0018KR@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
> |> In article <1994Feb1.180938.22737@rmece02.upr.clu.edu>, you wrote:
> |>
> |> > In article <01H8D97E78Z60010OS@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens)
writes:
> |> > |> In article <9401312034.AA03013@elm15>, you wrote:
> |> > |>
>
> [stuff deleted]
>
> |> > |> --
> |> > |> Ken Stevens | kstevens@srs.gov |
> |> >
> |> > --
>
> [stuff deleted]
>
> |>
> |>
> |> Well Raist, when I get somebody who can post an intellectual argument, then
> |> I'll post an intellectual response. To this point most of the stuff that
> |> Gavin has been posting is pure garbage, and like begets like.
> |> --
> |> Ken Stevens | kstevens@srs.gov |
>
> Ok, I will admit he seems a bit emotional. But he got some points
> and he has cited that ATARI Jaguar Engineer post. He got his points,
> it's not pure garbage, although I don't agree 100% with him either.

That's why I said "most", not all :-)
--
Ken Stevens | kstevens@srs.gov |

296. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 13:10:31 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb3.131031.14398@infodev.cam.ac.uk>
Source record: 19097

In article <2ionh5$32g@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
|> In article <9401311931.AA02876@elm15> u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:
|> >
|> > The most bits that are processed at a time are 32. All that
|> >surface mapping and shading is done using 32-bit processing. It
|> >would appear that the blitter can move 64-bits at a time, but that
|> >is just shifting memory and not processing. Do you think that
|> >surface mapping and gouraud shading is done by a blitter - NO. Heavy
|> >processing is done in 32 bits. A 64 bit bus makes for efficient
|> >memory xfers, and better performance, but it does NOT make a system
|> >64-bit.
|>
|> Do you even know what a Blitter is? Not only does it move and shift
|> memory around, but it can also perform logical operations on the data
|> (i.e. XOR, AND, OR). Therefore, the Jaguar can process and transfer
|> data 64-bits at a time!

Well you might have a different definition of a processor to the rest of the computer science world, but I'm afraid that a blitter is nothing more than a co-processor at best. Processors are generally Turing-complete, and a blitter certainly is not. The act of sending a signal along a data bus is working on, hence processing that data, but that does not make the data bus a CPU now, does it? Face it. an n bit system has an n bit (or greater) data bus and an n bit processor. Under this logic, the Jaguar probably ranks as nothing more than a 16/32 bit system, and the falcon is probably more 16 bit than anything else. The A1200 and CD-32 are both true 32 bit machines. Sorry, the truth sometimes hurts.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

297. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 14:05:22 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CKnJ52.MA4@cbnews.cb.att.com>
Source record: 19098
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2ipv4u$pmq@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>So, from the main Atari Engineer behind the GPU and DSP quote, does it
>look like the Jaguar has 64bit registers and ALU? So am I moron for
>doubting that the Jag is a 64bit system and has a 64bit cpu?

Well, not quite a moron... B-) But the Jaguar does not really have a CPU, as such. At present, games use the 68000 as the CPU, but future games could use the RISC chips entirely.

>I have no problem calling the Jag as 32bit system with 64bit memory
>access, as a 386sx is a 32bit system with 16bit memory access, or the
>Atari Falcon is a 32bit system with 16bit memory access. Bus and
>memory access are easily interchangeable in this context.

The object processor and blitter can read in 64 bits of data into two registers with one instruction, and can manipulate 64 bits of data internally with single instructions.

>- Jim
>-----
> "....it has been observed that the size of one's sig block is
> usually inversely proportional to one's level of prestige on the net."
> --- The New Hackers Dictionary

Tom

--
+---+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---+

298. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 14:32:34 UTC
From: mdg@ukc.ac.uk
Message-ID: <8033@gos.ukc.ac.uk>
Source record: 19099

In article <1994Feb3.131031.14398@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>Well you might have a different definition of a processor to the rest of the
>computer science world, but I'm afraid that a blitter is nothing more than a
>co-processor at best. Processors are generally Turing-complete,
>[lots of stuff deleted]

I wouldn't be so sure that a Blitter is not Turing-complete, since the Turing model of computation is a very simple one, (only 3 or 4 operations). I've never heard the definition of a processor related too Turing-completeness, and anyway the Turing model of computation is only one of looking at things, what I think you really mean't is that Processors generally fit in with Church's Thesis.

>Chris Brown

Griff
--

299. Re: CD32 in Popular Science!

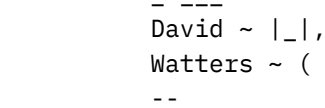
Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 18:26:46 UTC
From: watters@cranel.com
Message-ID: <1994Feb3.182646.3331@cranel.com>
Source record: 19100
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <CKnJ52.MA4@cbnews.cb.att.com>, Grue <tpp@cbnews.cb.att.com> wrote:

>Well, not quite a moron... B-) But the Jaguar does not really have a CPU, as
>such. At present, games use the 68000 as the CPU, but future games could use
>the RISC chips entirely.

John Mathieson <CIS: 100111,2631> - one of the designers of the
Jaguar - speaks with authority on Jaguar hardware:

why there is a 68K in Jaguar. (I did the GPU & DSP, and the
blitter). In one of our cost reduction drives, we seriously
considered no CPU, however I vigorously opposed this as the GPU and
DSP are unfamiliar to programmers, were never meant for overall
^^^^^^^^^^^^^^^^^^^^^^^^^^^
system control, and are only really fast out of their relatively
^^
small internal RAM blocks. The principle is that you get your RISC
^^^^^^^^^^^^^^^^^^^^^^^^^^
processor to do all the intensive but fairly simple low level parts
of a 3D game, and you get a CISC processor to handle the high



David ~ |_|,--' |@,__
Watters ~ ( )-_______-()`-
--
David R. Watters (watters@cranel.com) Cranel Inc. Development & Engineering
"Porsche. The very name is, to many, the last word in sports cars. Any car
blessed with these magic seven letters is sure to be the very best. Period!"
- Car and Driver, January 1993

300. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 18:59:11 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2irhhv$7au@mojo.eng.umd.edu>
Source record: 19101

In article <1994Feb3.131031.14398@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>|>
>|> Do you even know what a Blitter is? Not only does it move and shift
>|> memory around, but it can also perform logical operations on the data
>|> (i.e. XOR, AND, OR). Therefore, the Jaguar can process and transfer
>|> data 64-bits at a time!
>
>Well you might have a different definition of a processor to the rest of the
>computer science world, but I'm afraid that a blitter is nothing more than a
>co-processor at best. Processors are generally Turing-complete, and a blitter
>certainly is not. The act of sending a signal along a data bus is working on,
>hence processing that data, but that does not make the data bus a CPU now, does
>it? Face it. an n bit system has an n bit (or greater) data bus and an n bit
>processor. Under this logic, the Jaguar probably ranks as nothing more than a
>16/32 bit system, and the falcon is probably more 16 bit than anything else. The
>A1200 and CD-32 are both true 32 bit machines. Sorry, the truth sometimes hurts.
>

I never said that the Jaguar has a true 64-bit processor. I've said
all along that I consider the Jaguar's GPU (contained in the custom
TOM chip) to be a hybrid 32/64-bit processor.

What I am claiming is that I consider the Jaguar to be a true 64-bit
system because it can transfer and process information 64-bits at a
time. How does it do this? Because it has a true 64-bit data bus and
it has true 64-bit components (64-bit Blitter and 64-bit Object
Processor) that can process information 64-bits at a time.

--Gerry

301. "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 19:09:11 UTC
From: rrusbasa@nyx.cs.du.edu
Message-ID: <1994Feb3.190911.3489@mnemosyne.cs.du.edu>
Source record: 19102
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

draeger@lcc1.nsc.com (Mike Draeger) writes:
> A "32 bit processor" can rightly be called a true 32 bit processor if:
> It has 32 bit DATA registers, performs primarily 32 bit operations,
> and has 32 external DATA lines. (This is open to some interpretation, but
> this is essentially it.) (i.e. GP regs are 32 bit, ALU is 32 bit, etc).

> BUT, the address bits are not really important to the "xx bit" size
> claim of the processor. They really only effect the amount of memory
> that the processor can address linearlly.

Perhaps this is the simplest way to think about it: Something is a
32-bit processor if it can PROCESS 32 bits of data. Period. How much
it can address or load the bus with is irrelevant.

> Now, back to the Jag. We know it is 64 bit externally in many
> speed critical areas. I don't know if anyone knows for sure if the
> general purpose registers are 64 bits and if the ALU is 64 bits.

I'm sorry, but I must disagree. Jez San (?) has had access to the
Jaguar's specs and internals, and he has said that Tom and Jerry, without
a doubt, have 32-bit registers. I have seen nobody try to refute that
claim, and on CompuServe it has been made in places just swarming with
Atari personnel.

The claim that Atari people make is one of these: 1) Tom and Jerry can
load the bus with 64 bits of data, so they are 64-bit processors, OR
2) OK, Tom and Jerry are 32-bit processors, but all the Jag's processors
work with a 64-bit bus, so even though the Jag has no true 64-bit
processors, as a whole it is a 64-bit system.

> Thats it. I will grant you that if the registers are 32 bits wide,
> then Atari is a piece of shit and is lying to confuse the market.

I think that's a little strong. Atari seems to be making claim #1
above. Some of their more conservative fans make claim #2 (including
Jez San). Others, like me, consider the Jaguar a 32-bit system.
There is a lot of gray area here, so while Atari's claim may be a
little shaky, they have enough basis to make it, and it looks good.

--
=-
/ Bob Rusbasan | Dance to the tension \
/ rrusbasa@nyx.cs.du.edu | of a world on edge \
=-

302. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 20:16:03 UTC
From: doug@viper.ELP.CWRU.Edu
Message-ID: <2irm23$724@usenet.INS.CWRU.Edu>
Source record: 19103
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

>Perhaps this is the simplest way to think about it: Something is a
>32-bit processor if it can PROCESS 32 bits of data. Period. How much
>it can address or load the bus with is irrelevant.

Well, the processor in the jaguar tom chip can load two adjacent 32-bit
registers with one instruction. There is a 64-bit read for you.
The same processor then can also do barrel shifting, so it can bitwise
shift more than one 32 bit register at a time. So it can then process
64-bits (or more) of data at a time.

So by your own definition, the jaguar has a processor which is at least a
64-bit processor. Period.

Can we end this silly debate?

303. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-03 23:28:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d518fde@p2.stacken.ct.se>
Source record: 19104

> From: mdg@ukc.ac.uk (M.D.Griffiths)
>
> I agree with Kendall, I accept the label 68030 SX, however to say that
> the Falcon is a 16bit machine is madness. And if you say that the
> Falcon is crippled by its bus you obviously know *nothing* about
> compilers or caches. The Falcon probably suffers about 25% performance
> loss for compiled code and 15% for hand-written stuff, which is less
> than the difference in Video contention between AGA Amigas and the
> Falcon.

But the Falcon _IS_ crippled by its bus. This is the way I see it:

The Falcon is a 32/16-bit system.
The Jaguar is a 32/64-bit system. (even 16 if counting the 68000)

Now the marketing dept at Atari will of course pick the numbers that will show up best for each system, just like any other company in their right mind would. Do you think if Commodore or Sega had released the Jaguar, that they would have labeled it a 32-bit system? Not bloody likely! All this tech hype aside, I don't doubt for a second the superiority of the Jaguar over the CD32, or for that matter, that my Falcon is more powerful than the A1200. This however, doesn't automatically guarantee success for either system. There are too many factors to consider here, such as:

Past company reputation.
Current userbase.
Name recognition.
Marketing skill.
Software base.
Availibility.
Price.
etc.

Unfortunately Atari didn't do so well in some areas in the past, though it looks like things might have changed with the Jaguar.

Anyway, I enjoyed reading your flame-fests. They make good entertainment on a dark night! :-)

? __ __ __
///\\ FALCON / / _// /
__.oo_O-O_oo._____/_/__//_/___
patrik_sanfridsson@p2.stacken.ct.se

304. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-04 17:23:19 UTC
From: mdg@ukc.ac.uk
Message-ID: <8084@gos.ukc.ac.uk>
Source record: 19109

In article <1994Feb4.151252.22913@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <2iooa0$3ar@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
>|> Wrong! The ST does have bitplanes. You're confused because it uses
>|> an interleaved bitplane format. Data for the multiple bitplanes are
>|> interleaved with each other as opposed to lying in separate areas of
>|> memory. I think I first heard the term "interleaved bitplanes" in a
>|> 1987 book from Compute! on programming the ST.
>
>This seems like a very strange thing to do. You get all the disadvantages of a
>planar architecture using this method, but are unable to do mmany of the neat
>graphical effects that true planar systems, such as the Amiga, are famous for. I
>wouldn't really call the ST's system bit-planar, it's more of a hybrid
>chunky-word system.

No you would be wrong to call it a hybrid chunky-word system - the defination of
chunky pixels as I see it is that of a whole pixel being represented by
a group of contiguous bits, this is *clearly* not the case with the ST.
80% of Amiga games interleave the bitplanes on each line, or didn't you know
that? Talk about shooting yourself in the foot.
How can U possibly comment if you have never had any experience with the ST,
I have experience with both ST and Amiga and know the pros' and cons' of each.

You are also completely wrong about it giving all the disadvantages of a planar
architecture, for example the screen format allows area/polygon filling to
be done 20% more quickly than on an Amiga, this is one reason why 3d games
tend to run faster on the Atari range of machines.

>|> The Falcon also uses an interleaved bitplane format for all its
>|> graphics mode except for its 15/16-bit True Color mode (which uses a
>|> chunky pixel format -- sometimes called a packed pixel format).
>
>Just one question, using this wierd interleaved format, how does one go about
>having independant dual playfields, when the data for both playfields is
>interleaved?
>--
>Chris Brown

You h/ware scroll one playfield and blit the other. OK?

Griff
--
(Here for your education)

305. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-04 17:37:24 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2iu14k$ror@harbinger.cc.monash.edu.au>
Source record: 19110
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:

: Gee, I was talking about game machines, not about computers.

: Every time I see a typical Amiga Luser post like this (clueless reply,
: juvinile attitude, zero grammar, MiXeD CaSe, the word "roolez"), I get
^^^^^^^^^^
: a warm and happy feeling that I own no Amiga products...

Complaints from an Atari user about mixed case. Which company
advertises that it's computers come with a BliTTer? And has users
that have "SiG" in their signature block?

You're commenting on my spelling when you can't even spell the
words loser, "luser" (sic) and juvenile, "juvinile" (sic)? With
regard to a lack of grammer, perhaps you can tell me how you justify
using a list of terms without using the word "and" between the last
and second last term? How rich of you. I suppose you will claim that
any idiot can use a grammar checker?

- Jim

306. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-04 17:48:11 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2iu1or$ror@harbinger.cc.monash.edu.au>
Source record: 19111

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: >- Jim
: >
: >PS. I've a 486dx40's roolez!!!

: Well, If we're going to get into this crap - beat the processing power of my 4
: processor RISC-based Sparc 10, or for graphics, my SGI Indigo II Extreme. PCs
: (and clones) suck the big one.

And we've got 5 Dec Alpha AXP's over here which will eat up your Sparc boxes.
Don't forgot the Vax and the floating point accelerator! ;-)

- Jim

307. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-04 19:58:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d52a8da@troed.ct.se>
Source record: 19112

In a message of 04 Feb 94 08:20:08, Warwick Allison wrote:

WA> in someone's kill file. (and poor Gavan for already BEING in so many
WA> kill files that he has to post via other account to get heard!)

...and I who always thought it was because his SysAdm keeps cutting his
newsaccess because so many people complain on his posts .. :-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

308. Re: Atari's are Brutal

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-05 07:51:19 UTC
From: smirk@bu.edu
Message-ID: <2ivj5n$48h@news.bu.edu>
Source record: 19113

Iain.Laskey@barclays.co.uk wrote:
: In article <2is6u8$7t3@nermal.cs.uoguelph.ca>, develand@uoguelph.ca (Darren Eveland)
writes:
: |>
: |> I would just like to say to all you Atari people out there
: |> that it is now OK to come out of the closet...you can now
: |> be safe and buy a CD32 or Amiga AGA machine, or late this
: |> year, an Amiga AAA machine...we will accept you into the
: |> Amiga fold....all you have to do is admit that Atari has
: |> hyped the 16-bit Jaguar, and its not "fully 64" bit....
: |>
: Flamebait alert!

: Seriously folks, posts like this just make Amiga folk look like total idiots and
: I know many aren't. Hey, some of my best friends own Amigas :-)

: Why 16bit? Because it's got a 68K in it? Learn about system architecture and then
: return with sensible comment oh ye of little knowledge.

Yeah, a complete moron trying to be cool the only way he can should
never be taken as representative for an entire group.

S K
M I R
: --
: +-------------+---+
: |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
: | |Laserdisc & Pro-Logic - The only way to watch movies at home|
: | |Replies to ilaskey@cix.compulink.co.uk |
: +-------------+---+

309. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-05 08:49:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d535db4@troed.ct.se>
Source record: 19105

In a message of 04 Feb 94 17:58:18, William Fang wrote:

WF> Sure, Jez Sans, says it's not. He has made a processor from scratch
WF> and should know what he's talking about.

He changed his viewpoint later, try to be updated ... :-D

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

310. Re: Problem:Needs solving

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-05 12:14:12 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2j02ikINNjh6@tom.rz.uni-passau.de>
Source record: 19106

In article <CKo5Mo.HIs@festival.ed.ac.uk> emdu03@castle.ed.ac.uk ('Chem Eng Student') writes:
>[...] Currently i have an
>Atari STFM (are these still being produced ? i've heard conflicting
>advice).
Nope, they are not. The only computer still in production is the Atari Falcon 030. Alas, one can buy almost any Atari computer he wants, even a TT.

>[...] I left the scene when the STE was released and had
>tons of sys bugs etc(have these been cleared up?).

Many bugs have gone with TOS 2.06, but there are still enough left.

>I'm curious:
> (i) What are Atari's plans?
Ask Atari...

> (ii) Does Tramiel still own the company?
Yup.

> (iii) What is the difference between the falcon and jaguar?
The Falcon is a computer, the Jaguar is a video game system. They are entirely different, the only similarity is that both have an 680x0 inside (Falcon: 68030@16 MHz, Jaguar: 68000@13.3 MHz). The custom chips of the Jaguar are much more powerful than those of the Falcon. The Falcon has a freely programmable graphics chip with 1,2,4,8 bitplanes and a 15/16 bit chunky mode. It has a 16bit sound subsystem and a built-in Digital Signal Processor (Motorola DSP56001) that is currently used for sound effects (e.g. a MOD-player with low CPU load), JPEG-decoding, etc. .
The Jaguar has two special custom chips, 'Tom' and 'Jerry', a 64 bit bus, 24 bit graphics, 16 bit sound.

> (iv) How good is the software support for the Jaguar(another
>awesome machine with no software?)
There are games there, read rec.games.video.atari for details.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

311. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-05 12:19:15 UTC
From: mdg@ukc.ac.uk
Message-ID: <8093@gos.ukc.ac.uk>
Source record: 19107

In article <2d518fde@p2.stacken.ct.se> patrik.sanfridsson@p2.stacken.ct.se writes:

> > From: mdg@ukc.ac.uk (M.D.Griffiths)
> > I agree with Kendall, I accept the label 68030 SX, however to say that
> > the Falcon is a 16bit machine is madness. And if you say that the
> > Falcon is crippled by its bus you obviously know *nothing* about
> > compilers or caches. The Falcon probably suffers about 25% performance
> > loss for compiled code and 15% for hand-written stuff, which is less
> > than the difference in Video contention between AGA Amigas and the
> > Falcon.

>But the Falcon _IS_ crippled by its bus. This is the way I see it:
>The Falcon is a 32/16-bit system.
>The Jaguar is a 32/64-bit system. (even 16 if counting the 68000)

The 1200/CD32 is a 32/16/8 by that logic.(blitter is 16bit, Paula is 8 bit...)
By the same definition Pentium based stuff is 32/64 bit as are most other
'64bit' processors. IMHO the Falcon is more 32bit than 16bit (48bit in some
areas, since the DSP has 48bit/56bit internal registers), the same goes for
the Jag -> it has enough 64bitiness to justify the label.

> [lots of stuff deleted]

>Anyway, I enjoyed reading your flame-fests. They make good entertainment on a
>dark night! :-)

Yes I enjoy it too... I notice Raist is quiet these days.

Griff
--
blah
blah
blah

312. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-05 13:59:26 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2j08nu$1fl@harbinger.cc.monash.edu.au>
Source record: 19108

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:

: >Gavan (via 3rd party account)

: Gavan! You're STILL crapping on about how much you hate the Jag.

: Poor amiga owners... at least Atari owners have a chance of not being
: out in the cold FOREVER (ie. Atari has a Product [be it a game console],
: Commodore doesn't)

That's going to really help ST and Falcon sales. Let's face it, they are both dead end systems, with a tiny user base and low amounts of software available.

Has Atari made any noises to what their plans are for the future? Any hope of a new ST or Falcon model to run all the TOS/Mint software you've bought? Or are you going to assigned to computer obscurity, like the Commodore Plus 4, Spectrum, Oric and other orphaned machines? Your computer and software is going to be cupboard-ware.

- Jim

313. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-05 16:49:27 UTC
From: sys1@exnet.com
Message-ID: <CKrG2G.6sL@exnet.com>
Source record: 19118

In article <1994Jan31.173129.42019@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>
>
> Well: First problem: The Falcon doesn't have a bitplane architecture.
> It uses chunky pixels.

No. The video modes mono-256 colour are all bitplane, the `truecolour'
(please note the inverted commas---I don't want to start that debate again)
has 1 16bit-word==1 pixel.

Well, that is what the Atari Compendium says.

>|>
>|>
>|> --
>|> Griff (sounds of loud laughing at Raist's ignorance)
>|>
> Really? I think more people will laugh around here than you might
>think...
>
>--
>---
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

Yo, I'm back too!

xavier

314. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-05 17:33:17 UTC
From: modem@atdetail.demon.co.uk
Message-ID: <760469597snz@atdetail.demon.co.uk>
Source record: 19114
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <rjungCKoM5x.9GK@netcom.com> rjung@netcom.com writes:

>In article <1994Feb3.190911.3489@mnemosyne.cs.du.edu> rrusbasa@nyx.cs.du.edu
> (Bob Rusbasan) writes:
> This stuff has been settled months ago. Let's be technical and precise
>here:
>
>* "Tom" consists of THREE processors: A 64-bit blitter, a 64-bit object
>processor, and a 32-bit graphics processing unit. "Tom" is 64 bits.

Not really. Tom is a mixture of 64 and 32 bit processors. It has a 64 bit
bus interface. You can't call it a 64 bit or a 32 bit chip...

>* "Jerry" is a 32-bit Digital Signal Processor. "Jerry" is 32 bits.

With a 16 bit bus interface.

>* The GPU in "Tom" can access 64 bits of data at once with a "load two
>registers" instruction, but it is not part of the normal processing.

Mmm, sort of. A previous poster said that it can load two adjacent
registers with one instruction. This is incorrect. The top 32 bits go into
a special register which appears as a memory-mapped I/O port. To do anything
with it you have to read it into a GPU register, which takes an extra
instruction. This is not really much faster than reading two dwords,
but it uses less bus time.

>* Of the five processors in the Jaguar, one is 16-bit (the 68000), two are
>32-bit (the GPU and the DSP), and two are 64-bit (the blitter and the object
>processor).

Yes.

>* The Jaguar also uses a 64-bit memory architecture, according to J. San.

64 bits wide, with a 64 bit bus, yes.

Andrew M.S. Howe

Attention To Detail | Tel: +44 926 843 444
Unit 3, Nunhold Business Centre | FAX: +44 926 843 363
Dark Lane, Hatton | Modem: +44 926 843 587
Warwick, U.K. CV35 8XB | Email: postmaster@atdetail.demon.co.uk
----

315. Midi Maze on Feb. 12

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-05 20:38:41 UTC
From: bmich@cs.utexas.edu
Message-ID: <2j104h$pem@needmore.cs.utexas.edu>
Source record: 19120
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Feb, 12 I will host another Midi Maze party. If you didn't make it to last months meeting, then you really missed out. Mucho thanks to Tim Wilson for bringing the machines/people that he did. There were six ataris and 2 IBM's at the party and we had a blast. Now for the important stuff on what to bring:

1 Atari (whatever) as long as it has Midi ports
1 (or more) Midi cables
1 outlet strip (important)
beverages (if you bring alcohol, it is not my fault if your reflexes suffer)

If you have an IBM, and want to bring it then please do so. We will be playing doom, hopefully on a ethernet this time.

Please email me to RSVP and to get directions.

--
If you love something, set it free.
If it doesn't come back,
hunt it down and kill it.

316. Re: Problem:Needs solving

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-06 02:20:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d545425@p2.stacken.ct.se>
Source record: 19115

> From: emdu03@castle.ed.ac.uk ('Chem Eng Student')
>
> I've just arrived back in the Atari scene.I left it back in '91 when
> Atari were floundering and seemed a dead animal breathing its last.
> Now having arrived at university, i flicked through an Atari mag and
> low and behold i discovered Atari was alive and kicking. Currently i
> have an Atari STFM (are these still being produced ? i've heard
> conflicting advice). Having just finished the first term of University
> i have a lot of cash floating about and want to use it what do i buy?(i
> have approx. $1000 sterling)0. I left the scene when the STE was
> released and had tons of sys bugs etc(have these been cleared up?).
>
> I'm curious:
> (i) What are Atari's plans?

You kiddin? World domination of course! :-)

> (ii) Does Tramiel still own the company?

Enough to control it.

> (iii) What is the difference between the falcon and jaguar?

Falcon is the newest computer. Basically, it's a souped up STE with the
addition of DSP, 16bit 8ch sound, better graphics (ie VGA+) and SCSI 2. Jaguar
on the other hand is a comletely new, 64bit (well, sort of anyway, better not
comment any more on this topic) game console with some awesome specs. It seems
to have become the new pet of the games industry and Atari is actually
marketing it. (gasp!)

> (iv) How good is the software support for the Jaguar(another
> awesome machine with no software?)

So so... Falcon is strong on music and graphics, less so (but still ok) on
general apps. Jaguar is likely to set new standards in home video gaming.

> (v) ummmm..... thats it
>
>
> any replies are greatly appreciated.

You're welcome.

```
? __ __ __
///\\ FALCON / / _// /
__.oo_0-0_oo._________________/_/__//_/___
patrik_sanfridsson@p2.stacken.ct.se
```

317. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-06 09:26:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d54b7c0@troed.ct.se>
Source record: 19116

In a message of 05 Feb 94 14:59:26, William Fang wrote:

WF> That's going to really help ST and Falcon sales. Let's face it, they
WF> are both dead end systems, with a tiny user base and low amounts of
WF> software available.

Wonder why I don't feel that way, running a BBS on an STE and doing the rest on
a Falcon ...

WF> Has Atari made any noises to what their plans are for the future? Any

PowerPC, what else? Running MultiTOS, which means software will work just fine
..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

318. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-06 13:16:38 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2j2qjm$a4k@harbinger.cc.monash.edu.au>
Source record: 19117

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 04 Feb 94 17:58:18, William Fang wrote:

: WF> Sure, Jez Sans, says it's not. He has made a processor from scratch
: WF> and should know what he's talking about.

: He changed his viewpoint later, try to be updated ... :-D

Please quote. Or are you making it up?

- Jim

319. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-06 16:05:59 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <CKt8pz.9Ms@news.chalmers.se>
Source record: 19119
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2irm23$724@usenet.INS.CWRU.Edu> doug@viper.ELP.CWRU.Edu (Douglas Bell) writes:
>>Perhaps this is the simplest way to think about it: Something is a
>>32-bit processor if it can PROCESS 32 bits of data. Period. How much
>>it can address or load the bus with is irrelevant.
>
>Well, the processor in the jaguar tom chip can load two adjacent 32-bit
>registers with one instruction. There is a 64-bit read for you.
>The same processor then can also do barrel shifting, so it can bitwise
>shift more than one 32 bit register at a time. So it can then process
>64-bits (or more) of data at a time.

Unfortunately you're wrong. A barrel shifter is not some magical thing that can
shift several numbers at a time. The b-s is used to shift _one_ number more
than one step in one clock cycle.
You find barrel shifters in most modern processors, for example the M68030.

A barrel shifter can be made from a series of multiplexers, where the first
selects between unshifted and shifted 16 steps, the second between unshifted
and shifted 8 steps and so on. As you can see this will enable you to shift
a 32 bit number any number of steps in the time it takes to go through five
consecutive multiplexers.

>So by your own definition, the jaguar has a processor which is at least a
>64-bit processor. Period.

No! See above.

>Can we end this silly debate?

Good idea!

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

320. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-06 16:25:16 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2j35lc$d0s@harbinger.cc.monash.edu.au>
Source record: 19130
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Robert A. Jung (rjung@netcom.com) wrote:
: In article <2itubq$qke@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:

[...]

: >And the majority of Democrats say Bill Clinton is the most honest
: >president in American history. And a large number of people think
: >Elvis is alive. I'd prefer to hear it from Electrical Engineers who
: >build processors.

[...]

: And compared to George Bush (who was fully aware of the diverting of funds
: to the contras), Ronald Reagan (who is now conveeeeeniently regaining his
: memory now that the investigative probe is over), and Richard Nixon ('nuff
: said), I think Clinton's a saint when stacked against them... B-)

Doesn't say much for, say, Thomas Jefferson, Abraham Lincoln, George Washington when you support the notion that the Bill Clinton is the most honest president in American history.

- Jim

321. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-06 16:53:28 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <CKtAx5.ADu@news.chalmers.se>
Source record: 19131

In article <2j2qjm$a4k@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
>: In a message of 04 Feb 94 17:58:18, William Fang wrote:
>
>: WF> Sure, Jez Sans, says it's not. He has made a processor from scratch
>: WF> and should know what he's talking about.
>
>: He changed his viewpoint later, try to be updated ... :-D
>
>Please quote. Or are you making it up?

I remember the message Rickard is talking about, but I didn't save it.
Perhaps someone has saved the original messages, but I'm about 98% sure this is what happened:

(The messages in rec.games.video.misc were not from Jez San himself, but were quoted from some other place. It might have been GENIE.)

In the first message Mr San stated that the RISC processors in the Jaguar were _not_ 64 bit.
In the second message he stated that he considered the Jaguar to be a 64 bit system because many of its other parts that _are_ 64 bit.

Someone complained of course and said that the two messages were contradictory, but I think it was generally agreed that they were not.

By the way, I've also designed a processor or two from scratch (at the U.), so I guess my opinions must be interesting as well: ;-)

- I agree completely with Jez San.
- It would have been stupid to put a 64 bit RISC in the Jaguar. The only point I can see in using 64 bit registers (for integers) is for memory mapped file systems and that certainly won't be necessary on a game machine.
- If the Jaguar RISC pipeline really lacks forwarding (someone claimed that), I think it'll be hard to program. (I always include forwarding :-)
- I consider the Falcon to be a "68030SX" as someone suggested, and I intend to get an accelerator board for it as soon as I have the money to spare. (The machine is faster than I would have thought, but I don't believe in the dual speed bus that has been mentioned.)
- I'm going to buy a Jaguar. (Not an opinion perhaps, but... ;-)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408

Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

322. Re: Atari's are Brutal

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-06 20:10:26 UTC
From: develand@uoguelph.ca
Message-ID: <2j3iri$4kn@nermal.cs.uoguelph.ca>
Source record: 19121

Iain.Laskey@barclays.co.uk wrote:
: In article <2is6u8$7t3@nermal.cs.uoguelph.ca>, develand@uoguelph.ca (Darren Eveland)
writes:
: |>
: |> I would just like to say to all you Atari people out there
: |> that it is now OK to come out of the closet...you can now
: |> be safe and buy a CD32 or Amiga AGA machine, or late this
: |> year, an Amiga AAA machine...we will accept you into the
: |> Amiga fold....all you have to do is admit that Atari has
: |> hyped the 16-bit Jaguar, and its not "fully 64" bit....
: |>
: Flamebait alert!

: Seriously folks, posts like this just make Amiga folk look like total idiots and
: I know many aren't. Hey, some of my best friends own Amigas :-)

: Why 16bit? Because it's got a 68K in it? Learn about system architecture and then
: return with sensible comment oh ye of little knowledge.

We have been over and over this before...parts of the Jag's system
architecture are 16-bit. Like the "real" cpu (68000) - don't let
people hype you otherwise only has 16-bit access to memory.
But I don't want to get into all the reasons why I believe a Jag
is not 64 but, but really 8-bit (just joking), its 16. Anyhow, this
was a message to Atari ST/Falcon users to allow them to buy a
superior platform.

PS - This is a really good flame here...take it with a grain of salt
and don't be so serious in life!

: --
: +-------------+---+
: |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
: | |Laserdisc & Pro-Logic - The only way to watch movies at home|
: | |Replies to ilaskey@cix.compulink.co.uk |
: +-------------+---+

DaRe

323. Re: Atari's are Brutal

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-06 20:11:28 UTC
From: develand@uoguelph.ca
Message-ID: <2j3itg$4kn@nermal.cs.uoguelph.ca>
Source record: 19122

Joon Sung Choi (jjindda@uclink.berkeley.edu) wrote:
: In article <2is6u8$7t3@nermal.cs.uoguelph.ca>,
: Darren Eveland <develand@uoguelph.ca> wrote:
: >
: >I would just like to say to all you Atari people out there
: >that it is now OK to come out of the closet...you can now
: >be safe and buy a CD32 or Amiga AGA machine, or late this
: >year, an Amiga AAA machine...we will accept you into the
: >Amiga fold....all you have to do is admit that Atari has
: >hyped the 16-bit Jaguar, and its not "fully 64" bit....
: >
: >But then again...
: >
: >:-)
: >
: >DaRe
: >
: I would just like to say to all you Amiga people out there
: that it is now OK to come out of the closet...you can now
: be safe and buy a Jaguar machine, or for you guys, better
: yet, a Lynx.................we will accept you into the
: Atari fold....all you have to do is admit that Amiga has
: hyped the less quality CD-32, and its not "going to make" it....

: But over and over again...

: :-)

: Jean Kim

I would just like to say that I liked your joke. It's safe for
us to now return to the "real" world ...

DaRe

324. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 01:15:17 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb7.011517.5214@infodev.cam.ac.uk>
Source record: 19123
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2ith6v$pqe@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White) writes:
|> In article <1994Feb3.190911.3489@mnemosyne.cs.du.edu>,
|> Bob Rusbasan <rrusbasa@nyx.cs.du.edu> wrote:
|> [previous quotes deleted]
|> >Perhaps this is the simplest way to think about it: Something is a
|> >32-bit processor if it can PROCESS 32 bits of data. Period. How much
|> >it can address or load the bus with is irrelevant.
|> [rest deleted]
|>
|> Ah, so you've just turned my 68000 into a 32 bit processor.
|>
|> Sorry to say, but Atari is sticking with the conventions of one of the
|> largest microprocessor companies in the world (Intel), and frankly I'd
|> do the same thing.

Ah, so the Falcon *is* 16 bit then? (compare with 80386SX, Intel do not, I believe claim this to be a 32 bit CPU.)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

325. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 02:02:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <8105@gos.ukc.ac.uk>
Source record: 19124
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb7.011517.5214@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>Ah, so the Falcon *is* 16 bit then? (compare with 80386SX, Intel do not, I
>believe claim this to be a 32 bit CPU.)

pedantic pedantic pedantic...

ok then.. yes the Falcon has a 16 bit CPU...
but its still reassuring that this 16bit CPU delievers more mips than a 14mhz
68020...

The 32bit video system has more bandwidth than the 1200, has both chunky and
bit-plane modes and is far more flexible on 'real' monitors like multisync
/SVGA.

The sound system makes the Amiga look like the games machine that it is.
If you've ever heard a MOD file played in 16bit stereo with linearly
interpolated 50khz DSP sound (like my Falcon tracker player) then U would
realise this.

The DSP can do most graphical operations as fast as an 040 amiga (believe it),
and can do number crunching based on multiplication and addition twice as
fast an 040.

As for lack of s/ware for the Falcon? yes there is not so much commercial
s/ware, but the quality and amount of PD and Shareware is amazing, i have
about 150 mb of Falcon specific stuff.

>Chris Brown

Griff
--

326. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 02:34:11 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb7.023411.4611@mnemosyne.cs.du.edu>
Source record: 19125
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <CKM3wq.HJn@nsc.nsc.com>, Mike Draeger <draeger@lcc1.nsc.com> wrote:
>William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
<good discussion of bitness removed>
> BUT, the address bits are not really important to the "xx bit" size
>claim of the processor. They really only effect the amount of memory
>that the processor can address linearlly. 64 bits of addressing would
>address about 18 million Terrabytes! NOTHING HAS EVER USED THIS AMOUNT
>OF STORAGE! (Maybe in the future . . .)
>
> However, since most proc. have the same size address and data regs. this
>is not the important issue.
>
> The important issue is that you claim that the number of external address
>lines might somehow effect the processor bit size? Ridiculous. If you
>only want to address 4 GB, use 32 external address lines. You are still
>a 64 bit processor. (You implied this. If I am reading too much into
>your statements, ignore this paragraph).
>
> Now, back to the Jag. We know it is 64 bit externally in many
>speed critical areas. I don't know if anyone knows for sure if the
>general purpose registers are 64 bits and if the ALU is 64 bits.
>
> If the data registers and ALU are 32 bit, it is a 32 bit processor,
>plain and simple. If this is the case, Atari is simply lying. I have
>not seen any real evidence of this, however. I would think that
>DataQuest and other such tech publications/journals would tear Atari
>to shreds if they claimed the TOM and JERRY chips were 64 bit chips,
>but in fact were primarily 32 bit chips. But instead they just say
>that it they are 64 bit processors. Likewise, the game mags have
>not said anything about this (to my knowledge). I can only conclude
>that you are wrong.

The thing is, that Atari really claims the system as a whole is
64-bits. Also, while the ALU in the RISC chip in TOM is only 32-bits,
the data path is 64-bits - and the other two chips in TOM are true
64-bit entities. So I think it is wrong to say they are lying...

<rest deleted>
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

327. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 02:38:20 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb7.023820.5364@mnemosyne.cs.du.edu>
Source record: 19126
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb3.182646.3331@cranel.com>,
David Watters <watters@cranel.com> wrote:
>In article <CKnJ52.MA4@cbnews.cb.att.com>, Grue <tpp@cbnews.cb.att.com> wrote:
>
>>Well, not quite a moron... B-) But the Jaguar does not really have a CPU, as
>>such. At present, games use the 68000 as the CPU, but future games could use
>>the RISC chips entirely.
>
>
>John Mathieson <CIS: 100111,2631> - one of the designers of the
> Jaguar - speaks with authority on Jaguar hardware:
>
> why there is a 68K in Jaguar. (I did the GPU & DSP, and the
> blitter). In one of our cost reduction drives, we seriously
> considered no CPU, however I vigorously opposed this as the GPU and
> DSP are unfamiliar to programmers, were never meant for overall
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^
> system control, and are only really fast out of their relatively
> ^^^
> small internal RAM blocks. The principle is that you get your RISC
> ^^^^^^^^^^^^^^^^^^^^^^^^^^
> processor to do all the intensive but fairly simple low level parts
> of a 3D game, and you get a CISC processor to handle the high
>

That's nice - but note that the quoted lines do not preclude the use
of TOM primarily, but say that it will be somewhat slower if it has to
go outside the memory it has. How much slower, we don't know - do we?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

328. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 02:52:37 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb7.025237.7124@mnemosyne.cs.du.edu>
Source record: 19127
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2iu14k$ror@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>
>: Gee, I was talking about game machines, not about computers.
>
>: Every time I see a typical Amiga Luser post like this (clueless reply,
>: juvinile attitude, zero grammar, MiXeD CaSe, the word "roolez"), I get
> ^^^^^^^^^^
>: a warm and happy feeling that I own no Amiga products...
>
>Complaints from an Atari user about mixed case. Which company
>advertises that it's computers come with a BliTTer? And has users
>that have "SiG" in their signature block?

Sure, marketing types may use BliTTer - but I always type Blitter
myself. I don't have SiG in my signature block... And I don't have
"the mark of the bad post" (the infamous Amiga reversed checkmark).

>
>You're commenting on my spelling when you can't even spell the
>words loser, "luser" (sic) and juvenile, "juvinile" (sic)? With
>regard to a lack of grammer, perhaps you can tell me how you justify
>using a list of terms without using the word "and" between the last
>and second last term? How rich of you. I suppose you will claim that
>any idiot can use a grammar checker?
>

I never commented on your ability to spell - that would be a poor
idea, considering the state of my own spelling. BTW - Luser is a
derogitory term, of the type oft used by the more obnoxious people on
the net. I included it to convey "sarcasm".

I have long forgeotted the original post I was responding to - but it
did have fairly bad grammar. Much much worse than forgetting an
"And", which would have looked odd had I included it anyway.

You can get overly picky about grammar, you know.

So, to summarize, I'll list the new faults I've found with your post:

* Lack of understanding of ceratain terms

* Too picky in the grammar department

Feel free to post again, and I'll be more than happy to point out
other flaws you may have!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

329. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 05:37:17 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2j4k2d$11c@harbinger.cc.monash.edu.au>
Source record: 19128
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <1994Feb7.011517.5214@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:

: The sound system makes the Amiga look like the games machine that it is.
: If you've ever heard a MOD file played in 16bit stereo with linearly
: interpolated 50khz DSP sound (like my Falcon tracker player) then U would
: realise this.

It sound slightly less crap than the 8bit stereo mod. Let's face it,
you can do only so much with the original sample. Interpolation
doesn't automagically make it a clean 16bit sample. The Atari falcon
is a lame machine, with a user base hovering around 2% the size of the
million AGA amigas sold, and 0.33% of the say, 6 million colour Macs
sold.

[...]

: As for lack of s/ware for the Falcon? yes there is not so much commercial
: s/ware, but the quality and amount of PD and Shareware is amazing, i have
: about 150 mb of Falcon specific stuff.

Big deal, I've got 500mb of Linux XFree software and several gigabytes
of Pc stuff on CD's. There are about 2 gigabytes of Amiga software
floating around, with about 1 gigabyte of that stuff in Aminet and
600MB of Fred Fish PD software.

There's only so much software that can be generated by 20,000 or so
users.

- Jim

330. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 07:59:29 UTC
From: patrol@hacktic.nl
Message-ID: <2j4sdfINN3gf@xs4all.hacktic.nl>
Source record: 19129
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

modem@atdetail.demon.co.uk (Modem Machine) writes:

>>* The Jaguar also uses a 64-bit memory architecture, according to J. San.

> 64 bits wide, with a 64 bit bus, yes.

>Andrew M.S. Howe

>------------------
>Attention To Detail | Tel: +44 926 843 444
>Unit 3, Nunhold Business Centre | FAX: +44 926 843 363
>Dark Lane, Hatton | Modem: +44 926 843 587
>Warwick, U.K. CV35 8XB | Email: postmaster@atdetail.demon.co.uk
>------------------

YES!!!! Someone from the makers of Cybermorph is among us. First of all:
Congratulations with that title. Secondly: welcome here! Please join us in
rec.games.video.atari as the people there would be very interested in
another well-known Jaguar developer.

--
****
* Patrick Roelandt -- patrol@hacktic.nl | Founder Dutch Jaguarclub (3D-who?) *
* ||| | and proud of it..... *
* / | \ *
* "I love it when a plan comes together. All I need to do is make one..." *
****

331. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 15:53:34 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2j5o5u$fj@mojo.eng.umd.edu>
Source record: 19132
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb3.190911.3489@mnemosyne.cs.du.edu> rrusbasa@nyx.cs.du.edu (Bob Rusbasan) writes:
>
>I'm sorry, but I must disagree. Jez San (?) has had access to the
>Jaguar's specs and internals, and he has said that Tom and Jerry, without
>a doubt, have 32-bit registers. I have seen nobody try to refute that
>claim, and on CompuServe it has been made in places just swarming with
>Atari personnel.
>
>The claim that Atari people make is one of these: 1) Tom and Jerry can
>load the bus with 64 bits of data, so they are 64-bit processors, OR
>2) OK, Tom and Jerry are 32-bit processors, but all the Jag's processors
>work with a 64-bit bus, so even though the Jag has no true 64-bit
>processors, as a whole it is a 64-bit system.
>

Actually, Jez San said that the GPU (contained in TOM) has 32-bit registers. TOM obviously contains 64-bit registers since it contains a 64-bit Blitter and Object Processor in addition to the GPU.

--Gerry

332. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 18:17:22 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb7.181722.19590@infodev.cam.ac.uk>
Source record: 19133
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8105@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb7.011517.5214@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >Ah, so the Falcon *is* 16 bit then? (compare with 80386SX, Intel do not, I
|> >believe claim this to be a 32 bit CPU.)
|>
|> pedantic pedantic pedantic...
|>
|> ok then.. yes the Falcon has a 16 bit CPU...
|> but its still reassuring that this 16bit CPU delievers more mips than a 14mhz
|> 68020...

Only if your engineered benchmark of the week fits in the cache. For real world
performance, I'm afraid the A1200 has more CPU power than the Falcon.

|>
|> The 32bit video system has more bandwidth than the 1200, has both chunky and
|> bit-plane modes and is far more flexible on 'real' monitors like multisync
|> /SVGA.
|>
|> The sound system makes the Amiga look like the games machine that it is.
|> If you've ever heard a MOD file played in 16bit stereo with linearly
|> interpolated 50khz DSP sound (like my Falcon tracker player) then U would
|> realise this.

Yeah yeah, to tell the truth, I'd rather have AGA's rather impressive graphics
capiblitites than the Falcons slightly imporved sound. Triple-A will, of course
have the best of both worlds with 8 channel 16 bit 100KHz sound.

|> As for lack of s/ware for the Falcon? yes there is not so much commercial
|> s/ware, but the quality and amount of PD and Shareware is amazing, i have
|> about 150 mb of Falcon specific stuff.

Perhaps someone should provide a more efficient C compiler for the Falcon then.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

333. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 20:09:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d569ffa@troed.ct.se>
Source record: 19134

In a message of 07 Feb 94 13:15:26, William Fang wrote:

WF> Good use for an ST, as it's got virtually no other productive use ;-)
WF> Most people around here use second hand 1MB 286's to run BBS's on.
WF> I'd expect more or less the same situation in the US, where there
WF> seems to be tonnes of BBS doors, mailers, frontdoors, BBS programs.
WF>
WF> Even an Amiga 500 with two floppies and 1MB of ram can run a BBS
WF> system. You can download Max's BBS for *free* from aminet.

<laughter> .... I'm running RATSoft .. a BBS which without competition is the best on any platform ... on my 16Mhz/Cache STE it's faster than <insert your favourite BBS program here> on <insert your favourite system here>.

SECOM happens to be a *VERY* big BBS .. ;) ... Active users from more than 25 countries for one thing ...

WF> Is this semi-official speculation from an Atari Engineer of some sort,
WF> or just net-generated rumours? Heck, Atari can't even make a 68040
WF> box.

Can't? Let's say it has been done, but the price would be too high to justify selling it.

WF> Who's going to port MultiTOS to PowerPC, or are you going to run the
WF> old OS under PowerPC? If so, you'll probably have to spring for the 603
WF> before you get anywhere near 68040 speeds. If you're going to get
WF> Multitos to run native under PPC, who's going to do, as last I heard
WF> Eric Smith had left Atari? Maybe one of the Tramiel brothers is going
WF> to write it ;-) Atari might get their money's worth ;-)

Eric Smith left Atari? That would indeed be big news, I guess he still keeps posting here and programming on the Jaguar just to fool us?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

334. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 20:20:53 UTC
From: mdg@ukc.ac.uk
Message-ID: <8122@gos.ukc.ac.uk>
Source record: 19135
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb7.181722.19590@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <8105@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> but its still reassuring that this 16bit CPU delievers more mips than a 14mhz
>|> 68020...
>Only if your engineered benchmark of the week fits in the cache. For real world
>performance, I'm afraid the A1200 has more CPU power than the Falcon.

What 'real' world is this?

A 68030 can multiply and divide / perform Floating point arithmetic loads faster
than an '020. So for raw computation the Falcon is superior -> we won't count
the DSP of course which can do floating point as fast as a 68882 or about 8
times faster than an a1200 (with fastram).

As for compiled stuff, the Data cache means that stack based variables
are accessed faster than on an '20.... the parallel execution of the '030
also means that it is faster for many instruction sequences.

I think you live in a world of your own ;-).

>|> The 32bit video system has more bandwidth than the 1200, has both chunky and
>|> bit-plane modes and is far more flexible on 'real' monitors like multisync
>|> /SVGA.
>|>
>|> The sound system makes the Amiga look like the games machine that it is.
>|> If you've ever heard a MOD file played in 16bit stereo with linearly
>|> interpolated 50khz DSP sound (like my Falcon tracker player) then U would
>|> realise this.
>
>Yeah yeah, to tell the truth, I'd rather have AGA's rather impressive graphics
>capiblitites than the Falcons slightly imporved sound. Triple-A will, of course
>have the best of both worlds with 8 channel 16 bit 100KHz sound.

Why is AGA more impressive than the Falcons Video chip? The Falcon has more
video bandwidth, True colour (no 8 bit kludge's here...) etc.

What is better about AGA? its lower bandwidth, lower refresh rates? or
that wonderful(laugh) HAM mode, no perhaps its the video contention being
twice as much as the Falcon that makes it better ;-).

>|> As for lack of s/ware for the Falcon? yes there is not so much commercial
>|> s/ware, but the quality and amount of PD and Shareware is amazing, i have
>|> about 150 mb of Falcon specific stuff.
>Perhaps someone should provide a more efficient C compiler for the Falcon then.

Funny that, I don't see 'Pure C' for the Amiga.... and we have the best Amiga compiler (SAS) on the Falcon too. And believe me Pure C 2.0 (Borland) walks all over SAS in every way.... ooopppsss sorry that can't be right, after all the Falcon has no s/ware support ;-).

>Chris Brown

Griff
--

335. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 22:20:48 UTC
From: watters@cranel.com
Message-ID: <1994Feb7.222048.3995@cranel.com>
Source record: 19136
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <rjungCKoM5x.9GK@netcom.com>,
Robert A. Jung <rjung@netcom.com> wrote:

> This stuff has been settled months ago. Let's be technical and precise
>here:
>* "Tom" consists of THREE processors: A 64-bit blitter, a 64-bit object
>processor, and a 32-bit graphics processing unit. "Tom" is 64 bits.
>* "Jerry" is a 32-bit Digital Signal Processor. "Jerry" is 32 bits.
>* The GPU in "Tom" can access 64 bits of data at once with a "load two
>registers" instruction, but it is not part of the normal processing.
>* Of the five processors in the Jaguar, one is 16-bit (the 68000), two are
>32-bit (the GPU and the DSP), and two are 64-bit (the blitter and the object
>processor).
>* The Jaguar also uses a 64-bit memory architecture, according to J. San.

I thought you were going to get technical Rob?
'Jerry is 32bit DSP so Jerry is 32bits...' Real technical! :)

No mention of various instructions or the fact that all the "processors"
have 32bit registers.

ps. I wonder if we broke down the 3DO chipset into each bit of logic
that performs a specific function, tex map, dma, blits, etc., etc., etc.
how many Atari "Processors" we would end up with?!?! :)

```
_ ___
David ~ |_|,--' |@,__
Watters ~ ( )-_______-()`-
```

(Look out Rob, here comes my offending sig...)
--
David R. Watters (watters@cranel.com) Cranel Inc. Development & Engineering
"Porsche. The very name is, to many, the last word in sports cars. Any car
blessed with these magic seven letters is sure to be the very best. Period!"
- Car and Driver, January 1993

336. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 22:24:02 UTC
From: watters@cranel.com
Message-ID: <1994Feb7.222402.4109@cranel.com>
Source record: 19037
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy,rec.games.video.atari

In article <2itubq$qke@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:

>Elvis is alive. I'd prefer to hear it from Electrical Engineers who
>build processors.

Like the one from Atari who said that Tom and Jerry are slow doing anything
out of their internal SRAM, and that they were never design to be general
processors, implying that the 68000 is indeed the CPU and is there to stay.

ps. Of course I assumed that ages ago, but nobody comes back and says
"Damn, that idiot porsche guy was right!"

[note followup]

David R. Watters (watters@cranel.com) Cranel Inc. Development & Engineering
"Porsche. The very name is, to many, the last word in sports cars. Any car
blessed with these magic seven letters is sure to be the very best. Period!"
- Car and Driver, January 1993

337. Re: "Bit-ness" of Processors

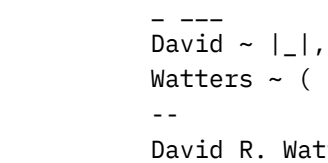
Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-07 22:26:03 UTC
From: watters@cranel.com
Message-ID: <1994Feb7.222603.4226@cranel.com>
Source record: 19038
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy,rec.games.video.atari

CORRECTION:

Like the one from Atari who said that Tom and Jerry are slow doing anything
out_side_ of their internal SRAM, and that they were never design to be general
^^^^^^
processors, implying that the 68000 is indeed the CPU and is there to stay.

ps. Of course I assumed that ages ago, but nobody comes back and says
"Damn, that idiot porsche guy was right!"

[note followup]



--
David R. Watters (watters@cranel.com) Cranel Inc. Development & Engineering
"Porsche. The very name is, to many, the last word in sports cars. Any car
blessed with these magic seven letters is sure to be the very best. Period!"
- Car and Driver, January 1993

338. Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 08:48:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5751f8@troed.ct.se>
Source record: 19039

```
In a message of 07 Feb 94 22:34:09, Gerald Wenzel wrote:

GW> I'd planned on just buying a huge 1 GB hard drive and hooking it
GW> up to the falcon, but there's a lot of problems if you don't have an
GW> internal
GW> hard disk! I guess a lot of programs crash cause they're looking for the
GW> internal hard drive.. and atari doesn't sell the mounting hardware to put

NO! ... That is simply not true, just hook up the external harddrive, run AHDI
6.06 (HD-utils) and you're off to play!

GW> "only" $500 - I wonder how many problems that would cause with falcon
GW> software.
GW> Not that there's a whole lot of it, mind you..

Was this a serious post or just a flamebait?

GW> Oh well. I guess digital hard disk recording is still just sort
GW> of a pipe dream - I wouldn't call $3500 (which is about what it would cost
GW> for a falcon with HD, monitor, and Cubase Audio) "affordable"

Try $1500.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

339. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 09:10:32 UTC
From: andrey@cco.caltech.edu
Message-ID: <2j7ku8$fsf@gap.cco.caltech.edu>
Source record: 19040
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>A 68030 can multiply and divide / perform Floating point arithmetic loads faster
>than an '020. So for raw computation the Falcon is superior -> we won't count

Sorry, a 68030 has no hardware FP support. At least no more than an
020. The 030 is faster on MMU accesses (because it's builtin) and memory
accesses (slightly because of its caches).

>the DSP of course which can do floating point as fast as a 68882 or about 8
>times faster than an a1200 (with fastram).

Again, wrong. The 56001 does no FP at all. It can do fixed-point
arithmetic and integer arithmetic only, and at lower precision. In
addition, the 56001 has problems of its own: a slow, narrow host port
and limited memory access. How are you measuring your "8 times faster"?

>are accessed faster than on an '20.... the parallel execution of the '030
>also means that it is faster for many instruction sequences.

There's no parallel execution in an 030 --- the closest you get is
parallel translation by the PMMU, and the slightly pipelined cache reads and
instruction decodings.

>compiler (SAS) on the Falcon too. And believe me Pure C 2.0 (Borland) walks
>all over SAS in every way.... ooopppsss sorry that can't be right, after all
>the Falcon has no s/ware support ;-).

Let's post some code examples and the compiler output and then we'll
talk.

--Andre

--
PGP public key available

340. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 11:16:15 UTC
From: mdg@ukc.ac.uk
Message-ID: <8135@gos.ukc.ac.uk>
Source record: 19041

In article <2j722m$cq@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
>: An '020 doing paged memory management? what mystical MMU does it use, or do
>
>A 68851 from memory. Quite a few old Sun boxes used them, as well as
>the early Amiga 2500UX machines, 68020 boxes with MMU's.
>There's not much chance of adding it the A1200's motherboard, so most
>people go for the 68030 upgrade instead.
>
>: As for be not being informed...
>: I haven't been proved wrong yet,
>
>Um sorry, but you're waving around terms like "mystical MMU", when in
>fact Motorola did sell a MMU for the 68020 range of processors.

No I was referring to the Fact that the A1200 does not have an MMU as standard, therefore it would be quite amazing and almost magical if it could do paged paged memory management w/o upgrading.

Prove me wrong. ;-)

>: I only talk about stuff I know about, this is the difference, anyway what
>: commercial stuff have u programmed? Or are you just another Loud-mouthed
>: jibbering idiot?
>What commercial stuff have your programmed, or are you just another
>loud-mouthed jibbering idiot?

I've work on (mostly sound/sprite stuff) :

The killing game show

Moonfall.

Awesome

Rubicon,Nebulus 2,

ok ? I can list some more but I haven't done so much while I've been at Uni.
Don't you feel like you just shot yourself in the Foot?
Did you really think I would say I had done commercial stuff w/o backing it up?

>- Jim

Griff
--

341. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 11:24:56 UTC
From: mdg@ukc.ac.uk
Message-ID: <8138@gos.ukc.ac.uk>
Source record: 19042
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2j7ku8$fsf@gap.cco.caltech.edu> andrey@cco.caltech.edu (Andre T. Yew) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>>A 68030 can multiply and divide / perform Floating point arithmetic loads faster
>>than an '020. So for raw computation the Falcon is superior -> we won't count
> Sorry, a 68030 has no hardware FP support. At least no more than an
>020. The 030 is faster on MMU accesses (because it's builtin) and memory
>accesses (slightly because of its caches).

I know a 68030 does not have Floating point support, however an 030 can
implement s/ware floating point routines faster than an 020 due to improved
microcode which leads to faster integer multiplication and some parallel
execution of instructions. If you've ever written FP routines then you
will realise that you get 100% cache hits, because most stuff like FP
multiplication/division etc are iterated loops.

>>the DSP of course which can do floating point as fast as a 68882 or about 8
>>times faster than an a1200 (with fastram).
> Again, wrong. The 56001 does no FP at all. It can do fixed-point
>arithmetic and integer arithmetic only, and at lower precision. In
>addition, the 56001 has problems of its own: a slow, narrow host port
>and limited memory access. How are you measuring your "8 times faster"?

Wrong.. the 56001 can perform FP arithmetic in s/ware 5-8 times faster than
a bog standard 030.
It can do an integer multiplication 16 times faster than an 030!
it also has instructions for normalisation of numbers which are used
extensively in FP calculation, therefore it can implement high speed FP.

>>compiler (SAS) on the Falcon too. And believe me Pure C 2.0 (Borland) walks
>>all over SAS in every way.... ooopppsss sorry that can't be right, after all
>>the Falcon has no s/ware support ;-).
>
> Let's post some code examples and the compiler output and then we'll
>talk.

In my experience Pure C is the best 680x0 compiler I've ever seen. What form
would you like this comparison to take? I recently ported MPEG to the Falcon,
so if you like i can post the code produced by each compiler for the IDCT
rout... believe me... PUREC kicked ass!

Griff
--

342. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 12:43:43 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb8.124343.5567@t.hfb.se>
Source record: 19043

> Only if your engineered benchmark of the week fits in the cache. For real world
> performance, I'm afraid the A1200 has more CPU power than the Falcon.

Since when does a 14Mhz 68EC020 outperform a 16MHz 68030?
Or a 7MHz blitter a 16 MHz blitter?
And of course there is the 56001...

/
/ Daniel

343. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 13:09:30 UTC
From: mdg@ukc.ac.uk
Message-ID: <8148@gos.ukc.ac.uk>
Source record: 19044

In article <1994Feb8.124343.5567@t.hfb.se> ep93dha@t.hfb.se writes:
>> Only if your engineered benchmark of the week fits in the cache. For real world
>> performance, I'm afraid the A1200 has more CPU power than the Falcon.
>
>Since when does a 14Mhz 68EC020 outperform a 16MHz 68030?
>Or a 7MHz blitter a 16 MHz blitter?
>And of course there is the 56001...
>
> /
>/ Daniel

Yes I agree Daniel, even with its 'SX' label I still think the Falcon '030
can outperform the EC020 in the 1200.

some facts:
The Falcon can move about 3meg / s in monochrome, or about 2.6 meg/s in 16 bit
colour mode. How much can a 1200 move in 640*400 *256 ? (laugh) -> the timings
I did indicate that there is about 70% contention in this mode on the 1200,
and about 40% contention in 320*200 * 256.... which is really quite poor..
i'd hate to see the figures with the blitter and copper going... *bye bye CPU!*

Griff
--

344. Closed minds on Atari Advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 16:11:33 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402081611.AA26447@nyx.cs.du.edu>
Source record: 19045

warwick@cs.uq.oz.au (Warwick Allison) writes.....

>>u9283919@athmail1.causeway.qub.ac.uk (John Gerard Kelly) writes:
>>Gavan (via 3rd party account)

>Gavan! You're STILL crapping on about how much you hate the Jag.

Exactly where did I say that I hated the Jaguar? I simply pointed out that many of the claims made by the dumb advocates in this group were bogus. AND I produced a statement from the Chief engineer who designed the Jaguar which supported my claims - a lot of you fanatics don`t seem to be too worried about producing evidence to back your ravings.

What I dont have a lot of respect for is Atari the Company. The Jaguar is a good product, but I can see Atari blowing it like they did with all their past products. Theyve already made some real botches - like not having it out in force for XMas and having such a tiny range of games ready for it. The thing was officially released on oct. 31st, yet there are only around 4 or 5 games out for it at the moment. Whats more, Atari have been unable to manufacture the thing in large enough numbers - result is comparitively few sold. Its all very well selling `all that you make` but better to make 250000 and sell 200000 of those over Xmas than make 60000 and sell them all.

>Poor amiga owners... at least Atari owners have a chance of not being
>out in the cold FOREVER (ie. Atari has a Product [be it a game console],
>Commodore doesn't)

Poor Falcon owners, at least Commodores current product (the CD32) has a large measure of compatibility with their computer line. People who bought Atari COMPUTERS are really shafted now - no support from Atari (there never really was anyway) and the only future product looking like being a games console. Atari owners seem to assume that if the Jaguar is successful, then success with the other lines will follow. I very much doubt this. Maybe the Lynx would benefit from Ataris increased profile in the games industry, but I doubt that Jaguar success would do much to rejuvinate the failed Falcon.

Perhaps Ataris best hope of making a successful COMPUTER system (something they never really have done, in the commercial sense) is to hope that the Jaguar sells well, and then to make a computer based around the Jaguar chipset, with a nice powerful 030 or 040 as the CPU. This is a computer I WOULD be interested in, since although the Jaguar is a good console I am not really into consoles and paying 50 quid a time for cartridges on a system that I cant program.

Its amazing the Amount of Atari advocates who slagged off the Amiga for its games prowess, who now shout about the Jaguar. A year ago most of them professed not to play games. Seems like Atari-heads have to have something to shout about, and no one wants to talk about the Falcon anymore.

>And poor "John Gerard Kelly"... what a unfortunate way to get >yourself >in someone's kill file. (and poor Gavan for already BEING in so >many >kill files that he has to post via other account to get heard!)

Yes, its really sensible to read an advocacy group and then refuse to listen to any opinions which diverge from your own, isn`t it?

I`ve noticed that a readiness to engage in debate in mysteriously lacking in this group. When confronted with unfavourable facts, most people here either lie or throw insults. Personally, I`d rather be in that kind of persons `kill file` than have to put up with their childish rants.

Heres a suggestion to those who dont like other peoples views -

DONT GO ON USENET DISCUSSION GROUPS OR YOU WILL GET UPSET.
(especially the advocacy groups)

Gavan (from my actual NYX address this time)

gmoran@nyx.cs.du.edu

345. Re: Toad Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 17:15:48 UTC
From: gruber@austin.ibm.com
Message-ID: <CKx1AG.Mx5@austin.ibm.com>
Source record: 19046

In article <2j6vfi$8j7@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White) writes:
> Well, this is as good as place as any to post this..
>
> TOAD SUCKS!!! They're a bunch of incompetent borderline crooks.
> Of course, I can't be too smart either, 'cause I dealt with them. Twice.

Michael,
Well I see you had some problems, myself I have had good service from them, I had a monitor they shipped to me but it was cosmetically broken so I arranged for them to ship me another one and I would keep the broken one (it was still usable) until the other one arrived, well it had problems too so I sent it back and they then shipped me a CTX 14" proscan it was GREAT, so I shipped the broken one back and they did say they'd put the cost of shipping to my account and they held good to that.

I ordered a 8meg ST ram from them, it went bad, I kept it until they shipped me another one and then I shipped it back to them and they credited my account, it is working GREAT.

I also have ordered several software packages from them and no problems.

Just thought I'd add my 2 cents worth.

Scott
AIX/RS6000 Admin.

*****Disclaimer : The opinions of the poster are not the views of IBM

346. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 17:38:33 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.760729113@nova>
Source record: 19047
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

modem@atdetail.demon.co.uk (Modem Machine) writes:

>In article <rjungCKoM5x.9GK@netcom.com> rjung@netcom.com writes:

>>In article <1994Feb3.190911.3489@mnemosyne.cs.du.edu> rrusbasa@nyx.cs.du.edu
>> (Bob Rusbasan) writes:
>> This stuff has been settled months ago. Let's be technical and precise
>>here:
>>
>>* "Tom" consists of THREE processors: A 64-bit blitter, a 64-bit object
>>processor, and a 32-bit graphics processing unit. "Tom" is 64 bits.

> Not really. Tom is a mixture of 64 and 32 bit processors. It has a 64 bit
>bus interface. You can't call it a 64 bit or a 32 bit chip...

How about 48bit? :-)

>>* Of the five processors in the Jaguar, one is 16-bit (the 68000), two are
>>32-bit (the GPU and the DSP), and two are 64-bit (the blitter and the object
>>processor).

> Yes.

>>* The Jaguar also uses a 64-bit memory architecture, according to J. San.

> 64 bits wide, with a 64 bit bus, yes.

>Andrew M.S. Howe

>-------------------
>Attention To Detail | Tel: +44 926 843 444
^^^^^^^^^^^^^^^^^^^
>Unit 3, Nunhold Business Centre | FAX: +44 926 843 363
>Dark Lane, Hatton | Modem: +44 926 843 587
>Warwick, U.K. CV35 8XB | Email: postmaster@atdetail.demon.co.uk
>-------------------

Yes! An Atari developer is online! Congrats on the game, I find it very
enjoyable. It's also refreshing to know that there are people who have
worked with the Jaguar and are able to contribute information in this
discussion. Once again, thanks!

/Kevin

347. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 18:02:40 UTC
From: andrey@ugcs.caltech.edu
Message-ID: <2j8k40$ag@gap.cco.caltech.edu>
Source record: 19048
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>execution of instructions. If you've ever written FP routines then you
>will realise that you get 100% cache hits, because most stuff like FP
>multiplication/division etc are iterated loops.

Nice dodge, except that 1. the 020 also has instruction cache
and 2. FP is not data intensive. The only reason 030's are faster is
because they're available at higher clock speeds than 020's.

>It can do an integer multiplication 16 times faster than an 030!

Okay, you're right here, somewhat. It's slightly less than 16
at comparable clock speeds.

>it also has instructions for normalisation of numbers which are used
>extensively in FP calculation, therefore it can implement high speed FP.

Useless since the normalization is good only for fixed-point
math (FP normalization is different) at a limited resolution (<24 bits).

>In my experience Pure C is the best 680x0 compiler I've ever seen. What form
>would you like this comparison to take? I recently ported MPEG to the Falcon,
>so if you like i can post the code produced by each compiler for the IDCT
>rout... believe me... PUREC kicked ass!

I don't believe you. I don't believe that you have seen the best
68k compilers yet if you're restricted to PC-level compilers. How about
we post some code and see how the compiler performs. Here's mine:

```
/* Assume DrawSpan is not inlineable but could take parameters not on
the stack. */
struct Edge
{
int x;
int sx, e, dx2, dy2;
int cover;
struct Edge *next;
}

int kold, k, leftx;
struct Edge *e, *EdgeActive;

for( e = EdgeActive; e; e = e->next )
{
while( e->e < 0 )
{
```

```
e->x += e->sx;
e->e += e->dy2;
}
e->e -= e->dx2;
}

k = kold = 0;
for( e = EdgeActive; e; e = e->next )
{
k += e->cover;
if( kold == 0 )
leftx = e->x;

if( k == 0 )
DrawSpan( leftx, e->x, i );
kold = k;
}
```

I'll pass whatever code you want through the compilers I have access to (SAS, GNU, and a commercial compiler from elsewhere), and we'll compare. It would be nice if you could extract a piece of code similar in length to mine.

--Andre

--
PGP public key available

348. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 18:05:09 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb8.180509.3528@infodev.cam.ac.uk>
Source record: 19049

In article <8124@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb7.182213.19796@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >In article <8106@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >|> Actually the 'Sixteen Thirtytwo' phrase comes from the fact that the 68000 is
|> >|> not a 32bit processor, its instruction set is not orthogonal, it has 32bit
|> >|> operations for division and multiplication etc missing - which leads to the
|> >|> this term.
|> >
|> >Rubbish, it was due to the fact that the 68000 is a pseudo 32 bit processor.
|>
|> U just agreed with me you fool.

If that's what you meant in the first place, then it is you agreeing with me (do
I get to insult you now?) Nice to see that you agree that the Falcon is a 16 bit
machine then.

|>
|> >|> The BUS size does NOT define the 'bitiness' of the processor.
|> >Ah good, so the Jaguar is 16 bit after all then?
|>
|> I feel your insecurity about the Jaguar.The Jag is superior in every way
|> to the CD32. Go on then tell me what a 1200 can do technically that a Jag
|> cannot (sounds of really loud laughing) ... and don't write any rubbish like
|> 'ohhhh.. .but its got a CD-Drive blah blah blah'

I'm not insecure about anything, and certainly not a toy games console. The A1200
is a proper computer, not a ten year olds toy.

|>
|> > [lots of rubbish about Amiga's deleted]
|>
|> >|> IMHO the Falcon is much more of a 'real system' than the a1200,(it should be
|> >|> though since it costs more). The 1200 will never do virtual memory and will
|> >
|> >There are A1200's out there doing virtual memory. You really are not terribly
|> >well informed are you?
|>
|> An '020 doing paged memory management? what mystical MMU does it use, or do
|> you have to buy an upgrade or something? ;-)

Who said anything about an '020? I believe the comment was that the A1200 can
never do virtual memory, which is basically, crap. BTW, the MMU for a 68020 is
called a 68551 (or is that a 68851? I can never remember.)

|>
|> As for be not being informed...

|> I haven't been proved wrong yet,
|> I only talk about stuff I know about, this is the difference, anyway what
|> commercial stuff have u programmed? Or are you just another Loud-mouthed

None, not being a commercial programmer, it's not really surprising is it? The difference, btw is actually that I don't insult people when they say oh-so nasty things about hardware that I happen to use (mummy, he said it was only 32 bit waaaaahhhh!).

|> Now educating Mr Brown.

Actually the lecturers here do a fairly good job of that, so the post is not vacant, sorry.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

349. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 18:24:03 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb8.182403.4308@infodev.cam.ac.uk>
Source record: 19050
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8122@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb7.181722.19590@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >In article <8105@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >|> but its still reassuring that this 16bit CPU delievers more mips than a 14mhz
|> >|> 68020...
|> >Only if your engineered benchmark of the week fits in the cache. For real world
|> >performance, I'm afraid the A1200 has more CPU power than the Falcon.
|>
|> What 'real' world is this?
|>
|> A 68030 can multiply and divide / perform Floating point arithmetic loads faster
|> than an '020. So for raw computation the Falcon is superior -> we won't count
|> the DSP of course which can do floating point as fast as a 68882 or about 8
|> times faster than an a1200 (with fastram).

Yes yes, the whole world knows that the 68030 is a tweaked 68020. However, the abysmal bus architecture in the Falcon will cripple it a lot more than you imagine. Take the A4000-040 as an example. An A3000 with a 25MHz 68040 is noticibly faster, with the same CPU, because it's memory architecture is better, and they both have 32 bit busses.

|>
|> As for compiled stuff, the Data cache means that stack based variables
|> are accessed faster than on an '20.... the parallel execution of the '030
|> also means that it is faster for many instruction sequences.

See my comments above re the 68040.

|> >|> The 32bit video system has more bandwidth than the 1200, has both chunky and
|> >|> bit-plane modes and is far more flexible on 'real' monitors like multisync
|> >|> /SVGA.

How fast is the video RAM in the Falcon? If it's faster than 80ns, then yes, it does have more video bandwidth. If is isn't, then it doesn't I'm afraid (By increasing the scan rate on some of my video modes on the A1200, the bit planes eventually start to seperate, which I think is probably due to wait states, which would imply that the RAM is the limiting factor, not the fact that the bus is 1.6MHz slower.)

|> >|>
|> >|> The sound system makes the Amiga look like the games machine that it is.
|> >|> If you've ever heard a MOD file played in 16bit stereo with linearly
|> >|> interpolated 50khz DSP sound (like my Falcon tracker player) then U would
|> >|> realise this.
|> >

|> >Yeah yeah, to tell the truth, I'd rather have AGA's rather impressive graphics
|> >capiblitites than the Falcons slightly imporved sound. Triple-A will, of course
|> >have the best of both worlds with 8 channel 16 bit 100KHz sound.
|>
|> Why is AGA more impressive than the Falcons Video chip? The Falcon has more
|> video bandwidth, True colour (no 8 bit kludge's here...) etc.

True colour? with only 65536 of them? Excuse me whilst I snigger a bit. Right, thats better. Good graphics are in the eye of the beholder, and believe me, 1400*590 HAM8 looks a lot better than anything the Falcon will be able to produce.

(We can even update them faster, cos the A1200's CPU gets 32 bit access to its RAM, all of its RAM)

|>
|> What is better about AGA? its lower bandwidth, lower refresh rates? or
|> that wonderful(laugh) HAM mode, no perhaps its the video contention being
|> twice as much as the Falcon that makes it better ;-).

No, it just looks nicer. Something to do with more colours and a higher resoloution.

|> Funny that, I don't see 'Pure C' for the Amiga.... and we have the best Amiga
|> compiler (SAS) on the Falcon too. And believe me Pure C 2.0 (Borland) walks
|> all over SAS in every way.... ooopppsss sorry that can't be right, after all
|> the Falcon has no s/ware support ;-).

Perhaps if you had an up to date version of SAS.. It seems that the nice people at SAS don't regard the Atari machines as being as important as Amigas. BTW, let me know when you get a word processor that's a quater as good as Wordworth III will you?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

350. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 18:39:01 UTC
From: mdg@ukc.ac.uk
Message-ID: <8156@gos.ukc.ac.uk>
Source record: 19051
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2j8k40$ag@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>>execution of instructions. If you've ever written FP routines then you
>>will realise that you get 100% cache hits, because most stuff like FP
>>multiplication/division etc are iterated loops.
>
> Nice dodge, except that 1. the 020 also has instruction cache
>and 2. FP is not data intensive. The only reason 030's are faster is
>because they're available at higher clock speeds than 020's.
>
>>It can do an integer multiplication 16 times faster than an 030!
>
> Okay, you're right here, somewhat. It's slightly less than 16
>at comparable clock speeds.

DSP multiply takes 2 cycles, an 030 takes 17-31 cycles approx so yes
it is less than 16 times faster on average, but the dsp can also do this
instruction in 2 cycles:

mac -y0,x0,a (which means a = a + (-y0*x0))

which would take about another 4-6 cycles on an 030.... then again the DSP
can also to this instruction in 2 cycles:

mac -y0,x0,a x:(r0)+,y0 y:(r4)+,x0 (which means a = a + (-y0*x0), then
fetch y0 from the address [r0], increment
r0, and then fetch x0 from [r4], increment
r4 (PS r0 and r4 can be pointers in
circular buffers which are defined by M0
m4 ....)

basically an 030 is blown away by a DSP... certainly more than 16 times for
most multiply/accumulate type sequences. People just don't realise how good
these chips are at what they are designed to do!

>>it also has instructions for normalisation of numbers which are used
>>extensively in FP calculation, therefore it can implement high speed FP.
> Useless since the normalization is good only for fixed-point
>math (FP normalization is different) at a limited resolution (<24 bits).
>

The set of FP routines supplied by motorola (from the Dr bub BBS) use
the 'norm' instruction extensively in their implementation of FP...
I think in this implementation a 'float' multiplication takes about 51

cycles... which means a 32mhz DSP 560001 would be equivalent to a 20mhz 68882.
which is quite a bonus really.(and these routines are not necessarily optimum.)

>>In my experience Pure C is the best 680x0 compiler I've ever seen. What form
>>would you like this comparison to take? I recently ported MPEG to the Falcon,
>>so if you like i can post the code produced by each compiler for the IDCT
>>rout... believe me... PUREC kicked ass!
>
> I don't believe you. I don't believe that you have seen the best
>68k compilers yet if you're restricted to PC-level compilers. How about
>we post some code and see how the compiler performs. Here's mine:

How would you like to list the results : as a 68000 listing which we can then
compare subjectively? IMHO Pure C seems to produce 'better' code than
the other compilers I've used (Gcc/Lattice).I think there are plenty of people
who will back me up on this. Why would I lie about which compiler is better?
after all I write in assembly most of the time!

Griff
--

351. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 19:19:36 UTC
From: mdg@ukc.ac.uk
Message-ID: <8158@gos.ukc.ac.uk>
Source record: 19052
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb8.182403.4308@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>Yes yes, the whole world knows that the 68030 is a tweaked 68020. However, the
>abysmal bus architecture in the Falcon will cripple it a lot more than you
>imagine. Take the A4000-040 as an example. An A3000 with a 25MHz 68040 is
>noticibly faster, with the same CPU, because it's memory architecture is better,
>and they both have 32 bit busses.

How do you know how much the Falcon is crippled, you never use one, I use
both the Amiga and Falcon daily. The only part of the Falcon which is a
compromise is the cpu BUS ,everything else has 32bit access... If it is
so badly designed how come the Amiga line suffers from 3 times as much
contention ?

>How fast is the video RAM in the Falcon? If it's faster than 80ns, then yes, it
>does have more video bandwidth. If is isn't, then it doesn't I'm afraid (By
>increasing the scan rate on some of my video modes on the A1200, the bit planes
>eventually start to seperate, which I think is probably due to wait states, which
>would imply that the RAM is the limiting factor, not the fact that the bus is
>1.6MHz slower.)

70/80ns I think with 32meg /s bandwidth -> the 1200 has 26meg/s.

>|> Why is AGA more impressive than the Falcons Video chip? The Falcon has more
>|> video bandwidth, True colour (no 8 bit kludge's here...) etc.

>True colour? with only 65536 of them? Excuse me whilst I snigger a bit. Right,
>thats better. Good graphics are in the eye of the beholder, and believe me,
>1400*590 HAM8 looks a lot better than anything the Falcon will be able to produce.
>
>(We can even update them faster, cos the A1200's CPU gets 32 bit access to its
>RAM, all of its RAM)

You base your entire argument on HAM8 mode?!!!
So you are saying that you can update a HAM8 screen faster than a TRUE colour
one!!!!!!!!!!
oh my god, can I have some of the drug that you are on?!
Lets see you do texture mapping/gouraud/phong at 25/50FPS in HAM8... i can
show some of my Falcon demos which do this.

Yes the 1200 has a 24 bit palette, ask some amiga programmers what they would
prefer HAM8 or 65536 colours from 65536 with one word per pixel.

What is better about AGA? its lower bandwidth, lower refresh rates? or
that wonderful(laugh) HAM mode, no perhaps its the video contention being
twice as much as the Falcon that makes it better ;-).
What refresh rate do you get at 800*608?

I get 104hz interlaced from my Falcon. I think the 1200 does 72hz (laugh).

>Perhaps if you had an up to date version of SAS.. It seems that the nice people
>at SAS don't regard the Atari machines as being as important as Amigas. BTW, let
>me know when you get a word processor that's a quater as good as Wordworth III
>will you?

Yes its called Word II for Windows, I've used Wordworth III before and it is
really slow and lacking in features compared to other real word processors.
Atari Works compares well with Wordworth III... does WWIII have bitsteam
font support...

Lattice 5.6 is just out actually. I think the people at Hisoft would agree
with me that the Falcon is a nicer machine than the A1200. But then again
you pays your money and gets your computer.

>Chris Brown

Griff
--
Once again educating Mr Brown.

352. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 20:35:49 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb8.203549.9749@infodev.cam.ac.uk>
Source record: 19053

In article <8128@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> The Falcon is 32 bit because 90% of its datapaths are 32bit, as well as
|> having 32 bit internal registers, yes it does have a 68030SX... but thats old
|> news.
|>
|> The Jaguar is 64bit because it has 64bit bus, and because its blitter does
|> 64bit operations, i'd also reckon that the video shifter works in 64bits at
|> a time too... Sounds pretty 64 bit to me...
|> I'd like to know if you consider the Pentium to be a 64bit chip?

Now kiddies, this is what we call a 'double standard' Do you consider the A500 to be a 32 bit machine? I certainly don't. No, I don't consider the Pentium to be a 64 bit CPU, it's a 32 bit CPU stuck on a 64 bit bus. The A1200 is a 32 bit machine, because it has a 32 bit CPU and a 32 bit data bus, the Falcon is a 16/32 bit machine because it has a 32 bit CPU and a 16 bit data bus. The Jaguar is a 16/32/64 bit machine because it has a 16 bit CPU, 32 bit co-processors, and a 64 bit data bus. The Falcon is not a true 32 bit machine, and the Jaguar is not a true 64 bit machine. I'd like to know wether you consider a 386 SX to be a 32 bit machine? I certainly don't.

|>
|> BTW its interesting to note that the 68000 in the Jaguar running at 13mhz
|> would be nearly as fast as the 68020 in the CD32 due to the video contention
|> in any decent mode.... but then again the Jags only got another ++50mips ;-)
^^^^^^^^^^^^^^^^^^
Decent mode? On a TV set? hardly.

|> (The 68020 is only about 1.8 times as fast w/o fastram to start with! And
|> when you start using the copper and blitter w/o fastram the CPU DIES horribly)
|> You really are stupid, the Jag and CD32 are in different Leagues. Can't you
^^^^^^^^^^^^^^^^^^^^

Why thankyou, it's the nicest thing anyone has ever said to me.

|> just accept that the CD32 is old technology with a CD attached?

Yes, it is. Just like the Jaguaar is old technology without a CD attached (anyone care to argue about a 68000 not being old technology?)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

353. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 20:53:07 UTC
From: Ahmed@atdetail.demon.co.uk
Message-ID: <760740787snz@atdetail.demon.co.uk>
Source record: 19054
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <khaley.760729113@nova> khaley@nova.gmi.edu writes:
>modem@atdetail.demon.co.uk (Modem Machine) writes:
>> Not really. Tom is a mixture of 64 and 32 bit processors. It has a 64 bit
>>bus interface. You can't call it a 64 bit or a 32 bit chip...
>
>How about 48bit? :-)

:-)

>>Attention To Detail | Tel: +44 926 843 444
> ^^^^^^^^^^^^^^^^^^
>Yes! An Atari developer is online! Congrats on the game, I find it very
>enjoyable. It's also refreshing to know that there are people who have
>worked with the Jaguar and are able to contribute information in this
>discussion. Once again, thanks!

Cheers! It's a bit difficult really, I don't read news as much as I used
to. We are also bound by non-disclosure agreements which basically mean that
I can't say anything that isn't public knowledge. I reckon I haven't stretched
this too far...

Can I ask you guys/gals some questions in return for clearing up the little
arguments?

- What do you guys/gals think of our game (CyberMorph)?
- good points
- bad points
- features you would have liked to see
- anything
- What would you like to see your Jaguar do ?
(BattleMorph, a texture-mapped sequel to Cybermorph, is under development
and I'm currently working on the graphics engine for a Jaguar port of
Blue Lightning, one of the Lynx's best sellers)

I can't think of anything else at the moment, but if you have any points
I'd be grateful if you would mail me (modem@atdetail.demon.co.uk).

BTW I did the level 'GANTLET' for CyberMorph. What do you reckon?

>/Kevin

Andrew M.S. Howe
--

Attention To Detail | Tel: +44 926 843 444
Unit 3, Nunhold Business Centre | FAX: +44 926 843 363

Dark Lane, Hatton | Modem: +44 926 843 587
Warwick, U.K. CV35 8XB | Email: modem@atdetail.demon.co.uk
---

354. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 21:15:11 UTC
From: watters@cranel.com
Message-ID: <1994Feb8.211511.20117@cranel.com>
Source record: 19055
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8158@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:

>Lets see you do texture mapping/gouraud/phong at 25/50FPS in HAM8... i can
>show some of my Falcon demos which do this.

It takes an SGI class machine to do phong shading in realtime, you might
want to rethink this one a bit.

_ ___
David ~ |_|,--' |@,__
Watters ~ ( )-_______-()`-
--
David R. Watters (watters@cranel.com) Cranel Inc. Development & Engineering
"Porsche. The very name is, to many, the last word in sports cars. Any car
blessed with these magic seven letters is sure to be the very best. Period!"
- Car and Driver, January 1993

355. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 22:05:13 UTC
From: mdg@ukc.ac.uk
Message-ID: <8160@gos.ukc.ac.uk>
Source record: 19056

In article <1994Feb8.203549.9749@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>Now kiddies, this is what we call a 'double standard' Do you consider the A500 to
>be a 32 bit machine? I certainly don't. No, I don't consider the Pentium to be a
>64 bit CPU, it's a 32 bit CPU stuck on a 64 bit bus. The A1200 is a 32 bit
>machine, because it has a 32 bit CPU and a 32 bit data bus, the Falcon is a 16/32
>bit machine because it has a 32 bit CPU and a 16 bit data bus. The Jaguar is a
>16/32/64 bit machine because it has a 16 bit CPU, 32 bit co-processors, and a 64
>bit data bus. The Falcon is not a true 32 bit machine, and the Jaguar is not a
>true 64 bit machine. I'd like to know wether you consider a 386 SX to be a 32 bit
>machine? I certainly don't.

No.. The Falcon is not 100% 32bit, but then again I never said that.
The 386SX is a 32bit processor with a 16bit data bus. Come on there is
much more to judging whether a processor is a certain no. of bits... there
are lots of factors involved. In the same way that you can say that the 1200
is a true 32bit machine I can argue that there are parts which are clearly
not 32bit , the sound , the copper etc. But enough of it is 32bit , the same
goes for the Falcon. (PS werent you the guy that argued that AGA did two
32bit memory fetches in one cycle (loud laugh)?)

>|> BTW its interesting to note that the 68000 in the Jaguar running at 13mhz
>|> would be nearly as fast as the 68020 in the CD32 due to the video contention
>|> in any decent mode.... but then again the Jags only got another ++50mips ;-)
> ^^^^^^^^^^^^^^^^^^
>Decent mode? On a TV set? hardly.

Yes, if you put the a1200 into 348*256 dual playfield mode then the 68020
would be almost as slow as the 68000 in the Jaguar. Your fighting a losing
battle here mate,the Jag has another ++50mips on top of this -> the 020
is *all* the CD32 has in terms in processing power. Do you really want
me to start comparing the Amiga Blitter to the Jag gfx hardware? Ill
spare you that embarassment.

>|> (The 68020 is only about 1.8 times as fast w/o fastram to start with! And
>|> when you start using the copper and blitter w/o fastram the CPU DIES horribly)
>|> You really are stupid, the Jag and CD32 are in different Leagues. Can't you
> ^^^^^^^^^^^^^^^^^^^^^
>Why thankyou, it's the nicest thing anyone has ever said to me.

Well its true, read above.

>|> just accept that the CD32 is old technology with a CD attached?
>
>Yes, it is. Just like the Jaguaar is old technology without a CD attached (anyone
>care to argue about a 68000 not being old technology?)

A 68000 running at 13mhz gives about 1- 1.5 mips, this is just for game logic, which is normally trivial (most consoles use 0.4 mip processors for this...). Why do we need anything more powerful? there is 50mips of 90s VLSI in the Jag giving more power than 5 CD32s put together. The Jag has 8 times more bandwidth, better sound, 32bit graphics (CD32 only has 8bit colour,HAM8 is useless for games)... blah blah blah... I could go on all day, but most sane people realise that these two consoles are in different leagues.

I just want you to answer one question :

do you really think a CD32 could do a polygon based game as fast as a Jag?

(Im waiting for your answer, hint the Jag can translate 5,000 vertices per VBL, a CD32 about 400).

I had some respect for you up until now,
however please dont push this any furthur, the Jag wins on every technical detail.

>Chris Brown

Griff
--
Mr Brown now in Furthur education.

356. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 23:38:26 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CKxJ02.Etp@freenet.carleton.ca>
Source record: 19057

In a previous article, cpb1001@cl.cam.ac.uk (C.P. Brown) says:

>In article <mpnolan.760613594@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan)
writes:
>
>|> The Jaguar is not a general purpose computer and cannot easily be compared
>|> to one, a computer that has ONE CPU, and genrally few graphic chips.
>
>No, it's a toy.
>
Great scott!!!!! I think he's got it !!!!!
Yes, most GAME MACHINES are just toys (expensive one but nevertheless toys).
It cannot be compared realistically to a computer (which is what the CD32
actually is). The CD32 sounds very nice (MUCH!! better then SNES&SEGA) but
NOT!!! better than the JAG.

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

357. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-08 23:45:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <020894234508Rnf0.77b8@blackhl.hacktic.nl>
Source record: 19058

gerrymon@eng.umd.edu (Gerry Mon) writes:

>Here is an example for you to think about. Which is the better
>machine for making a TV show like Babylon 5? An Amiga 2000 coupled
>with a Video Toaster or a plain Amiga 4000?

A4000/40 at LEAST, sure it _can_ do nice things on a smaller cpu but
Babylon5 is not one of them its lightwave all the way (thats rendering
thats cpu all the way).

>The answer is obviously the Amiga 2000/Video Toaster combination! But
>the Amiga 2000 only uses a weak 68000 while the Amiga 4000 uses a
>powerful 68040!

You got to be kidding ill bet 90% of those 2000+toasters2000 are 68040
running 25mhz or more .. The newer systems toaster4000 are ALL 68040
based at least, there _seem_ to be '60 beta's running at this moment
and it thats not good enough for you you add a few screamers (600 mips
units, 4 mips 4400 risc cpu's per screamer). I think both Sea Quest
and babylon5 use the 4000 version plus some screamers ... (he here
in europe commodore even shows a few TV spots round the Sea Quest serie
(like Commodore Amiga Presents ... bla bla)...

>Do you see my point?! In many situations, it's not the main CPU that
>determines the performance of a machine in a specific situation.
>Rather it's the support chips and the overall system design.

You are right ofcource but wrong example take a look at scala300 _there_
you see what a good design can do on a 68000 or 68020.

>Even though the Jaguar uses a relatively weak 68000 as its main CPU,
>it's support chips (graphics and sound) and overall system design
>(64-bit architecture) make it a superior platform as a game machine.

Thats true but lets be fair MANY people screamed 'its not used its only
for game control etc etc' I see only _one_ design/price cut in the jag
no mass storage the Jag specs scream for cool big graphics and 16 bits
sound ...

>--Gerry

Daniel.

....
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . Tel +31-30-940197 (300-14400) ..
.. Utrecht, The Netherlands . Using A1000, A4000/40, 386/40 ..
....

358. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 00:14:54 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.001454.706@mnemosyne.cs.du.edu>
Source record: 19059

In article <2j5bcu$9t4@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
>: In a message of 05 Feb 94 14:59:26, William Fang wrote:
>
>: WF> That's going to really help ST and Falcon sales. Let's face it, they
>: WF> are both dead end systems, with a tiny user base and low amounts of
>: WF> software available.
>
>: Wonder why I don't feel that way, running a BBS on an STE and doing the rest on
>: a Falcon ...
>
>Good use for an ST, as it's got virtually no other productive use ;-)
>Most people around here use second hand 1MB 286's to run BBS's on.
>I'd expect more or less the same situation in the US, where there
>seems to be tonnes of BBS doors, mailers, frontdoors, BBS programs.
>
>Even an Amiga 500 with two floppies and 1MB of ram can run a BBS
>system. You can download Max's BBS for *free* from aminet.

Just like for every other computer in existance (well, perhaps not my
timex... :-)

Just like an Amiga user to claim that "only the Amiga" has free BBS
software. The danger of collective Ego is staggering...

>
>: WF> Has Atari made any noises to what their plans are for the future? Any
>
>: PowerPC, what else? Running MultiTOS, which means software will work just fine
>
>Is this semi-official speculation from an Atari Engineer of some sort,
>or just net-generated rumours? Heck, Atari can't even make a 68040
>box.
>

Nah, the third party developers design the 68040 box, while Atari
works up the PowerPC version (hey, it could happen!).

>Who's going to port MultiTOS to PowerPC, or are you going to run the
>old OS under PowerPC? If so, you'll probably have to spring for the 603
>before you get anywhere near 68040 speeds. If you're going to get
>Multitos to run native under PPC, who's going to do, as last I heard
>Eric Smith had left Atari? Maybe one of the Tramiel brothers is going
>to write it ;-) Atari might get their money's worth ;-)

Eric Smith is still with Atari... More Amiga-type propaganda.

MTOS is written in something called "C", you may have heard of it... it allows you to re-compile on other platyforms! Amazing... I would have though Amiga platforms had C by now. The things you learn in .advocacy... :-)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

359. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 00:15:11 UTC
From: mdg@ukc.ac.uk
Message-ID: <8165@gos.ukc.ac.uk>
Source record: 19060
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb8.211511.20117@cranel.com> watters@cranel.com (David Watters) writes:
>In article <8158@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>
>>Lets see you do texture mapping/gouraud/phong at 25/50FPS in HAM8... i can
>>show some of my Falcon demos which do this.
>
>It takes an SGI class machine to do phong shading in realtime, you might
>want to rethink this one a bit.

Wrong!

I have the routine on my hard-drive that I wrote for a demo, I can post the
central loop if you want (18 cycles per pixel if I remember correctly)
Yeah sure it only has one light source... but I could add multiple lightsources
and still it would be 'real-time'.

'352*256' in 65536 colours though. I guess the 'work station' would be 2000*1000
in 24 bit -> hence the need for the power.

Griff
--
I speak only of what I know or have written, this is the difference.

360. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 00:21:32 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.002132.1236@mnemosyne.cs.du.edu>
Source record: 19061

In article <9402071933.AA06259@bot28>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>cs93294@assn030.cs.ualberta.ca (Stuart David A) writes...
>
>>> As for the ``now you can't tell me that two different 32 bit RISC
>>>chips can't work on 64 bits (combined) at once`` line, I cant
>>>believe that still insist on coming out with bullshit statements
> ^^^^^^^^
>>Well that certainly was uncalled for. Good thing debates are supposed
>>to be based on truth and honour and facts, or else we might have to
>>resort to good old name-calling, eh?
>
>
> Thats pretty mild actually, considering I get verbally assualted
>for daring to point out that the Jaguar designer actually said
>himself that the RISC chips processed in 32 bits, and that the CPU
>was a 16-Bit 68000.

And you forgot the blitter (which is a processor by your definition)
and the object processor (ditto) are both 64-bit... So by your own
definition, you admit the Jaguar to have 64-bit processing entities.
Thanks for the support!

And to further clarify your misinformation, the engineer you quote DID
NOT say that the 68000 was the GPU. What he did say, was that the TOM
RISC chip would be slow outside it's 8k block of memory. We certainly
do not know how slow, and you cannot use this to claim the 68000 is
the only CPU. Do not forget that a developer has already sauid that
only 60% of his game was 68000, the rest was TOM RISC, and that figure
has probably climbed by now. When 50% of code runs on each processor,
how can you claim either one is the sole CPU?

>
> If you want to look for name calling then look at your fellow
>Atari advocates who bawl like babies when someone disagrees with
>them and produces facts to back it up
>

Now there's a rich one, Gavan talking about fact... would that be the
same false "fact" where you stated the blitter does not do g-shading?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

361. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 00:23:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <020994002311Rnf0.77b8@blackhl.hacktic.nl>
Source record: 19062
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <2j8k40$ag@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
>>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>DSP multiply takes 2 cycles, an 030 takes 17-31 cycles approx so yes
>it is less than 16 times faster on average, but the dsp can also do this
>instruction in 2 cycles:
>
>mac -y0,x0,a (which means a = a + (-y0*x0))
>
>which would take about another 4-6 cycles on an 030.... then again the DSP
>can also to this instruction in 2 cycles:
>
>mac -y0,x0,a x:(r0)+,y0 y:(r4)+,x0 (which means a = a + (-y0*x0), then
> fetch y0 from the address [r0], increment
> r0, and then fetch x0 from [r4], increment
> r4 (PS r0 and r4 can be pointers in
> circular buffers which are defined by M0
> m4 ....)
>
>basically an 030 is blown away by a DSP... certainly more than 16 times for
>most multiply/accumulate type sequences. People just don't realise how good
>these chips are at what they are designed to do!

Ofcource DSP's have there good points (and you found them ;-)) but
it just is something different than a normal cpu, if this was not the
case the falcon would have gotten 2 56001 chips not a '30+dsp. Don't get
me wrong i like DSP's (infact we are creating on a 600+ DSP system (only
4 at this time but what the hell) based on the TMS320C40 which can do
two 40 bits float mulu/adds a cycle while a dma is running 40mb/sec
from one/more of the 6 ports)).

>The set of FP routines supplied by motorola (from the Dr bub BBS) use
>the 'norm' instruction extensively in their implementation of FP...
>I think in this implementation a 'float' multiplication takes about 51
>cycles... which means a 32mhz DSP 560001 would be equivalent to a 20mhz 68882.
>which is quite a bonus really.(and these routines are not necessarily optimum.)

again it all depends on what you are doing ...

>>>In my experience Pure C is the best 680x0 compiler I've ever seen. What form
>>>would you like this comparison to take? I recently ported MPEG to the Falcon,
>>>so if you like i can post the code produced by each compiler for the IDCT
>>>rout... believe me... PUREC kicked ass!

you've checked this against all other compilers .. where do you find the
time ... BTW: i strongly feel that you can only get the max out of a
dsp when handcoding it (flame me, it happens on all the c40 meetings
anyway) but i use C on a 680xx if possible.

>> I don't believe you. I don't believe that you have seen the best
>>68k compilers yet if you're restricted to PC-level compilers. How about
>>we post some code and see how the compiler performs. Here's mine:
>
>How would you like to list the results : as a 68000 listing which we can then
>compare subjectively? IMHO Pure C seems to produce 'better' code than
------- -------- --------

>the other compilers I've used (Gcc/Lattice).I think there are plenty of people
----- ------

You don't seem to sure yourself ;-)

>who will back me up on this. Why would I lie about which compiler is better?
>after all I write in assembly most of the time!

It depend what you are doing some programs need to be readable to others,
we use assembler on the dsp's because we need the control/speed and the
programs (because of the speed needed) are very small (around 20-30
c lines).

>Griff
>--

Greetings

Daniel.

362. Re: What is all this?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 00:25:23 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.002523.1471@mnemosyne.cs.du.edu>
Source record: 19063

In article <1994Feb07.055738.162182@zeus.aix.calpoly.edu>,
Michael E. Hull <mehull@tuba.aix.calpoly.edu> wrote:
> I'm just wondering what all this arguing is all about. I've
>spent the last hour sorting through all of these arguments since it is
>the first time I've read newsgroup. You guys are bickering about blips
>and blats and hardware specs that I really don't understand too well. I
>do understand PC's well enough to figure out a 32-bit RISC or 32-bit
>CISC or 64-bit Pentium or SPARC or whatever! Well I think I do...
> I would like to just ask one question. Have any of you ever
>played the Jaguar yet? I've been dying to see one for 3 months. People
>are saying it's not 64-bit, or it is... Are the games any good? Really,
>who cares if they aren't using a 64-bit RISC CPU or whatever. If the
>games that it can play have great sound, high detail, and blazing speed,
>it shouldn't matter. If it's fun then play it. If it's not then explain
>that it's because the 64-bit memory buffer can't pkzunzip the blitter
>path.
> So... anyone? Is the system good? Could it play Mortal Kombat II
>with all the graphics and sound (if they'd program it for the Jag) and
>still not slow down the frame rate? I've seen the 3D0 and I personally
>think it sucks as much as Sega CD. Well this is where I'm coming from...
>Maybe I'm not on the right newsgroup because I'm not good at this UNIX
>crap. But if so, could anybody lead me in the right direction?
>

The Jaguar is quite good, and could do MKII - just look at Cresent
Galaxy for an example ofgreat graphics and smoothness.

Right now, what it does lack to a certain extent is games - but more
are coming out. I'd say my mid-year, you could look at the Jaguar and
see a number of games that you'd consider quite good (like Doom).

A number of the current games are pretty good too, though - Raiden is
great, and is a lot of fun two-player. Cybermorph is also a lot of
fun, though you have to like that kind of game.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

363. Re: CD32 in Popular Science! (again!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 00:33:46 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.003346.1874@mnemosyne.cs.du.edu>
Source record: 19064

In article <9402071923.AA06208@bot28>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes....
>
>>If you place a 64-bit bus, and 64-bit graphic chips into a piece
> ^^^^^^^^^^^^^^^^^^^
>
> Oh dear! Read the words of the designer yet again...
>
>>> The RISC processors manipulate 32 bit data as this is all the
>>> precision they need. They have 32 bit ALUs and 32 bit address
>>> generators. They can perform 64 bit transfers on the main bus if
>>> they need to, but not many data are this big.
>
> Notice how often the phrase `32 bit` pops up? The bus is 64 bit,
>but the much vaunted RISC processors are what we techies call `32
>bit`.

The phrase pops up twice... and although the data manipulated may be
32-bit quatities, what matters much more is the size of the bus - that
is where things will get held up.

>
>>
>>of hardware, no mean feat, then you are going to tell people.
>>There will always be those that will nag nag bloody nag all
>>their miserable lives at anything you do or say simply because they
>>like to, or they own a competing piece of hardware.
>
> I dont own any hardware that competes with the Jaguar. I`m not in
>the market for a console, but if I was I`d give it some serious
>consideration. What would dissuade me is lack of software and Ataris
>proven disastrous record in selling systems, but if they prove
>themselves right this time then I`m as likely as any NON-ATARI-
>ADVOCATE to buy one. And to Atari, that is what counts.
>
> People like you go on all day about anything Atari does, but for
>Any of their systems to be a success they will have to convince a
>somewhat more questioning general public who WONT blindly swallow `64
>bit` claims and WONT believe them when Atari say there will be loads
>of software and HAVENT conveniently forgotten the flops littering
>Ataris past.
>

Weither or not you personally buy that the systenm as a whole can be considered 64-bit, are you really saying that the public will not buy the 64-bit claim? You have a lot more faith than I do! Just look at the media - they have swollowed the 64-bit thing hook, line, and sinker. The general populace is rather a lot more likley to be influenced by this claim, not having any education to tell them otherwise.

>
>>However, the RISC chips that accomplishes these 32-bit ops, grabs
>>them 64-bits at a time from memory. It can load 2 32-bit regs in one
>>load cycle. From an internal point of view, the data is operated on
>>in mostly 32-bit segments, BUT you cannot get away from the fact
>>that most time in a system is taken up with i/o. It is the
>>bottleneck.
>
> Wow! The computer industry has been so wrong! We`ve been wasting
>time with processors that can process lots of bits at a time.
>Instead we should have stuch with 4-bit CPUs and simply built bigger
>and bigger databuses - thats where the REAL performance lies, eh
>Mark? After all, computers are all about reading and writing data
>from memory and not actually PROCESSING any?
>

This is true for game systems - they need to move a lot of graphics around quickly. The rules are different for computers, which much serve a more general purpose.

> Forget INPUT - PROCESS - OUTPUT
>
> the new Atari - approved model is INPUT - OUTPUT. Who needs
>processing when you`ve got the power of hype?
>

The Jaguar also has plenty of processing power though, which you just discount for some odd reason.

>
>>> A potential purchaser should weigh this up, and be aware of this
>>>in any purchasing decision. To blindly push out a line of the sort
>>>that people in this group have been doing is stupid, and potentially
>>>costly to an uninformed reader. I`m simply pointing out LIES which
>>>are being spread here.
>
>>In otherwords, you dont want anybody to buy a Jaguar. Why didnt;
>>you say that at the beginning.
>
>
> No, I say judge the FACTS before making a decision, dont spend
>your money based on what a fanatical group of computer-groupies tell
>you. I`d say you are the one who is blindly following a line.
>

And I'd say go play games on the system, rather than trying to
determine what system to by from ANYONES line, or listening to people
who fanatically and blindly attack a system.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

364. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 00:43:55 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.004355.3524@mnemosyne.cs.du.edu>
Source record: 19065

In article <1994Feb8.005331.28237@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@cl.cam.ac.uk> wrote:
>In article <mpnolan.760613594@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan)
writes:
>
>|> The Jaguar is not a general purpose computer and cannot easily be compared
>|> to one, a computer that has ONE CPU, and genrally few graphic chips.
>
>No, it's a toy.

Absolutley correct - all game machines are toys (includes the CD-32, BTW).

>
>|>
>|> The Jaguar, and most modern consoles, are complex machines, with power being
>|> directed away from logical computation but towards graphical manipulation.
>
>What a concept. The Amiga was doing this in 1985, it's not new you know.
>

The Jaguar goes beyond the pitifully ancient concept of
co-processors, you know.

>|>
>|> I think your continued use of the single CPU architecture to justify
>|> your obvious hatred of the Jaguar is misleading, and quite frankly, I
>|> tend to bleieve your knowledge of such systems is lacking.
>
>You believe wrong, after all, I use one every day.
>

Now theres a good reason. You seem to lack experience with the
Jaguar, though.

>|>
>|> Facts are that the Jaguar is more complex then a sinlge CPU architecture,
>|> and has more than one CPU.
>
>That's lovely, and the one which runs the program code is 16 bit. The ancillary
>processors (there is only 1 CENTRAL processing unit in the Jaguar) are 32 bit. It
>doesn't have a 64 bit MPU.
>

No, there are a few CPU's uin the Jaguar, and there are NO MPU's. You
can, if you wish, have all TOM code if you like.

>|>
>|> Atari would be hugely stupid to ignore the 64-bit bus inside the Jaguar
>|> when advertising the machine. Any who winge at the sales man's use of
>|> the term '64-bit system' is
>
>Sigh, pick the largest bus in the system and decide that that is the 'bitness' of
>the system. It's a cheap marketing ploy. but hardly terribly accurate. Wouldnt
>mind so much if it weren't for the double standards, ie:

It is more than just the BUS - the memory access is 64-bits, the
blitter and object processor (more advanced than anything in the
Amiga) are true 64-bit hips, and the TOM RISC chip can load/store
64-bits of data at a time.

>
>If the Jaguar is 64 bit, then the Falcon is 16 bit.
>
>If the Falcon is 32 bit, then the Jaguar is 16 bit.
>
>Which one is it to be?
>

The Jaguar is a 64-bit system - that is pretty obvious. The Falcon
issue is another matter, and I won't continue that discussion out of
boredom - you know where I stand, and I know where you stand.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

365. Re: CD32 in Popular Science?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 00:51:53 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.005153.3947@mnemosyne.cs.du.edu>
Source record: 19066

```
In article <9402071837.AA06049@bot28>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
>
>
>>> Working with 64 bits of data a time by pulling them over a
>>>64-bit bus is NOT the same as PROCESSING them in 64-bits at a time,
>>>which is what a 64 bit processor is supposed to do.
>
>>It reads them in 64-bits at a time, then writes them out again -
>>that's "processing" 64-bits of information. Also, by your definition,
>>the blitter is a 64-bit processor as is does just what you described.
>>Thaks for the Jaguar support!!
>
>
> Only the blitter seems to have any capability for operating on a
>full 64 bits at a time. Are you SURE it can do its logical
>manipulations on the FULL 64 bits, as opposed to just moving them?
>Even so, the much vaunted TOM and Jerry chips in general have only
>32 bit operation - the Chief Jaguar designer SAID SO in the posting.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

The blitter and the object processor. And though the RISC chips can
only operate to 32-bits of accuaracy, they are hooked to the 64-bit
data bas and can do 64-bit loads.

>
> Reading , then writing 64 bits is NOT the same as processing
>them. Maybe the Blitter can perform logical operations , but there
>is still nothing that can actually process 64 bits at a time in a
>useful way.
>

But it is still very useful - kinda the quivilent to burst mode on the
68x00 chips. Are you saying bust mode offers no throughput
improvment?

>
>
>>>>And thants because your claims are baseless. Of course it doesn't
>>>>have 64-bit internal registers - what a waste! It has 64-bit data
>>>>transfer, which is what matters.
>>>
>>> I`m glad to see you think that bus width matters. During the
>>>debate about the *16 BIT* CPU bus on the Falcon (anyone remember
```

>>>that machine?), you and other advocates claimed that the reduced bus
>>>width didn`t affect performance, and that since the PROCESSOR was 32
>>>bit, it justified the 32 bit tag.
>
>>INCORRECT!!!!!!!
>
>>I NEVER claimed that the performance was not affected by the
>>16-bitness of the bus, just that cacheing reduced such.
>
>
> Hmmm, maybe you didnt. A lot of people in this group did though.
>I seem to remember Rickard Troedsson claiming some sort of amazing
>double speed bus meant that in fact the CPU had full 32 bit access.
>I also argued at the time that the 16 bit bus slowed things down a
>lot, and figures seemed to prove me right. If you say that a 16 bit
>bus WONT slow a 32 bit CPU, then you can hardly claim that the
>64-bit bus in the jaguar is of much value. You can`t have it both
>ways. My view is that the 64 bit bus width is beneficial, but can in
>NO WAY justify the 64-bit tag attached to the machine. Everywhere
>you see Atari lying about their 64-bit machine which of course is
>better than all the other 32-bits on the Market because it is
>64-bits, and it is just so much hype and lies.
>

But the 64-bit bus is hooked to all of the chips that do graphics
handling - the most expensive task in a game system. This is TOTALLY
different than the Falcon - you are comparing Apples to Aardvarks!!!
And a lot more to the system is 64-bit than just the bus.

<silly pentium stuff removed>
>>No, it is not a lie. You do seem rather desperate for an Atari
>>failure though - were you beaten by Atari when you were young?
>
> No, I had an Atari 2600VCS, 400, 800XL and 130XE and I also have
>a Lynx. I have no reason to wish them ill, but when I see their
>constant screwups and then see people blindly lying on this group I
>feel the need to quote a few facts.
>

What lies? The Jaguar has a good, solid claim to be called a 64-bit
system. Even the very developer that you so love (Jez San) has said
that although he does not consider the TOM RISC chip to be a true
64-bit chip, he does consider the Jaguar to be a 64-bit system.
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

366. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 00:55:17 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.005517.4066@mnemosyne.cs.du.edu>
Source record: 19067

In article <9402071841.AA06058@bot28>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>
>>> The fact that the Jaguar wasnt out in force for the last Xmas
>>>season was a *Major* screw-up. Atari missed a lot of potential
>>>sales, and have given Sega a chance to weigh in with the promise of
>>>the Saturn for NEXT Xmas, to compete with the Jaguar in the years
>>>biggest selling season.
>>>
>>Saturn will not be in the US for next X-mas, so this X-mas was not all
>>that bad to miss.
>
>
> According to SEGA it will. Now, I dont know, but they have a
>MASSIVE amount of cash and muscle behind them, so I am inclined to
>believe them more than I believed Ataris claims about this Xmas
>(which turned out to be partially true - the Jaguar came out but in
>miniscule quantities).

According to Sega, it will be in Japan this xmas. The base unit is
scheduled to cost $500 - at which point it will face the same problem
the 3DO currently has (though with Sega's marketing, it will probably
still do very well).

I'm not saying that Sega is sunk, just that there is a wide enough
hole for the Jaguar to gain large marketshare.

>
> This XMas was Ataris big chance to really sell a lot of units and
>establish the Jaguar, without any real competition. - They didnt
>deliver.
>

They COULDN"T deliver - they had only 50,000 T&J chips, and early
manufacturing problems to boot. There is still time for them to pull
through, though.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

367. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 01:00:27 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.010027.4470@mnemosyne.cs.du.edu>
Source record: 19068

In article <9402071848.AA06097@bot28>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>
>>Everything would be fine if you were spewing out truth right and left,
>>but you are just spewing usless data, and false claims that the Jaguar
>>is not a 64-bit system.
>
>
> Lets see, what did I say?
>
> I pointed out from a press interview with the Main Jaguar
>designer that the custom chips were in fact 32 bit in nature, with
>64 bit memory access - no false claim there.

And then you forget that the very same developer said that he
considers the system as a whole to be a true 64-bit system - the issue
really at stake.

>
> I pointed out from the same source, that the 68000 was in fact
>the main CPU - the designer himself said that the other chips werent
>for main system processing - got any problems with that?
>

Misinterpreting, you make this claim - but this is not what was said.
What was said is only that the TOM RISC chip is slow outside of its 8k
internal memory - not that the 68000 was the sole CPU, or that it had
to be used as such.

>>Tell us just what a system must have, in your opinion, to be a 64-bit
>>system.
>
> It must have 64 bit internal registers and the ability to carry
>out processing operations on the full 64 bits at a time. Ie. 64 bit
>arithmetic and logical operations.
>

That is one process or - I asked what it would take for a system to be
a 64-bit system.

> Only one component of the Jaguar has a full 64 bit element, and
>that is the blitter. It can move 64 bits at a time, and MAY be able
>to carry out logical operations such as ANDs XORs etc and Shifts on
>these 64 bits. It doesnt make the system into a 64 bit system.
>

Also the object processor - and do you tottaly discount the 64-bit
loads that can be done on the RISC chip?

>
>>I never have insisted on thios point, but you forget that ONE of the
>>RISC chips is 64-bit, not 32-bit as you spew forth.
>
> No, THE DESIGNER HIMSELF CALLED THEM 32 bit processors.
>
> Who do you believe - the Atari PR machine or the Chief Hardware
>designer????????
>

Both, to a certain extent. Look, I'll back off of the RISC chip being
a full 64-bit chip - but the Jaguar as a whole is still a 64-bit
system.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

368. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 01:06:24 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.010624.4713@mnemosyne.cs.du.edu>
Source record: 19069

In article <9402071902.AA06148@bot28>,
John Gerard Kelly <u9283919@athmail1.causeway.qub.ac.uk> wrote:
<some stuff deleted>
>>The Gourad shading IS done by the blitter, and at least one
>>trustworthy Atari engineer has stated the blitter does texture mapping
>>(the blitter was used to map the pictures of the Jaguar onto the
>>rotating cube in the Jaguar startup sequence). I suggest you take
>>another look at the specs, before you make such wildly inaccurate
>>claims.
>
>
> Exactly how does the blitter do this? Its probably involved in
>some way to provide extra muscle, but I doubt you can do the
>calculations using simple logical operations. Ditto for texture
>mapping - Id say a lot of work is done by the Jaguars 32 bit chipset
> ^^^^^^

Nope - the blitter does all of the g-shading, and does Texture Mapping
too. These are all simple linear interpolation type things, that are
easy for a blitter to do.

>
>
>
>>>>When Atari say they have a 64-bit system, they are right.
>>>>I see a 64-bit bus. I see 64-bit graphic chips. I see a 32-bit chip
>>> ^^^^^^^^^^^^^^^^^^^^^^^^^
>>>
>>> WHAT 64-BIT GRAPHIC CHIPS? HAVE YOU READ THE TECH SPECS???
>>>
>
>>GEE, YOU HAVENT, HAVE YOU!
>
>>>here they are again....
>>>
>>> The RISC processors manipulate 32 bit data as this is all the
>>> precision they need. They have 32 bit ALUs and 32 bit address
>>> generators. They can perform 64 bit transfers on the main bus if
>>> they need to, but not many data are this big.
>>>
>
>>What data - can't you see a use for loading two 32-bit registers in
>>one load?
>
> I can see a use, but IT DOESNT MAKE THE CHIPS 32 BIT.

>

You mean 64-bit - but I relent on this point, and will not call the
TOM RISC chip a true 64-bit chip - just a 32-bit chip with some 64-bit
access features.

>As the designer says `the RISC processors manipulate 32 bit data`
> and `They have 32 bit ALUs and 32 bit address generators'
>
>That`s 32 BIT ARCHITECTURE to anyone who knows ANYTHING about
>computer architecture.
>
> The only people who would call it 64 bit are marketting managers
>and people on this group who blindly grope at everything pushed out
>by the Atari hype machine.
>
>
>>> I`m simply pointing out LIES which
>>>are being spread here.
>>
>>You are mereley serving the forces of Chaos by further spreading
>>incorrect information.
>
> No, I was quoting a release from the MAN WHO DESIGNED THE JAGUAR
>which quite clearly showed that
>
> (a) The custom chips are 32 bit
>and (b) The 68000 is in fact the CPU for the machine.
>

a) Some of the custom chips (blitter and object processor) are true
64-bit chips. Even the RISC chip has some 64-bit features.

b) You have twisted a simple staement (The RISC chip is slow outside
the 8k internal memory) to mean what you wish it to.

>
> If you dont like that, TOUGH. Those are hard facts.
>

Those are the twisted rationizations.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

369. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 01:24:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d583c90@p2.stacken.ct.se>
Source record: 19070

> From: mdg@ukc.ac.uk (M.D.Griffiths)
>
>> But the Falcon _IS_ crippled by its bus. This is the way I see it:
>> The Falcon is a 32/16-bit system.
>> The Jaguar is a 32/64-bit system. (even 16 if counting the 68000)
>
> The 1200/CD32 is a 32/16/8 by that logic.(blitter is 16bit, Paula is 8
> bit...) By the same definition Pentium based stuff is 32/64 bit as are
> most other '64bit' processors.

Indeed they are.

> IMHO the Falcon is more 32bit than 16bit
> (48bit in some areas, since the DSP has 48bit/56bit internal registers),
> the same goes for the Jag -> it has enough 64bitiness to justify the
> label.

Yes, I agree the Falcon is more 32bit than 16bit. Same goes for the Jaguar so
the 64bit tag is justfied.

? __ __ __
///\\ FALCON / / _// /
__.oo_0-0_oo._____/_/__//_/___
patrik_sanfridsson@p2.stacken.ct.se

370. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 01:47:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d584231@p2.stacken.ct.se>
Source record: 19071

> From: kgelner@nyx10.cs.du.edu (Kendall Gelner)
>
>> But the Falcon _IS_ crippled by its bus. This is the way I see it:
>
> I think "hampered" is a much better word to descrive the roughly
> 25-35% slowdown. "Crippled" to me can't really be applied to
> anything short of an IBM-XT with a 486 plugged into it...

Hampered it is then. My use of English is not THAT good!

>> The Falcon is a 32/16-bit system.
>> The Jaguar is a 32/64-bit system. (even 16 if counting the 68000)
>
> Ok, not so bad, though the Jaguar is 64-bits in all the right places.

Agreed! Most importantly the bus is 64 bits wide.

>> Now the marketing dept at Atari will of course pick the numbers that
>> will show up best for each system, just like any other company in
>> their right mind would. Do you think if Commodore or Sega had released
>> the Jaguar, that they would have labeled it a 32-bit system? Not
>> bloody likely! All this tech hype aside, I don't doubt for a second
>> the superiority of the Jaguar over the CD32, or for that matter, that
>> my Falcon is more powerful than the A1200. This however, doesn't
>> automatically guarantee success for either system. There are too many
>> factors to consider here, such as:
>
> True enough - although actually, recent spec sheets posted for the
> CD-32 were remarkably free of hype (not that it was totally free -
> including a chip count, really!). At least Atari is grabbing the
> bull by the horns, and using the 64-bit title to their advantage.

Maybe they should try this strategy more often. Remember old Jack T said
"business is war". :-)

>> Unfortunately Atari didn't do so well in some areas in the past,
>> though it looks like things might have changed with the Jaguar.
>
> I think so - in many of the above categories, they have shown real
> change!

Let's hope it continues on that way!

? __ __ __
///\\ FALCON / / _// /
__.oo_0-0_oo._____/_/__//_/___
patrik_sanfridsson@p2.stacken.ct.se

371. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 03:58:45 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb9.035845.4012@infodev.cam.ac.uk>
Source record: 19072
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8138@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> >>the DSP of course which can do floating point as fast as a 68882 or about 8
|> >>times faster than an a1200 (with fastram).
|> > Again, wrong. The 56001 does no FP at all. It can do fixed-point
|> >arithmetic and integer arithmetic only, and at lower precision. In
|> >addition, the 56001 has problems of its own: a slow, narrow host port
|> >and limited memory access. How are you measuring your "8 times faster"?
|>
|> Wrong.. the 56001 can perform FP arithmetic in s/ware 5-8 times faster than
|> a bog standard 030.

You were not talking about the 68030. You said 'AS FAST AS A 68882'

Please do not change your argument when you get it wrong.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

372. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 04:03:37 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb9.040337.4314@infodev.cam.ac.uk>
Source record: 19073

In article <1994Feb8.124343.5567@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|> > Only if your engineered benchmark of the week fits in the cache. For real world
|> > performance, I'm afraid the A1200 has more CPU power than the Falcon.
|>
|> Since when does a 14Mhz 68EC020 outperform a 16MHz 68030?

When the 16MHz 68030 has less than half the memory bandwidth.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen

---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

373. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 07:50:01 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2ja4j9$71k@harbinger.cc.monash.edu.au>
Source record: 19074
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard

gerald wenzel (wenzel@CS.ColoState.EDU) wrote:

: Oh well. I guess digital hard disk recording is still just sort
: of a pipe dream - I wouldn't call $3500 (which is about what it would cost
: for a falcon with HD, monitor, and Cubase Audio) "affordable"

Get a 486 box, with Cubase for Windows and a Roland Sound Canvas,
Korg MIDI box, a Gravis Ultra Sound or even Turtle Beach 56001 DPS
based sound card.

No problems with speed, software support and range.
Probably be cheaper than trying to beef up the Falcon to a reasonable
level.

- Jim

374. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 08:02:01 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2ja59p$71k@harbinger.cc.monash.edu.au>
Source record: 19075

: Just like for every other computer in existance (well, perhaps not my
: timex... :-)

: Just like an Amiga user to claim that "only the Amiga" has free BBS
: software. The danger of collective Ego is staggering...

There are *NO* atari BBS's running in Australia. They're nearly all
on PC's, running Remote Access, or EzyComm, or some other program.
There's a few Amiga BBS's, using DLG pro or Max's BBS.

[...]

: Nah, the third party developers design the 68040 box, while Atari
: works up the PowerPC version (hey, it could happen!).

: >Who's going to port MultiTOS to PowerPC, or are you going to run the
: >old OS under PowerPC? If so, you'll probably have to spring for the 603
: >before you get anywhere near 68040 speeds. If you're going to get
: >Multitos to run native under PPC, who's going to do, as last I heard
: >Eric Smith had left Atari? Maybe one of the Tramiel brothers is going
: >to write it ;-) Atari might get their money's worth ;-)

: Eric Smith is still with Atari... More Amiga-type propaganda.

That's interesting, as he doesn't put Atari anywhere in his sig,
and he posts from a commercial, pay for access site under his
own name.

: MTOS is written in something called "C", you may have heard of
: it... it allows you to re-compile on other platyforms! Amazing... I
: would have though Amiga platforms had C by now. The things you learn
: in .advocacy... :-)

That's nice. Linux is written in C. Try compiling it on your Falcon
and see if it'll work. Try NetBSD-386 as well and see how well it
runs. Then come back and tell me all about the wonderful portability
of C. Then tell me all about the edianess of the PowerPC, 680x0 and
80x86 processors.

- Jim

375. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 08:17:19 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2ja66f$8ki@harbinger.cc.monash.edu.au>
Source record: 19076

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 07 Feb 94 13:15:26, William Fang wrote:

: WF> Good use for an ST, as it's got virtually no other productive use ;-)
: WF> Most people around here use second hand 1MB 286's to run BBS's on.
: WF> I'd expect more or less the same situation in the US, where there
: WF> seems to be tonnes of BBS doors, mailers, frontdoors, BBS programs.
: WF>
: WF> Even an Amiga 500 with two floppies and 1MB of ram can run a BBS
: WF> system. You can download Max's BBS for *free* from aminet.

: <laughter> .... I'm running RATSoft .. a BBS which without competition is the
: best on any platform ... on my 16Mhz/Cache STE it's faster than <insert your
: favourite BBS program here> on <insert your favourite system here>.

Hahaha! RATsoft, hmm, does it allow for 64+ 32K connects? Try TBBS
for PC's, with lots of online games, mailers (like Bluewave and QWK).
Do you even have BlueWave for Atari?

PC BBS's, like MajorBBS, TBBS, RoboBBS, Renegade, Waffle, Teleguard,
TAG, Wildcat!, PC-Board, FirstClass have lots of on line game doors,
mailers, messages packers, internet newsgroups combined with fidonet,
file doors, etc, *SUPPORT* and LOTS of happy users.

: SECOM happens to be a *VERY* big BBS .. ;) ... Active users from more than 25
: countries for one thing ...

Nothing compared to Rusty and Eddy's, which suprisingly doesnt run
on ST's. Nearly every platform known to man, including 8bit machines
like the Apple II and C=64 have BBS programs.

- Jim

376. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 11:04:09 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKyEqx.91G@newcastle.ac.uk>
Source record: 19077
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard

In article <2ja4j9$71k@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>gerald wenzel (wenzel@CS.ColoState.EDU) wrote:
>
>: Oh well. I guess digital hard disk recording is still just sort
>: of a pipe dream - I wouldn't call $3500 (which is about what it would cost
>: for a falcon with HD, monitor, and Cubase Audio) "affordable"
>
>Get a 486 box, with Cubase for Windows and a Roland Sound Canvas,
>Korg MIDI box, a Gravis Ultra Sound or even Turtle Beach 56001 DPS
>based sound card.
>
>No problems with speed, software support and range.
>Probably be cheaper than trying to beef up the Falcon to a reasonable
>level.
>
>
>- Jim
>

I must point out that the PC version of Cubase is still way behind even the ST version, never mind the falcon Cubase Audio. There are serious problems with timing accuracies is windows sequencers anyway (see the Future Music review of Cubase for Windows).

If anything, the platform to go with for music (if you don't want an Atari) would be the Mac, which has Cubase Audio as well....

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

377. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 11:06:28 UTC
From: mdg@ukc.ac.uk
Message-ID: <8171@gos.ukc.ac.uk>
Source record: 19078
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb9.035845.4012@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>You were not talking about the 68030. You said 'AS FAST AS A 68882'

Answer one simple question :

can a 14mhz 020 do Floating point arithmetic as fast as 16mhz 68030?
NO!
I rest my case.

>Chris Brown

Griff
--

378. Re: CD32 in Popular Science

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 11:53:11 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402091153.AA19303@nyx.cs.du.edu>
Source record: 19079

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes ...

>And to further clarify your misinformation, the engineer you quote DID
>NOT say that the 68000 was the GPU. What he did say, was that the TOM
>RISC chip would be slow outside it's 8k block of memory. We certainly
>do not know how slow, and you cannot use this to claim the 68000 is
>the only CPU. Do not forget that a developer has already sauid that
>only 60% of his game was 68000, the rest was TOM RISC, and that figure
>has probably climbed by now. When 50% of code runs on each processor,
>how can you claim either one is the sole CPU?

I seem to remember he DID. Has anyone got the text to hand? He said
something about the RISCs being slow out of their caches and that the 68k
was there as the CPU because the support chips were not suited to that
sort of work.

>Now there's a rich one, Gavan talking about fact... would that be the
>same false "fact" where you stated the blitter does not do g-shading?

So the blitter goes away and does ALL the stuff needed for Gouraud
Shading on its own? You just say, `fill this area here with g-shading` and
it does that? I doubt it, probably some of the blitters muscle power is
used to speed up the process, but somewhere along the line one of the
other chips must be doing a lot of the work. Ditto for texture mapping.

>> Notice how often the phrase `32 bit` pops up? The bus is 64 bit,
>>but the much vaunted RISC processors are what we techies call `32
>>bit`.

>The phrase pops up twice... and although the data manipulated may be
>32-bit quatities, what matters much more is the size of the bus - that
>is where things will get held up.

This is the same group where Falcon owners were claiming that the
16-bit databus from the 030 to memory DIDN`T have any negative affects on
the performance of their machine?

If you want 64-bit power, you need true 64-bit chips. As I have said
repeatedly, the 64 bit data bus in the Jaguar is GOOD as it minimises DMA
contention and is a plus point. It doesn`t however qualify the machine as
64 bit. If that was the case, then the humble A500s and STs could be
called 24 bit (as the ADDRESS BUS in those was 24 bit). Its the internal
registers and making sure that they have a full datapath to memory thats
important here.

>You mean 64-bit - but I relent on this point, and will not call the
>TOM RISC chip a true 64-bit chip - just a 32-bit chip with some 64-bit

>access features.

Thats a more sensible way to describe the chip.

>> No, I say judge the FACTS before making a decision, dont spend
>>your money based on what a fanatical group of computer-groupies tell
>>you. I`d say you are the one who is blindly following a line.
>>

>And I'd say go play games on the system, rather than trying to
>determine what system to by from ANYONES line, or listening to people
>who fanatically and blindly attack a system.

Where have I `attacked` the Jaguar? If I said `jaguars are crap , go
buy a cd-32 its much better` THAT would be an attack.

I simply pointed out some of the lies and hypocrisy we see floating
around this group, and immediately Atari owners like yourself, paranoid
from past Atari failures and desperate not to see the Jaguar go the way of
all things Atari, jump on me and see my comments as an attack. I call it a
REALITY CHECK.

>What lies? The Jaguar has a good, solid claim to be called a 64-bit
>system. Even the very developer that you so love (Jez San) has said
>that although he does not consider the TOM RISC chip to be a true
>64-bit chip, he does consider the Jaguar to be a 64-bit system.

Sorry, but I`m not the one quoting Jez San. I quoted the actual guy
who designed the Jaguar. He described the chips as 32 bit in nature.

Gavan

379. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 12:01:47 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Feb9.120147.13490@dmu.ac.uk>
Source record: 19080

You know it doesn't really matter how many "bits" each chip/data path,case
or screw has in the Jaguar ! The fact still remains it whips the butt of
all the similar priced technology for sale on the Earth !!!

--
Simon
c2sgy@dmu.ac.uk

The above text and actions have no reflection
on my employer as stacking shelves has nothing
to do with computers whatsoever.
----

380. Rickard is sooo clever..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 12:20:35 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402091204.AA20972@nyx.cs.du.edu>
Source record: 19081

ickard Troedsson writes ......

>X-Mailer: UUGATE Version 0.26 [OS/2 2.1] beta (Fidonet/Internet Gateway)

>JG> Gavan (via 3rd party account)
>JG>
>JG> <-->
>JG> NOT my account, email me at
>JG> gmoran@nyx.cs.du.edu
>JG> <-->

>Come back when you are old enough to get net.access on your own.

Like through FidoNet maybe? I think I`ll stick with NYX thank you, its
slow but its reliable.

I like your considered, thoughtful repudiation of my 32 bit comments on
the Jaguar architecture. Just keep up the replies like this and soon
you`ll give the impression that everyone in sweeden is as brilliant as you

Gavan

381. Vapourware.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 12:20:37 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402091211.AA21586@nyx.cs.du.edu>
Source record: 19082

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>In a message of 05 Feb 94 14:59:26, William Fang wrote:

>WF> That's going to really help ST and Falcon sales. Let's face it, they
>WF> are both dead end systems, with a tiny user base and low amounts of
>WF> software available.

>Wonder why I don't feel that way, running a BBS on an STE and doing the
rest on
>a Falcon ...

>WF> Has Atari made any noises to what their plans are for the future? Any

>PowerPC, what else? Running MultiTOS, which means software will work just
fine..

Up to your old `inventing facts to try to look smart` tricks again,
Rickard?

I`m not aware of any such machine, I dont even think Atari are, so
please stick to things you know can be proved and people will take you
more seriously.

Gavan

382. st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 12:20:43 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402091209.AA21256@nyx.cs.du.edu>
Source record: 19083

Rickard Troedsson writes....

>In a message of 31 Jan 94 22:21:07, Ricardo Hernandez wrote:

>RH> And about the ST- the ST doesn't have bitplanes. Talk about lack
of
>RH> knowledge.

>It has 1, 2 or 4 bitplanes.

>RH> Griff, don't be an asshole. I understand DAMN well the
implications
>RH> of bitplanes. What I would like to know now is if it is true that
the
>RH> Falcon has bitplanes or not. The ST DOESN'T, and you mentioned that
>RH> as if it had them. So I don't trust you.
>RH>
>RH> Someone in the know cares to comment? (about the Falcon)

>ST: 1, 2 or 4 bitplanes

>Falcon: 1, 2, 4 or 8 bitplanes .. and a 16 bit mode where one word = one
pixel.

>Got it now?

At least Ricardo had an excuse for not being intimate with the details
of the Falcon screen display - he doesnt own one.

You do , and not so long ago you were spouting crap about being able to
do two 256-colour playfields using the 65K colour mode. Either you are
totally stupid, or you just make up lies to try to justify your
arguements. Either way, I`m disinclined to believe anything you write and
glad to expose it as rubbish.

Gavan

383. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 12:20:44 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402091203.AA20494@nyx.cs.du.edu>
Source record: 19084

mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes...

>Atari would be hugely stupid to ignore the 64-bit bus inside the Jaguar
>when advertising the machine. Any who winge at the sales man's use of
>the term '64-bit system' is

>a) an amiag user, with obvious fears and insecurities
>b) ignorant
>c) confused

Your postings are largely based on paranoia. Anyone who dares question
the mighty sales literature of Atari is obviously a revenge crazed Amiga
owner. Why Amiga owners are supposed to be revenge crazed, I don`t know.
After all it has wiped out the ST/Falcon line and put Atari in the dodgy
financial situation it`s in now. I can see why you are so paranoid, but
don`t worry - maybe the Jaguar will suceed despite Atari and they can once
again be a leading GAMES company, even if noone buys their computers.

>>--
>>Chris Brown

>>--
----->-> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours
on screen
>>--

>>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key
>Aren't you the Amiga fanatic who insisted that 64-bits could be read off
a >32-bit
>data bus in one clock cycle the other day?

Maybe you should ask Rickard troedsson for details of how to do that.
over the summer he claimed that since the Falcon had a 32Mhz bus, the
16Mhz CPU could somehow read two 16 bit words in one clock cycle, and
therefore had the equivalent of full 32 bit access.

FYI, the A1200 chipset CAN do 64 bit DMA using some sort of `burst
mode` and DOES have some 64-bit internal registers (you now have 64-bit
wide sprites for example). Of course, noone is claiming it is 64 bit, so I
think you should stop trying to claim that the Jaguar is 64 bit because
some of its chips can do a 64 bit fetch. Read the post from the attentio
to detail guy about the 64-bit fetch, and also read the one about the
Blitter NOT being able to do things like barrel shifting 64 bits at a time.

Gavan

384. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 12:21:43 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402091157.AA19423@nyx.cs.du.edu>
Source record: 19085

modem@atdetail.demon.co.uk (Modem Machine) writes...

>In article <rjungCKoM5x.9GK@netcom.com> rjung@netcom.com writes:

>>In article <1994Feb3.190911.3489@mnemosyne.cs.du.edu>
>rrusbasa@nyx.cs.du.edu
>> (Bob Rusbasan) writes:
>> This stuff has been settled months ago. Let's be technical and
>>precise
>>here:
>>
>>* "Tom" consists of THREE processors: A 64-bit blitter, a 64-bit object
>>processor, and a 32-bit graphics processing unit. "Tom" is 64 bits.

> Not really. Tom is a mixture of 64 and 32 bit processors. It has a 64
>bit
>bus interface. You can't call it a 64 bit or a 32 bit chip...

>>* "Jerry" is a 32-bit Digital Signal Processor. "Jerry" is 32 bits.

> With a 16 bit bus interface.

>>* The GPU in "Tom" can access 64 bits of data at once with a "load two
>>registers" instruction, but it is not part of the normal processing.

> Mmm, sort of. A previous poster said that it can load two adjacent
>registers with one instruction. This is incorrect. The top 32 bits go
>into
>a special register which appears as a memory-mapped I/O port. To do
>anything
>with it you have to read it into a GPU register, which takes an extra
>instruction. This is not really much faster than reading two dwords,
>>* The Jaguar also uses a 64-bit memory architecture, according to J.
>>San.

> 64 bits wide, with a 64 bit bus, yes.

So the `TOM` chip is int fact 32 bits then....

and later,

d8klojo@dtek.chalmers.se (Johan Klockars) writes....

>In article <2irm23$724@usenet.INS.CWRU.Edu> doug@viper.ELP.CWRU.Edu
>(Douglas Bell) writes:

>>Well, the processor in the jaguar tom chip can load two adjacent 32-bit
>>registers with one instruction. There is a 64-bit read for you.

>>The same processor then can also do barrel shifting, so it can bitwise
>>shift more than one 32 bit register at a time. So it can then process
>>64-bits (or more) of data at a time.

>A barrel shifter can be made from a series of multiplexers, where the
>first
>selects between unshifted and shifted 16 steps, the second between
>unshifted
>and shifted 8 steps and so on. As you can see this will enable you to
>shift
>a 32 bit number any number of steps in the time it takes to go through
>five
>consecutive multiplexers.

>>So by your own definition, the jaguar has a processor which is at least
a
>>64-bit processor. Period.

>No! See above.

So the Blitter CAN`T do things like 64-bit shifts either.
Anyone know if it can do logical operations on 64-bits at a time?

>>Can we end this silly debate?

>Good idea!

yes, a very good idea.

Look, the Jaguar CHIEF DESIGNER has described the RISC chips as being
32 bit, he also pointed out that the 68k is the CPU and we KNOW it is 16
bit.

The Attention To Detail person has pointed out that you cant read 64
bits in with ONE instruction, so that arguement is out the Window.

And Johan above says that (as I thought) although the blitter has 64
bit access, it cant manipulate 64 bits at a time for things like shifting.

I think thats well and truly shown that the Jaguar is 32 bit. 64 bit
memory bus for certain chips, yes, but not enough to call it a 64 bit
system.

ATARI JAGUAR - 32 BIT INTERACTIVE GAMES CONSOLE.

might be an altogether more honest sticker to put on the box.

Gavan.

385. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 12:38:27 UTC
From: mdg@ukc.ac.uk
Message-ID: <8174@gos.ukc.ac.uk>
Source record: 19086

In article <9402091209.AA21256@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

> At least Ricardo had an excuse for not being intimate with the details
>of the Falcon screen display - he doesnt own one.

> You do , and not so long ago you were spouting crap about being able to
>do two 256-colour playfields using the 65K colour mode. Either you are
>totally stupid, or you just make up lies to try to justify your
>arguements. Either way, I`m disinclined to believe anything you write and
>glad to expose it as rubbish.

two 256-colour playfields in 65k colour mode?
actually it was two 16colour playfields in 256 colour mode. get your facts
straight before you flame. BTW I proved it could be done, so it kind of makes
you look stupid really - but thats nothing new.

Don't you think your first sentence says it all -> don't you think that you
shouldn't open your mouth unless you have experience with or understand the
machine you are Flaming - this is the difference between me and you Gavan.
(as well as the Fact that your probably about 15 years old with a mental age
of 12.)

Oh Gavan, I do so envy you, you have so much respect around here..
you just made a grave for yourself, I've loads of mail from people enjoying
my education of Amiga people like Raist and others. Do you really want me
to start on you?

>Gavan

Griff
--
Is Gavan worth educating?

386. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 14:27:54 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb9.142754.14287@mnemosyne.cs.du.edu>
Source record: 18987

ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes...

>> Only if your engineered benchmark of the week fits in the cache. >For real world
>> performance, I'm afraid the A1200 has more CPU power than the >Falcon.

>Since when does a 14Mhz 68EC020 outperform a 16MHz 68030?
>Or a 7MHz blitter a 16 MHz blitter?
>And of course there is the 56001...

> /
>/ Daniel

It outperforms the 030 when the 030 has to share all of its RAM with the custom chips, down a 16 bit path, and the 020 has zero wait state access along a full 32 bit data path to it`s RAM. Its not the base A1200 configuration , but then the base Falcon config is 1Mb so in both machines you are looking at expanding the RAM to at least 4 meg.

The facts are you can get a 6meg/80HD/SCSI A1200 for the same price as a 4meg/65HD/SCSI/DSP Falcon. The Falcon clearly has the advantage of 16 bit sound with DSP, but then theres not a lot of software out for it, and the A1200 has STACKS with an extremely high level of compatibility with older Amigas at a hardware level.

Of course, the average punter will probably go for a 486PC at this price level, and existing Atari-heads and Commodore-heads will just buy whatever machine `their` company brings out next.

Gavan

387. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 14:30:34 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb9.143034.14522@mnemosyne.cs.du.edu>
Source record: 18988

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>some facts:
>The Falcon can move about 3meg / s in monochrome, or about 2.6 meg/s in
>16 bit
>colour mode. How much can a 1200 move in 640*400 *256 ? (laugh) -> the
>timings
Contention isn`t an issue once you expand beyond the base 2Mb of ChipRAM using a 32 bit FastRAM expansion. The only way to allow your programs to run without RAM contention on a Falcon is to buy one of those boards that plug into the 68030 and 882 slots to give a hacked version of fastRAM. Kludge city.

Assuming that blitting large parts of screen memory about is necessary, I`ve no idea of the timings but i`d say that the A1200 timings should be competitive with the Falcon. If you were using the CPU to do the moves, the A1200 will be faster as it has full 32 bit access. If you were using the blitter, well I dont know how effective the Falcon blitter is, but in the A1200 its more or less the same speed as blitting using the CPU.

Of course, the nice thing on the A1200 is that your PROGRAM code will not have to deal with the contention assuming you have FastRAM (which for the cost of a typical Falcon, it WILL) whereas on the Falcon, the whole system will slow with gfx DMA contention. You see, the Amiga was designed from the outset for multitasking, and so things that Atari have only just discovered like co-processors and pre-emptive multitasking, were on the Amiga from the outset in 1985 whilst Atari were making sts with CP/M 68k (TOS) and NO processor support (the ST, STm, STfm).

>I did indicate that there is about 70% contention in this mode on the
>1200,
>and about 40% contention in 320*200 * 256.... which is really quite
>poor..

I`m not so sure there is any contention in the 320x200(or 256)x8 bitplane mode on the Amiga. The original design allowed 320x200 with no contention, then with AGA and 64-bit DMA came a `4x mode`. This has to be explicitly enabled (I`m not sure how as I`m not a system coder) but once it is done you can quadruple your DMA bandwidth. The upshot is a contention free 320x256 256 colour mode, but obviously if you start kicking in vertical and horizontal overscan you will get contention. Also, you don`t say what refresh rate you were using. If you use the 30kHz horizontal refresh rate you`ll find a lot more contention than the tv-standard 15Khz rates.
>i'd hate to see the figures with the blitter and copper going... *bye
>bye CPU!*

How does the copper on the Falcon cope? Oops, I forgot, there isn`t one!

>Griff

Gavan

388. Re: Doom v1.2 is out!!! (for NeXT only)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 14:32:35 UTC
From: rsrodger@wam.umd.edu
Message-ID: <2jas63$r3b@cville-srv.wam.umd.edu>
Source record: 18989

In article <2jar8i$etk@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>: Yippee for you and the other 49,999 cube owners on the planet.
>
>Your forgetting about NextStep for 486 as well. This is really funny,
>some Atari bozo flaming NeXT. So how many of those Falcon Next-cube-
>wannabes have been sold? <20,000? <15,000?

Amazing. A NeXT user flaming someone else because the other platform
has managed to sell even fewer seats than NeXT. That's like a hobo
criticizing a street beggar.

--
New .signature under development. Start your development now! Beat the crowd!

389. Re: Vapourware.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 14:39:37 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94040.093937STIRRE31@MAINE.MAINE.EDU>
Source record: 18990

Hello. I seem to remember Bob Brodie stating that a Power PC built around the Jaguar chipset was something that Atari was looking into. So, I'd have to agree with Rickard that a great Atari computer could still be on the way.
-scott tirrell

390. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 15:10:17 UTC
From: mdg@ukc.ac.uk
Message-ID: <8183@gos.ukc.ac.uk>
Source record: 18991

In article <1994Feb9.142754.14287@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

>It outperforms the 030 when the 030 has to share all of its RAM with the
>custom chips, down a 16 bit path, and the 020 has zero wait state access
>along a full 32 bit data path to it`s RAM. Its not the base A1200
>configuration , but then the base Falcon config is 1Mb so in both machines
>you are looking at expanding the RAM to at least 4 meg.

No.. only the CPU has 16bit access to RAM, all the CUSTOM chips have 32bit access. And don't gimme any rubbish about FAST RAM solving all the Amiga's contention problems, because most games will want to write to CHIPRAM to draw their BOBS and stuff, and will suffer the horrendous contention in any decent video mode. Fast RAM helps with processing but not with drawing to the screen. Its a shame that the CD32 has no FASTRAM though.. (laugh).

> The facts are you can get a 6meg/80HD/SCSI A1200 for the same price as a
>4meg/65HD/SCSI/DSP Falcon. The Falcon clearly has the advantage of 16 bit
>sound with DSP, but then theres not a lot of software out for it, and the
>A1200 has STACKS with an extremely high level of compatibility with older
>Amigas at a hardware level.

some facts for Gavan to think about:

As well as 16bit sound, it also has a 16bit stereo sampler, High density disk drive, LAN, MIDI, two analog joystick ports, DSP port etc.
The Falcon also has very high compatibility, I have very little ST s/ware which does not run on my Falcon with the exception of demos.
You also need to add an MMU or 030 to run a protected operating system.

>Gavan

Have you noticed how Gavan's last time is remarkably close to the word 'MORON'.

Griff
--

391. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 15:22:05 UTC
From: mdg@ukc.ac.uk
Message-ID: <8184@gos.ukc.ac.uk>
Source record: 18992

In article <1994Feb9.143034.14522@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> Assuming that blitting large parts of screen memory about is
>necessary, I`ve no idea of the timings but i`d say that the A1200 timings
>should be competitive with the Falcon. If you were using the CPU to do the
>moves, the A1200 will be faster as it has full 32 bit access. If you were
>using the blitter, well I dont know how effective the Falcon blitter is,
>but in the A1200 its more or less the same speed as blitting using the CPU.

I quote hard facts - you don't.
I'm afraid - 'it probably would be competitive with the Falcon' just isn't good enough for me -> you lack the technical knowledge and have no grounding for your arguments.

>>I did indicate that there is about 70% contention in this mode on the
>>1200,
>>and about 40% contention in 320*200 * 256.... which is really quite
>>poor..

> I`m not so sure there is any contention in the 320x200(or 256)x8
>bitplane mode on the Amiga. The original design allowed 320x200 with no
>contention, then with AGA and 64-bit DMA came a `4x mode`. This has to be
>explicitly enabled (I`m not sure how as I`m not a system coder) but once
>it is done you can quadruple your DMA bandwidth. The upshot is a
>contention free 320x256 256 colour mode, but obviously if you start
>kicking in vertical and horizontal overscan you will get contention.

Are you a dithering fool? John Major lookalike?

The phrase 'I'm not sure' doesn't serve to make me believe you, even more so when I program both machines and *know* that the Amiga suffers worse contention than the Falcon. As for the '4x mode', me and some Amiga demo writers did some timings and it effectively gives you a 1.4 improvement in speed over an a500! Blitter line drawing and suchlike is not improved.
The AGA h/ware was a quick bodge just to fill the GAP between ECS and AAA.

yawn.

> Also, you don`t say what refresh rate you were using. If you use the
>30kHz horizontal refresh rate you`ll find a lot more contention than the
>tv-standard 15Khz rates.

The AMIGA will suffer more contention in than the Falcon, ok?
If you want to write to the Screen it will be slower than on a Falcon in a high video mode? OK? comprende?

> >i'd hate to see the figures with the blitter and copper going... *bye
>>bye CPU!*
> How does the copper on the Falcon cope? Oops, I forgot, there isn`t
>one!

yawn, no... the copper is nice for a games machine, the Falcon doesn't try to be a games machine, however the 16++mips of the DSP 56001 more than make up for the lack of a copper, besides which the '030 can do everything that the Copper can do. Copper use is also not free - it adds to contention.

> Gavan

Griff
--

392. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 16:02:01 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb9.160201.13374@infodev.cam.ac.uk>
Source record: 18993
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8171@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb9.035845.4012@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|>
|> >You were not talking about the 68030. You said 'AS FAST AS A 68882'
|>
|> Answer one simple question :
|>
|> can a 14mhz 020 do Floating point arithmetic as fast as 16mhz 68030?
|> NO!

I'm not going to let you off like that. You said the Falcons DSP can do
floating point maths AS FAST AS A 68882. It can't.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

393. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 16:34:38 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.760811678@unix1.tcd.ie>
Source record: 18994

In <1994Feb8.005331.28237@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>In article <mpnolan.760613594@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:

>|> The Jaguar is not a general purpose computer and cannot easily be compared
>|> to one, a computer that has ONE CPU, and genrally few graphic chips.

>No, it's a toy.

Correct. As are most consoles.

>|>
>|> The Jaguar, and most modern consoles, are complex machines, with power being
>|> directed away from logical computation but towards graphical manipulation.

>What a concept. The Amiga was doing this in 1985, it's not new you know.

Not to the same degree. Most games written for the Amiga, rely mainly on
the CPU to run the game, with help from blitters and other DMA devices.

The Jaguar, if you took the time to study it, does not have the same
dependence on the CPU.

When I say 'run the game', I refer mainly to graphic 'work'.

>|> I think your continued use of the single CPU architecture to justify
>|> your obvious hatred of the Jaguar is misleading, and quite frankly, I
>|> tend to bleieve your knowledge of such systems is lacking.

>You believe wrong, after all, I use one every day.

Well, to be bluntly honest, you dont seem to know that much about
the Jaguar judging from your posts. For example, you keep
reffering to the 68000 as the main and only CPU, and winge
about the term 64-bit SYSTEM, when that is exactly what it is.
If you dont agree, then let's agree not to agree, because
no matter how much we rattle on about it, Atari are going
to rightly hammer the 64-bit part of the Jaguar in their
comercials and presentations.

>|> Facts are that the Jaguar is more complex then a sinlge CPU architecture,
>|> and has more than one CPU.

>That's lovely, and the one which runs the program code is 16 bit. The ancillary
>processors (there is only 1 CENTRAL processing unit in the Jaguar) are 32 bit. It
>doesn't have a 64 bit MPU.

There you go again, bringing general use computer term to bear in a conversation
with nothing to do with it. Ever hear of parallel processing?

The term CentralProcessingUnit is growing out of date.
The Jaguar has TWO functioning PROCESSING units, both capable of
logical and arithemtic operations. Fact.

Do you agree?

>|> Atari would be hugely stupid to ignore the 64-bit bus inside the Jaguar
>|> when advertising the machine. Any who winge at the sales man's use of
>|> the term '64-bit system' is

>Sigh, pick the largest bus in the system and decide that that is the 'bitness' of
>the system. It's a cheap marketing ploy. but hardly terribly accurate. Wouldnt
>mind so much if it weren't for the double standards, ie:

>If the Jaguar is 64 bit, then the Falcon is 16 bit.

>If the Falcon is 32 bit, then the Jaguar is 16 bit.

>Which one is it to be?

The Falcon has a 32-bit bus.
I can see where you're coming from, but still you throw in
inaccuracies, such as ignoring the fact of the 32-bit bus in the
Falcon.

Listen, the days of the ONE cpu, ONE width data busses are gone.
The modern day consoles are not as arcitecturally simple as they
used to be. You cant use an old stick to beat a new machine.

>--
>Chris Brown

>---
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>---
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

Mark

394. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 17:06:34 UTC
From: mdg@ukc.ac.uk
Message-ID: <8188@gos.ukc.ac.uk>
Source record: 18995
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb9.160201.13374@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <8171@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <1994Feb9.035845.4012@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>|>
>|> >You were not talking about the 68030. You said 'AS FAST AS A 68882'
>|>
>|> Answer one simple question :
>|>
>|> can a 14mhz 020 do Floating point arithmetic as fast as 16mhz 68030?
>|> NO!
>
>I'm not going to let you off like that. You said the Falcons DSP can do
>floating point maths AS FAST AS A 68882. It can't.

Your not go to let me off? (laugh), you admit then that an 020 is worse than
an 030 at a software implementation of floating point. And you try and suggest
that I don't know what I'm talking about in terms of the Falcon's DSP.

WRONG!
WRONG!
WRONG!

A S/ware implementation of FP arithemetic on a 32mhz DSP56001 is as fast as a
16mhz 68882 , as fast as 20mhz for some operations.

(you really are an uneducated fool, please think in future before you post,

Its kinda tiresome having to show you up like this all the time)
here is the FP ADD subroutine to prove it:

```
;-----------------

; This program originally available on the Motorola DSP bulletin board.
; It is provided under a DISCLAIMER OF WARRANTY available from
; Motorola DSP Operation, 6501 Wm. Cannon Drive W., Austin, Tx., 78735.
;
; Last Update 7 Oct 87 Version 2.0
;
fpadd ident 2,0

;
; MOTOROLA DSP56000/1 FPLIB - VERSION 2
;
; FPADD - FLOATING POINT ADDITION SUBROUTINE
;
```

```
; Entry points: fadd_xa R = A + X
; fadd_xy R = Y + X
;
; m = 24 bit mantissa (two's complement, normalized fraction)
;
; e = 14 bit exponent (unsigned integer, biased by +8191)
;
; Input variables:
;
; X x1 = mx (normalized)
; x0 = ex
;
; Y y1 = my (normalized)
; y0 = ey
;
; A a2 = sign extension of ma
; a1 = ma (normalized)
; a0 = zero
;
; b2 = sign extension of ea (always zero)
; b1 = ea
; b0 = zero
;
; Output variables:
;
; R a2 = sign extension of mr
; a1 = mr (normalized)
; a0 = zero
;
; b2 = sign extension of er (always zero)
; b1 = er
; b0 = zero
;
; Error conditions: Set CCR L=1 if floating point overflow. Result
; is set to the maximum floating point value of the
; correct sign. The CCR L bit remains set until
; cleared by the user.
;
; Set CCR L=1 if floating point underflow. Result
; is set to floating point zero. The CCR L bit
; remains set until cleared by the user.
;
; Assumes n0, m0, shift constant table and scaling modes
; initialized by previous call to the subroutine "fpinit".
;
; Alters Data ALU Registers
; a2 a1 a0 a
; b2 b1 b0 b
; x1 x0 y1 y0
;
```

```
; Alters Address Registers
; r0
;
; Alters Program Control Registers
; pc sr
;
; Uses 0 locations on System Stack
;
;
fadd_xy tfr y0,b y1,a ;get ey, my
fadd_xa cmp x0,b fp_space:fp_23,y0 ;compare delta = er - ea,
; get delta limit
jge _dpos ;jump if er >= ea
;
; er < ea
;
_dneg tfr x1,a a1,x1 ;swap ma with mr
tfr x0,b b1,x0 ;swap ea with er
;
; er >= ea
;
_dpos sub x0,b b1,y1 ;calculate delta, save er'
cmp y0,b b1,r0 ;check delta limit, save delta
jgt done1 ;jump if delta > 23
addm move fp_space:(r0+n0),x0 ;lookup shift constant s
mac -x1,x0,a y1,r0 ;denormalize by s, add mantissa, get er'
jmp norm1 ;try for quick normalization
;
; normalize and round result - assumes a=mr', r0=er' and CCR reflects mr' value.
;
norm rep #8 ;normalize up to 8 bits left or right
norm1 norm r0,a ;shift 1 bit and update exponent by 1
jnn norm ;jump if not normalized
round rnd a ;round to 24 bit mr
norm r0,a ;correct mr overflow due to round
;
; detect and correct exceptions - assumes a=mr and r0=er
;
check move r0,fp_space:fp_temp ;check er
jset #15,fp_space:fp_temp,under ;jump if exponent underflow
jset #14,fp_space:fp_temp,limit ;jump if exponent overflow
check1 tst a r0,b ;check mr, get er
teq a,b ;if mr=0, correct to fp zero
rts
under or #$40,ccr ;set L=1 for exponent underflow
zero clr a #0,b ;correct to fp zero
rts
limit asl a fp_space:fp_emax,y1 ;correct to maximum fp value
done1 tfr y1,b a,a ;get mr and er, set L bit if mr limited
done rts
```

```
;-----------------
```

This takes 17-51 cycles to execute at 32mhz, a 68882 does an FP add in 24 cycles, therefore the DSP is as FAST as a 882 of half its clock speed? ok? fool!

>Chris Brown

Griff
--

395. Re: Doom v1.2 is out!!! (for NeXT only)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 17:28:12 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94040.122812STIRRE31@MAINE.MAINE.EDU>
Source record: 18996

```
Of course, you're not comparing NeXT sales to the combined ST/TT/
Falcon line. Much larger user base than Next.
-scott tirrell
```

396. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 17:31:08 UTC
From: warr3650@mach1.wlu.ca
Message-ID: <CKywo2.8Bw@mach1.wlu.ca>
Source record: 18997
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: Why is AGA more impressive than the Falcons Video chip? The Falcon has more
: video bandwidth, True colour (no 8 bit kludge's here...) etc.

The 'kludges', as you put it, are only in AGA for backwards
compatibility with older systems. This will be gone in the next chipset. It
doesn't make sense to alienate the few million Amiga owners with
older machines by releasing a system that isn't even backwards compatible.

Besides, with todays's ram prices being as they are, HAM8 is far
more conservative on memory usage (8 vs. 16 or 24 bits for similar # of
colours), which lets you use memory for other things.

: What is better about AGA? its lower bandwidth, lower refresh rates? or
: that wonderful(laugh) HAM mode, no perhaps its the video contention being
: twice as much as the Falcon that makes it better ;-).

AGA is actually being used for far more than ~20,000 systems.

It has far better bandwidth than OCS/ECS. There is virtually NO
video contention when displaying ALL video modes, including HAM8. Like
something on the order of 0.05% on average. (It's been a while since I
saw the specs) And this is without the use of dual-ported VRAM.

As for HAM6 or HAM8 modes, well they're perfect for full-screen
real time animations (video CDs). And fringing is almost invisible.

: Funny that, I don't see 'Pure C' for the Amiga.... and we have the best Amiga
: compiler (SAS) on the Falcon too. And believe me Pure C 2.0 (Borland) walks
: all over SAS in every way.... ooopppsss sorry that can't be right, after all
: the Falcon has no s/ware support ;-).

What the heck is 'Pure C'? Is that supposed to be something
similar in concept to 'True Basic'? <smirk>

If so, then who would want it.

Kevin Warren, Lowly 1st Year student |"I say nuke the site from orbit it's
Honours Computing & Computer Electronics | the only way to be sure." - Ripley
Wilfrid Laurier University, Waterloo, ON |"Bill Gates is Satan!!!!"
Internet: warr3650@mach1.wlu.ca

397. Re: Vapourware.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 17:33:58 UTC
From: kstevens@srs.gov
Message-ID: <01H8OK3KYDSY00245W@SAEMS.SRS.GOV>
Source record: 18998

In article <9402091211.AA21586@nyx.cs.du.edu>, you wrote:

> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...
>
>
> >In a message of 05 Feb 94 14:59:26, William Fang wrote:
>
> >WF> That's going to really help ST and Falcon sales. Let's face it, they
> >WF> are both dead end systems, with a tiny user base and low amounts of
> >WF> software available.
>
> >Wonder why I don't feel that way, running a BBS on an STE and doing the
> rest on
> >a Falcon ...
>
> >WF> Has Atari made any noises to what their plans are for the future? Any
>
> >PowerPC, what else? Running MultiTOS, which means software will work just
> fine..
>
> Up to your old `inventing facts to try to look smart` tricks again,
> Rickard?
>
> I`m not aware of any such machine, I dont even think Atari are, so
> please stick to things you know can be proved and people will take you
> more seriously.
>
>

> Gavan

Atari has not committed on any future computer design. The have said that
they are looking into a computer that is designed with the Jag set in mind.
Whether or not that happens is anybody's guess. My personnel opinion is
that Atari should concentrate on the video game market. Neither atari or
commodore will ever get sufficient market penetration to become a large
computer player. Atari does stand a good chance, as long as they don't
make stupid mistakes, of penetrating into the video game market with the
Jag and ought to concentrate their resources there.
--
Ken Stevens | kstevens@srs.gov |

398. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 17:54:02 UTC
From: andrey@ugcs.caltech.edu
Message-ID: <2jb7vq$8qq@gap.cco.caltech.edu>
Source record: 18999
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <2j8k40$ag@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:

>DSP multiply takes 2 cycles, an 030 takes 17-31 cycles approx so yes

28 cycles out of cache.

>it is less than 16 times faster on average, but the dsp can also do this
>instruction in 2 cycles:

>mac -y0,x0,a (which means a = a + (-y0*x0))

So? It means I can do integer macs really quickly, but not
FP macs.

>which would take about another 4-6 cycles on an 030.... then again the DSP
>can also to this instruction in 2 cycles:

>mac -y0,x0,a x:(r0)+,y0 y:(r4)+,x0 (which means a = a + (-y0*x0), then
> fetch y0 from the address [r0], increment
> r0, and then fetch x0 from [r4], increment
> r4 (PS r0 and r4 can be pointers in
> circular buffers which are defined by M0
> m4 ....)

A fast processor needs data to feed it as well. What has this
been used for other than audio processing, especially with its slow 8-bit
port?

>basically an 030 is blown away by a DSP... certainly more than 16 times for
>most multiply/accumulate type sequences. People just don't realise how good
>these chips are at what they are designed to do!

I think I would know what a 56k is good for since I designed and
built a board around it.

>> Useless since the normalization is good only for fixed-point
>>math (FP normalization is different) at a limited resolution (<24 bits).
>>

>The set of FP routines supplied by motorola (from the Dr bub BBS) use
>the 'norm' instruction extensively in their implementation of FP...

Okay, this I didn't know. I was wrong.

>I think in this implementation a 'float' multiplication takes about 51
>cycles... which means a 32mhz DSP 560001 would be equivalent to a 20mhz 68882.

>which is quite a bonus really.(and these routines are not necessarily optimum.)

Unfortunately, though it may be faster for data in its local
memory (or almost as fast, whatever), a 680x0 can access a 68882 much
faster than it can the 56k.

>How would you like to list the results : as a 68000 listing which we can then
>compare subjectively? IMHO Pure C seems to produce 'better' code than
>the other compilers I've used (Gcc/Lattice).I think there are plenty of people
>who will back me up on this. Why would I lie about which compiler is better?
>after all I write in assembly most of the time!

I'm sure you're not lieing, even if I might have implied it
before. In the code I gave you, SAS/C 6.51 could have done 3 things
better. An expensive commercial compiler gets two of these things
(loop rotation and heavy usage of registers), and I'm just wondering
how good Pure C is. In case you want to try it, make every variable
local except for struct Edge *EdgeActive, and I forgot to add the local
variable int i. The comparisons I was doing was for a 68030 so Pure C
should be told to generate 030 code. Thanks in advance.

--Andre

--
PGP public key available

399. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 18:38:32 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2jbaj8$6ea@mojo.eng.umd.edu>
Source record: 19000

In article <9402091157.AA19423@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>
>d8klojo@dtek.chalmers.se (Johan Klockars) writes....
>>(Douglas Bell) writes:
>
>>>Well, the processor in the jaguar tom chip can load two adjacent 32-bit
>>>registers with one instruction. There is a 64-bit read for you.
>>>The same processor then can also do barrel shifting, so it can bitwise
>>>shift more than one 32 bit register at a time. So it can then process
>>>64-bits (or more) of data at a time.
>
>>A barrel shifter can be made from a series of multiplexers, where the
>>first
>>selects between unshifted and shifted 16 steps, the second between
>>unshifted
>>and shifted 8 steps and so on. As you can see this will enable you to
>>shift
>>a 32 bit number any number of steps in the time it takes to go through
>>five
>>consecutive multiplexers.
>
>
[To which Gavan concludes]
>
> So the Blitter CAN`T do things like 64-bit shifts either.
> Anyone know if it can do logical operations on 64-bits at a time?
>
> The Attention To Detail person has pointed out that you cant read 64
>bits in with ONE instruction, so that arguement is out the Window.
>
> And Johan above says that (as I thought) although the blitter has 64
>bit access, it cant manipulate 64 bits at a time for things like shifting.
>
> I think thats well and truly shown that the Jaguar is 32 bit. 64 bit
>memory bus for certain chips, yes, but not enough to call it a 64 bit
>system.

Gavan,

Will you please learn to read more carefully? Johan was talking about
the barrel shifter in the GPU (contained in TOM). Since the GPU has
32-bit internal registers, it has a 32-bit barrel shifter. Do you
even know what the GPU is? It's a 32/64-bit Graphics Processing Unit
that is optimized for 3D graphics algorithms. From what I've read,
it's very DSP-ish. It's very fast at multiplying arrays (which is

needed for performing 3D transformations) and is the main reason why the Jaguar is very good at polygons.

As far as I know, the Jaguar's 64-bit Blitter really can operate on data 64-bits at a time. In other words, it can perform 64-bit shifts and do logical operations 64-bits at a time.

The custom chip TOM contains both the 32/64-bit GPU as well as the 64-bit Blitter and 64-bit Object Processor (supposedly a very advanced Sprite Engine and Display List processor).

--Gerry

400. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 18:53:56 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jbbg4$l0i@harbinger.cc.monash.edu.au>
Source record: 19001
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard

Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:

: In article <2ja4j9$71k@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:

: I must point out that the PC version of Cubase is still way behind even the
: ST version, never mind the falcon Cubase Audio. There are serious problems
: with timing accuracies is windows sequencers anyway (see the Future Music review
: of Cubase for Windows).

That's interesting. Have they reviewed CakeWalk Pro yet? I'm interested
in why there are serious timing accuracies in Windows. Does it manifest
itself in DOS as well?

: If anything, the platform to go with for music (if you don't want an Atari)
: would be the Mac, which has Cubase Audio as well....

Perhaps, but I think the original poster was on some sort of budget.
You can get all sorts of nifty sound cards and cheap peripherals for
the PC clone boxes.

- Jim

401. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 19:00:59 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jbbtb$l0i@harbinger.cc.monash.edu.au>
Source record: 19002

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <1994Feb9.142754.14287@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

: As well as 16bit sound, it also has a 16bit stereo sampler, High density disk
: drive, LAN, MIDI, two analog joystick ports, DSP port etc.
^^^^
: The Falcon also has very high compatibility, I have very little ST s/ware
: which does not run on my Falcon with the exception of demos.

That's interesting. Can you plug your Falcon into a Mac or PC network?
Does atari actualy produce drivers and LAN compatibility built into the
operating system? Can you say log onto another machine and run programs
off the servers hard-drive?

Has the digital joystick ports been removed? I know you can plug an
analogue joystick into the Amiga's joystick ports with a small $10
adaptor. You can even get games that actually support Analogue
joysticks ;-)

- Jim

402. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 19:02:22 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2jbbvu$70g@mojo.eng.umd.edu>
Source record: 19003

In article <020894234508Rnf0.77b8@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:

>
>>Do you see my point?! In many situations, it's not the main CPU that
>>determines the performance of a machine in a specific situation.
>>Rather it's the support chips and the overall system design.
>
>You are right ofcource but wrong example take a look at scala300 _there_
>you see what a good design can do on a 68000 or 68020.
>

Thanks for the information/correction. I'm not that familiar with the Amiga world so the best example I could think of was the Video Toaster.

--Gerry

403. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 19:08:04 UTC
From: mdg@ukc.ac.uk
Message-ID: <8191@gos.ukc.ac.uk>
Source record: 19004
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jb7vq$8qq@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>mac -y0,x0,a (which means a = a + (-y0*x0))
> So? It means I can do integer macs really quickly, but not
>FP macs.

The Multiply is not INTEGER it is a fixed point 24bit multiply
with 48 bit result (in this case the 48bit result is added to a 56bit total).

>>which would take about another 4-6 cycles on an 030.... then again the DSP
>>can also to this instruction in 2 cycles:
>>mac -y0,x0,a x:(r0)+,y0 y:(r4)+,x0 (which means a = a + (-y0*x0), then
> A fast processor needs data to feed it as well. What has this
>been used for other than audio processing, especially with its slow 8-bit
>port?

It is useful for a lot of things, the parallel nature of the DSP can be
exploited for EVERY algorithm I have written on the DSP so far beit graphics
or sound.

>>The set of FP routines supplied by motorola (from the Dr bub BBS) use
>>the 'norm' instruction extensively in their implementation of FP...
>
> Okay, this I didn't know. I was wrong.

Thanks. See my previous post for the FP add subroutine as proof.

A certain Mr Brown needed educating.

>>I think in this implementation a 'float' multiplication takes about 51
>>cycles... which means a 32mhz DSP 560001 would be equivalent to a 20mhz 68882.
>>which is quite a bonus really.(and these routines are not necessarily optimum.)
> Unfortunately, though it may be faster for data in its local
>memory (or almost as fast, whatever), a 680x0 can access a 68882 much
>faster than it can the 56k.

Well the DSP can feed the CPU data as fast as the 030 can take it....
you have to add about 8 cycles or whatever it is to send/receive the data,
but then again, a 68882 would have to access the memory too.

you get about 2meg /s over the HOST PORT, I'm sure you'll realise that you
couldn't process 2meg/s of floating point data, even with this mighty DSP so
transfer is not a problem.

> I'm sure you're not lieing, even if I might have implied it
>before. In the code I gave you, SAS/C 6.51 could have done 3 things

>better. An expensive commercial compiler gets two of these things
>(loop rotation and heavy usage of registers), and I'm just wondering
>how good Pure C is. In case you want to try it, make every variable
>local except for struct Edge *EdgeActive, and I forgot to add the local
>variable int i. The comparisons I was doing was for a 68030 so Pure C
>should be told to generate 030 code. Thanks in advance.

My experience is based on MY subjective opinion of the code produced by PURE C,
it looks faster,cleaner and generally BETTER than the code produced by Lattice
/Gcc etc.
When I get some time I'll compile that code and post the object code produced.

>--Andre

IMO Andre you are about the only Amiga advocate here who seems to have any
common sense. I wish more were so level-headed and not quite to spout rubbish.

Griff
--
blah
blah
blah

404. Re: Doom v1.2 is out!!! (for NeXT only)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 20:03:35 UTC
From: gkett@access1.digex.net
Message-ID: <2jbfin$7hn@access1.digex.net>
Source record: 19005

In article <2jar8i$etk@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Glen Sescila (glens@natinst.com) wrote:
>: In article <1994Feb8.142904.7060@cs.yale.edu>,
>: Jim Horne <jhh@genesis5.physics.yale.edu> wrote:
>: >
>: >IT HAS BEEN RELEASED!!!!
>: >
>: >Well, now we know what those mad geniuses at ID have been doing: they've been
>: >working on the NeXT version of 1.2 instead of the DOS version.
>
>: Yippee for you and the other 49,999 cube owners on the planet.
>
>: --
>: "Jaguar: Even Better Than The R.E.A.L. Thing!" Glen Sescila |||
>: / | \
>
>Your forgetting about NextStep for 486 as well. This is really funny,
>some Atari bozo flaming NeXT. So how many of those Falcon Next-cube-
>wannabes have been sold? <20,000? <15,000?
>
>
>- Jim

I don't see him promoting any Atari computers in his sig.. Mearly the Jaguar
game system, Which is supposed to be getting a version of Doom before too
long, anyway. Chill out :-).

405. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 20:41:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d594a60@troed.ct.se>
Source record: 19006

In a message of 09 Feb 94 08:50:01, William Fang wrote:

WF> : Oh well. I guess digital hard disk recording is still just sort
WF> : of a pipe dream - I wouldn't call $3500 (which is about what it would
WF> cost
WF> : for a falcon with HD, monitor, and Cubase Audio) "affordable"
WF>
WF> Get a 486 box, with Cubase for Windows and a Roland Sound Canvas,
WF> Korg MIDI box, a Gravis Ultra Sound or even Turtle Beach 56001 DPS
WF> based sound card.

That's what "Lars Reynold" (Musician here in sweden did, also sold his Falcon)

WF> No problems with speed, software support and range.
WF> Probably be cheaper than trying to beef up the Falcon to a reasonable
WF> level.

...then he discovered that the best card for the PC only was half as good as
the Falcon - he has now switched back to the Falcon.

The above is true, and I can probably get him to write the story himself here
if he wants to.

(He slagged the Falcon BIG TIME when he bought the PC .... he's now regretting
that.)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

406. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 20:42:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d594ab2@troed.ct.se>
Source record: 19007

In a message of 09 Feb 94 09:17:19, William Fang wrote:

WF> Nothing compared to Rusty and Eddy's, which suprisingly doesnt run
WF> on ST's. Nearly every platform known to man, including 8bit machines
WF> like the Apple II and C=64 have BBS programs.

I don't do piracy, don't wanna be compared to the biggest piracy board of them
all.

```
+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

407. Rickard is sooo clever..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 20:44:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d594b2a@troed.ct.se>
Source record: 19008

In a message of 09 Feb 94 13:20:35, Gavan Moran wrote:

GM> Like through FidoNet maybe? I think I`ll stick with NYX thank you, its
GM> slow but its reliable.

Are you talking about my UUCP connection? I happen to use it because then I can reply to news from my own computer, if you want to reach me on a true connection try the other address in my .sig

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

408. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 20:46:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d594bbc@troed.ct.se>
Source record: 19009

In a message of 09 Feb 94 13:20:44, Gavan Moran wrote:

GM> Maybe you should ask Rickard troedsson for details of how to do that.
GM> over the summer he claimed that since the Falcon had a 32Mhz bus, the
GM> 16Mhz CPU could somehow read two 16 bit words in one clock cycle, and
GM> therefore had the equivalent of full 32 bit access.

Correction: I quoted an Atari engineer who said the Falcon's bus was "special"
and "not 16 bit", I also pointed out that it was possible to use the above
method, and the speed tests done by Mats Loman (a friend of mine) did NOT show
any sign of heavy bus-contention on the Falcon.

..but ofcourse, what could one expect from a <person> like you ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

409. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 20:48:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d594c2e@troed.ct.se>
Source record: 19010

In a message of 09 Feb 94 13:38:27, M.D.Griffiths wrote:

M> Is Gavan worth educating?

Nope, you haven't been here as long as the rest of us (thank your God for that) ... we know no facts impresses on him, as he ALWAYS thinks HE'S the ONLY person in the UNIVERSE who knows EVERYTHING ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

410. Re: Vapourware.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 20:52:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d594cfe@troed.ct.se>
Source record: 19011

In a message of 09 Feb 94 15:39:37, <stirre31@maine.Maine.Edu> wrote:

<> Hello. I seem to remember Bob Brodie stating that a Power PC
<> built around the Jaguar chipset was something that Atari was
<> looking into. So, I'd have to agree with Rickard that a great
<> Atari computer could still be on the way.

Yup, but ofcourse Gavan just HAS to flame away, not even thinking about what someone might've said.

I ofcourse have that dateline, and it's from it (and other sources) that I have the vision of an Atari PowerPC (which ofcourse is the right way to go)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

411. Falcon extra bits

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 21:24:35 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2jbkaj$sr@sol.ctr.columbia.edu>
Source record: 19012

In article <2jbbtb$l0i@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
}
} : As well as 16bit sound, it also has a 16bit stereo sampler, High density disk
} : drive, LAN, MIDI, two analog joystick ports, DSP port etc.
}
} That's interesting. Can you plug your Falcon into a Mac or PC network?
} Does atari actualy produce drivers and LAN compatibility built into the
} operating system? Can you say log onto another machine and run programs
} off the servers hard-drive?

Atari apparently (according to Bob-B) got a firm to write a network extension to TOS, they tendered a quote, and that was the end of it.

However, you can use powerDOS to plug into appleTalk LAN's (The port isn't ethernet, just an appletalk connection).

It's a pity the networkability hasn't been improved on. I know there are now hooks in MultiTOS for network code 'cos its in the low-level kernel stuff (MiNT) that we've all compiled at home :-)

As a side issue, Eric Smith definately *hasn't* resigned from Atari (as I saw here earlier), he posted stuff to the MiNT tech mailing list earlier today. And he has a netcom account because Atari don't (for better or worse) maintain an internet presence. Good news people, MiNT 1.10 next week and 1.11 soon thereafter...

} Has the digital joystick ports been removed? I know you can plug an
} analogue joystick into the Amiga's joystick ports with a small $10
} adaptor. You can even get games that actually support Analogue
} joysticks ;-)

The digital ports are still there, but there are 2 15-way analogue ports as well. There are also loads of digital inputs on the analogue ports, I had a small network thing going a few years ago between 2 STe's (they have the ports as well), which used a 16-way ribbon cable and an interrupt driver to transfer data. Basically I took an existing program (midiNET) and added my stuff - I was getting transfer rates of ~1Mb/sec along the ribbon cables, but they had to be short :-)

ATB,
Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /

```
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

412. ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 22:29:44 UTC
From: taubeM@moravian.edu
Message-ID: <taubeM.760832869@batman>
Source record: 19013

What ever happened to the ATW machines Atari tried to put out a few years back? (Atari Transputer Workstation) ... Are there any still in use? Have they gotten any support?

413. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-09 23:37:00 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.233700.18887@mnemosyne.cs.du.edu>
Source record: 19014

In article <1994Feb9.142754.14287@mnemosyne.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>
>ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes...
>
>
>>> Only if your engineered benchmark of the week fits in the cache. >For
>real world
>>> performance, I'm afraid the A1200 has more CPU power than the >Falcon.
>
>>Since when does a 14Mhz 68EC020 outperform a 16MHz 68030?
>>Or a 7MHz blitter a 16 MHz blitter?
>>And of course there is the 56001...
>
>> /
>>/ Daniel
>
>It outperforms the 030 when the 030 has to share all of its RAM with the
>custom chips, down a 16 bit path, and the 020 has zero wait state access
>along a full 32 bit data path to it`s RAM. Its not the base A1200
>configuration , but then the base Falcon config is 1Mb so in both machines
>you are looking at expanding the RAM to at least 4 meg.

The base config for a Falcon is 4MB/80MB HD. The 1MB version would
ONLY be purchased by someone who was also getting the memory upgrade
at the same time, seperatley...

>
> The facts are you can get a 6meg/80HD/SCSI A1200 for the same price as a
>4meg/65HD/SCSI/DSP Falcon. The Falcon clearly has the advantage of 16 bit
>sound with DSP, but then theres not a lot of software out for it, and the
>A1200 has STACKS with an extremely high level of compatibility with older
>Amigas at a hardware level.
>

The Falcon has just as many "stacks" of excellent software of course,
since it runs 99% or old ST apps, and 70-80% of ST games.

> Of course, the average punter will probably go for a 486PC at this price
>level, and existing Atari-heads and Commodore-heads will just buy whatever
>machine `their` company brings out next.
>

True enough! How sad for them... :-)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

414. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 00:04:23 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb10.000423.4505@infodev.cam.ac.uk>
Source record: 19015

In article <8183@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb9.142754.14287@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|>
|> >It outperforms the 030 when the 030 has to share all of its RAM with the
|> >custom chips, down a 16 bit path, and the 020 has zero wait state access
|> >along a full 32 bit data path to it`s RAM. Its not the base A1200
|> >configuration , but then the base Falcon config is 1Mb so in both machines
|> >you are looking at expanding the RAM to at least 4 meg.
|>
|> No.. only the CPU has 16bit access to RAM, all the CUSTOM chips have 32bit
|> access. And don't gimme any rubbish about FAST RAM solving all the Amiga's
|> contention problems, because most games will want to write to CHIPRAM to
|> draw their BOBS and stuff, and will suffer the horrendous contention in any
|> decent video mode. Fast RAM helps with processing but not with drawing to the
|> screen. Its a shame that the CD32 has no FASTRAM though.. (laugh).

Several points. Firstly the CENTRAL PROCESSING UNITS were being discussed, not the graphics datapaths. This seems to be a typical tactic in this group, if the argument isn't going your way, then pretend we were arguing about something else.
Secondly, BOBs are updated by the blitter, not the CPU (you do know what BOB stands for, don't you?)
Thirdly, games run in 320*256*8. I realise this may be a decent graphics mode by Falcon standards, but as far as the A1200 is concerned it isn't.
Fourthly, there are FAST RAM cards available for CD32

|> As well as 16bit sound, it also has a 16bit stereo sampler, High density disk
|> drive, LAN, MIDI, two analog joystick ports, DSP port etc.
|> The Falcon also has very high compatibility, I have very little ST s/ware
^^^^^^^^^
Pity it's not very good (Wordworth III anybody?)

|> which does not run on my Falcon with the exception of demos.
|> You also need to add an MMU or 030 to run a protected operating system.

And you need something other than a Falcon to run a decent personal computer operating system anyway. (MultiTOS is meant to be a joke, isn't it?)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

415. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 00:17:21 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb10.001721.5108@infodev.cam.ac.uk>
Source record: 19016

In article <8184@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb9.143034.14522@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> > Assuming that blitting large parts of screen memory about is
|> >necessary, I`ve no idea of the timings but i`d say that the A1200 timings
|> >should be competitive with the Falcon. If you were using the CPU to do the
|> >moves, the A1200 will be faster as it has full 32 bit access. If you were
|> >using the blitter, well I dont know how effective the Falcon blitter is,
|> >but in the A1200 its more or less the same speed as blitting using the CPU.
|>
|> I quote hard facts - you don't.

Utter drivel. You said the Falcons DSP can do FP as fast as a 68882. That is not a hard fact, it's a blatant lie.

|> > I`m not so sure there is any contention in the 320x200(or 256)x8
|> >bitplane mode on the Amiga. The original design allowed 320x200 with no
|> >contention, then with AGA and 64-bit DMA came a `4x mode`. This has to be
|> >explicitly enabled (I`m not sure how as I`m not a system coder) but once
|> >it is done you can quadruple your DMA bandwidth. The upshot is a
|> >contention free 320x256 256 colour mode, but obviously if you start
|> >kicking in vertical and horizontal overscan you will get contention.
|>
|> Are you a dithering fool? John Major lookalike?
|>
|> The phrase 'I'm not sure' doesn't serve to make me believe you, even more so
|> when I program both machines and *know* that the Amiga suffers worse contention
|> than the Falcon. As for the '4x mode', me and some Amiga demo writers did
|> some timings and it effectively gives you a 1.4 improvement in speed over
|> an a500! Blitter line drawing and suchlike is not improved.
|> The AGA h/ware was a quick bodge just to fill the GAP between ECS and AAA.

No, you again prove that you have no clue what you're talking about, There is no bus contention in 320*256*8 mode. Gavan is quite correct.

|> The AMIGA will suffer more contention in than the Falcon, ok?
|> If you want to write to the Screen it will be slower than on a Falcon in a
|> high video mode? OK? comprende?

Sorry, but again, that's crap. The Falcon will be slaughtered by contention in comparison to the A1200 because the Falcon, being a 16 bit machine, takes almost twice as long to do a memory access as an A1200 in the first place.

|>
|> > >i'd hate to see the figures with the blitter and copper going... *bye
|> >>bye CPU!*

|> > How does the copper on the Falcon cope? Oops, I forgot, there isn`t
|> >one!
|>
|> *yawn*, no... the copper is nice for a games machine, the Falcon doesn't try
|> to be a games machine, however the 16++mips of the DSP 56001 more than make
|> up for the lack of a copper, besides which the '030 can do everything that
|> the Copper can do. Copper use is also not free - it adds to contention.

The Copper implements multiple dragable screens, widely regarded as one of the
Amiga's strongest features. You really are not doing terribly well are you?
(BTW, I find being lectured by a Falcon advocate on memory access rather amusing.)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

416. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 02:02:55 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CKzKCw.79y@nsc.nsc.com>
Source record: 19017

Gavan Moran <gmoran@nyx.cs.du.edu> wrote:

(re: reading 62 bits off 32 bit bus)

> Maybe you should ask Rickard troedsson for details of how to do that.
>over the summer he claimed that since the Falcon had a 32Mhz bus, the
>16Mhz CPU could somehow read two 16 bit words in one clock cycle, and
>therefore had the equivalent of full 32 bit access.

If you don't think this COULD be done, you do not understand computer
architecture well. You could have this setup:

16Mhz 030 <--> 32MHz memory controller <--> memory
32 bit 16bit

The second 16 bit bus would be the real "bus". The memory controller
(or bus controller) would be able to read two 16 bit words and
latch them for the 16MHz 030. True there would be a 32 bit path from
the controller to the CPU, but it is an 030 afterall.

Without the 32 bit bus, this could still be done if you made a custom
030 with the 32 bit "memory" controller inside, and then you would
have only 16 data pins, but be able to read 32 bits per CPU clock.

Atari does not do this. They simply only use 16 of the data pins to go
to the memory, and use the pin on the 030 that senses bus width to tell
it it is 16 bits.

> FYI, the A1200 chipset CAN do 64 bit DMA using some sort of `burst
>mode` and DOES have some 64-bit internal registers (you now have 64-bit
>wide sprites for example). Of course, noone is claiming it is 64 bit, so I
>think you should stop trying to claim that the Jaguar is 64 bit because
>some of its chips can do a 64 bit fetch. Read the post from the attentio
>to detail guy about the 64-bit fetch, and also read the one about the
>Blitter NOT being able to do things like barrel shifting 64 bits at a time.

It is still reading 32 bits at a time. Hell you could do 128bit
DMA and have a 16 bit bus, using burst mode and so on. You are starting
to get ridiculous.

The Jag HAS 64 data lines on the board. That is often the most expensive
part (i.e. why the Falcon only has 16 bits, but uses a 32 bit cpu).

According to the posts I've seen here, the Jag can not do many 64 bit
operations. It CAN DO 32 bit operations. To call it a 16 bit is
ridiculous.

I guess everyone here is too young (???) to remember the difference between internal and external "bit-ness" (to coin a word from here). Remember the ST is a 16/32 bit machine?? SO is the falcon because Atari ignored 16 pins! :-). The Amiga is 32/32. The IBM PC 386SX is 16/32. The 386DX/486/Pent 32/32.

SO . . . maybe the Jaguar is 64/32!

(In case you didn't catch it, first # is external bus, second is size of registers and internal operations).

So you folks who are claiming an apparent lack of consistancy with the Falcon and Jag bitness: 16/32 and 64/32 respectively.

I don't think I will even bother answering the statement (not by you Gavan, I have started to generalize here) "The Jag is a 16 bit machine." It is fairly obvious that people saying that are simply (a) ignorant or (b) unable to say anything without slandering Atari, even if they have to bend the truth.

- tCW

>Gavan

417. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 10:18:11 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2jd1l3$sqj@rs18.hrz.th-darmstadt.de>
Source record: 19018
Cross-posted to: comp.sys.atari.advocacy,comp.sys.ibm.pc.soundcard

int877w@lindblat.cc.monash.edu.au (William Fang) wrote:

>: If anything, the platform to go with for music (if you don't want an Atari)
>: would be the Mac, which has Cubase Audio as well....

>Perhaps, but I think the original poster was on some sort of budget.
>You can get all sorts of nifty sound cards and cheap peripherals for
>the PC clone boxes.

You can get them, but will they work together with the software you have or
want to buy? In some cases they will, but you'll find also a lot of programms
not supporting this special card (especially if you get a DSP-Board).
If you got the Falcon you won't have problems with programs - they're written
for this machine. And if the Falcon is to slow for you - just speed it up
there are real 32 MHz boards arround (with FastRAM) and a 040 Board comming
out soon.

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

418. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 10:37:22 UTC
From: v902123@si.hhs.nl
Message-ID: <CL086A.AI8@si.hhs.nl>
Source record: 19019

In article 98609@yuma, wenzel@CS.ColoState.EDU (gerald wenzel) writes:
>up to the falcon, but there's a lot of problems if you don't have an internal
>hard disk! I guess a lot of programs crash cause they're looking for the
>internal hard drive.. and atari doesn't sell the mounting hardware to put

What, where did you hear that rubbish. I've got a Falcon with NO internal and am using programs om my external Hd and they all work fine. The programs don't speak to a internal or external HD they just look at partition C:, D:, E:...

>one in if you decide later you want one (duh) Not to mention you dont get multitos or atariworks, which is really lame considering the exorbitant price of
>the machine. Basically you're forced to get the $1300 configuration (for that
>price I could get a decent entire 486 set up)

You could, but not with all the extra's. The only disadvantage is that you HAVE to buy the extras and with a PC you can buy the things you want.

> I guess I really don't understand why anyone would stay loyal to
>atari. I can't see how any of you can see that falcon as anything but a dead
>end machine. This isn't a flame - I really DO like the computer. But it's
>totally overpriced, unlike the ST (which was great for getting into MIDI.)
>I'm sure that a lot of you out there are happy with your machines, which is
>cool, but have any of you even tried a 486/66 ?! I've used Apples, Amigas,
>and ST's for so many years and hate to become "one of them" but you've got
>to acknowledge support and price vs. performance when you see it..
>
> Oh well. I guess digital hard disk recording is still just sort
>of a pipe dream - I wouldn't call $3500 (which is about what it would cost
>for a falcon with HD, monitor, and Cubase Audio) "affordable"

Well, the problem is that most people buy the machine which their neighbor, friend, etc. has and don't look what they realy want to do with it. So the buy a PC-clown with windoze.... I like using my falcon and don't want a Pc if they gave me money with it.

Cu

Ronald

419. Falcon extra bits

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 10:50:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5a118c@troed.ct.se>
Source record: 19020

In a message of 09 Feb 94 22:24:35, Simon Gornall wrote:

SG> ports, I had a small network thing going a few years ago between 2
SG> STe's (they have the ports as well), which used a 16-way ribbon cable
SG> and an interrupt driver to transfer data. Basically I took an
SG> existing program (midiNET) and added my stuff - I was getting
SG> transfer rates of ~1Mb/sec along the ribbon cables, but they had to
SG> be short :-)

Would you be interested in keep programming on that network?

Reason being: I need to get a network running either between an STE and a Falcon, or two STE's *VERY SOON* now .... MIDI is not up to it, and the commercial LAN/DMA solutions are too expensive!

I suppose this network solution doesn't ruin the CTS interrupt on the MFP as a MIDI network does? (Users can't upload if I use a MIDI network)

I'm *VERY* interested in what you've got, as I suppose many others are too!

(Whether that 1Mb/s was Megabyte or Megabit doesn't matter, 128Kb/s is what I need)

I suppose the "short" thing is because the cables weren't shielded!? If not, how short is "short"? (I've got about 1.5-2 meters between the computers in question)

Please email me!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

420. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 12:14:12 UTC
From: gmoran@nyx10.cs.du.edu
Message-ID: <1994Feb10.121412.7773@mnemosyne.cs.du.edu>
Source record: 19021

From: kgelner@nyx10.cs.du.edu (Kendall Gelner) writes..

>>It outperforms the 030 when the 030 has to share all of its RAM with
>>the
>>custom chips, down a 16 bit path, and the 020 has zero wait state
>>access
>>along a full 32 bit data path to it`s RAM. Its not the base A1200
>>configuration , but then the base Falcon config is 1Mb so in both
>>machines
>>you are looking at expanding the RAM to at least 4 meg.

>The base config for a Falcon is 4MB/80MB HD. The 1MB version would
>ONLY be purchased by someone who was also getting the memory upgrade
>at the same time, seperatley...

hmmm. what is it about Falcon onwers who cite the A1200 base machine
as being 2 meg chip only, and then carp about having 4 Mb and a 65Meg HD
as `standard`?

The fact is that you can buy both machines in a mimimal config. In the
case of the F030 you can buy one with only 1 meg RAM and no HD for
anything upwards of 500 UKP and an A1200 upwards of 270 UKP depending on
source. However, Falcon owners always claim that their minimum config is
for `expansion only`. Whats the point when you can get a 4 Meg /65 Falcon
for 800 UKP? The fact is that the `base` 1 Meg model is there to try to
get ST owners without a lot of cash to spend, to upgrade. In this sense,
its valid to say that this is a proper configuration. Lets just say that
you are advised to upgrade both the base A1200s and Falcons if you want to
achieve anything like the potential they can deliver.

So please Falcon owners, if you insist on comparing base configs and
point out that your Falcon is faster than an A1200 with no FastRAM, then
ask yourself if your Falcon would be quite as useful with only 1 meg of
memory...

>> The facts are you can get a 6meg/80HD/SCSI A1200 for the same price
>>as a
>>4meg/65HD/SCSI/DSP Falcon. The Falcon clearly has the advantage of 16
>>bit
>>sound with DSP, but then theres not a lot of software out for it, and
>>the
>>A1200 has STACKS with an extremely high level of compatibility with
>>older
>>Amigas at a hardware level.
>>

>The Falcon has just as many "stacks" of excellent software of course,
>since it runs 99% or old ST apps, and 70-80% of ST games.

Leaving aside the fact that the ECS Amiga has a LOT more software
available for it than the old ST did, wasnt there a thing about the Falcon
being very INcompatible with non OS-legal stuff? I`ve heard about some
sort of software hack that lets it run some older ST games, but
considering there is an 030 instead of a 68000, and a totally different
set of gfx chips, I`d be surprised if the compatibility was more than 60%
at MOST on games. As for serious software - the old, ugly single-tasking
GEM/CPM 68K against nice pre-emptive multitasking AmigaDOS - ho ho ho!.
Its good to see you Atari types have finally caught on to multitasking (8
years after the Amiga had it) with MultiTOS. Shame its so slow and
incompatible with older software though...

Gavan

---

421. Re: ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 12:39:28 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2jd9u0$ock@rs18.hrz.th-darmstadt.de>
Source record: 19022

They've been abandoned.
To expencive and - maybe - not the right thing for ATARI to sell.

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

422. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 12:41:52 UTC
From: gmoran@nyx10.cs.du.edu
Message-ID: <1994Feb10.124152.10229@mnemosyne.cs.du.edu>
Source record: 19023

mdg@ukc.ac.uk (M.D.Griffiths) writes.....

>> At least Ricardo had an excuse for not being intimate with the
>>details
>>of the Falcon screen display - he doesnt own one.

>> You do , and not so long ago you were spouting crap about being able
>>to
>>do two 256-colour playfields using the 65K colour mode. Either you are
>>totally stupid, or you just make up lies to try to justify your
>>arguements. Either way, I`m disinclined to believe anything you write
>>and
>>glad to expose it as rubbish.

>two 256-colour playfields in 65k colour mode?
>actually it was two 16colour playfields in 256 colour mode. get your
>facts
>straight before you flame. BTW I proved it could be done, so it kind of
>makes
>you look stupid really - but thats nothing new.

Actually, YOU should get your facts straight. Perhaps I should have
specified things more carefully. About a couple of months back RT claimed
that you could use the 2 byte addressing of the Falcons 65k colour mode in
order to create two 256 colour playfields. Of course, Ricardo and I
`educated` him. I also `educated` him about the fact that a 16MHz
processor couldnt read data at a 32MHz rate, even if the bus was 32Mhz.

>Don't you think your first sentence says it all -> don't you think that
>you
>shouldn't open your mouth unless you have experience with or understand
>the
>machine you are Flaming - this is the difference between me and you
>Gavan.
>(as well as the Fact that your probably about 15 years old with a mental
>age
>of 12.)

Maybe you should try to understand what the person youre flaming is
writing about, before you put finger to keyboard. Still, Atari advocates
seem to have memories that stretch back only as far as the last post, so
I`ll forgive you this time.

>Oh Gavan, I do so envy you, you have so much respect around here..
>you just made a grave for yourself, I've loads of mail from people
>enjoying

>my education of Amiga people like Raist and others. Do you really want me
>to start on you?

>>Gavan

>Griff
>--
>Is Gavan worth educating?

Gavan
--
Happy to bring a touch of reality to Atari advocates.

423. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 12:48:56 UTC
From: mdg@ukc.ac.uk
Message-ID: <8201@gos.ukc.ac.uk>
Source record: 19024

In article <1994Feb10.001721.5108@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>Utter drivel. You said the Falcons DSP can do FP as fast as a 68882. That is not
>a hard fact, it's a blatant lie.

See my previous post of FP source, which basically shows what a silly little
boy you are. It is no lie, the DSP in the Falcon can be used as a 'free' maths
co-pro, indeed I think several companies are working on FP DSP libraries for
their C compilers, the DSP is worth about a 16-20mhz 68882. OK?

>No, you again prove that you have no clue what you're talking about, There is no
>bus contention in 320*256*8 mode. Gavan is quite correct.

No , don't change the subject, the Amiga will suffer greater contention in an
equal screen mode to the Falcon. You know ,I know it.

>|> The AMIGA will suffer more contention in than the Falcon, ok?
>|> If you want to write to the Screen it will be slower than on a Falcon in a
>|> high video mode? OK? comprende?

>Sorry, but again, that's crap. The Falcon will be slaughtered by contention in
>comparison to the A1200 because the Falcon, being a 16 bit machine, takes almost
>twice as long to do a memory access as an A1200 in the first place.

No... in high resolution modes, say 1280*256 in 256 colours the
CPU is just about locked out of writing to the screen, the Falcon is not,
the main reason why the Falcon suffers less contention is dues to its BUS design

>The Copper implements multiple dragable screens, widely regarded as one of the
>Amiga's strongest features. You really are not doing terribly well are you?
>(BTW, I find being lectured by a Falcon advocate on memory access rather amusing.)

yawn

You don't need a copper to do this, you can do this on just about any systems
which support HBL interrupts. Are you saying you would rather have a copper
than a 16+ mips DSP?? (since this is again the original question which you have
changed again). I'll respect you if you would rather a copper chip since it
makes platform games somewhat easier to write ;-).

I'm glad you use the word 'lectured', it shows I'm educating you. albeit slowly.

>Chris Brown

Griff
--
blah blah blah

424. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 13:30:18 UTC
From: mdg@ukc.ac.uk
Message-ID: <8202@gos.ukc.ac.uk>
Source record: 19025

In article <1994Feb10.121412.7773@mnemosyne.cs.du.edu> gmoran@nyx10.cs.du.edu (Gavan Moran) writes:

> Leaving aside the fact that the ECS Amiga has a LOT more software
>available for it than the old ST did, wasnt there a thing about the Falcon
>being very INcompatible with non OS-legal stuff? I`ve heard about some
>sort of software hack that lets it run some older ST games, but
>considering there is an 030 instead of a 68000, and a totally different
>set of gfx chips, I`d be surprised if the compatibility was more than 60%
>at MOST on games. As for serious software - the old, ugly single-tasking
>GEM/CPM 68K against nice pre-emptive multitasking AmigaDOS - ho ho ho!.
>Its good to see you Atari types have finally caught on to multitasking (8
>years after the Amiga had it) with MultiTOS. Shame its so slow and
>incompatible.

>Gavan

At a hardware level, the Falcon has 95% of the ST hardware registers, as well as all the new ones. The Falcon is much more compatible than you would think, the reason most games fall down is because of the 030 and protection which on the ST was often particularly reliant of screen h/ware timing.

As for Operating systems:
at least Gem has the VDI. Does the Amiga have anything like the VDI? I only program them at a H/ware level so I can't really comment on the Amiga OS, I have to say though that I think its disk system is pretty slow, you watch it draw a directory even from a fast hard-drive.. hmmm..

as for MultiTos, yes it is slow, compatibility is not so much of a problem. It is getting better, 1.08 is pretty stable and actually quite usable.
have u actually used it? I think not, JUST ANOTHER MINDLESS ATARI SLAGGING.

Griff
--
blah
blah
blah

425. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 13:40:34 UTC
From: mdg@ukc.ac.uk
Message-ID: <8203@gos.ukc.ac.uk>
Source record: 19026

In article <1994Feb10.124152.10229@mnemosyne.cs.du.edu> gmoran@nyx10.cs.du.edu (Gavan Moran) writes:
> Actually, YOU should get your facts straight. Perhaps I should have
>specified things more carefully. About a couple of months back RT claimed
>that you could use the 2 byte addressing of the Falcons 65k colour mode in
>order to create two 256 colour playfields. Of course, Ricardo and I
>`educated` him. I also `educated` him about the fact that a 16MHz
>processor couldnt read data at a 32MHz rate, even if the bus was 32Mhz.

What has RT got to do with me? You are picking on the wrong person?!
are you seeing that just cus some other guy was wrong that I am wrong too???

Gavan you really are small-minded, I am infinitely more knowledgable than you.

You say Ricard and yourself educated him? how do you know what the Falcon can do?? I gave the two 256 colour playfield idea a quick thought and it can be done with the DSP, no trouble at all. The only disadvantage is that the update would be 25 Frames per second and each 256 colour playfield would only have a 16bit palette -> I will explain the technique in more detail if you really want me to. Never say that anything 'cannot be done', most things can be done but its the speed at which they can be done that counts.

I've only been on this group for a little over a week, so I can't comment on the 16mhz thing.

>Gavan

Griff
--
Griff 3 Gaven 0

426. the end ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 14:07:00 UTC
From: rz2a024@rzaix02.uni-hamburg.de
Message-ID: <2jdf24$ptl@rzsun02.rrz.uni-hamburg.de>
Source record: 19027

hi everyone,
after reading dozends of silly an kiddy posting, i would
like to add one more. And i would like to ask the
question, how long will Atari go on.
Here in Germany, two of the three most important Atari-journals
gave up. No more readers.
(It seems to me that one of these journals, called the
"ST-Magazin" is now the "NT-Magazin"...)
Well, but why do i think, that the end has come (sooner or later).
- if you really work with computers (at university, or worser, in
the industry), you will nearly *NEVER* find a atari-computer.
So - if you have to earn money by writing programms (like i do)
or dealing with these machines -> throw your atari away, no
one wants to have these machines.
HARDWARE
- atari (the ST-serie) was a great deal in 1985, in the days of
8086 and 80286. But this is NINE YEARS AGO! Now it is the time of
80386/40 (minimum), normaly 80486, or PowerPC, Pentium, Alpha-Chips.
No chance for an (old) 68030, with 16 Mhz.
- the price is extremly high (here in Germany: falcon, 14 MB, 80 HD (joke)
is about 3000 DM) What a brainless price! A better 386, with color-monitor,
with 300 HD, including some programms, is about 2000 DM.
Why should anybody buy a atari-falcon ?!? Because of the DSP. If I need
one, i can buy one on an extension card. And please tell me: which
programm supports the DSP on Falcon? Yes, one or two (ok, some more) music-
programms. But how many musicians are there, who wants to buy a Falcon.
(Prust: HD-recording with a 80MB-disk.)
- ataris marketing is, somehow, brain-dead. The good old atari-users,
who wanted to buy a falcon, didn't get one, or had to wait for MONTHS (here
in germany).
SOFTWARE
- the atari-software is not on the same level, as the software on the
PC-machines is.
Also, the nice and experimental OS'es just like LINUX, are only available
for 80[345]86.

Well, i think thats enough for the moment...
Please, don't reply directly to me, because there is enough serious mail
i have to read, so follow up with yout rubbish in this group.
(Faellt eh nicht auf)

Best wishes, viele Gruesse,

Friedemann

427. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 16:29:22 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb10.162922.9929@infodev.cam.ac.uk>
Source record: 19028
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8158@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> How do you know how much the Falcon is crippled, you never use one, I use
|> both the Amiga and Falcon daily. The only part of the Falcon which is a
|> compromise is the cpu BUS ,everything else has 32bit access... If it is
|> so badly designed how come the Amiga line suffers from 3 times as much
|> contention ?

Well, the CPU is actually rather important, because it runs your programs, and the memory is rather important, because thats where the programs are stored, and having a slow link between them is not clever. BTW, my A1200 suffers from zero contention, so unless the Falcon suffers from zero contention too, then your statement is incorrect (3*x=x only when x=0). Have you any basis in reality for your claim?

|>
|>
|> >How fast is the video RAM in the Falcon? If it's faster than 80ns, then yes, it
|> >does have more video bandwidth. If is isn't, then it doesn't I'm afraid (By
|> >increasing the scan rate on some of my video modes on the A1200, the bit planes
|> >eventually start to seperate, which I think is probably due to wait states, which
|> >would imply that the RAM is the limiting factor, not the fact that the bus is
|> >1.6MHz slower.)
|>
|>
|> 70/80ns I think with 32meg /s bandwidth -> the 1200 has 26meg/s.

Wouldn't this make the maximum resoloution you could display 65536 colours in about 640*480 (non-interlaced) without suffering appaling raster flicker? I'm not terribly impressed, try 784*550 (non interlaced) in over a quater of a million colours.

|> So you are saying that you can update a HAM8 screen faster than a TRUE colour
|> one!!!!!!!!!!

Of course you can. Since a true colour screen has 24 bits of information, it takes less bandwidth to update the HAM8 screen. Even with the Falcons direct colour mode (16bit), it's still half the amount of memory to update.

|> oh my god, can I have some of the drug that you are on?!
|> Lets see you do texture mapping/gouraud/phong at 25/50FPS in HAM8... i can
|> show some of my Falcon demos which do this.

You can do HAM8 on a Falcon when it doesn't even have hardware to do this mode? I take back everything I've said about the Falcons graphics, this is really impressive!

#UNDEF sarcasm

|>
|> Yes the 1200 has a 24 bit palette, ask some amiga programmers what they would
|> prefer HAM8 or 65536 colours from 65536 with one word per pixel.

Hmm, my machine word is 32 bits. I doubt many programmers would like a mode that
wasted 2 bytes between each pixel.

|>
|> What is better about AGA? its lower bandwidth, lower refresh rates? or
|> that wonderful(laugh) HAM mode, no perhaps its the video contention being
|> twice as much as the Falcon that makes it better ;-).

Wow! In the space of one post it's gone down from three times to twice! Maybe if
I wait a few seconds more, it will be 10 times less? (Actually, thanks to FAST
RAM, there is NO contention. Again, you appear to have no basis in reality for
your claims.)

|> What refresh rate do you get at 800*608?
|> I get 104hz interlaced from my Falcon. I think the 1200 does 72hz (laugh).

Then you think wrong. (BTW, My A1200 does 784*550 NON INTERLACED in HAM8. Makes
your direct colour mode look a bit sad..)

|>
|> >Perhaps if you had an up to date version of SAS.. It seems that the nice people
|> >at SAS don't regard the Atari machines as being as important as Amigas. BTW, let
|> >me know when you get a word processor that's a quater as good as Wordworth III
|> >will you?
|>
|> Yes its called Word II for Windows, I've used Wordworth III before and it is
|> really slow and lacking in features compared to other real word processors.
|> Atari Works compares well with Wordworth III... does WWIII have bitsteam
|> font support...

When did you use Wordworth III? It's only been out a few days.

|>
|> Lattice 5.6 is just out actually. I think the people at Hisoft would agree
|> with me that the Falcon is a nicer machine than the A1200. But then again
|> you pays your money and gets your computer.

Oh, now you speak for Hisoft do you?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

428. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 17:17:59 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb10.171759.10197@t.hfb.se>
Source record: 19029

```
>>> Only if your engineered benchmark of the week fits in the cache. For real world
>>> performance, I'm afraid the A1200 has more CPU power than the Falcon.
>>
>> Since when does a 14Mhz 68EC020 outperform a 16MHz 68030?
>
> When the 16MHz 68030 has less than half the memory bandwidth.

What computer are you talking about? It can't be the Atari Falcon030!

/
/ Daniel
```

429. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 17:40:44 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2jdrisINNnhu@tom.rz.uni-passau.de>
Source record: 19030
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <CKywo2.8Bw@mach1.wlu.ca> warr3650@mach1.wlu.ca (Kevin Warren u) writes:
>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
>: Why is AGA more impressive than the Falcons Video chip? The Falcon has more
>: video bandwidth, True colour (no 8 bit kludge's here...) etc.
>
> The 'kludges', as you put it, are only in AGA for backwards
>compatibility with older systems. This will be gone in the next chipset. It
>doesn't make sense to alienate the few million Amiga owners with
>older machines by releasing a system that isn't even backwards compatible.

yawn When C= comes out with ..., it will be fixed. Your old-fashioned
`vaporware is better than existing Atari hardware' argument again, Gavan?

> Besides, with todays's ram prices being as they are, HAM8 is far
>more conservative on memory usage (8 vs. 16 or 24 bits for similar # of
>colours), which lets you use memory for other things.

But it's slightly worse for anything else, you know?

>: What is better about AGA? its lower bandwidth, lower refresh rates? or
>: that wonderful(laugh) HAM mode, no perhaps its the video contention being
>: twice as much as the Falcon that makes it better ;-).
>
> AGA is actually being used for far more than ~20,000 systems.

Yes, it's used for displaying pictures, displaying pictures or displaying
pictures (pick anyone you like). Anything elso on AGA Amigas is done
in normal modes.

> It has far better bandwidth than OCS/ECS. There is virtually NO
>video contention when displaying ALL video modes, including HAM8. Like
>something on the order of 0.05% on average. (It's been a while since I
>saw the specs) And this is without the use of dual-ported VRAM.

ALL video modes? The full bus contention is reached at 1280*512 interlaced,
640*480 noninterlaced, 1280*256 noninterlaced, etc.

> As for HAM6 or HAM8 modes, well they're perfect for full-screen
>real time animations (video CDs). And fringing is almost invisible.

Video-CDs don't have full-screen real-time animation, they have MPEG.
You need a full hw MPEG -> fullscreen pictures converting unit to do this
task. MPEG alone reaches approx. 3-4 fps in 256 colours - on a 4000/040!!!

>: Funny that, I don't see 'Pure C' for the Amiga.... and we have the best Amiga
>: compiler (SAS) on the Falcon too. And believe me Pure C 2.0 (Borland) walks

>: all over SAS in every way.... ooopppsss sorry that can't be right, after all
>: the Falcon has no s/ware support ;-).
>
> What the heck is 'Pure C'? Is that supposed to be something
>similar in concept to 'True Basic'? <smirk>

Yes, but - you know - C is a language that differs somewhat from BASIC.
The main differences perhaps are that all arguments are in brackets and
that one is not supposed to use 'GOTO'. But you will learn this somewhen.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

430. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 17:51:45 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb10.175145.10773@t.hfb.se>
Source record: 19031

```
As for serious software - the old, ugly single-tasking
--- ---- --------------
GEM/CPM 68K against nice pre-emptive multitasking AmigaDOS - ho ho ho!.
------- ----

OLD? What do you mean old? Have you seen TOS 4.04 ?

UGLY? Do you really think that the Amiga CLI is nicer than a 256 color desktop?

SINGLE-TASKING? If I want to do multitasking I can choose between MultiGEM,
Mag!x, Geneva, MultiTOS and a cople of others...

CPM ? What do you mean? Have you ever seen an Atari?

NICE? Multitasking can NEVER EVER be nice without memory protection!

/
/ Daniel
```

431. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 18:09:15 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb10.180915.11266@t.hfb.se>
Source record: 19032

>>Since when does a 14Mhz 68EC020 outperform a 16MHz 68030?
>>Or a 7MHz blitter a 16 MHz blitter?
>>And of course there is the 56001...

>It outperforms the 030 when the 030 has to share all of its RAM with the
>custom chips, down a 16 bit path, and the 020 has zero wait state access
>along a full 32 bit data path to it`s RAM. Its not the base A1200
>configuration , but then the base Falcon config is 1Mb so in both machines
>you are looking at expanding the RAM to at least 4 meg.

Please, try to think! If you want to compare systems you must compare the
BASE-systems! I can add fast RAM to my F030 if I want to. Heck, I can add
a 50 Mhz 68040 too...

Fact is that the F030 beats the hell out of the A1200, thats why it
costs more...

/
/ Daniel

432. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 19:16:33 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Feb10.191633.23289@ida.liu.se>
Source record: 19033

mdg@ukc.ac.uk (M.D.Griffiths) writes:
>As for Operating systems:
>I have to say though that I think its disk system is pretty slow, you watch
>it draw a directory even from a fast hard-drive.. hmmm..

If you're referring to the Amiga, that's because it's got a *real* file-
system, and not one of those FAT-thingies MS-DOS and its siblings (TOS) use.

>Griff

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

433. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 19:19:13 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Feb10.191913.23432@ida.liu.se>
Source record: 19034

patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
> > From: kgelner@nyx10.cs.du.edu (Kendall Gelner)

> > True enough - although actually, recent spec sheets posted for the
> > CD-32 were remarkably free of hype (not that it was totally free -
> > including a chip count, really!). At least Atari is grabbing the
> > bull by the horns, and using the 64-bit title to their advantage.

>Maybe they should try this strategy more often. Remember old Jack T said
>"business is war". :-)

Tramiel also said that "Business is like sex". Kinda makes you feel sorry
for his S.O., doesn't it? ;-) ;-)

> ///\\ FALCON / / _// /
> patrik_sanfridsson@p2.stacken.ct.se

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

434. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 20:52:20 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb10.205220.3190@mnemosyne.cs.du.edu>
Source record: 19035

In article <9402091157.AA19423@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>modem@atdetail.demon.co.uk (Modem Machine) writes...
<some old stuff deleted>
>> 64 bits wide, with a 64 bit bus, yes.
>
>
> So the `TOM` chip is int fact 32 bits then....
>

Nope, not by your own definition - it processes 64-bits of info at a
time, via the blitter and object processor (which are in TOM along
with the RISC chip). I can't believe you haven't looked at the specs
yet, all you are doing is making a fool of yourself.

<more stuff deleted>
>>A barrel shifter can be made from a series of multiplexers, where the
>>first
>>selects between unshifted and shifted 16 steps, the second between
>>unshifted
>>and shifted 8 steps and so on. As you can see this will enable you to
>>shift
>>a 32 bit number any number of steps in the time it takes to go through
>>five
>>consecutive multiplexers.
>
>>>So by your own definition, the jaguar has a processor which is at least
>a
>>>64-bit processor. Period.
>
>>No! See above.
>
> So the Blitter CAN`T do things like 64-bit shifts either.
> Anyone know if it can do logical operations on 64-bits at a time?
>

Where did you come up with that? The blitter does 64-bit logical ops,
and probably shifts as well - your reply is pure speculation.

>>>Can we end this silly debate?
>
>>Good idea!
>
> yes, a very good idea.
>

A great idea, let's just clear up your silly bits of misinformation first:

> Look, the Jaguar CHIEF DESIGNER has described the RISC chips as being
>32 bit, he also pointed out that the 68k is the CPU and we KNOW it is 16
>bit.

Yes, the RISC chips are 32-bit (though one does have a 64-bit bus).
But the designer DID NOT say the 68k is the CPU - ALL HE SAID was that
the RISC chips were slower outside the 8k of internal memory. Why do
you continue to live in the past?

>
> The Attention To Detail person has pointed out that you cant read 64
>bits in with ONE instruction, so that arguement is out the Window.
>

But you can read 64-bits in less time than doing two seperate reads -
just like burst mode. Still quite useful.

> And Johan above says that (as I thought) although the blitter has 64
>bit access, it cant manipulate 64 bits at a time for things like shifting.
>

An amzing incorrect interpretation of a barrel shifting argunment,
extended to cover all issues. What gall!

> I think thats well and truly shown that the Jaguar is 32 bit. 64 bit
>memory bus for certain chips, yes, but not enough to call it a 64 bit
>system.
>

The very same developer that you so dearly love and quote over and
over again calls it a 64-bit sytem - why the selective memory?

<rest deleted to protect Gavan from further embarrasmernt>
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

435. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 20:55:11 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb10.205511.26541@infodev.cam.ac.uk>
Source record: 19036

In article <8201@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb10.001721.5108@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >Utter drivel. You said the Falcons DSP can do FP as fast as a 68882. That is not
|> >a hard fact, it's a blatant lie.
|>
|> See my previous post of FP source, which basically shows what a silly little
|> boy you are. It is no lie, the DSP in the Falcon can be used as a 'free' maths
|> co-pro, indeed I think several companies are working on FP DSP libraries for
|> their C compilers, the DSP is worth about a 16-20mhz 68882. OK?

Funny, I don't know anyone with a 68882 clocked that slow. My 68020 can beat your
DSP if you reduce the clock speed.

|>
|> >No, you again prove that you have no clue what you're talking about, There is no
|> >bus contention in 320*256*8 mode. Gavan is quite correct.
|>
|> No , don't change the subject, the Amiga will suffer greater contention in an
|> equal screen mode to the Falcon. You know ,I know it.

The subject was bus contention, is still bus contention. You do know what FAST
RAM is for, don't you? You do realise that the Falcon takes nearly twice as long
to access memory at the same amount of bus contention don't you? Something to do
with that quaint little 16 bit data bus it's got.

|> No... in high resolution modes, say 1280*256 in 256 colours the
|> CPU is just about locked out of writing to the screen, the Falcon is not,
|> the main reason why the Falcon suffers less contention is dues to its BUS design

Bus design? Falcon? 16 bit? hahahahaha! Love it! That's the funniest thing I;ve
heard all day.

|>
|>
|> >The Copper implements multiple dragable screens, widely regarded as one of the
|> >Amiga's strongest features. You really are not doing terribly well are you?
|> >(BTW, I find being lectured by a Falcon advocate on memory access rather amusing.)
|>
|> *yawn*
|>
|> You don't need a copper to do this, you can do this on just about any systems
|> which support HBL interrupts. Are you saying you would rather have a copper
|> than a 16+ mips DSP?? (since this is again the original question which you have
|> changed again). I'll respect you if you would rather a copper chip since it
|> makes platform games somewhat easier to write ;-).

Rubbish, the Amiga does not split one screen into several parts, they really are multiple screens, not just reconfigured parts of the same screen area. You think it's so easy to implement with your funny little HBLANK interrupts (even the VIC20 had those, we are talking ANCIENT here), you go and do it. I think you'll have quite a nasty shock.

|>
|> I'm glad you use the word 'lectured', it shows I'm educating you. albeit slowly.

You keep on believeing that.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

436. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 21:03:31 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb10.210331.5827@mnemosyne.cs.du.edu>
Source record: 18937

In article <1994Feb10.121412.7773@mnemosyne.cs.du.edu>,
Gavan Moran <gmoran@nyx10.cs.du.edu> wrote:
>
>From: kgelner@nyx10.cs.du.edu (Kendall Gelner) writes..
>
>>>It outperforms the 030 when the 030 has to share all of its RAM with
>>>the
>>>custom chips, down a 16 bit path, and the 020 has zero wait state
>>>access
>>>along a full 32 bit data path to it`s RAM. Its not the base A1200
>>>configuration , but then the base Falcon config is 1Mb so in both
>>>machines
>>>you are looking at expanding the RAM to at least 4 meg.
>
>>The base config for a Falcon is 4MB/80MB HD. The 1MB version would
>>ONLY be purchased by someone who was also getting the memory upgrade
>>at the same time, seperatley...
>
>
> hmmm. what is it about Falcon onwers who cite the A1200 base machine
>as being 2 meg chip only, and then carp about having 4 Mb and a 65Meg HD
>as `standard`?

I was ciorrecting your (typical) misinformation - did you see me say
anything about the base Amiga config? Nope. All you are doing is
attacking me becuase you cannot face the truth.

>
> The fact is that you can buy both machines in a mimimal config. In the
>case of the F030 you can buy one with only 1 meg RAM and no HD for
>anything upwards of 500 UKP and an A1200 upwards of 270 UKP depending on
>source. However, Falcon owners always claim that their minimum config is
>for `expansion only`. Whats the point when you can get a 4 Meg /65 Falcon
>for 800 UKP? The fact is that the `base` 1 Meg model is there to try to
>get ST owners without a lot of cash to spend, to upgrade. In this sense,
>its valid to say that this is a proper configuration. Lets just say that
>you are advised to upgrade both the base A1200s and Falcons if you want to
>achieve anything like the potential they can deliver.
>

No, it is not - anyone who wants to buy a Falcon will get the 4/80
model. The 1MB version is just there for the guy who like to put a
system together seperatley...

> So please Falcon owners, if you insist on comparing base configs and
>point out that your Falcon is faster than an A1200 with no FastRAM, then
>ask yourself if your Falcon would be quite as useful with only 1 meg of
>memory...
>

I am doing no comparison, only corrections to your odd and incorrect
view of what a base Falcon really is.

>
>>> The facts are you can get a 6meg/80HD/SCSI A1200 for the same price
>>>as a
>>>4meg/65HD/SCSI/DSP Falcon. The Falcon clearly has the advantage of 16
>>>bit
>>>sound with DSP, but then theres not a lot of software out for it, and
>>>the
>>>A1200 has STACKS with an extremely high level of compatibility with
>>>older
>>>Amigas at a hardware level.
>>>
>
>>The Falcon has just as many "stacks" of excellent software of course,
>>since it runs 99% or old ST apps, and 70-80% of ST games.
>
>
> Leaving aside the fact that the ECS Amiga has a LOT more software
>available for it than the old ST did, wasnt there a thing about the Falcon
>being very INcompatible with non OS-legal stuff? I`ve heard about some
>sort of software hack that lets it run some older ST games, but
>considering there is an 030 instead of a 68000, and a totally different
>set of gfx chips, I`d be surprised if the compatibility was more than 60%
>at MOST on games. As for serious software - the old, ugly single-tasking
>GEM/CPM 68K against nice pre-emptive multitasking AmigaDOS - ho ho ho!.
>Its good to see you Atari types have finally caught on to multitasking (8
>years after the Amiga had it) with MultiTOS. Shame its so slow and
>incompatible with older software though...
>

Your ignorance is astounding. The "hack" as you so call it, does a
great job of letting games meant for the older ST's to run - by doing
things like turing off caches, redicing blitter and CPU speed, and
other stuff. Guess what - you may not know this well kept secret, but
the 68030 was designed to run 68000 code as well!! Gasp! The blitter
is also compatible - there is no "totally incompatible set of chips".
Only Amiga would be that stupid... and even they have some backwards
compatibility, right?

70%-80% of the games I have tried work, and I have used quite a few games.

It is a bit slow (for now), but not very incompatible. And actually,
there is no question of the superiority of MTOS for me - POSIX
compatibility (beyond the scope of this article to explain to you),
real memory protection, virtual memory, and a nicer user interface

(admittedly subjective).

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

437. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 21:05:08 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb10.210508.27350@infodev.cam.ac.uk>
Source record: 18938

In article <8203@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> Gavan you really are small-minded, I am infinitely more knowledgable than you.

He's so modest isn't he boys and girls?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

438. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 21:12:39 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb10.211239.8342@mnemosyne.cs.du.edu>
Source record: 18939

In article <2ja59p$71k@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>: Nah, the third party developers design the 68040 box, while Atari
>: works up the PowerPC version (hey, it could happen!).
>
>: >Who's going to port MultiTOS to PowerPC, or are you going to run the
>: >old OS under PowerPC? If so, you'll probably have to spring for the 603
>: >before you get anywhere near 68040 speeds. If you're going to get
>: >Multitos to run native under PPC, who's going to do, as last I heard
>: >Eric Smith had left Atari? Maybe one of the Tramiel brothers is going
>: >to write it ;-) Atari might get their money's worth ;-)
>
>: Eric Smith is still with Atari... More Amiga-type propaganda.
>
>That's interesting, as he doesn't put Atari anywhere in his sig,
>and he posts from a commercial, pay for access site under his
>own name.

Here's a thought - perhaps, just perhaps, not all companies on the
face of the planet have internet connections. Further extrapolating,
we can see that a good possibilty exists that Atari does not in fact
have a direct internet connection. Here's another hint - although I
post from a .edu site, I am not actually affilitaed with DU in any way
other than using this service, and can be employed by someone else.

As for not posting the Atari name - why should he?

>
>: MTOS is written in something called "C", you may have heard of
>: it... it allows you to re-compile on other platyforms! Amazing... I
>: would have though Amiga platforms had C by now. The things you learn
>: in .advocacy... :-)
>
>That's nice. Linux is written in C. Try compiling it on your Falcon
>and see if it'll work. Try NetBSD-386 as well and see how well it
>runs. Then come back and tell me all about the wonderful portability
>of C. Then tell me all about the edianess of the PowerPC, 680x0 and
>80x86 processors.

But many critical parts of Linux are not written in C... a lot of
stuff is evil Intel assembly. Besides, I already have almost all of
the advantages of Linux right now, using Mint.

I'm not saying that such a port would be trivial, or that all parts
are written in assembly - just that porting all of TOS or MTOS would
not be the eqivilent of porting 100,000 lines of 68000 assembly to the

PowerPC chip.

Don't you think the Amiga OS could be as easily ported to the PowerPC chip? (I don't know that much about it myself, but assume a similar situation exists).

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

439. Re: CD32 in Popular Science

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-10 21:24:48 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb10.212448.11593@mnemosyne.cs.du.edu>
Source record: 18940

In article <9402091153.AA19303@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes ...
<some stuff deleted - I don't have the original article>
>>Now there's a rich one, Gavan talking about fact... would that be the
>>same false "fact" where you stated the blitter does not do g-shading?
>
> So the blitter goes away and does ALL the stuff needed for Gouraud
>Shading on its own? You just say, `fill this area here with g-shading` and
>it does that? I doubt it, probably some of the blitters muscle power is
>used to speed up the process, but somewhere along the line one of the
>other chips must be doing a lot of the work. Ditto for texture mapping.
>

Nope, the chip does all of this on it's own - Eric Smith said that the
cube was done with just a few blits for each face.

>
>>> Notice how often the phrase `32 bit` pops up? The bus is 64 bit,
>>>but the much vaunted RISC processors are what we techies call `32
>>>bit`.
>
>>The phrase pops up twice... and although the data manipulated may be
>>32-bit quatities, what matters much more is the size of the bus - that
>>is where things will get held up.
>
> This is the same group where Falcon owners were claiming that the
>16-bit databus from the 030 to memory DIDN`T have any negative affects on
>the performance of their machine?

I never claimed that -- odd how you keep bringing that up. And even
you must be able to see that this is the opposite situation - a bus
wider than the chips instuction.s Following your own argument, if a
16-bit bus slows down a 32-bit chip (which I'll admit does happen),
then the 64-bit bus must help improve the speen of a 32-bit chip (when
the full width of the bus can be used, which is true).

>
> If you want 64-bit power, you need true 64-bit chips. As I have said
>repeatedly, the 64 bit data bus in the Jaguar is GOOD as it minimises DMA
>contention and is a plus point. It doesn`t however qualify the machine as
>64 bit. If that was the case, then the humble A500s and STs could be
>called 24 bit (as the ADDRESS BUS in those was 24 bit). Its the internal
>registers and making sure that they have a full datapath to memory thats
>important here.

>
>

But beyond the bus, and 64-bit access of the TOM RISC, we have the
blitter and the object processor, both of which are used extensivley.

<some stuff deleted>
>
>
>>> No, I say judge the FACTS before making a decision, dont spend
>>>your money based on what a fanatical group of computer-groupies tell
>>>you. I`d say you are the one who is blindly following a line.
>>>
>
>>And I'd say go play games on the system, rather than trying to
>>determine what system to by from ANYONES line, or listening to people
>>who fanatically and blindly attack a system.
>
> Where have I `attacked` the Jaguar? If I said `jaguars are crap , go
>buy a cd-32 its much better` THAT would be an attack.
>

But attacking the 64-bit status and calling the marketing an out and
out lie is a form of attack - though the statement was realy directed
at a much broader range of people who really and truly attack the
Jaguar.

> I simply pointed out some of the lies and hypocrisy we see floating
>around this group, and immediately Atari owners like yourself, paranoid
>from past Atari failures and desperate not to see the Jaguar go the way of
>all things Atari, jump on me and see my comments as an attack. I call it a
>REALITY CHECK.
>

I'm all for a reality check myself, and I attempt to be realistic
whenever I post - but we are all human, and are sometimes wrong. I
myslef will also admit when I've been wrong (like calling the RISC
chips true 64-bit chips). I am not just responding out of fanatasism
- I am responding to those parts of the attack that I see as flawed.

>>What lies? The Jaguar has a good, solid claim to be called a 64-bit
>>system. Even the very developer that you so love (Jez San) has said
>>that although he does not consider the TOM RISC chip to be a true
>>64-bit chip, he does consider the Jaguar to be a 64-bit system.
>
>
> Sorry, but I`m not the one quoting Jez San. I quoted the actual guy
>who designed the Jaguar. He described the chips as 32 bit in nature.
>

Sorry, thought that was the Jez San quote. I was pretty sure it was
he who laid the original claim out that the RISC chips were not 64-bit

chips...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

440. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 01:00:21 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb11.010021.10590@infodev.cam.ac.uk>
Source record: 18941

In article <8160@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb8.203549.9749@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >Now kiddies, this is what we call a 'double standard' Do you consider the A500 to
|> >be a 32 bit machine? I certainly don't. No, I don't consider the Pentium to be a
|> >64 bit CPU, it's a 32 bit CPU stuck on a 64 bit bus. The A1200 is a 32 bit
|> >machine, because it has a 32 bit CPU and a 32 bit data bus, the Falcon is a 16/32
|> >bit machine because it has a 32 bit CPU and a 16 bit data bus. The Jaguar is a
|> >16/32/64 bit machine because it has a 16 bit CPU, 32 bit co-processors, and a 64
|> >bit data bus. The Falcon is not a true 32 bit machine, and the Jaguar is not a
|> >true 64 bit machine. I'd like to know wether you consider a 386 SX to be a 32 bit
|> >machine? I certainly don't.
|>
|> No.. The Falcon is not 100% 32bit, but then again I never said that.
|> The 386SX is a 32bit processor with a 16bit data bus. Come on there is
|> much more to judging whether a processor is a certain no. of bits... there
|> are lots of factors involved. In the same way that you can say that the 1200
|> is a true 32bit machine I can argue that there are parts which are clearly
|> not 32bit , the sound , the copper etc. But enough of it is 32bit , the same
|> goes for the Falcon. (PS werent you the guy that argued that AGA did two
|> 32bit memory fetches in one cycle (loud laugh)?)

The 'bitness' of a machine is determined entirely by it's machine word size, and
the size of the data bus. The I/O peripherals have very little to do with it. As
for AGA, as I believe Stephan said, there can be more than one clock in a system.
(I admit that I quoted from non-official documentation, since the C= AGA
documentation is not publicly available.)

|>
|> >|> BTW its interesting to note that the 68000 in the Jaguar running at 13mhz
|> >|> would be nearly as fast as the 68020 in the CD32 due to the video contention
|> >|> in any decent mode.... but then again the Jags only got another ++50mips ;-)
|> > ^^^^^^^^^^^^^^^^^^
|> >Decent mode? On a TV set? hardly.
|>
|> Yes, if you put the a1200 into 348*256 dual playfield mode then the 68020
|> would be almost as slow as the 68000 in the Jaguar. Your fighting a losing

This is not true. There is no bus contention in this mode. (Not at TV frequencies
anyway)

|> battle here mate,the Jag has another ++50mips on top of this -> the 020

Please stop quoting custom blitting/etc hardware in terms of MIPS values. It's
all marketing hype that actually means nothing.

|> is *all* the CD32 has in terms in processing power. Do you really want
|> me to start comparing the Amiga Blitter to the Jag gfx hardware? Ill
|> spare you that embarassment.
|>
|> >|> (The 68020 is only about 1.8 times as fast w/o fastram to start with! And
|> >|> when you start using the copper and blitter w/o fastram the CPU DIES horribly)
|> >|> You really are stupid, the Jag and CD32 are in different Leagues. Can't you
|> > ^^^^^^^^^^^^^^^^^^^^
|> >Why thankyou, it's the nicest thing anyone has ever said to me.
|>
|> Well its true, read above.

If you say so.

|>
|> >|> just accept that the CD32 is old technology with a CD attached?
|> >
|> >Yes, it is. Just like the Jaguaar is old technology without a CD attached (anyone
|> >care to argue about a 68000 not being old technology?)
|>
|> A 68000 running at 13mhz gives about 1- 1.5 mips, this is just for game
|> logic, which is normally trivial (most consoles use 0.4 mip processors for
|> this...). Why do we need anything more powerful? there is 50mips of 90s

To run strategy games, requiring heavy computational power? I never cared much
for Sonic type games myself. (See my comment above re quoting MIPS values for
custom hardware, you'd look very silly if you tried to run a piece of
productivity software on a graphics processor, it certainly wouldn't look
anything like 50MIPS, maybe 50KIPS if you are very lucky.)

|> VLSI in the Jag giving more power than 5 CD32s put together. The Jag
|> has 8 times more bandwidth, better sound, 32bit graphics (CD32 only has

CD32 has CD sound. It can also play over an hours worth of it continously, as
well as 4 channel 8 bit stereo overlay.

|> 8bit colour,HAM8 is useless for games)... blah blah blah... I could go

Depends on the type of game.

|> on all day, but most sane people realise that these two consoles are
|> in different leagues.

The jaguar has some impressive hardware, but virtually zero software, and that
counts for a lot. CD32 is selling like there's no tomorrow here, whereas Jaguar
has hardly got a look in. Lots of nice hardware is all very well, but if all you
can run is yet another Street Fighter II clone because you don't have enough
storage space for something with playibility and staying power, then you have
little to recomend over a Sega Megadrive.

|>
|> I just want you to answer one question :
|>
|> do you really think a CD32 could do a polygon based game as fast as a Jag?

Probably not. However, do you think the Jaguar could do a game like Microcosm as well as the CD32? Technically it's got the power, but you have nowhere to put the data.

|>
|> (Im waiting for your answer, hint the Jag can translate 5,000 vertices per VBL, a CD32 about 400).
|>
|> I had some respect for you up until now,
|> however please dont push this any furthur, the Jag wins on every
|> technical detail.

No it doesn't. I agree that it's support hardware is more cpabale than CD32's, but in terms of CPU power, storgae space, and more importantly, developer base and software availablity it looses rather poorly. It's a product that techincally deserves to suceed (as is the Falcon), but is IMHO unlikely to.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

441. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 01:11:32 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb11.011132.11015@infodev.cam.ac.uk>
Source record: 18942

In article <1994Feb10.175145.10773@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|> As for serious software - the old, ugly single-tasking
|> --- ---- --------------
|> GEM/CPM 68K against nice pre-emptive multitasking AmigaDOS - ho ho ho!.
|> ------- ----
|>
|> OLD? What do you mean old? Have you seen TOS 4.04 ?

It's old (see below)

|>
|> UGLY? Do you really think that the Amiga CLI is nicer than a 256 color desktop?

This is a personal pereference thing, but I think GEM really does look dire. BTW, the Amiga Shell runs quite happily on a 256 colour screen, and I really would not dispute the usefulness of shells, as they are a LOT more powerful than a purely WIMP interface.

|>
|> SINGLE-TASKING? If I want to do multitasking I can choose between MultiGEM,
|> Mag!x, Geneva, MultiTOS and a cople of others...
|>
|> CPM ? What do you mean? Have you ever seen an Atari?

Atari TOS evolved from CPM. That is a fact.

|>
|> NICE? Multitasking can NEVER EVER be nice without memory protection!

Quite incorrect. Memory protection is necessary for a multi user operating system, such as UNIX, but hardly necessary on a single user machine. The Amiga's scheduler is one of the cleanest around, providing near real time OS performance. memory protection actually has very little to do with concurrency, and for the most part when they overlap it is when you have to deal with problems that memory protection causes in a multitasking enviroment (eg shared memory).

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

442. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 03:00:19 UTC
From: mdg@ukc.ac.uk
Message-ID: <8223@gos.ukc.ac.uk>
Source record: 18943
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb10.162922.9929@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>|> So you are saying that you can update a HAM8 screen faster than a TRUE colour
>|> one!!!!!!!!!!
>|> oh my god, can I have some of the drug that you are on?!
>|> Lets see you do texture mapping/gouraud/phong at 25/50FPS in HAM8... i can
>|> show some of my Falcon demos which do this.
>Of course you can. Since a true colour screen has 24 bits of information, it
>takes less bandwidth to update the HAM8 screen. Even with the Falcons direct
>colour mode (16bit), it's still half the amount of memory to update.

WRONG!
WRONG!
WRONG!

education mode on

This silly guy seems to think that because it takes less memory HAM8 is
quicker to update, how wrong you are! If u change one pixel on a line you
must recalc the rest of the line, this is hardly quick, why do u think art
progs like Dpaint are so sllooww in HAM modes...

HAM8 is loads slower for real time apps like tmapping/gouraud/phong! I want
you to disagree with me, you are so *unknowledgable*, i code stuff like this
daily, you don't.

why don't games use HAM8??? (by your logic they should)

(laugh)

Mr Brown, please learn some amiga h/ware type stuff and u will save a lot of
face.

>|> Yes the 1200 has a 24 bit palette, ask some amiga programmers what they would
>|> prefer HAM8 or 65536 colours from 65536 with one word per pixel.
>
>Hmm, my machine word is 32 bits. I doubt many programmers would like a mode that
>wasted 2 bytes between each pixel.

Well you doubt wrong!!! Your stupidity shows through here.

You can plot a pixel 8 times faster than an Amiga with the Falcon true colour
mode , it takes 8 read/writes to plot a pixel in 256 colour mode on an Amiga,
in TC mode it takes 1 (and less logic to calculate the address/pixel mask),
so don't talk about stuff you know NOTHING about. I want you to reply to
this point -> I need a laugh!

So programmers what mode do you prefer , cast your votes!

Chunky pixels are SO useful for real-time stuff esp. 3D. OOOPSS sorry
the A1200 DOESN'T HAVE A CHUNKY PIXEL MODE , which is why games-writers and
demo-coders are racking their brains for techniques to simulate this mode.

>|> What is better about AGA? its lower bandwidth, lower refresh rates? or
>|> that wonderful(laugh) HAM mode, no perhaps its the video contention being
>|> twice as much as the Falcon that makes it better ;-).
>|> What refresh rate do you get at 800*608?
>|> I get 104hz interlaced from my Falcon. I think the 1200 does 72hz (laugh).
>Then you think wrong. (BTW, My A1200 does 784*550 NON INTERLACED in HAM8. Makes
>your direct colour mode look a bit sad..)

NO MY FALCON DOES 1344*600 in 8bit colour, this is because it has more bandwidth - does
800*608 in 65536 colours , with each pixel being definable UNLIKE HAM8.
The HAM8 vs True colour argument is an old one, for real-time stuff I'm afraid
true colour wins, HAM8 might be better on a TV where the fringing is less
noticeable. Don't argue about refresh rates, the Amiga people who've seen
my Falcon reckon its loads better on a decent monitor than an Amiga.
You rekcon an Amiga is as flexible as a Falcon on an SVGA or Multisync? what
crystal does it have for video? I've not seen anything on a real-monitor
which remotely impresses me on the Amiga.

>|> Atari Works compares well with Wordworth III... does WWIII have bitsteam
>|> font support...
>When did you use Wordworth III? It's only been out a few days.

When did u use it then? Answer my question does it use PC standard bitstream
stuff? does it remotely compare to real WP like WORD II for windows -> I think
not.... Word processors for Falcons and Amigas are pathetic compared to PC
ones.. so why argu?

>|> Lattice 5.6 is just out actually. I think the people at Hisoft would agree
>|> with me that the Falcon is a nicer machine than the A1200. But then again
>|> you pays your money and gets your computer.
>Oh, now you speak for Hisoft do you?

Yeah, I read an interview with them in the other day, and they stated that
they prefered the ST/Falcon? OK? Doesn't mean that this is the most
commercially viable option though.

>Chris Brown

Griff (on two pints).
--

443. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 03:02:56 UTC
From: mdg@ukc.ac.uk
Message-ID: <8224@gos.ukc.ac.uk>
Source record: 18944
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jdrisINNnhu@tom.rz.uni-passau.de> guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
>Video-CDs don't have full-screen real-time animation, they have MPEG.
>You need a full hw MPEG -> fullscreen pictures converting unit to do this
>task. MPEG alone reaches approx. 3-4 fps in 256 colours - on a 4000/040!!!

Is it really that slow?
I mean, my MPEG player that I ported from X-Windows and am slowly adapting
to the DSP gets about 3-4 fps in 65536 colours! and this is on the so called
crippled Falcon. Brainstorm have it at 12-13FPS.

Griff
--

444. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 03:03:49 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.760935829@wolfcreek.cs.ualberta.ca>
Source record: 18945
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Ahmed@atdetail.demon.co.uk (Ahmed Shihab) writes:

> Cheers! It's a bit difficult really, I don't read news as much as I used
>to. We are also bound by non-disclosure agreements which basically mean that
>I can't say anything that isn't public knowledge. I reckon I haven't stretched
>this too far...

> Can I ask you guys/gals some questions in return for clearing up the little
>arguments?

> - What would you like to see your Jaguar do ?
> (BattleMorph, a texture-mapped sequel to Cybermorph, is under development
> and I'm currently working on the graphics engine for a Jaguar port of
> Blue Lightning, one of the Lynx's best sellers)

Well, for battlemorph, I don't know if this is possible since we are in
a 3d world but how about barrel rolls? Like where the whole screen rotates?
Some Flashy move that would make people sit up and go "whoa!"..

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

445. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 03:19:47 UTC
From: mdg@ukc.ac.uk
Message-ID: <8225@gos.ukc.ac.uk>
Source record: 18946

In article <1994Feb10.205511.26541@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <8201@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <1994Feb10.001721.5108@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>|> >Utter drivel. You said the Falcons DSP can do FP as fast as a 68882. That is not
>|> See my previous post of FP source, which basically shows what a silly little
>|> boy you are. It is no lie, the DSP in the Falcon can be used as a 'free' maths
>|> co-pro, indeed I think several companies are working on FP DSP libraries for
>|> their C compilers, the DSP is worth about a 16-20mhz 68882. OK?

>Funny, I don't know anyone with a 68882 clocked that slow. My 68020 can beat your
>DSP if you reduce the clock speed.

If you read what you wrote above , you will just realise that you just went
back on your own word!!! you said it was utter 'drivel'... The Falcon's
dsp is standard and can do FP as fast as a 16-20mhz 882. You wanna argue this
point?

how much did you pay for the 68882?

(laugh), 50 quid me thinks. Funny the DSP is standard.

BTW I have a 32mhz 68882 in my Falcon, so i could use both in parallel if I
wanted too, but I won't embarass you any furthur with my programming ability.

>Rubbish, the Amiga does not split one screen into several parts, they really are
>multiple screens, not just reconfigured parts of the same screen area. You think
>it's so easy to implement with your funny little HBLANK interrupts (even the
>VIC20 had those, we are talking ANCIENT here), you go and do it. I think you'll
>have quite a nasty shock.

Tell me what can the Copper do that I can't do on a HBLANK interrupt. The
Amiga acheives multiples screens by simple writing the screen address and
res register with the Copper, you obviously didn't know this, why can't I
do this on a HBLANK interrupt? It takes about 3/4 instructions on a Falcon,
each copper instruction takes time too. I bet this use of the copper must
make the Amiga OS really h/ware independent ;-).

>|> I'm glad you use the word 'lectured', it shows I'm educating you. albeit slowly.
>
>You keep on believeing that.

And so does everyone else. (my mailbox shows this!)

There are one or two Amiga peps that I respect on this Group, I almost respect
Raist because he admits he is wrong, but you just keep coming for more...
its quite fun for me, but I don't have so much time available since I have
a 3rd year project to do (68000 remote debugger), a PHD to apply for etc.

>Chris Brown

Griff
--
blah
blah
blah

446. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 03:22:49 UTC
From: mdg@ukc.ac.uk
Message-ID: <8226@gos.ukc.ac.uk>
Source record: 18947

In article <1994Feb10.210508.27350@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <8203@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>|> Gavan you really are small-minded, I am infinitely more knowledgable than you.
>He's so modest isn't he boys and girls?

If you got it FLAUNT it!

How many Amiga owners would recognise your name, *none*

99% of Falcon owners know me and have my programs/demos.

I'm not an arrogant person, but if it provokes this sort of response I'll
continue -> because if this is all you can say then you just showed what
a fool you are!

>Chris Brown

Griff
--

447. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 03:32:19 UTC
From: mdg@ukc.ac.uk
Message-ID: <8227@gos.ukc.ac.uk>
Source record: 18948

In article <1994Feb11.010021.10590@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>The jaguar has some impressive hardware, but virtually zero software, and that
:>counts for a lot. CD32 is selling like there's no tomorrow here, whereas Jaguar
:>has hardly got a look in. Lots of nice hardware is all very well, but if all you
:>can run is yet another Street Fighter II clone because you don't have enough
:>storage space for something with playibility and staying power, then you have
:>little to recomend over a Sega Megadrive.

CD-ROM games are well known for playability are they?

:>I agree that it's support hardware is more cpabale than CD32's,
:>but in terms of CPU power, storgae space, and more importantly, developer base
:>and software availablity it looses rather poorly. It's a product that techincally
:>deserves to suceed (as is the Falcon), but is IMHO unlikely to.

>Chris Brown

Personally I'm not too bothered about the Success of Atari products, I enjoy
the Falcon because I believe it is *overall* technically a superior product
(sure it has its compromises). It does what I want and I get a lot of fun out
of it. You constantly slag down the Falcon in other posts and now you say
it technically deserves to succeed?? I truely think the Jag will suceed though,
it is technology that will not die, if Atari goes down, someone else with
take on the Jag hardware.

Griff.

448. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 09:05:28 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2jfhopINNgoc@tom.rz.uni-passau.de>
Source record: 18949

In article <1994Feb10.121412.7773@mnemosyne.cs.du.edu> gmoran@nyx10.cs.du.edu (Gavan Moran) writes:
> The fact is that you can buy both machines in a mimimal config. In the
>case of the F030 you can buy one with only 1 meg RAM and no HD for
>anything upwards of 500 UKP and an A1200 upwards of 270 UKP depending on
>source. However, Falcon owners always claim that their minimum config is
>for `expansion only`. Whats the point when you can get a 4 Meg /65 Falcon
>for 800 UKP? The fact is that the `base` 1 Meg model is there to try to
>get ST owners without a lot of cash to spend, to upgrade. In this sense,
>its valid to say that this is a proper configuration. Lets just say that
>you are advised to upgrade both the base A1200s and Falcons if you want to
>achieve anything like the potential they can deliver.

Excuse me? You are talking of the UK, where they are still selling 512 KB
STs/STEs! In Germany, the minimum config is 4/0 (I bought a 4/0 in a
tower w/ 170 meg SCSI and MFII keyboard adaptor).
May people from other countries also tell Mr. Moron what the base config.
in their country is?

>>The Falcon has just as many "stacks" of excellent software of course,
>>since it runs 99% or old ST apps, and 70-80% of ST games.
>
> Leaving aside the fact that the ECS Amiga has a LOT more software
>available for it than the old ST did, wasnt there a thing about the Falcon
>being very INcompatible with non OS-legal stuff? I`ve heard about some
>sort of software hack that lets it run some older ST games, but
>considering there is an 030 instead of a 68000, and a totally different
>set of gfx chips, I`d be surprised if the compatibility was more than 60%
>at MOST on games. As for serious software - the old, ugly single-tasking
>GEM/CPM 68K against nice pre-emptive multitasking AmigaDOS - ho ho ho!.
>Its good to see you Atari types have finally caught on to multitasking (8
>years after the Amiga had it) with MultiTOS. Shame its so slow and
>incompatible with older software though...

Yeah, KillAGA isn't needed on an A1200 for old games, right?
BTW, the original Atari OS does multitask, but it doesn't do it full
preemptively. And the 'more' of software is still a ridiculous, unproved
argument by you, Mr. Moron. The quality of ST software (esp. DTP/MIDI/WP/
databases) is in general much higher than that of Amiga software.

Have a close look at Calamus SL, Chagall 4C, Cubase Audio Falcon, Papyrus
GOLD, Tempus Word pro, Signum 3.3m, Phoenix 3.0, Topics, etc. before you
claim such things.

Weregoose

```
- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
---------------------------------------------------------------------- /
- In the sky a mighty eagle doesn't care about what's illegal - \_
- On its wings the rainbow's light it's flying to eternity. - __)
```

449. Re: the end ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 10:05:57 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2jfla5INNiie@tom.rz.uni-passau.de>
Source record: 18950

In article <2jdf24$ptl@rzsun02.rrz.uni-hamburg.de> rz2a024@rzaix02.uni-hamburg.de (F. Florey) writes:
>- the price is extremly high (here in Germany: falcon, 14 MB, 80 HD (joke)
>is about 3000 DM) What a brainless price! A better 386, with color-monitor,
>with 300 HD, including some programms, is about 2000 DM.

A Falcon w/ 4 megs of RAM and 80 megs HDD costs 2000 DM. 4 megs of RAM cost about 250 DM, the 386 also has 4 megs btw. So the things you don't get with the Falcon are 220 megs disk space and a monitor. You get: 16 bit sound card (300 DM for a PC), FAST GUI, MIDI ports, DSP, SCSI-II (500 DM for a PC).

>Why should anybody buy a atari-falcon ?!? Because of the DSP. If I need
>one, i can buy one on an extension card.

You have never had IRQ-probs on your PC? And, even the more expensive DSP boards do not match the Falcon.

>And please tell me: which
>programm supports the DSP on Falcon? Yes, one or two (ok, some more) music-
>programms. But how many musicians are there, who wants to buy a Falcon.

Look into 'Keyboard', the German magazine for electronic music.

>SOFTWARE
>- the atari-software is not on the same level, as the software on the
>PC-machines is.

:-) Have you had a look on ST software recently, or are you judging from 1989 standards? In some areas, the ST software is still of equal or even better quality than the PC software. Buy ST Computer 2/94 and have a look, or try to find a c't archive where you can search for reviews of ST software. The areas where PCs are better are spreadsheets, CAD and databases.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

450. Re: the end ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 11:25:30 UTC
From: richara@westminster.ac.uk
Message-ID: <CL252J.DLE@westminster.ac.uk>
Source record: 18951

F. Florey (rz2a024@rzaix02.uni-hamburg.de) wrote:
: So - if you have to earn money by writing programms (like i do)
: or dealing with these machines -> throw your atari away, no
: one wants to have these machines.
: HARDWARE

If you want to write software for serious money then don't do it on your ST,
you can still get some money for ST software, but not as much as PC software.

If the ST doesn't do what you want then get rid of it.
There is no need to move to another machine unless it does what you want to
do better than your current machine.

: Why should anybody buy a atari-falcon ?!? Because of the DSP. If I need
: one, i can buy one on an extension card. And please tell me: which
: programm supports the DSP on Falcon? Yes, one or two (ok, some more) music-
: programms. But how many musicians are there, who wants to buy a Falcon.
: (Prust: HD-recording with a 80MB-disk.)

People should buy an Atari Falcon if it does what they want it to do.

Before buying any machine people should evaluate all the options available.

: - the atari-software is not on the same level, as the software on the
: PC-machines is.

The software I use does what I want it to do. If it didn't meet your
requirements then you will make the smart move by using something else.

PC's are great at the upper levels. The software performs wonderfully on
the correct machines. I use one at work and am quite happy. At home I am
happy with an ST.

: i have to read, so follow up with yout rubbish in this group.
^^^^^^^
Here is my addition to the trash can.

: Best wishes, viele Gruesse,
: Friedemann

Enjoy

Alan
--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

451. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 11:28:34 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2jfq53$mir@sol.ctr.columbia.edu>
Source record: 18952

In article <1994Feb11.011132.11015@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
} |>
} |> UGLY? Do you really think that the Amiga CLI is nicer than a 256 color desktop?
}
} This is a personal pereference thing, but I think GEM really does look dire. BTW,
} the Amiga Shell runs quite happily on a 256 colour screen, and I really would not
} dispute the usefulness of shells, as they are a LOT more powerful than a purely
} WIMP interface.

Who's disputing anything? If I want a shell I'll run one in a window.
No problem. I do it all the time. And I use more up-to-date shells
than the amiga CLI (eg: tcsh, tclsh, ksh)

} |>
} |> SINGLE-TASKING? If I want to do multitasking I can choose between MultiGEM,
} |> Mag!x, Geneva, MultiTOS and a cople of others...
} |>
} |> CPM ? What do you mean? Have you ever seen an Atari?
}
} Atari TOS evolved from CPM. That is a fact.

So who uses TOS ? Anyone with an ounce of sense uses MiNT or MultiTOS
to get an API that conforms to Posix (well, not quite exactly actually
but near-as-damnit). If you need a neat programming API, then you'll
be using MiNT, if you don't then keep to TOS (it's *slightly* faster
than MultiTOS v1.08.) Unfortunately the released version of MultiTOS
is 1.04, which is pretty slow. This is giving MultiTOS an undeserved
bad name for speed.

Eventually everyone will be using MultiTOS anyway - which means that
our system will be based on the most powerful os (debatedly I suppose
:-) available...

}
} |>
} |> NICE? Multitasking can NEVER EVER be nice without memory protection!
}
} Quite incorrect. Memory protection is necessary for a multi user operating
} system, such as UNIX, but hardly necessary on a single user machine. The Amiga's
} scheduler is one of the cleanest around, providing near real time OS performance.
} memory protection actually has very little to do with concurrency, and for the
} most part when they overlap it is when you have to deal with problems that memory
} protection causes in a multitasking enviroment (eg shared memory).

He didn't say it was impossible without mem-protection, he said it
wasn't nice... I hope you will agree that it is far nicer to have the
security of a protected segment of memory for any given program,
rather than leaving it to chance that no bugs will use an int as a
pointer (for eg). ---> system crash.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

452. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 11:35:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5b6d84@troed.ct.se>
Source record: 18953

In a message of 10 Feb 94 13:41:52, Gavan Moran wrote:

GM> Actually, YOU should get your facts straight. Perhaps I should have
GM> specified things more carefully. About a couple of months back RT claimed
GM> that you could use the 2 byte addressing of the Falcons 65k colour mode in
GM> order to create two 256 colour playfields. Of course, Ricardo and I
GM> `educated` him. I also `educated` him about the fact that a 16MHz
GM> processor couldnt read data at a 32MHz rate, even if the bus was 32Mhz.

You and Ricardo? I seem to remember "Stefan Boberg" ... yes, I was wrong on
that point, as I confessed in a post right after.

It's easy to make the Falcon030 32 bit, if you use a 32Mhz bus and some logic
to feed the 2 16bit words into a 32bit buffer before the CPU reads ...
(Not said it's done, but that it COULD be done)

Educating me?

<grin>

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

453. Re: ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 11:40:04 UTC
From: dt93tn@pt.hk-r.se
Message-ID: <1994Feb11.114004.10592@nomina.lu.se>
Source record: 18954

In article 760832869@batman, taubeM@moravian.edu (Mason Taube) writes:
> What ever happened to the ATW machines Atari tried to put out a few years
>back? (Atari Transputer Workstation) ... Are there any still in use? Have
>they gotten any support?
>
>
They are dead for a long time now and there`s also no support for them
anymore.

Greetings

Tore / ATW owner :-)

---
*Tore Nestenius dt93tn@pt.hk-r.se *
Computer Engineering @ University of Ronneby Phone: +46 457 14567
Atari ATW 800, SEGA/Megadrive, Lynx, PC..... BBS: +46 431 17506
---

454. ACTION!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 11:44:38 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb11.114438.1585@dmu.ac.uk>
Source record: 18955

So this is where all the ACTION is!!!!

Who cares who's right in the Griff vs. Everyone_else match??????

It's just great reading!!!!

Alan (se1ap@dmu.ac.uk)

455. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 11:55:51 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2jfro7$mir@sol.ctr.columbia.edu>
Source record: 18956

In article <1994Feb10.191633.23289@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
} mdg@ukc.ac.uk (M.D.Griffiths) writes:
} >As for Operating systems:
} >I have to say though that I think its disk system is pretty slow, you watch
} >it draw a directory even from a fast hard-drive.. hmmm..
}
} If you're referring to the Amiga, that's because it's got a *real* file-
} system, and not one of those FAT-thingies MS-DOS and its siblings (TOS) use.

(laugh) - MultiTOS/MiNT have loadable filesystems. I agree the MS-DOS fs is pretty crap, so I don't use it... I have a minix filesystem on the vast majority of my HD now.

Oh yes, minixfs is faster than the TOSfs (it has symbolic links, any length filenames, case dependence and you can mount one partition on another to get larger single filesystems...)

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

456. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 11:59:53 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2jfrvp$mir@sol.ctr.columbia.edu>
Source record: 18957

In article <1994Feb10.191913.23432@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
}
} Tramiel also said that "Business is like sex". Kinda makes you feel sorry
} for his S.O., doesn't it? ;-) ;-)

(laugh uproariously).
Cheers Stefan, I didn;t know that :-)))))))))))

Simon.

--

_____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~
~~~~~

457. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 12:04:58 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jfs9a$e4a@harbinger.cc.monash.edu.au>
Source record: 18958

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 09 Feb 94 09:17:19, William Fang wrote:

: WF> Nothing compared to Rusty and Eddy's, which suprisingly doesnt run
: WF> on ST's. Nearly every platform known to man, including 8bit machines
: WF> like the Apple II and C=64 have BBS programs.

: I don't do piracy, don't wanna be compared to the biggest piracy board of them
: all.

I don't think Rusty and Eddy's was convicted of any crime. Innocent
until proven guilty, isn't it?

Can you run networks and 48 connects on a single STE, like on a PC
equipped with a modem rack and TBBS software?

- Jim

458. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 12:09:22 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jfshi$e4a@harbinger.cc.monash.edu.au>
Source record: 18959

Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:

: Who's disputing anything? If I want a shell I'll run one in a window.
: No problem. I do it all the time. And I use more up-to-date shells
: than the amiga CLI (eg: tcsh, tclsh, ksh)

Big deal, a bunch of unix ports. There's lots of them for the Amiga as well, but most people use the standard Shell because most applications have install scripts (newer ones use the Installer program) which rely on the standard commands, pipes, etc.

- Jim

459. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 12:17:13 UTC
From: leifhv@dhhalden.no
Message-ID: <leifhv.76.2D5B7749@dhhalden.no>
Source record: 18960
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8223@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>In article <1994Feb10.162922.9929@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk
>writes:

[stuff deleted]

>You can plot a pixel 8 times faster than an Amiga with the Falcon true colour
>mode , it takes 8 read/writes to plot a pixel in 256 colour mode on an Amiga,
>in TC mode it takes 1 (and less logic to calculate the address/pixel mask),
>so don't talk about stuff you know NOTHING about. I want you to reply to
>this point -> I need a laugh!

>So programmers what mode do you prefer , cast your votes!

Ok, I prefer bitplanes...but then again I don't write 3D stuff.

>Chunky pixels are SO useful for real-time stuff esp. 3D. OOOPSS sorry
>the A1200 DOESN'T HAVE A CHUNKY PIXEL MODE , which is why games-writers and
>demo-coders are racking their brains for techniques to simulate this mode.

Ah, but no coders/programmers are "racking their brains" on the Falcon at
all. Well, almost none.

[more stuff deleted]

>>When did you use Wordworth III? It's only been out a few days.

>When did u use it then? Answer my question does it use PC standard bitstream
>stuff? does it remotely compare to real WP like WORD II for windows -> I think
>not.... Word processors for Falcons and Amigas are pathetic compared to PC
>ones.. so why argu?

From what I've heard both FinalWriter and Wordworth III is much closer to
the top PC wp's than previous Amiga wp's. I have yet to try any of
them but...

>>|> Lattice 5.6 is just out actually. I think the people at Hisoft would agree
>>|> with me that the Falcon is a nicer machine than the A1200. But then again
>>|> you pays your money and gets your computer.
>>Oh, now you speak for Hisoft do you?

>Yeah, I read an interview with them in the other day, and they stated that
>they prefered the ST/Falcon? OK? Doesn't mean that this is the most
>commercially viable option though.

Lattice C isn't made for the Amiga anymore. Is it still called Lattice on
the Atari?

>>Chris Brown
>Griff (on two pints).

/// Leif Hugo Vaarum, Remmen 3A, 1783 HALDEN
-------///---
\\\ /// InterNet: leifhv@dhhalden.no :"But wipe off that smile
\\\/// (Good) Amiga coders do it 50 : Cause everyone's wearing a
\/// times per second! : frown here" - Pogo Pops
----

460. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 12:21:13 UTC
From: leifhv@dhhalden.no
Message-ID: <leifhv.77.2D5B7839@dhhalden.no>
Source record: 18961
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8224@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>From: mdg@ukc.ac.uk (M.D.Griffiths)
>Subject: Re: "Bit-ness" of Processors
>Date: Fri, 11 Feb 94 03:02:56 GMT

>In article <2jdrisINNnhu@tom.rz.uni-passau.de> guenther@kirk.fmi.uni-passau.de
>(Thorsten Guenther) writes:
>>Video-CDs don't have full-screen real-time animation, they have MPEG.
>>You need a full hw MPEG -> fullscreen pictures converting unit to do this
>>task. MPEG alone reaches approx. 3-4 fps in 256 colours - on a 4000/040!!!

>Is it really that slow?

MPEG is a chunky format, so it's not very well suited for Amiga's.

>I mean, my MPEG player that I ported from X-Windows and am slowly adapting
>to the DSP gets about 3-4 fps in 65536 colours! and this is on the so called
>crippled Falcon. Brainstorm have it at 12-13FPS.

Is it really that slow? On a chunky machine? Using the DSP? I Guess the
Falcon is more crippled than I thought.

>Griff
>--

/// Leif Hugo Vaarum, Remmen 3A, 1783 HALDEN
-------///---
\\\ /// InterNet: leifhv@dhhalden.no :"But wipe off that smile
\\\/// (Good) Amiga coders do it 50 : Cause everyone's wearing a
\/// times per second! : frown here" - Pogo Pops
----

461. Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 12:29:26 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jftn6$e4a@harbinger.cc.monash.edu.au>
Source record: 18962

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:

[...]

: >That's nice. Linux is written in C. Try compiling it on your Falcon
: >and see if it'll work. Try NetBSD-386 as well and see how well it
: >runs. Then come back and tell me all about the wonderful portability
: >of C. Then tell me all about the edianess of the PowerPC, 680x0 and
: >80x86 processors.

: But many critical parts of Linux are not written in C... a lot of
: stuff is evil Intel assembly. Besides, I already have almost all of
: the advantages of Linux right now, using Mint.

Like what critical parts? I can recompile the kernel, or patch
levels from 12 to 15 using GCC. I don't know a single 80x86 assembly
command and have never used the TurboAssembler that came with Borland
C++ 3.1 that I own. I'm not even sure if there is an Assembler under
Linux, as I have no need for one.

: I'm not saying that such a port would be trivial, or that all parts
: are written in assembly - just that porting all of TOS or MTOS would
: not be the eqivilent of porting 100,000 lines of 68000 assembly to the
: PowerPC chip.

: Don't you think the Amiga OS could be as easily ported to the PowerPC
: chip? (I don't know that much about it myself, but assume a similar
: situation exists).

Easy, probably not, unless C= had lots more operating system developers
and programmers. Apple and IBM have spent quite a lot of time working
on System 7.0 and OS/2 for PowerPC and Taligent/Pink.

Atari it seems, has got one (Eric Smith?) os guy, who most likely hasn't
even started porting MultiTos to PowerPC. I wonder how many man years
it's going to take to port?

Who are you going to sell MultiTos to? The 15,000 folks that bought
Falcons? If Atari or Commodore built PowerPC systems, they'll have to
make them cheaper than the boxes IBM and Apple produce. Look at the
prices of Macs compared to equivalent Amigas and Falcons and then ask,
why do you get more Mac than Amiga/Falcon/ST?

Atari doesn't even seem to have their own production lines, so how are
they going to build anything cheaper than IBM? What great features
are going to distinguish the Atari product from IBM or Apple?

A DSP that's not integrated into the operating system (which IBM and Apple, plus a whole heap of developers, like Lotus, Borland are working on in the PC groups)?

A not-so-great video system (Falcon)? Even if they munged the Jag chipset into the Atari-PPC, they're not capable of displaying PC or workstation style 1280x1024x8bpp, 16bpp and 24bpp > @72Hz that lots of current PC video cards are capable of.

A LAN port that's not supported in the operating system?
Non-standard connectors?
Atari ST cartridge slot?

Perhaps they'll cost reduce and use a 16bit data bus? Or offer inferior service and warranty than their competitors?

Think about how long it will take Atari to design and implement a new system and operating system with their current resources. Times a ticking, and their's going to be lots of PowerPC systems on the market soon.

- Jim

462. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 13:06:06 UTC
From: mdg@ukc.ac.uk
Message-ID: <8228@gos.ukc.ac.uk>
Source record: 18963
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <leifhv.77.2D5B7839@dhhalden.no> leifhv@dhhalden.no (LEIF HUGO VAARUM) writes:

:>In article <8224@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>In article <2jdrisINNnhu@tom.rz.uni-passau.de> guenther@kirk.fmi.uni-passau.de
:>>(Thorsten Guenther) writes:
:>>>Video-CDs don't have full-screen real-time animation, they have MPEG.
:>>>You need a full hw MPEG -> fullscreen pictures converting unit to do this
:>>>task. MPEG alone reaches approx. 3-4 fps in 256 colours - on a 4000/040!!!
:>>Is it really that slow?
:>MPEG is a chunky format, so it's not very well suited for Amiga's.

Mpeg is a 24 bit format , apparently some guy called 'Mr Brown' reckoned
HAM8 was faster for updating (laugh) -> so if its so fast why is it that
MPEG plays faster on a Falcon. Come on I want an answer, after all I thought
HAM8 was mean't to be good for animations and lets face it, MPEG sorts the
men from the boys. Also how fast does an 040 Amiga display a 640*480 Jpeg
in Ham 8, My falcon displays it in 3-5 seconds in 65536 colours.

:>>I mean, my MPEG player that I ported from X-Windows and am slowly adapting
:>>to the DSP gets about 3-4 fps in 65536 colours! and this is on the so called
:>>crippled Falcon. Brainstorm have it at 12-13FPS.
:>Is it really that slow? On a chunky machine? Using the DSP? I Guess the
:>Falcon is more crippled than I thought.

12-13 FPS Slow? Its faster than ANY AMIGA can play them. My own personal
version is 3-4FPS because I have no yet optimised a lot of the Stuff in
DSP assembly (IDCT for example , if u know what that is).

> /// Leif Hugo Vaarum, Remmen 3A, 1783 HALDEN

Griff
--

463. Re: the end ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 13:06:23 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Feb11.130623.10824@dct.ac.uk>
Source record: 18964

I think the end for Atari came when the made their biggest mistake with the TT, the price. It they had sold it for half the price and told people about it then they could have stollen more of the business market. Back in about '91 Atari was trying to capture businesses, but their games image got in the way. Basically I believe that they did not have enough professional software to offer, not just too many games. What happened to Unix on the TT?

What used to be "power without the price" became "yesterday's power with a price!"

464. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 13:51:53 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2jg2hp$mir@sol.ctr.columbia.edu>
Source record: 18965

In article <2jfshi$e4a@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
} : Who's disputing anything? If I want a shell I'll run one in a window.
} : No problem. I do it all the time. And I use more up-to-date shells
} : than the amiga CLI (eg: tcsh, tclsh, ksh)
}
} Big deal, a bunch of unix ports. There's lots of them for the Amiga as
} well, but most people use the standard Shell because most applications
} have install scripts (newer ones use the Installer program) which rely
} on the standard commands, pipes, etc.

Hang on Jim, the point is that the os *is* unix. The point of having unix ports on a unix os is quite important.

(for example, my MDK kit uses /bin/sh as it's installation script language - because I like /bin/sh. I could have used /bin/tcsh if I'd wanted to etc. etc.)

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

465. Bodged AGA

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 14:04:22 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Feb11.140422.6829@dmu.ac.uk>
Source record: 18966

I'm sure you all know the A1200 was released because Commodore crapped their pants at the sight and sound of the Falcon. So they released a rushed version of their new chipset (half finished) to try and cut off the sales. Which it didn't as those who wanted a Falcon got one and those who didn't didn't.
Same with the Jaguar, which is quite a spectacular machine and the CD32 which is just a basic non upgradeable (bar FMV) A1,200 which is only just ahead of the Nintendo/Sega current machines.

Also how can people just knock Ataris financial position when Commodork are in the same if not worse position. They had to lower the price of the A1200 by a hundres quid just to shift some boxes and get some turnover.
Why wasn't CD32 originally planned for USA ??

The Jaguar will make piles of cash in the states and then will get the rest of the world from there ...
With Commodore doing badly both in the States and Europe (bar the A1,200) then whose looking good ????

-Simon

466. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 15:21:15 UTC
From: leifhv@dhhalden.no
Message-ID: <leifhv.78.2D5BA26B@dhhalden.no>
Source record: 18967
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8228@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>In article <leifhv.77.2D5B7839@dhhalden.no> leifhv@dhhalden.no (LEIF HUGO
>VAARUM) writes:
>:>MPEG is a chunky format, so it's not very well suited for Amiga's.

>Mpeg is a 24 bit format

Yep, a 24 bit chunky format...

>, apparently some guy called 'Mr Brown' reckoned
>HAM8 was faster for updating (laugh) -> so if its so fast why is it that
>MPEG plays faster on a Falcon.

Bacause MPEG is a chunky format and therefore fast on machines with a chunky graphics modes(Falcon/PC). Amiga's with AGA chipset don't have chunky modes and due to this they have big problems displaying MPEG movies fast.

>Come on I want an answer, after all I thought
>HAM8 was mean't to be good for animations and lets face it, MPEG sorts the
>men from the boys.

The quality and speed of HAM8 animations depend on the format used for the animation. Using MPEG with HAM8 will be slow bacause you have to convert the chunky graphics to bitplanes and the 24 bit colors to a HAM8 color. If one uses a format where some of this info is stored in the animation (a format written with the Amiga in mind) you get a much better framerate even with HAM8.

>Also how fast does an 040 Amiga display a 640*480 Jpeg
>in Ham 8, My falcon displays it in 3-5 seconds in 65536 colours.

Don't know...don't have a 040 amiga. =(

>:>>I mean, my MPEG player that I ported from X-Windows and am slowly adapting
>:>>to the DSP gets about 3-4 fps in 65536 colours! and this is on the so
>called
>:>>crippled Falcon. Brainstorm have it at 12-13FPS.
>:>Is it really that slow? On a chunky machine? Using the DSP? I Guess the
>:>Falcon is more crippled than I thought.

>12-13 FPS Slow? Its faster than ANY AMIGA can play them.

Faster than an _Amiga_ CD32 with a FMV card also? =) Well, you said _any_ Amiga.

It's just that if an Amiga could manage 4 FPS, a Falcon with a chunky mode and DSP should manage 25 FPS. Then again I don't know much about DSPs, and

haven't got any idea about how usefull they are for decoding MPEG.

>My own personal
>version is 3-4FPS because I have no yet optimised a lot of the Stuff in
>DSP assembly (IDCT for example , if u know what that is).

No, I don't actually.

>> /// Leif Hugo Vaarum, Remmen 3A, 1783 HALDEN
>Griff

/// Leif Hugo Vaarum, Remmen 3A, 1783 HALDEN
-------///---
\\\ /// InterNet: leifhv@dhhalden.no :"But wipe off that smile
\\\/// (Good) Amiga coders do it 50 : Cause everyone's wearing a
\/// times per second! : frown here" - Pogo Pops
----

467. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 15:29:48 UTC
From: icb1fw0k@solix.fiu.edu
Message-ID: <2jg89c$51u@serss0.fiu.edu>
Source record: 18968
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>HAM8 was mean't to be good for animations and lets face it, MPEG sorts the
:>men from the boys. Also how fast does an 040 Amiga display a 640*480 Jpeg
:>in Ham 8, My falcon displays it in 3-5 seconds in 65536 colours.

My 030 amiga can display a Jpeg in 800X600 16mil (24bit) colors, in under
2 seconds. It has 8,16,24 bit chunky pixel modes. And it playes Mpeg
anims in 24,16, or 8 bit fast enough to look good, I don't know the FPS
rate, but much faster then 12 to 13.

:>12-13 FPS Slow? Its faster than ANY AMIGA can play them. My own personal
:>version is 3-4FPS because I have no yet optimised a lot of the Stuff in
:>DSP assembly (IDCT for example , if u know what that is).
Not ANY AMIGA, Not mine. Not any amiga with EGS or AAA (not AGA) graphics
modes.
--
/%\%\%\

468. Re: the end ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 15:38:59 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jg8qj$hrr@harbinger.cc.monash.edu.au>
Source record: 18969

mcssesw@dct.ac.uk wrote:
: I think the end for Atari came when the made their biggest mistake with the TT,
: the price. It they had sold it for half the price and told people about it then
: they could have stollen more of the business market. Back in about '91 Atari
: was trying to capture businesses, but their games image got in the way.
: Basically I believe that they did not have enough professional software to
: offer, not just too many games. What happened to Unix on the TT?

The mc680x0 probably wasn't competitive anymore running Unix. Amiga
Unix also died, a little bit later than TT Unix, but it's still dead.
I think C= and Atari realized they didn't have the money and resources
to sell solutions, like Sun, Dec, etc. C= losts sales to Motorola and
a lot of other customers because they didn't have enough support.

Commodore and Atari didn't drop the prices on their 68030 boxes quick
enough, and didn't spend enough money on improving their product ranges.
All they seemed to be doing was trying to "me-too!" each other and
forgot to try to out-do the rest of the market.

- Jim

469. Re: ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 15:40:23 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jg8t7$hrr@harbinger.cc.monash.edu.au>
Source record: 18970

Tore Nestenius (dt93tn@pt.hk-r.se) wrote:
: They are dead for a long time now and there`s also no support for them
: anymore.

I'm curious. What did you run on the transputer? Can you give an
overview of it's strenghts and weaknesses, as they were mean to be
the next big thing in computing. What software could you compile
or buy off the shelf?

: Greetings

: Tore / ATW owner :-)

- Jim

470. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 15:41:45 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jg8vp$hrr@harbinger.cc.monash.edu.au>
Source record: 18971

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 09 Feb 94 13:38:27, M.D.Griffiths wrote:

: M> Is Gavan worth educating?

: Nope, you haven't been here as long as the rest of us (thank your God for that)
: ... we know no facts impresses on him, as he ALWAYS thinks HE'S the ONLY person
: in the UNIVERSE who knows EVERYTHING ..

"Hey, I'm the only being in the universe who know everything" - GOD ;-)

471. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 15:45:14 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jg96a$hrr@harbinger.cc.monash.edu.au>
Source record: 18972

Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:
: In article <2jfshi$e4a@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
: } : Who's disputing anything? If I want a shell I'll run one in a window.
: } : No problem. I do it all the time. And I use more up-to-date shells
: } : than the amiga CLI (eg: tcsh, tclsh, ksh)
: }
: } Big deal, a bunch of unix ports. There's lots of them for the Amiga as
: } well, but most people use the standard Shell because most applications
: } have install scripts (newer ones use the Installer program) which rely
: } on the standard commands, pipes, etc.

: Hang on Jim, the point is that the os *is* unix. The point of having
: unix ports on a unix os is quite important.

So all those ST apps automagically know about the unix os?

: (for example, my MDK kit uses /bin/sh as it's installation script
: language - because I like /bin/sh. I could have used /bin/tcsh if
: I'd wanted to etc. etc.)

So if you distribute your software do you just assume that the person
alread has tsch, or korn or bourne shell?

- Jim

472. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 16:07:51 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2jgagn$mir@sol.ctr.columbia.edu>
Source record: 18973

In article <2jg96a$hrr@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
} : Hang on Jim, the point is that the os *is* unix. The point of having
} : unix ports on a unix os is quite important.
}
} So all those ST apps automagically know about the unix os?

yes, it replaces the TOS calls with its own, and adds the unix ones.
Most TOS calls are actually simple translations into the unix ones.
(ie: you write CConws and the compiler uses fprintf(/dev/console))
bad example, but you get the idea.

} : (for example, my MDK kit uses /bin/sh as it's installation script
} : language - because I like /bin/sh. I could have used /bin/tcsh if
} : I'd wanted to etc. etc.)
}
} So if you distribute your software do you just assume that the person
} alread has tsch, or korn or bourne shell?

The MDK (MiNT Distribution Kit) is a set of programs that'll set
your STfm ->TT up as a unix box. It contains the vast majority of
programs you'll find on a unix box, mainly GNU stuff +others. It
obviously comes with /bin/sh (therefore it copies that into /bin
and then runs a script with "#!/bin/sh" as the first line.)

In point of fact, I think installation progs can be made much nicer
if they're gooey anyway. I'm re-writing (very slowly - I haven't much
time) this in C++/Gem++.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

473. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 16:24:08 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb11.162408.18272@infodev.cam.ac.uk>
Source record: 18974
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jdrisINNnhu@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:

|> ALL video modes? The full bus contention is reached at 1280*512 interlaced,
|> 640*480 noninterlaced, 1280*256 noninterlaced, etc.
^^^^^^^^^^^^^^^^^^^^

Utter drivel. I get 784*550 non interlaced quite happily on my A1200 thankyou very much.

|>
|> > As for HAM6 or HAM8 modes, well they're perfect for full-screen
|> >real time animations (video CDs). And fringing is almost invisible.
|>
|> Video-CDs don't have full-screen real-time animation, they have MPEG.
|> You need a full hw MPEG -> fullscreen pictures converting unit to do this
|> task. MPEG alone reaches approx. 3-4 fps in 256 colours - on a 4000/040!!!

Well, gosh, amazingly CD32 *has* the mpeg hardware available. It can do 3/4 screen motion video without one (CDXL) using HAM8, and it looks fantastic.

|>
|> Yes, but - you know - C is a language that differs somewhat from BASIC.
|> The main differences perhaps are that all arguments are in brackets and
|> that one is not supposed to use 'GOTO'. But you will learn this somewhen.

If this is how you see the differences between C and BASIC then you have a lot to learn.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

474. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 16:37:32 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb11.163732.19068@infodev.cam.ac.uk>
Source record: 18975

In article <1994Feb9.004355.3524@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

|> >|>
|> >|> I think your continued use of the single CPU architecture to justify
|> >|> your obvious hatred of the Jaguar is misleading, and quite frankly, I
|> >|> tend to bleieve your knowledge of such systems is lacking.
|> >
|> >You believe wrong, after all, I use one every day.
|> >
|>
|> Now theres a good reason. You seem to lack experience with the
|> Jaguar, though.

I wasn't talking about the Jaguar, I was talking about using a machine with multiple co-processors (A1200)

|>
|> >|>
|> >|> Facts are that the Jaguar is more complex then a sinlge CPU architecture,
|> >|> and has more than one CPU.
|> >
|> >That's lovely, and the one which runs the program code is 16 bit. The ancillary
|> >processors (there is only 1 CENTRAL processing unit in the Jaguar) are 32 bit. It
|> >doesn't have a 64 bit MPU.
|> >
|>
|> No, there are a few CPU's uin the Jaguar, and there are NO MPU's. You
|> can, if you wish, have all TOM code if you like.

No MPU's???? Some mistake here? (Unless Motorola have suddenly started doing a vaulve version of the 68000)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

475. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 16:47:44 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb11.164744.19676@infodev.cam.ac.uk>
Source record: 18976

In article <1994Feb10.180915.11266@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:

|>
|> >>Since when does a 14Mhz 68EC020 outperform a 16MHz 68030?
|> >>Or a 7MHz blitter a 16 MHz blitter?
|> >>And of course there is the 56001...
|>
|> >It outperforms the 030 when the 030 has to share all of its RAM with the
|> >custom chips, down a 16 bit path, and the 020 has zero wait state access
|> >along a full 32 bit data path to it`s RAM. Its not the base A1200
|> >configuration , but then the base Falcon config is 1Mb so in both machines
|> >you are looking at expanding the RAM to at least 4 meg.
|>
|> Please, try to think! If you want to compare systems you must compare the
|> BASE-systems! I can add fast RAM to my F030 if I want to. Heck, I can add
|> a 50 Mhz 68040 too...

Alright, exactly what can you do on a single floppy Falcon with 1 megabyte?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen

---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

476. "BIT-NESS" OF PROCESS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 18:08:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.3843.5323.0N1947A2@canrem.com>
Source record: 18977

EE> Fact is that the F030 beats the hell out of the A1200, thats why it
EE> costs more...

Actually, in the latest Atari:Dateline, Bob Brodie says something to the effect that Falcon prices will be changing and will become VERY favourable to retailers.

I'm thinking we'll see prices in the area of $800 US for a 4/65 or 4/80.

Truly Power without the Price.

-Jake-

---
* MMST 2.99 UnRegistered ...3 dreaded words: hard disk failure

477. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 18:11:47 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.760990307@unix1.tcd.ie>
Source record: 18978

In <1994Feb11.163732.19068@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>In article <1994Feb9.004355.3524@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

>|> >|> I think your continued use of the single CPU architecture to justify
>|> >|> your obvious hatred of the Jaguar is misleading, and quite frankly, I
>|> >|> tend to bleieve your knowledge of such systems is lacking.
>|> >
>|> >You believe wrong, after all, I use one every day.
>|>
>|> Now theres a good reason. You seem to lack experience with the
>|> Jaguar, though.

>I wasn't talking about the Jaguar, I was talking about using a machine with
>multiple co-processors (A1200)

ok. Let's start from the beginning.

I asked you to stop using the single processor architecture, a SISD
type architecture, to justify your criticisim of the Jaguar. You
answered by saying you would continue, becasue you see the amiga
has 'co-processors'?????

Do you know the difference between a 'co-processor', and a CPU, where
CPU here means a general processor?

The answer is simple. They are different. The CPU can stand on it's own
and has a rich, full instruction set. The co-processor is a dedicated
piece of hardware, capable of processing a small set of data VERY fast,
and it's whole existence is to supports a CPU. It does a select group
of operations faster then the CPU it supports. One good example is the FPU.

Please stop using the Amiga architecture, in it's present state, in comparisons
with the Jaguar architecture. It's like comparing an apple to an orange, honestly.

>--
>Chris Brown

>---
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>---

>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

Q: Do you sell amiga computers? Are you a salesman?
Your .sig seems to think so...

--
Mark

478. TGA->JPEG

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 19:10:19 UTC
From: di3dah@curtis.adbutb.hks.se
Message-ID: <1994Feb11.191019.2498@gdunix.gd.chalmers.se>
Source record: 18979

Hello world!

I wonder if someone out there has got a TGA to JPEG converter written in C?
Or perhaps has a converter already for IBM 355 with UNIX? I've just
compiled POV-RAY for this computer but I can only look at a preview
of the picture, XV can't load TGA, but it can load JPEG.. HELP!!

CD

479. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 19:13:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5bd8d0@troed.ct.se>
Source record: 18980

In a message of 11 Feb 94 04:22:49, M.D.Griffiths wrote:

M> >He's so modest isn't he boys and girls?
M>
M> If you got it FLAUNT it!
M>
M> How many Amiga owners would recognise your name, *none*
M>
M> 99% of Falcon owners know me and have my programs/demos.

I'll just testify that this is true, Griff is *VERY* well known in the Falcon community, and on the ol' ST/STE too.

(No need for "The Falcon community is soo small" flames, the userlist/computerlist on SECOM speaks for itself - the Falcon is selling more and more every day here!)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

480. Re: ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 19:15:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5bd964@troed.ct.se>
Source record: 18981

In a message of 11 Feb 94 12:40:04, Tore Nestenius wrote:

TN> > What ever happened to the ATW machines Atari tried to put out a few
TN> years
TN> >back? (Atari Transputer Workstation) ... Are there any still in use? Have
TN> >they gotten any support?
TN> >
TN> >
TN> They are dead for a long time now and there`s also no support for them
TN> anymore.
TN>
TN> Greetings
TN>
TN> Tore / ATW owner :-)

Yo Tore! How come you're not more active here! :-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

481. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 19:17:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5bd9b4@troed.ct.se>
Source record: 18982

In a message of 11 Feb 94 13:04:58, William Fang wrote:

WF> I don't think Rusty and Eddy's was convicted of any crime. Innocent
WF> until proven guilty, isn't it?

Sure sure ... <grin>

WF> Can you run networks and 48 connects on a single STE, like on a PC
WF> equipped with a modem rack and TBBS software?

Mmm .. can you please show me ONE PC running 48 lines? Speed? <grin>

I dedicate one computer for each line, which means: FAST SYSTEM.

(An STE can be had for 150 pounds .. wow .... lot of money, NOT ..)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

482. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 19:21:35 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Feb11.192135.21255@yuma>
Source record: 18983
Cross-posted to: comp.sys.ibm.pc.soundcard,comp.sys.atari.advocacy

In article <2ja4j9$71k@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>gerald wenzel (wenzel@CS.ColoState.EDU) wrote:
>
>: Oh well. I guess digital hard disk recording is still just sort
>: of a pipe dream - I wouldn't call $3500 (which is about what it would cost
>: for a falcon with HD, monitor, and Cubase Audio) "affordable"
>
>Get a 486 box, with Cubase for Windows and a Roland Sound Canvas,
>Korg MIDI box, a Gravis Ultra Sound or even Turtle Beach 56001 DPS
>based sound card.
>
>No problems with speed, software support and range.
>Probably be cheaper than trying to beef up the Falcon to a reasonable
>level.
>
Yes - there's a new package called SAW that will let you do 8 track HD
recording with the PC - you just need a turtle beach card and a huge hard
drive..

in lieu of this, the only practical selling point of the falcon (that it
can do HD recording at a low cost) seems moot. The Falcon is finished..

Jon

483. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 19:24:43 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Feb11.192443.44939@yuma>
Source record: 18984

In article <2d5751f8@troed.ct.se>,
Rickard Troedsson <rickard.troedsson@troed.ct.se> wrote:
>In a message of 07 Feb 94 22:34:09, Gerald Wenzel wrote:
>
>GW> I'd planned on just buying a huge 1 GB hard drive and hooking it
>GW> up to the falcon, but there's a lot of problems if you don't have an
>GW> internal
>GW> hard disk! I guess a lot of programs crash cause they're looking for the
>GW> internal hard drive.. and atari doesn't sell the mounting hardware to put
>
>NO! ... That is simply not true, just hook up the external harddrive, run AHDI
>6.06 (HD-utils) and you're off to play!
>
>GW> "only" $500 - I wonder how many problems that would cause with falcon
>GW> software.
>GW> Not that there's a whole lot of it, mind you..
>
>Was this a serious post or just a flamebait?
>
>GW> Oh well. I guess digital hard disk recording is still just sort
>GW> of a pipe dream - I wouldn't call $3500 (which is about what it would cost
>GW> for a falcon with HD, monitor, and Cubase Audio) "affordable"
>
>Try $1500.
>
Rickard, it's been interesting sitting here reading this newsgroups and
watching people say how ignorant you are - now I can conclude with them.

Jon

484. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 19:54:56 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Feb11.195456.89884@yuma>
Source record: 18985

In article <CL086A.AI8@si.hhs.nl>, Roest, R. <v902123@si.hhs.nl> wrote:
>In article 98609@yuma, wenzel@CS.ColoState.EDU (gerald wenzel) writes:
>>up to the falcon, but there's a lot of problems if you don't have an internal
>>hard disk! I guess a lot of programs crash cause they're looking for the
>>internal hard drive.. and atari doesn't sell the mounting hardware to put
>
>What, where did you hear that rubbish. I've got a Falcon with NO internal and am using
programs om my external Hd and they all work fine. The programs don't speak to a internal
or external HD they just look at partition C:, D:, E:...

I heard 'that rubbish' from my local Atari dealer. I don't know whether
to be sad that he didn't know what he was talking about, or pissed off
cuz he's trying to get me to spend more money. Or maybe he's right.. but
he stretched..

>>the machine. Basically you're forced to get the $1300 configuration (for that
>>price I could get a decent entire 486 set up)
>
>You could, but not with all the extra's. The only disadvantage is that you HAVE to buy the
extras and with a PC you can buy the things you want.
>
>
>> I guess I really don't understand why anyone would stay loyal to
>>atari. I can't see how any of you can see that falcon as anything but a dead
>>end machine. This isn't a flame - I really DO like the computer. But it's
>>totally overpriced, unlike the ST (which was great for getting into MIDI.)
>>I'm sure that a lot of you out there are happy with your machines, which is
>>cool, but have any of you even tried a 486/66 ?! I've used Apples, Amigas,
>>and ST's for so many years and hate to become "one of them" but you've got
>>to acknowledge support and price vs. performance when you see it..
>>
>> Oh well. I guess digital hard disk recording is still just sort
>>of a pipe dream - I wouldn't call $3500 (which is about what it would cost
>>for a falcon with HD, monitor, and Cubase Audio) "affordable"
>
>
>Well, the problem is that most people buy the machine which their neighbor, friend, etc.
has and don't look what they realy want to do with it. So the buy a PC-clown with
windoze.... I like using my falcon and don't want a Pc if they gave me money with it.
>
>Cu
>
> Ronald
>
Unfortunately, the average consumer is pretty much brain-dead and

has little idea what s/he is buying - "oh, I need a computer.. what do they have at Sears?" Not to mention little taste for aesthetics (sp?) Up at college, there were a lot of kids with money who had computers their parents bought them to "do homework on" (like you need a $1500 PC to write an occasional term paper) - case in point.

Jon

485. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 21:31:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.28.249.0N965E53@teaminfinity.com>
Source record: 18986

Unless you have one you are just blowing in the wind like so much hot air and should KEEP your BIG MOUTH publically SHUT until you really know what you are saying. It is easy to doubt, much more so than to actually KNOW something. JAGUAR ROCKs Apologize for the verbal brutality but you asked for it.

486. Re: TGA->JPEG

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-11 21:50:11 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb11.215011.4764@t.hfb.se>
Source record: 18887

> Hello world!
>
>
>I wonder if someone out there has got a TGA to JPEG converter written in C?
>Or perhaps has a converter already for IBM 355 with UNIX? I've just
>compiled POV-RAY for this computer but I can only look at a preview
>of the picture, XV can't load TGA, but it can load JPEG.. HELP!!
>
>CD

I use XLI for Unix with OpenWindows to show TGA pictures...

I neded one badly when the screen shots of Jaguar games was released, and
found xli in a X11 Contrib directory at nic.funet.fi ;^D

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

487. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 00:35:07 UTC
From: icb1fw0k@solix.fiu.edu
Message-ID: <2jh87r$h3i@serss0.fiu.edu>
Source record: 18888
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

LEIF HUGO VAARUM (leifhv@dhhalden.no) wrote:
:>In article <8228@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>In article <leifhv.77.2D5B7839@dhhalden.no> leifhv@dhhalden.no (LEIF HUGO
:>>VAARUM) writes:
:>>:>MPEG is a chunky format, so it's not very well suited for Amiga's.

Unless that amiga has the AAA (not AGA) chipset or an EGS graphics board,
they both have chunky modes.

:>>Mpeg is a 24 bit format

:>Yep, a 24 bit chunky format...

:>>, apparently some guy called 'Mr Brown' reckoned
:>>HAM8 was faster for updating (laugh) -> so if its so fast why is it that
:>>MPEG plays faster on a Falcon.

MPEG will play faster on a falcon then a non AAA/EGS amiga, but the same anim
will play faster on a ECS/AGA amiga if converted to anim7 format, and have
more colors.

:>Bacause MPEG is a chunky format and therefore fast on machines with a chunky
:>graphics modes(Falcon/PC). Amiga's with AGA chipset don't have chunky modes
:>and due to this they have big problems displaying MPEG movies fast.

But AAA and EGS amiga do have chunky modes.

:>>Come on I want an answer, after all I thought
:>>HAM8 was mean't to be good for animations and lets face it, MPEG sorts the
:>>men from the boys.

Ham8 is only fast if using a Ham8 compressed anim mode, like anim7.
Its faster then Mpeg on a falcon but takes more ram.

:>The quality and speed of HAM8 animations depend on the format used for the
:>animation. Using MPEG with HAM8 will be slow bacause you have to convert
:>the chunky graphics to bitplanes and the 24 bit colors to a HAM8 color. If
:>one uses a format where some of this info is stored in the animation (a
:>format written with the Amiga in mind) you get a much better framerate even
:>with HAM8.

:>Faster than an _Amiga_ CD32 with a FMV card also? =) Well, you said _any_
:>Amiga.

The CD32 plays at 30fps, but could play faster, it is held back to 30 for
smooth playback. It does not use any amiga graphics for the playback, it
has a custom graphics mode. More colors then ham8.

```
--
/%\%\%\
```

488. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 00:36:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <8238@gos.ukc.ac.uk>
Source record: 18889
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jg89c$51u@serss0.fiu.edu> icb1fw0k@solix.fiu.edu (Tom Bonge) writes:
>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>:>HAM8 was mean't to be good for animations and lets face it, MPEG sorts the
:>:>men from the boys. Also how fast does an 040 Amiga display a 640*480 Jpeg
:>:>in Ham 8, My falcon displays it in 3-5 seconds in 65536 colours.
:>My 030 amiga can display a Jpeg in 800X600 16mil (24bit) colors, in under
:>2 seconds. It has 8,16,24 bit chunky pixel modes. And it playes Mpeg
:>anims in 24,16, or 8 bit fast enough to look good, I don't know the FPS
:>rate, but much faster then 12 to 13.

Cool, can you tell me the names of the viewers, I wanna port them to the
Falcon, I mean if the algorithm can display a JPEG in 2 seconds on an 030
then the DSP should be able to do it in about 1/2 a second with the same
algorithm (The IDCT is 7 times faster on a DSP 56001!!!!).

:>:>12-13 FPS Slow? Its faster than ANY AMIGA can play them. My own personal
:>:>version is 3-4FPS because I have no yet optimised a lot of the Stuff in
:>:>DSP assembly (IDCT for example , if u know what that is).
:>Not ANY AMIGA, Not mine. Not any amiga with EGS or AAA (not AGA) graphics
:>modes.

Wow! even better, can u tell me the name of this mpeg player, the one I
have for the A1200 is pretty slow (2FPS in HAM8 even with FASTRAM).

>/ o Thomas Bonge Amiga 2000 G-force 40MHz 030 / MACIIfx -=> EMPLANT o \
>/ o GVP EGS Spectrum / Amiga CD32 / MGH / Sega GENESIS / SNES o \

Griff
--

489. Re: Toad Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 00:57:52 UTC
From: scotty@verdix.com
Message-ID: <scotty.761014672@sarge>
Source record: 18890

I have had a couple of problems with Toad as well, but I have to say this really emphatically --

TOAD == THE GOOD GUYS!!!!

Here are ten reasons why. I'd have to stop and think for a moment to come up with fifty more, but I don't have the time ;-)

1. Selling Atari Products in the present market is incredibly difficult: You have to get most of your products from small-time outfits or overseas, and your product supply line is sporadic at best.
2. Trying to sell contemporary products to the nickel-pinching Atari market at below-competive prices, when you could just as easily grey-market PC products in Computer Shopper, takes guts.
3. Operating two stores while running a mail-order business, designing ads, maintaining customer records, and handling dozens of personal requests a week with a small staff is grueling.
4. Dave Troy, the proprietor, writes very educational articles on the ST products and hardware internals, and publishes them in Current Notes. It takes considerable effort to write those articles.
5. Toad subsidizes new development for the ST. Look at the only competitive Fax software for the ST: Straight Fax. Toad got behind this product and put it on the market for us.
6. Last year, when the WAACE AtariFest wasn't going to be held, Toad found out and offered to put the show together for WAACE. When WAACE dragged its heels, Toad put together a show anyway, and held it at their store in Maryland.
7. Were it not for the show mentioned above, many of us wouldn't have seen the Jaguar being demonstrated. Toad gave one away during the show.
8. Toad sold me a Falcon030, and included free PD/Shareware, along with some European magazines (w/cover disk) that I can't buy anwhere else these days.
9. I've bought around $3K worth of merchandise from Toad. There have been some problems. Ocassionally I've had to call two or three times to straighten it out, but they have not failed to satisfy, once the requirements were made clear. And yes, they did give prompt refunds!
10. Dave and Jennifer both manage to get it ALL done, while going to college full time! Whatever they use for fuel, I want a supply!

Toad is about the best we can hope for on the east coast, when it comes to Atari. Before you trash them, find a better alternative. If not, work with them, cajole them, try to educate them. But don't make them get out of the market, for cripes sakes!

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

490. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 01:27:35 UTC
From: mdg@ukc.ac.uk
Message-ID: <8240@gos.ukc.ac.uk>
Source record: 18891

In article <1994Feb11.164744.19676@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>Alright, exactly what can you do on a single floppy Falcon with 1 megabyte?
99% of Falcon owners have 4 meg.

How many A1200 owners have FastRAM - not 99% for sure -> when a machine is so cheap as the 1200 it is ENEVITABLE that alot of people will just use it as a games machine , JUST like the original Amiga. The Falcon however costs too much to just be used as a games machine and the people who own it are the most productive users and programmers I've seen on any machine.

>Chris Brown

Griff (the lager speaketh?)
--

491. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 11:52:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <021294115259Rnf0.77b8@blackhl.hacktic.nl>
Source record: 18892
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <leifhv.77.2D5B7839@dhhalden.no> leifhv@dhhalden.no (LEIF HUGO VAARUM) writes:
>
>:>In article <8224@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>:>>In article <2jdrisINNnhu@tom.rz.uni-passau.de> guenther@kirk.fmi.uni-passau.de
>:>>(Thorsten Guenther) writes:
>:>>>Video-CDs don't have full-screen real-time animation, they have MPEG.
>:>>>You need a full hw MPEG -> fullscreen pictures converting unit to do this
>:>>>task. MPEG alone reaches approx. 3-4 fps in 256 colours - on a 4000/040!!!
>:>>Is it really that slow?
>:>MPEG is a chunky format, so it's not very well suited for Amiga's.

Full screen mpeg is slow on all machines not having a mpeg device.

>Mpeg is a 24 bit format , apparently some guy called 'Mr Brown' reckoned
>HAM8 was faster for updating (laugh) -> so if its so fast why is it that

It is both displaying (So not changing the image you display live) and
its faster encoding (jpeg encoding is way more work than ham8 encoding
both are useless live without megahardware).

>MPEG plays faster on a Falcon. Come on I want an answer, after all I thought

Its not i have't seem a falcon running a mpeg stream at 640*480 at 1/50 a
sec. Depending on the delta a 4000/40 will pull this of simply because
the ham8/anim calc. are very ease.

>HAM8 was mean't to be good for animations and lets face it, MPEG sorts the
>men from the boys. Also how fast does an 040 Amiga display a 640*480 Jpeg
>in Ham 8, My falcon displays it in 3-5 seconds in 65536 colours.

Jpeg is not ham8, so your question is stupid you ask the falcon to ONLY
display a jpeg and the amiga to convert from jpeg<>ham8 and then display.
its a bit more fair to convert them in ham8 and then display. this way
a 4000/40 can (i used scala) display about 2 pictures a sec (that seperate
pictures NOT a anim). A anim will run much faster fast enough to play
direct to a recording device. (I just talked to someone using 3dstudio
he wanted to know how to convert the fli files to the anim8 format because
he could display them live on the 4000/40 at work).

>:>>I mean, my MPEG player that I ported from X-Windows and am slowly adapting
>:>>to the DSP gets about 3-4 fps in 65536 colours! and this is on the so called
>:>>crippled Falcon. Brainstorm have it at 12-13FPS.

so 12-13 is nice (and shows you can program) but it still useless to run anims on if you want to use them for promo's or telly.

>:>Is it really that slow? On a chunky machine? Using the DSP? I Guess the
>:>Falcon is more crippled than I thought.
>
>12-13 FPS Slow? Its faster than ANY AMIGA can play them. My own personal
>version is 3-4FPS because I have no yet optimised a lot of the Stuff in
>DSP assembly (IDCT for example , if u know what that is).

Sure its slower BUT you must use the best format on a platform and thats anim7/anim8 ham8 anims and they go WAY faster and in some cases look better then jpeg/mpeg anyway.

>
>> /// Leif Hugo Vaarum, Remmen 3A, 1783 HALDEN
>
>Griff
>--
>

Daniel.

492. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 12:13:25 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jih55$c55@harbinger.cc.monash.edu.au>
Source record: 18893

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <1994Feb11.164744.19676@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
: >Alright, exactly what can you do on a single floppy Falcon with 1 megabyte?
: 99% of Falcon owners have 4 meg.

: How many A1200 owners have FastRAM - not 99% for sure -> when a machine is so
: cheap as the 1200 it is ENEVITABLE that alot of people will just use it as a
: games machine , JUST like the original Amiga. The Falcon however costs too
: much to just be used as a games machine and the people who own it are the
: most productive users and programmers I've seen on any machine.

"I don't think so" - Homey D Clown.

I'd vote for the Amiga3000 crowd, making their own X-servers, Linux-680x0
and NetBSD-680x0. Markus Wilde, Hamish McDonald and the rest of the guys
have done a lot of 680x0 work. Most Amiga developers own A3000's have put
out tonnes of software, GNU ports, GCC, unix ports, etc.

It'll be interesting to see how many of the GCC 680x0 team are Amiga
owners and who are Falcon owners.

- jim

493. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 13:41:33 UTC
From: mdg@ukc.ac.uk
Message-ID: <8242@gos.ukc.ac.uk>
Source record: 18894
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jh87r$h3i@serss0.fiu.edu> icb1fw0k@solix.fiu.edu (Tom Bonge) writes:
:>LEIF HUGO VAARUM (leifhv@dhhalden.no) wrote:
:>:>In article <8228@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>:>>In article <leifhv.77.2D5B7839@dhhalden.no> leifhv@dhhalden.no (LEIF HUGO
:>:>>VAARUM) writes:
:>:>>:>MPEG is a chunky format, so it's not very well suited for Amiga's.

:>Unless that amiga has the AAA (not AGA) chipset or an EGS graphics board,
:>they both have chunky modes.
:>:>>Mpeg is a 24 bit format
:>:>Yep, a 24 bit chunky format...

Actually MPEG is not stictly a '24bit' format, the data is NOT stored as RGB
at all but CMY colour space -> this format has to be converted to 24bit colour.
(BTW what MPEG players have u written? I can show u mine).

:>:>>, apparently some guy called 'Mr Brown' reckoned
:>:>>HAM8 was faster for updating (laugh) -> so if its so fast why is it that
:>:>>MPEG plays faster on a Falcon.
:>MPEG will play faster on a falcon then a non AAA/EGS amiga, but the same anim
:>will play faster on a ECS/AGA amiga if converted to anim7 format, and have
:>more colors.

My point was that Mr Brown reckoned that updating a HAM8 screen was faster
than updating a 16bit colour screen. Yes using some Kludged HAM8 format u
may be able to get a decent frame rate, but wheres the equivalent of MPEG for
HAM8?? Where talking real world stuff here boys.

:>:>Bacause MPEG is a chunky format and therefore fast on machines with a chunky
:>:>graphics modes(Falcon/PC). Amiga's with AGA chipset don't have chunky modes
:>:>and due to this they have big problems displaying MPEG movies fast.
:>But AAA and EGS amiga do have chunky modes.

Yes I'm sure a AAA amiga could play MPEGs well, I'll won't take back my comment
on 'any' Amiga (w/o additional h/ware) being able to play MPEG movies faster
than a Falcon because the DSP can do this at 12-13FPS for a 320*200 movie
and MPEG is IDCT intensive and DSPs are amazing at this sort of thing.
-> maybe an 040 AAA Amiga could match this?

:>:>Faster than an _Amiga_ CD32 with a FMV card also? =) Well, you said _any_
:>:>Amiga.

How much does the FMV card for CD32 cost?

>The CD32 plays at 30fps, but could play faster, it is held back to 30 for
>smooth playback. It does not use any amiga graphics for the playback, it

>has a custom graphics mode. More colors then ham8.
>/ o Thomas Bonge Amiga 2000 G-force 40MHz 030 / MACIIfx -=> EMPLANT o \

Quite amusing really, I saw it playing a Star Trek episode in a shop and to
my eye the frame rate was too slow, there seemed to be a horrible blur in
fast camera sweeps...
I'd imagine the Jag could play MPEG movies very fast w/o additional h/ware since
its 50++mips and has very high bandwidth.

Griff
--

494. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 14:16:20 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jiobk$ek6@harbinger.cc.monash.edu.au>
Source record: 18895
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:

: My point was that Mr Brown reckoned that updating a HAM8 screen was faster
: than updating a 16bit colour screen. Yes using some Kludged HAM8 format u
: may be able to get a decent frame rate, but wheres the equivalent of MPEG for
: HAM8?? Where talking real world stuff here boys.

It's probably easier to do page flipping on the Amiga, update the
images on a separate screen and flip it to the front.

: Yes I'm sure a AAA amiga could play MPEGs well, I'll won't take back my comment
: on 'any' Amiga (w/o additional h/ware) being able to play MPEG movies faster
: than a Falcon because the DSP can do this at 12-13FPS for a 320*200 movie
: and MPEG is IDCT intensive and DSPs are amazing at this sort of thing.
: -> maybe an 040 AAA Amiga could match this?

: :>:>Faster than an _Amiga_ CD32 with a FMV card also? =) Well, you said _any_
: :>:>Amiga.

: How much does the FMV card for CD32 cost?

Somewhere around 200 pounds.

: >The CD32 plays at 30fps, but could play faster, it is held back to 30 for
: >smooth playback. It does not use any amiga graphics for the playback, it
: >has a custom graphics mode. More colors then ham8.
: >/ o Thomas Bonge Amiga 2000 G-force 40MHz 030 / MACIIfx -=> EMPLANT o \

: Quite amusing really, I saw it playing a Star Trek episode in a shop and to
: my eye the frame rate was too slow, there seemed to be a horrible blur in
: fast camera sweeps...
: I'd imagine the Jag could play MPEG movies very fast w/o additional h/ware since
: its 50++mips and has very high bandwidth.

It's a hardware setup. If it's bad, blame C-cubed. I was under the
impression that c-cubed made MPEG decoders and encoders for multiple
platforms.

It'll be interesting if the Jag MPEG interpolates or somehow magically
outputs better than the original input. Once the CD has been encoded,
you're not going to play back much better, unless C-cubed had truly
stuffed up their decoding hardware and routines.

I'd like to see the Jag without any additional hardware play back MPEG
movies from ROM.

- Jim

495. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 15:17:50 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jiruu$ek6@harbinger.cc.monash.edu.au>
Source record: 18896

Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:
: In article <2jg96a$hrr@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
: } : Hang on Jim, the point is that the os *is* unix. The point of having
: } : unix ports on a unix os is quite important.
: }
: } So all those ST apps automagically know about the unix os?

: yes, it replaces the TOS calls with its own, and adds the unix ones.
: Most TOS calls are actually simple translations into the unix ones.
: (ie: you write CConws and the compiler uses fprintf(/dev/console))
: bad example, but you get the idea.

What happens when you don't want to run MTOS. I assume that you don't distribute normal TOS programs with MTOS install shell and script?

: } So if you distribute your software do you just assume that the person
: } alread has tsch, or korn or bourne shell?

: The MDK (MiNT Distribution Kit) is a set of programs that'll set
: your STfm ->TT up as a unix box. It contains the vast majority of
: programs you'll find on a unix box, mainly GNU stuff +others. It
: obviously comes with /bin/sh (therefore it copies that into /bin
: and then runs a script with "#!/bin/sh" as the first line.)

Okay, so you assume that the person is running MTOS, as you're running MTOS to be able to run the program. Then copy your shell into their bin directory and run them.

: In point of fact, I think installation progs can be made much nicer
: if they're gooey anyway. I'm re-writing (very slowly - I haven't much
: time) this in C++/Gem++.

Is there an X-Windows like interface, or is everything back at the command line shell? AmigaDOS has a GUI installer program that's available to all developers. It's quite a nice install program, better than the installer that Microsoft use for MS-Windows.

Or are all the TOS API calls translated into MTOS API calls?

- jim

496. ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 16:41:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.3879.5323.0N194981@canrem.com>
Source record: 18897

Does anybody know ANYTHING about the Atari ABAQ workstation?

I seem to remember hearing something about that beast in a fairly recent Euro-mag.

-Jake-

---
* MMST 2.99 UnRegistered !enif tsuj si gnihtyrevE

497. Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 16:49:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5d08a0@troed.ct.se>
Source record: 18898

Just to add to the 030sx lies ...

The Falcon uses burstmode, which only works if the bus is 32 bit.

At boot, the TOS puts the 030 into burstmode (both instruction and data), we've tried clearing it, and it became noticeable slower!

This, according to the Motorol 68030 manual, proves that the Falcon uses a 32bit bus.

How? There are only 16 lines on the board?

Multiplexing, the bus runs at 32Mhz 16bit, which the Combel (and a logic chip) buffers down to 32bit 16Mhz ...

We (I and Mats Loman) tried this a few minutes ago, and I can not see how this should be possible if the Falcon used a 16bit bus. (i.e, the Falcon should crash if you used burstmode on a 16bit bus, but TOS itself puts the Falcon into burstmode as one of the first things a boot-up!)

Griff, you said the Falcon was 16bit, since I know you actually SHOULD know, I'd like to hear what tests you have done to prove that point!?

(Do you have a very early developers Falcon? If so, it might actually BE 16bit!)

Take it for what it's worth, we've tried it.

Griff, Mats is very interested in chatting with you about ways to move data fast with the Blitter etc, could you please mail him at mats_loman@troed.ct.se ? (Xenit/Aggression mailed you through my BBS a few days ago but you never answered!?)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

498. Card drive for portfolio not recognized

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 17:24:31 UTC
From: buddy@eskimo.com
Message-ID: <CL4GCw.AB7@eskimo.com>
Source record: 18899

I have a portfolio with a card drive hooked up to my 386 clone with running dos 6.2. In the past it has function all right recognizing the card drive as drive d but when I just tried it it has no allocation. Tried running the cfx.com software but just get a "card drive not found" any ideas anyone??? I no this thing is really dated but!!

Thanxs Steven

499. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-12 23:50:31 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb12.235031.15448@infodev.cam.ac.uk>
Source record: 18900
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8188@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> Your not go to let me off? (laugh), you admit then that an 020 is worse than
|> an 030 at a software implementation of floating point. And you try and suggest
|> that I don't know what I'm talking about in terms of the Falcon's DSP.
|>
|> WRONG!
|> WRONG!
|> WRONG!
|>
|> A S/ware implementation of FP arithemetic on a 32mhz DSP56001 is as fast as a
|> 16mhz 68882 , as fast as 20mhz for some operations.

And like I said, I have never seen a 68882 clocked this slow.

|>
|> (you really are an uneducated fool, please think in future before you post,
|>
|> Its kinda tiresome having to show you up like this all the time)
|> here is the FP ADD subroutine to prove it:

[long routine deleted]

Well you know, I can do it in one instruction. Which would you prefer?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

500. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 00:12:46 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb13.001246.1576@mnemosyne.cs.du.edu>
Source record: 18901

In article <2jbbtb$l0i@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
>: In article <1994Feb9.142754.14287@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan
Moran) writes:
>
>: As well as 16bit sound, it also has a 16bit stereo sampler, High density disk
>: drive, LAN, MIDI, two analog joystick ports, DSP port etc.
> ^^^^
>: The Falcon also has very high compatibility, I have very little ST s/ware
>: which does not run on my Falcon with the exception of demos.
>
>That's interesting. Can you plug your Falcon into a Mac or PC network?
>Does atari actualy produce drivers and LAN compatibility built into the
>operating system? Can you say log onto another machine and run programs
>off the servers hard-drive?

I think there is a product somewhere that does this using the LAN
port, which I believe is what you meant - but you could always run
SLIP over the serial port if you wanted a cheap way to network with
another PC, or use the midi port for networking twix ST's.

>
>Has the digital joystick ports been removed? I know you can plug an
>analogue joystick into the Amiga's joystick ports with a small $10
>adaptor. You can even get games that actually support Analogue
>joysticks ;-)
>

All ST machines since the STE (including the Falcon) ahve the regular
joystick ports, plus two Jaguar type joypad inputs - and at least four
Falcon games are coming out soon that use the Jaguar controller
exclusivley. The developer docs even say that Falcon games should
only use the Jaguar joypads...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

501. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 00:18:02 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb13.001802.1782@mnemosyne.cs.du.edu>
Source record: 18902

In article <1994Feb10.000423.4505@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <8183@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
<some stuff deleted>
>|> No.. only the CPU has 16bit access to RAM, all the CUSTOM chips have 32bit
>|> access. And don't gimme any rubbish about FAST RAM solving all the Amiga's
>|> contention problems, because most games will want to write to CHIPRAM to
>|> draw their BOBS and stuff, and will suffer the horrendous contention in any
>|> decent video mode. Fast RAM helps with processing but not with drawing to the
>|> screen. Its a shame that the CD32 has no FASTRAM though.. (laugh).
>
>Several points. Firstly the CENTRAL PROCESSING UNITS were being discussed, not
>the graphics datapaths. This seems to be a typical tactic in this group, if the
>argument isn't going your way, then pretend we were arguing about something else.
>Secondly, BOBs are updated by the blitter, not the CPU (you do know what BOB
>stands for, don't you?)
>Thirdly, games run in 320*256*8. I realise this may be a decent graphics mode by
>Falcon standards, but as far as the A1200 is concerned it isn't.
>Fourthly, there are FAST RAM cards available for CD32

Yeah, and just so many people are going to buy them - the developer
can't count on that, he has to make games that run well on the base
system.

>
>|> As well as 16bit sound, it also has a 16bit stereo sampler, High density disk
>|> drive, LAN, MIDI, two analog joystick ports, DSP port etc.
>|> The Falcon also has very high compatibility, I have very little ST s/ware
> ^^^^^^^^^
>Pity it's not very good (Wordworth III anybody?)
>

You obviously have not seen any ST software for about 20 years or so.
So, what makes 'ol Wordsworth so darn impressive?

>|> which does not run on my Falcon with the exception of demos.
>|> You also need to add an MMU or 030 to run a protected operating system.
>
>And you need something other than a Falcon to run a decent personal computer
>operating system anyway. (MultiTOS is meant to be a joke, isn't it?)
>

No, MTOS is not a joke - though we do have a good rousing laugh at
OS's that don't even support memory protection.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

502. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 00:28:47 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb13.002847.2224@mnemosyne.cs.du.edu>
Source record: 18903

In article <1994Feb11.011132.11015@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <1994Feb10.175145.10773@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93)
writes:
>|> As for serious software - the old, ugly single-tasking
>|> --- ---- --------------
>|> GEM/CPM 68K against nice pre-emptive multitasking AmigaDOS - ho ho ho!.
>|> ------- ----
>|>
>|> OLD? What do you mean old? Have you seen TOS 4.04 ?
>
>It's old (see below)

And you haven't seen the latest TOS's (see above)

>
>|>
>|> UGLY? Do you really think that the Amiga CLI is nicer than a 256 color desktop?
>
>This is a personal pereference thing, but I think GEM really does look dire. BTW,
>the Amiga Shell runs quite happily on a 256 colour screen, and I really would not
>dispute the usefulness of shells, as they are a LOT more powerful than a purely
>WIMP interface.

How odd, I run in 256 colors too, and have a nice color desktop with
color icons. I personally despise the Amiga interface, but perhaps
that's just becuse you have that stupid shell built in instead of a
real one.

>
>|>
>|> SINGLE-TASKING? If I want to do multitasking I can choose between MultiGEM,
>|> Mag!x, Geneva, MultiTOS and a cople of others...
>|>
>|> CPM ? What do you mean? Have you ever seen an Atari?
>
>Atari TOS evolved from CPM. That is a fact.
>

So What? It bears almost no resemblence to CPM at this point.

>|>
>|> NICE? Multitasking can NEVER EVER be nice without memory protection!
>
>Quite incorrect. Memory protection is necessary for a multi user operating
>system, such as UNIX, but hardly necessary on a single user machine. The Amiga's

>scheduler is one of the cleanest around, providing near real time OS performance.
>memory protection actually has very little to do with concurrency, and for the
>most part when they overlap it is when you have to deal with problems that memory
>protection causes in a multitasking enviroment (eg shared memory).
>

I guess you must not program, or even run others peoples programs.
What do you do?

With memory protection, I can run stuff, and those pesky pointer
errors do not mean a reboot.

With memory protection, I can run some dodgy bit of shareware and have
it die without taking my whole system with it.

I may not be absolutley nesicary... just as wearing a saftey goggles
is not nesscary. But it sure is useful!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

503. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 00:51:58 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb13.005158.4323@mnemosyne.cs.du.edu>
Source record: 18904

In article <2jftn6$e4a@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>
>[...]
>
>: >That's nice. Linux is written in C. Try compiling it on your Falcon
>: >and see if it'll work. Try NetBSD-386 as well and see how well it
>: >runs. Then come back and tell me all about the wonderful portability
>: >of C. Then tell me all about the edianess of the PowerPC, 680x0 and
>: >80x86 processors.
>
>: But many critical parts of Linux are not written in C... a lot of
>: stuff is evil Intel assembly. Besides, I already have almost all of
>: the advantages of Linux right now, using Mint.
>
>Like what critical parts? I can recompile the kernel, or patch
>levels from 12 to 15 using GCC. I don't know a single 80x86 assembly
>command and have never used the TurboAssembler that came with Borland
>C++ 3.1 that I own. I'm not even sure if there is an Assembler under
>Linux, as I have no need for one.

Like a lot of the device stuff - screen, keyboard, SCSI driver and so
on. Those compilers can take assembly commands anyway, so there might
be some assembly in there you don't know about. I also do not think
there is great interest from Atari or Amiga people for variuos reasons
anyway, so Linux will probably take a good long time to fully work on
either system.

>
>: I'm not saying that such a port would be trivial, or that all parts
>: are written in assembly - just that porting all of TOS or MTOS would
>: not be the eqivilent of porting 100,000 lines of 68000 assembly to the
>: PowerPC chip.
>
>: Don't you think the Amiga OS could be as easily ported to the PowerPC
>: chip? (I don't know that much about it myself, but assume a similar
>: situation exists).
>
>Easy, probably not, unless C= had lots more operating system developers
>and programmers. Apple and IBM have spent quite a lot of time working
>on System 7.0 and OS/2 for PowerPC and Taligent/Pink.
>

But you know that Apple has to have a lot more stuff in the OS than
either Atari or Amiga - you wouldn't need a monster team of
programmers to get things up that fast on a PowerPC chip.

>Atari it seems, has got one (Eric Smith?) os guy, who most likely hasn't
>even started porting MultiTos to PowerPC. I wonder how many man years
>it's going to take to port?

I would estimate one or less - working on it full time. That's really
speculation on my part, though...

>
>Who are you going to sell MultiTos to? The 15,000 folks that bought
>Falcons? If Atari or Commodore built PowerPC systems, they'll have to
>make them cheaper than the boxes IBM and Apple produce. Look at the
>prices of Macs compared to equivalent Amigas and Falcons and then ask,
>why do you get more Mac than Amiga/Falcon/ST?
>

Most of those Falcons came with MTOS - like most of the future systems
will. Pretty much the only people they are "Selling" mtos to are the
older ST users.

>Atari doesn't even seem to have their own production lines, so how are
>they going to build anything cheaper than IBM? What great features
>are going to distinguish the Atari product from IBM or Apple?
>

The software, and the user base, plus stuff like the onboard DSP. The
same question could be applied to the Amiga, what is the answer there?
I think the Power PC machines will cause quite a stir in the market,
and things may be messy for some time.

> A DSP that's not integrated into the operating system (which
> IBM and Apple, plus a whole heap of developers, like Lotus,
> Borland are working on in the PC groups)?
>

But the Falcon has it now - and there are OS calls to send stuff to
the DSP. What exactly do you mean "supported by the OS?" A developer
for any DSP is still going to have to write code for that DSP...

> A not-so-great video system (Falcon)? Even if they munged
> the Jag chipset into the Atari-PPC, they're not capable of
> displaying PC or workstation style 1280x1024x8bpp, 16bpp and
> 24bpp > @72Hz that lots of current PC video cards are capable
> of.

They come pretty close right now... and you can get video cards for
the Falcon and TT to get those specs if you wish.

>
> A LAN port that's not supported in the operating system?

This would be nice, but is not really nessicary for home users.

> Non-standard connectors?

You forgot about the standard Joystick, SCSI II, serial, parrallel,
audio in/out, DSP, power (:-)), Lan, composite video, and MIDI ports.
To which non-standard port were you referring?

> Atari ST cartridge slot?

Oh, that one. There are no standards for cartridge slots.

>

> Perhaps they'll cost reduce and use a 16bit data bus? Or
> offer inferior service and warranty than their competitors?
>

Warranty is one year on the Falcon, which I think is pretty decent.

>Think about how long it will take Atari to design and implement a new
>system and operating system with their current resources. Times a
>ticking, and their's going to be lots of PowerPC systems on the market
>soon.
>

Yep, and if they get cheap enough I may buy one of them. It will look
rather nice sitting next to my Falcon...

It is true enough that the design time is the real problem - but how
soon do you think viable (cheap to me) PowerPC machines will be out?
The first even slightly low end one will be a Mac model. But do I
want to buy that one? Even Mac people are saying it will be pretty
expensive, and will it be able to run the OS's I'd wat to really use
(like OS/2). I'd say about two years before we start to see
affordable good PowerPC machines (in the same sense that a 486 is
affordable now, $2500).

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

504. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 00:56:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CL519D.I8n@ecf.toronto.edu>
Source record: 18905

In article <1994Feb11.011132.11015@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>Atari TOS evolved from CPM. That is a fact.
>

It most certainly is not a fact. At the time TOS was being ported to the Atari,
Atari had the choice of placing GEM on top of CP/M 68K, or GEMDOS, DRI's
MS-DOS-derived disk operating system. They chose GEMDOS.

Source: Summer 1986 issue of STart.

--
E --------- Address replies to David Pischke (pischke@ecf.toronto.edu)
L _ | __ "Engineering is the art of moulding materials we do not fully
E (_)| / understand into shapes we cannot fully analyse and preventing
C / | / the public from realising the full extent of our ignorance."

505. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 01:44:32 UTC
From: mdg@ukc.ac.uk
Message-ID: <8244@gos.ukc.ac.uk>
Source record: 18906
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <021294115259Rnf0.77b8@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
:>Jpeg is not ham8, so your question is stupid you ask the falcon to ONLY
:>display a jpeg and the amiga to convert from jpeg<>ham8 and then display.
:>its a bit more fair to convert them in ham8 and then display. this way
:>a 4000/40 can (i used scala) display about 2 pictures a sec (that seperate
:>pictures NOT a anim). A anim will run much faster fast enough to play
:>direct to a recording device. (I just talked to someone using 3dstudio
:>he wanted to know how to convert the fli files to the anim8 format because
:>he could display them live on the 4000/40 at work).

Yes I could convert JPEGs to a format more suitable to true colour and display them as fast as a hard-drive can read them, however the argument was about whether HAM8 was quicker for updating - the whole point of JPEG/MPEG is the compression ratio, not how fast it is to display each frame.

BTW I can play FLI files in true colour (with no conversion) at 50 frames per second on my Falcon, yes I can see how a format optimised for HAM8 could be made quite fast, however it is so non-standard and awkward for real-world formats like jpeg and mpeg that justifies the claim that it is a cheap solution and that True colour is less of a kludge and more useful.

:>>:>>I mean, my MPEG player that I ported from X-Windows and am slowly adapting
:>>:>>to the DSP gets about 3-4 fps in 65536 colours! and this is on the so called
:>>:>>crippled Falcon. Brainstorm have it at 12-13FPS.
:>Sure its slower BUT you must use the best format on a platform and thats
:>anim7/anim8 ham8 anims and they go WAY faster and in some cases look
:>better then jpeg/mpeg anyway.

Whats better about anim7/anim8? the fact that it uses 5 times more diskspace? the whole reason why mpeg and jpeg are so slow is because of the compression ratio they acheive, I can do the same compromise on my Falcon and have the anims running at 50FPS ...(and waste lots of disk-space)!

>Daniel.

Griff
--

506. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 01:54:12 UTC
From: mdg@ukc.ac.uk
Message-ID: <8245@gos.ukc.ac.uk>
Source record: 18907

In article <2d5d08a0@troed.ct.se> rickard.troedsson@troed.ct.se writes:
:>The Falcon uses burstmode, which only works if the bus is 32 bit.
:>At boot, the TOS puts the 030 into burstmode (both instruction and data), we've
:>tried clearing it, and it became noticeable slower!
:>This, according to the Motorol 68030 manual, proves that the Falcon uses a
:>32bit bus.
:>How? There are only 16 lines on the board?
>Multiplexing, the bus runs at 32Mhz 16bit, which the Combel (and a logic chip)
>buffers down to 32bit 16Mhz ...

No... I tried putting the Falcon into burst mode, and saw no performance
increase... I also tested 32bit against 16bit access and 32bit access was
exactly 2 times slower, proving that the Falcon has a 16 bit bus, however this
was only only using the bus on consequetive cycles, it seemed that if I placed
nops between the MOVE instructions that 32bit access was the same as 16bit
access. This would indicate some type of buffered read/write (multiplexed)
system, it would explain why the performance in general of the Falcon is much
better than that of a 16bit bus'd (pun) 030.

:>We (I and Mats Loman) tried this a few minutes ago, and I can not see how this
:>should be possible if the Falcon used a 16bit bus. (i.e, the Falcon should
:>crash if you used burstmode on a 16bit bus, but TOS itself puts the Falcon into
:>burstmode as one of the first things a boot-up!)

I'll check this out, I had a quick look at the ROM, and it just cleared the
caches... but I'll check it again.
It won't cause a crash, just have no effect.

>Griff, you said the Falcon was 16bit, since I know you actually SHOULD know,
>I'd like to hear what tests you have done to prove that point!?

I did the tests a while back,
but I'll do them again.

>(Do you have a very early developers Falcon? If so, it might actually BE
>16bit!)

No... my Falcon is quite new. (tos 4.04).

:>Take it for what it's worth, we've tried it.
:>Griff, Mats is very interested in chatting with you about ways to move data
:>fast with the Blitter etc, could you please mail him at mats_loman@troed.ct.se
:>? (Xenit/Aggression mailed you through my BBS a few days ago but you never
:>answered!?)

I got no such mail... but I'll mail the guy sometime..(LOTS of Uni-work at the
moment tho :( ).

Cheers
Griff
--

507. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 02:47:57 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2jk4ct$85p@darkstar.UCSC.EDU>
Source record: 18908
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In <1994Feb12.235031.15448@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>|> A S/ware implementation of FP arithemetic on a 32mhz DSP56001 is as fast as a
>|> 16mhz 68882 , as fast as 20mhz for some operations.

>And like I said, I have never seen a 68882 clocked this slow.

I have. I happen to own a 16 mhz 68882...

~Chris
>--
>Chris Brown

>---
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>---

>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

508. Re: Atari's are Brutal

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 05:06:06 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb13.050606.2493@isle.waterloo-rdp.on.ca>
Source record: 18909

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
: In article <2is6u8$7t3@nermal.cs.uoguelph.ca>,
: Darren Eveland <develand@uoguelph.ca> wrote:
: >
: >I would just like to say to all you Atari people out there
: >that it is now OK to come out of the closet...you can now
: >be safe and buy a CD32 or Amiga AGA machine, or late this
: >year, an Amiga AAA machine...we will accept you into the
: >Amiga fold....all you have to do is admit that Atari has
: >hyped the 16-bit Jaguar, and its not "fully 64" bit....
: >
: >But then again...
: >
: >:-)
: >
: >DaRe
: >

: And I'd like to publically say that even for the most far-gone Amiga
: person, there is still hope! Buy a Jaguar, and let the 64-bits of
: Healing Atari Power do their magic on you. :-)

: --
: ---> Kendall Gelner (kgelner@nyx.cs.du.edu)

ARGH!!! Why is the Jag only a 16 bit system? How do you define which
processor is to be used for the bus width? Let's put it this was: the 68000,
which can be used for generating screen maps (not graphics), doesn't need
a whole lot of speed.. It doesn't matter that it's only 16 bits.. The graphics
chips, which move mass quantities of data, have 64 bit paths... Why do you insist
that, because there is a 68000, that the whole system *has* to be 16 bit?

509. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 05:10:23 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb13.051023.2561@isle.waterloo-rdp.on.ca>
Source record: 18910
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:
: M.D.Griffiths (mdg@ukc.ac.uk) wrote:

: It sound slightly less crap than the 8bit stereo mod. Let's face it,
: you can do only so much with the original sample. Interpolation
: doesn't automagically make it a clean 16bit sample.

I have to agree with this, even though I am pro-Atari... How can the sample be 'better', once it's been through some kind of math functions? If you told someone in the pro-music industry, that the sample they recorded at 17.423 Khz, (to get exact tone back) would play better if it was played back at 50 KHz? He'd laugh! How are you supposed to play the same data 3 times (2.86977 would be exact) times it's original sample rate, and have it the same?

510. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 05:14:23 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jkcvf$2b9@harbinger.cc.monash.edu.au>
Source record: 18911

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
: In article <2jftn6$e4a@harbinger.cc.monash.edu.au>,
: William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
: >Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
: >
: >: But many critical parts of Linux are not written in C... a lot of
: >: stuff is evil Intel assembly. Besides, I already have almost all of
: >: the advantages of Linux right now, using Mint.

[...]

: Like a lot of the device stuff - screen, keyboard, SCSI driver and so
: on. Those compilers can take assembly commands anyway, so there might
: be some assembly in there you don't know about. I also do not think
: there is great interest from Atari or Amiga people for variuos reasons
: anyway, so Linux will probably take a good long time to fully work on
: either system.

Like what parts? Ask the Falcon Linux guys if they have to decode
assembly commands in the C/C++ source code of the kernal. They are
lots of device dependent code, but that's also written in C/C++.

What assmebly commands are you feeding to GCC for 680x0?

Linux and NetBSD are a lot further down the road on Amigas than the
Atari platform. Having binary compatibility and a standard X-Windows
interface is going to be a boon for the 680x0 platforms.

: >Easy, probably not, unless C= had lots more operating system developers
: >and programmers. Apple and IBM have spent quite a lot of time working
: >on System 7.0 and OS/2 for PowerPC and Taligent/Pink.

: But you know that Apple has to have a lot more stuff in the OS than
: either Atari or Amiga - you wouldn't need a monster team of
: programmers to get things up that fast on a PowerPC chip.

A toolbox, that eases the portability of old-macs. All you have to
do is to recompile for PowerPc, using the same old API calls. Hey
presto, mac->powerpc port in under a week.

: >Atari it seems, has got one (Eric Smith?) os guy, who most likely hasn't
: >even started porting MultiTos to PowerPC. I wonder how many man years
: >it's going to take to port?

: I would estimate one or less - working on it full time. That's really
: speculation on my part, though...

How long did Linux/NetBSD take to port from 80x86 to 680x0? How many
kernal and device drivers programmers worked on that?

Eric Smith is going to have lots of fun recreating device drivers.

: >Who are you going to sell MultiTos to? The 15,000 folks that bought
: >Falcons? If Atari or Commodore built PowerPC systems, they'll have to
: >make them cheaper than the boxes IBM and Apple produce. Look at the
: >prices of Macs compared to equivalent Amigas and Falcons and then ask,
: >why do you get more Mac than Amiga/Falcon/ST?

: Most of those Falcons came with MTOS - like most of the future systems
: will. Pretty much the only people they are "Selling" mtos to are the
: older ST users.

The installed base of MTOS users is going to be tiny compared to
say BSD-unix, SYS V unix, Linux, MS-Windows, OS/2, System 7.xx,
even AmigaDOS.

: >Atari doesn't even seem to have their own production lines, so how are
: >they going to build anything cheaper than IBM? What great features
: >are going to distinguish the Atari product from IBM or Apple?

: The software, and the user base, plus stuff like the onboard DSP. The
: same question could be applied to the Amiga, what is the answer there?
: I think the Power PC machines will cause quite a stir in the market,
: and things may be messy for some time.

The user base is tiny. How are you going to get people to want to
use MTOS? If those MIDI developers decide to port their applications
to PowerPC, it'll be probably more lucrative for them to port it to
Mac PowerPC, or some other more mainstream PowerPC operating system.

Why use an Atari DSP system when there are going to be lots of other
alternatives?

The only thing that will distinguish it is the operating system. How
many serious developers are going to write MTOS PowerPC applications,
when they could be developing Mac-PPC or IBM-PPC platforms?

So who's going to pay a big premium over the other power-pc platforms
for MTOS? If Atari unbundled MTOS, it would have go device independent
for it to succeed on other vendors's machines.

: > A DSP that's not integrated into the operating system (which
: > IBM and Apple, plus a whole heap of developers, like Lotus,
: > Borland are working on in the PC groups)?

: But the Falcon has it now - and there are OS calls to send stuff to
: the DSP. What exactly do you mean "supported by the OS?" A developer
: for any DSP is still going to have to write code for that DSP...

I mean having a DSP programming interface. Make a dsp do this, that
library call. There's going to be no need for the developer to know
how to use the DSP, only that you can.

: > A not-so-great video system (Falcon)? Even if they munged
: > the Jag chipset into the Atari-PPC, they're not capable of
: > displaying PC or workstation style 1280x1024x8bpp, 16bpp and
: > 24bpp > @72Hz that lots of current PC video cards are capable
: > of.

: They come pretty close right now... and you can get video cards for
: the Falcon and TT to get those specs if you wish.

Name one, the specs and price. Those 1280x1024x8bpp @ 74Hz cards cost
US$200. How long did Atari work on the Jag chipset and how much longer
would it take to expand the resolution, colour depth and refrest rates?
There are 64bit graphic cards appearing for the PC's right now, with
all the features outlined above.

: > A LAN port that's not supported in the operating system?

: This would be nice, but is not really nessicary for home users.

It will be for the PowerPC brigade. Paying for a LAN port that
you can't use is a waste of money. Hardware vendors are moving
to PCI connectors, so you can pick and choose SCSI II wide and
fast controllers (not plain-Jane SCSI-II).

: > Non-standard connectors?

: You forgot about the standard Joystick, SCSI II, serial, parrallel,
: audio in/out, DSP, power (:-)), Lan, composite video, and MIDI ports.
: To which non-standard port were you referring?

Mac's use the AT&T 32010 (something like that). They have graphic
programs that use the DSP to speed up operations. The PC's have
IBM's new MWave dsp system, which integrates fax, modem and voice-mail
into one. It can also play music and decompress JPEG's. Where's
the modem extension that Atari was harping on about?

Do you have a buffered FIFO serial port yet?

Atari can either try to cost reduce and place all those ports on the
motherboard, or using PCI cards instead. If they go for cards, it's
unlikely that Atari could produce them any cheaper or better than the
competition.

: > Atari ST cartridge slot?

: Oh, that one. There are no standards for cartridge slots.

How about PCMCIA?

: > Perhaps they'll cost reduce and use a 16bit data bus? Or
: > offer inferior service and warranty than their competitors?

: Warranty is one year on the Falcon, which I think is pretty decent.

Two years on some PC's nowadays. In home warranties on a lot of
name-brand PC's. Five years on a lot of components, like hard-drives,

video cards and keyboards. Two years on monitors.

: >Think about how long it will take Atari to design and implement a new
: >system and operating system with their current resources. Times a
: >ticking, and their's going to be lots of PowerPC systems on the market
: >soon.

: Yep, and if they get cheap enough I may buy one of them. It will look
: rather nice sitting next to my Falcon...

How? Pay IBM to make them for them? How much more is it going to cost
than one with the IBM PS/2 or Ambra label on them?

: It is true enough that the design time is the real problem - but how
: soon do you think viable (cheap to me) PowerPC machines will be out?
: The first even slightly low end one will be a Mac model. But do I
: want to buy that one? Even Mac people are saying it will be pretty
: expensive, and will it be able to run the OS's I'd wat to really use
: (like OS/2). I'd say about two years before we start to see
: affordable good PowerPC machines (in the same sense that a 486 is
: affordable now, $2500).

The Mac folks will be able to pop in a PowerPC card and get an big
boost in performance. The Atari folks will still be waiting for
third party 68040 hacks.

If you wanted cheap zings for the dollar, a MIPS R4xxx chip would be
much better value. The SGI Extreme^2 has about ten of those chips
in it.

Amiga aren't going to be doing much better. If they don't the AAA
chipset out the door, with a new PCI based system, they're going to
be dead.

Atari don't seem to have the cash to pay IBM to produce large
quantities of the Jaguar for a national roll-out. A lot of
countries don't expect to see any Jags till June 94 or early 95.
If they're selling them at near cost and hoping to get money on
software licences, they need lots of machines in the field, with
consumers buying software before Atari start raking in the dollars.
Making a couple of dollars on each cartridge (say $4) sold probably
hasn't helped their bottom line, say 5 games x 20,000 sales = 100,000
units. $400,000 profit is nothing on the sums involved to generate
this cash flow.

- Jim

511. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 07:36:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5dd88a@troed.ct.se>
Source record: 18912

In a message of 13 Feb 94 02:54:12, M.D.Griffiths wrote:

M> increase... I also tested 32bit against 16bit access and 32bit access was
M> exactly 2 times slower, proving that the Falcon has a 16 bit bus, however

Hmm .. this is not what we found .. if you did a longword move on an even address (divideable with 4) it was indeed faster.

M> nops between the MOVE instructions that 32bit access was the same as 16bit
M> access. This would indicate some type of buffered read/write (multiplexed)
M> system, it would explain why the performance in general of the Falcon is
M> much
M> better than that of a 16bit bus'd (pun) 030.

Yes, this is the main reason why I find it hard to accept the "16-bit bus theory", tests indicate that atleast SOMETHING has been done to it to increase the performance.

(I also find it hard to believe the technicians would really allow a 32bit computer have a cpu with 16bit access, the only technician who has spoken on the issue (can look up his name if you want to) said "it's more like 24bit" ...
)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

512. Atari STs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 07:44:18 UTC
From: mikess@netcom.com
Message-ID: <mikessCL5K5w.9L0@netcom.com>
Source record: 18913

Are there any mail-order outlets in the U.S. that sell Atari computers (namely STs and TTs)?

513. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 13:00:10 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Feb13.130010.26196@ida.liu.se>
Source record: 18914

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>The Falcon uses burstmode, which only works if the bus is 32 bit.

Uh, huh. Yep, it only works if you have a full 32-bit bus and static
column/page mode RAM.

>At boot, the TOS puts the 030 into burstmode (both instruction and data),
>we've tried clearing it, and it became noticeable slower!

Are you sure you didn't clear the cache enable bits ?

>How? There are only 16 lines on the board?

>Multiplexing, the bus runs at 32Mhz 16bit, which the Combel (and a logic chip)
>buffers down to 32bit 16Mhz ...

Sorry, Rickard, but I doubt this very much. This requires more complicated
logic than just putting 32 data lines to memory in the first place.

>We (I and Mats Loman) tried this a few minutes ago, and I can not see how this
>should be possible if the Falcon used a 16bit bus. (i.e, the Falcon should
>crash if you used burstmode on a 16bit bus, but TOS itself puts the Falcon
>into burstmode as one of the first things a boot-up!)

The processor does not crash if you enable burst on a system that does not
support it. The processor will just fill the caches the normal way.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

514. Re: ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 14:31:53 UTC
From: dt93tn@pt.hk-r.se
Message-ID: <1994Feb13.143153.16938@nomina.lu.se>
Source record: 18915

>I'm curious. What did you run on the transputer?
I am running the Helios UNIX operating system and X-windows.

>Can you give an overview of it's strenghts and weaknesses, as they were mean to be
>the next big thing in computing.
The weakness is that the machine is to old to compeate with todays computers, but
back then it was a good computer. The biggest weakness is the Mega ST board that
is acting as the host for the transputer part.

>What software could you compile or buy off the shelf?
I could compile all UNIX/X-windows sources (if i have the source) and there
is lots of programs that can be bought for Helios, but its mainly different Compilers
and development tools.
>
Greetings Tore / ATW owner

--
*Tore Nestenius dt93tn@pt.hk-r.se *
Computer Engineering @ University of Ronneby Phone: +46 457 14567
Atari ATW 800, SEGA/Megadrive, Lynx, PC..... BBS: +46 431 17506
--

515. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 15:30:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <021394153056Rnf0.77b8@blackhl.hacktic.nl>
Source record: 18916

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

>>Fourthly, there are FAST RAM cards available for CD32
>
>Yeah, and just so many people are going to buy them - the developer
>can't count on that, he has to make games that run well on the base
>system.

Yep, its just like the jagCD isn't it ;-) , but you are right the cd32 units will in most cases don't have fastmem. But there will be addons for the a1200 and a4000 and the cd32. as a game's source it will be chip almost all the way as a tool im sure we will see apps using fastmem if there.

Daniel.

516. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 15:40:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <021394154010Rnf0.77b8@blackhl.hacktic.nl>
Source record: 18917

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

>>
>>|>
>>|> UGLY? Do you really think that the Amiga CLI is nicer than a 256 color desktop?
>>
>>This is a personal pereference thing, but I think GEM really does look dire. BTW,
>>the Amiga Shell runs quite happily on a 256 colour screen, and I really would not
>>dispute the usefulness of shells, as they are a LOT more powerful than a purely
>>WIMP interface.
>
>How odd, I run in 256 colors too, and have a nice color desktop with
>color icons. I personally despise the Amiga interface, but perhaps
>that's just becuse you have that stupid shell built in instead of a
>real one.

huh ? i run a 16 color desktop its more than enough to get the thing
looking nice i don't need a my-first-sony desktop thanks.

>>|> SINGLE-TASKING? If I want to do multitasking I can choose between MultiGEM,
>>|> Mag!x, Geneva, MultiTOS and a cople of others...
>>|>
>>|> CPM ? What do you mean? Have you ever seen an Atari?
>>
>>Atari TOS evolved from CPM. That is a fact.
>>
>
>So What? It bears almost no resemblence to CPM at this point.

Thats true its almost as stupid as claiming a os needs memory-protection
to be usefull (if you keep in mind most systems in the world do just
that).

>>|>
>>|> NICE? Multitasking can NEVER EVER be nice without memory protection!

oops ;-)

>>Quite incorrect. Memory protection is necessary for a multi user operating
>>system, such as UNIX, but hardly necessary on a single user machine. The Amiga's
>>scheduler is one of the cleanest around, providing near real time OS performance.
>>memory protection actually has very little to do with concurrency, and for the
>>most part when they overlap it is when you have to deal with problems that memory
>>protection causes in a multitasking enviroment (eg shared memory).

100% correct its a shame we don't have it but thats about it, its not the
end of the world, infact we got some darn good debugging tools to make up

for this.

>I guess you must not program, or even run others peoples programs.
>What do you do?

I do ... on MANY platforms and all those system crash sometimes. sure
my ami hangs more than the unix but most of the time its because i try
todo stupid stuff like running 10 or more big programs on only a 14 mb
machine.

>With memory protection, I can run stuff, and those pesky pointer
>errors do not mean a reboot.

its nice for sure but its even better to get the programs clean since
it is and will be a error memory protection will not solve this one
bit.

>With memory protection, I can run some dodgy bit of shareware and have
>it die without taking my whole system with it.

we can do this without problems its only not 100% a pity but i rather have
10 programs i like without mp than 2 with.

>I may not be absolutley nesicary... just as wearing a saftey goggles
>is not nesscary. But it sure is useful!

hear hear, its usefull just like many other features that the os does
have.

>
>--
>---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>

Daniel.

517. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 15:47:59 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CL66K0.AJH@cix.compulink.co.uk>
Source record: 18918
Cross-posted to: comp.sys.ibm.pc.soundcard,comp.sys.atari.advocacy

In message <1994Feb11.192135.21255@yuma>, wenzel@CS.ColoState.EDU said:
>in lieu of this, the only practical selling point of the falcon (that it
>can do HD recording at a low cost) seems moot. The Falcon is finished..
Would you care to explain why the sales of Falcons have gone up 5 fold in
the last few months - caused by Cubase Audio being released?

518. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 15:58:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <021394155833Rnf0.77b8@blackhl.hacktic.nl>
Source record: 18919
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>Yes I could convert JPEGs to a format more suitable to true colour and display
>them as fast as a hard-drive can read them, however the argument was about
>whether HAM8 was quicker for updating - the whole point of JPEG/MPEG is the
>compression ratio, not how fast it is to display each frame.

Oke i claim its faster to update a ham8 picture than a jpeg (lets say
running a ball live ontop of it).

>BTW I can play FLI files in true colour (with no conversion) at 50 frames per

i always tought FLI where 256 colors, have to check that out soon.

>second on my Falcon, yes I can see how a format optimised for HAM8 could be
>made quite fast, however it is so non-standard and awkward for real-world
---

its not magic and its standard on more machines than there are falcons
to run your mpeg on. mpeg is good for one reason only, space if that is
not a problem you are stupid to use it simple as that.

>:>>:>>I mean, my MPEG player that I ported from X-Windows and am slowly adapting
>:>>:>>to the DSP gets about 3-4 fps in 65536 colours! and this is on the so called
>:>>:>>crippled Falcon. Brainstorm have it at 12-13FPS.
>:>Sure its slower BUT you must use the best format on a platform and thats
>:>anim7/anim8 ham8 anims and they go WAY faster and in some cases look
>:>better then jpeg/mpeg anyway.
>
>Whats better about anim7/anim8? the fact that it uses 5 times more diskspace?
>the whole reason why mpeg and jpeg are so slow is because of the compression
>ratio they acheive, I can do the same compromise on my Falcon and have the
>anims running at 50FPS ...(and waste lots of disk-space)!

and thats just it everything is better exept the diskspace jpeg/mpeg are
the best you can get with a big compressing factor if you have space to
spare you don't want it.

>>Daniel.
>
>Griff

Daniel.

519. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 16:39:54 UTC
From: icb1fw0k@solix.fiu.edu
Message-ID: <2jll4q$nb5@serss0.fiu.edu>
Source record: 18920
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:

:>Cool, can you tell me the names of the viewers, I wanna port them to the
:>Falcon, I mean if the algorithm can display a JPEG in 2 seconds on an 030
:>then the DSP should be able to do it in about 1/2 a second with the same
:>algorithm (The IDCT is 7 times faster on a DSP 56001!!!!).

Image FX EGS V1.5 loads a JPEG and decodes it directly to the EGS 28/24
display hardware as the Jpeg is loaded. (multitasking amiga stuff)
If loading off a floppy it is displayed the second the drive stops, If
loading off a fast harddrive it is displayed within a 2 seconds of loading
(for a normal sized Jpeg of course). If preview mode is off, the jpeg is
just held in ram and is not displayed, but as soon as it is loaded you
can manipilate it, so I assume it is decoded into 24bit data already.
Unless it is still decoding it in the background, but I dont think it
does that. This is on a 40MHz 030 with a 50MHz 68882 and using the
optimized FPU/030 Jpeg loader module of Image FX EGS.

:>Wow! even better, can u tell me the name of this mpeg player, the one I
:>have for the A1200 is pretty slow (2FPS in HAM8 even with FASTRAM).

'MP' by Michael Van Elst. On a A1200 I would imagine that 2 FPS is about
rignt for this Mpeg player, But the A1200 has to convert it to Ham8 first,
which makes it slower. The author says he gets frame rates of up to 10,
depending on the Mpeg encoder, on his A3000 at 25MHz. On my amiga with
40Mhz 030 and EGS I get at least 15, but I don't know how to
measure it so I cant say exactly. MP does not have to render each frame
into Ham on my computer since MP has a mode to pass the 24bit data to the
EGS libries and they can render them in which ever mode you want. 24bit
chunky is the fastest, because it does not have to render it at all.
MP can also save each frame as IFF24 which
can then be made into Amim7 format with Ham8 or Iff24 frames (way to big
though), and then they can be played back twice as fast. You should get
atleast 15 to 20 FPS if you convert the Mpeg to Ham8/Anim7 on your A1200.

--
/%\%\%\

520. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 17:00:31 UTC
From: icb1fw0k@solix.fiu.edu
Message-ID: <2jlmbf$nb5@serss0.fiu.edu>
Source record: 18921
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:

:>Whats better about anim7/anim8? the fact that it uses 5 times more diskspace?
:>the whole reason why mpeg and jpeg are so slow is because of the compression
:>ratio they acheive, I can do the same compromise on my Falcon and have the
:>anims running at 50FPS ...(and waste lots of disk-space)!

Anim7/Anim8 anim file sizes depend on what display mode the frames are
rendered in. If they are rendered in Ham8 then they are much
larger then Mpeg. But If they are rendered in somthing like DCTV
then they are smaller, and are in NTSC color (about 6 mil colors)

--
/%\%\%\

521. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 19:21:36 UTC
From: andrey@ugcs.caltech.edu
Message-ID: <2jluk0$83t@gap.cco.caltech.edu>
Source record: 18922
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>Cool, can you tell me the names of the viewers, I wanna port them to the
>Falcon, I mean if the algorithm can display a JPEG in 2 seconds on an 030
>then the DSP should be able to do it in about 1/2 a second with the same
>algorithm (The IDCT is 7 times faster on a DSP 56001!!!!).

Except for two things: JPEG display to less than 24-bit displays
are limited by color-reduction time, not the the IDCT, and the DSP56001
is limited by its narrow and slow host port to the 68030. So unless you
have a tiny JPEG and your DSP were able to directly access your video
system (somehow), it'd be useless.

--Andre

--
PGP public key available

522. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 20:32:14 UTC
From: mdg@ukc.ac.uk
Message-ID: <8253@gos.ukc.ac.uk>
Source record: 18923
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jluk0$83t@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>Cool, can you tell me the names of the viewers, I wanna port them to the
:>>Falcon, I mean if the algorithm can display a JPEG in 2 seconds on an 030
:>>then the DSP should be able to do it in about 1/2 a second with the same
:>>algorithm (The IDCT is 7 times faster on a DSP 56001!!!!).
:> Except for two things: JPEG display to less than 24-bit displays
:>are limited by color-reduction time, not the the IDCT, and the DSP56001
:>is limited by its narrow and slow host port to the 68030. So unless you
:>have a tiny JPEG and your DSP were able to directly access your video
:>system (somehow), it'd be useless.
>--Andre

Never heard so much rubbish in my life, the IDCT and Huffman decoding take
50++ % of the time to display a JPEG, Converting 24bit to 16bit colour is
trivial (just quantization), whereas the IDCT is extremely intensive, this is
why there is so much ongoing research into faster algorithms for it, are you
really saying that an 030 can do IDCTs faster than a 16++mips DSP56001 (laugh)
-> the DSP does it 7 times faster than a 16mhz 030. As for the host port being
slow (hysterical laughter)... 2meg a second is slow is it?, you would need
200++mips to reach a point where bandwidth was a problem with IDCT -> do have
ANY IDEA how complex IDCT is? obviously not since if you did you wouldn't right
such rubbish.

Griff
--

523. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 20:45:23 UTC
From: mdg@ukc.ac.uk
Message-ID: <8255@gos.ukc.ac.uk>
Source record: 18924
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <021394155833Rnf0.77b8@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
:>>Yes I could convert JPEGs to a format more suitable to true colour and display
:>>them as fast as a hard-drive can read them, however the argument was about
:>>whether HAM8 was quicker for updating - the whole point of JPEG/MPEG is the
:>>compression ratio, not how fast it is to display each frame.

:>Oke i claim its faster to update a ham8 picture than a jpeg (lets say
:>running a ball live ontop of it).
>>BTW I can play FLI files in true colour (with no conversion) at 50 frames per
>i always tought FLI where 256 colors, have to check that out soon.

50FPS in 256 or True colour.

>>second on my Falcon, yes I can see how a format optimised for HAM8 could be
>>made quite fast, however it is so non-standard and awkward for real-world
> ----------
>its not magic and its standard on more machines than there are falcons
>to run your mpeg on. mpeg is good for one reason only, space if that is
>not a problem you are stupid to use it simple as that.

HAM8 is more standard than 24bit displays? more standard than 15/16bit colour displays ? I think not. I'm sorry but MPEG and JPEG are THE standard for still and moving images, thus I'm justified in saying that for real-world stuff HAM8 is shall we say... 'not very good'. If Mpeg is so bad, why is commodore using it for the CD32 FMV system? Why not use the DCTV anim8 format? ;-)

>>:>>:>>I mean, my MPEG player that I ported from X-Windows and am slowly adapting
>>:>>:>>to the DSP gets about 3-4 fps in 65536 colours! and this is on the so called
>>:>>:>>crippled Falcon. Brainstorm have it at 12-13FPS.
>>:>Sure its slower BUT you must use the best format on a platform and thats
>>:>anim7/anim8 ham8 anims and they go WAY faster and in some cases look
>>:>better then jpeg/mpeg anyway.

The whole point is that Mpeg and Jpeg get much higher compression ratios, the reason they require so much power is the complex transforms needed to display the data. With a less complex format such as anim7/8 it is inevitable that things will go faster, I can do the same on my Falcon with a custom format.

>>Whats better about anim7/anim8? the fact that it uses 5 times more diskspace?
>>the whole reason why mpeg and jpeg are so slow is because of the compression
>>ratio they acheive, I can do the same compromise on my Falcon and have the

>>anims running at 50FPS ...(and waste lots of disk-space)!
>and thats just it everything is better exept the diskspace jpeg/mpeg are
>the best you can get with a big compressing factor if you have space to
>spare you don't want it.

What things are better about ham7/8 than Jpeg/Mpeg ? -> these formats are
very flexible, they are worked on by *lots* of people, far more 'in the know'
than either of us.

>Daniel.

Griff
--

524. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 23:32:20 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb13.233220.27734@infodev.cam.ac.uk>
Source record: 18925
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8223@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> This silly guy seems to think that because it takes less memory HAM8 is
|> quicker to update, how wrong you are! If u change one pixel on a line you
|> must recalc the rest of the line, this is hardly quick, why do u think art
|> progs like Dpaint are so sllooww in HAM modes...

HAM8 is quicker to update, precisely because it uses less memory. It's slower to
CALCULATE however. There is a big difference.

|> >|> Yes the 1200 has a 24 bit palette, ask some amiga programmers what they would
|> >|> prefer HAM8 or 65536 colours from 65536 with one word per pixel.
|> >
|> >Hmm, my machine word is 32 bits. I doubt many programmers would like a mode that
|> >wasted 2 bytes between each pixel.
|>
|> Well you doubt wrong!!! Your stupidity shows through here.

I have yet to hear of a graphics mode that uses 32 bits to store 16. Perhaps
you'd care to enlighten me?

|> You can plot a pixel 8 times faster than an Amiga with the Falcon true colour
|> mode , it takes 8 read/writes to plot a pixel in 256 colour mode on an Amiga,
|> in TC mode it takes 1 (and less logic to calculate the address/pixel mask),
|> so don't talk about stuff you know NOTHING about. I want you to reply to
|> this point -> I need a laugh!

And the A1200 can plot 32 pixels in 256 colour mode around 4 times as fast (using
the processor) as the Falcon can plot 32 pixels in 16 bit direct colour mode.
(Adjacent horizontal pixels that is.) Do you dispute this? Go on, reply. I need a
laugh!

|> NO MY FALCON DOES 1344*600 in 8bit colour, this is because it has more bandwidth - does
800*608 in 65536 colours , with each pixel being definable UNLIKE HAM8.
|> The HAM8 vs True colour argument is an old one, for real-time stuff I'm afraid
|> true colour wins, HAM8 might be better on a TV where the fringing is less
|> noticeable. Don't argue about refresh rates, the Amiga people who've seen
|> my Falcon reckon its loads better on a decent monitor than an Amiga.
|> You rekcon an Amiga is as flexible as a Falcon on an SVGA or Multisync? what
|> crystal does it have for video? I've not seen anything on a real-monitor
|> which remotely impresses me on the Amiga.

Then your experience of Amiga graphics is sadly lacking.

|> When did u use it then? Answer my question does it use PC standard bitstream
|> stuff? does it remotely compare to real WP like WORD II for windows -> I think

|> not.... Word processors for Falcons and Amigas are pathetic compared to PC
|> ones.. so why argu?

I've played with the demo version of Wordworth III. Even with most of it's features disabled it easilly surpasses anything the Falcon has to offer, and is certainly on a comprable level with Word, if not better. Where did you see it, or was your statement another lie?

|> Yeah, I read an interview with them in the other day, and they stated that
|> they prefered the ST/Falcon? OK? Doesn't mean that this is the most
|> commercially viable option though.

Where did you read this interview? Who was the interview with? Were you aware that Hisoft only market SAS C?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

525. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 23:40:34 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb13.234034.28037@infodev.cam.ac.uk>
Source record: 18926

In article <8225@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> how much did you pay for the 68882?

A lot less than you payed for your Falcon.

[sad egotistical ranting deleted]

|> Tell me what can the Copper do that I can't do on a HBLANK interrupt. The

It can key on individual lo-res pixels, rather than a scan line, for a start. You obviously didn't know this.

|> Amiga acheives multiples screens by simple writing the screen address and
|> res register with the Copper, you obviously didn't know this, why can't I
|> do this on a HBLANK interrupt? It takes about 3/4 instructions on a Falcon,
|> each copper instruction takes time too. I bet this use of the copper must
|> make the Amiga OS really h/ware independent ;-).

I believe you said that screens could be implemented easily by any system with an HBLANK interrupt. This is infact, incorrect. The screens system requires displaying a new area of memory, from the top of it's butmap, at a given scan line. I can name at least 5 systems with HBALNK interrupts that cannot do this.

|> There are one or two Amiga peps that I respect on this Group, I almost respect
|> Raist because he admits he is wrong, but you just keep coming for more...
|> its quite fun for me, but I don't have so much time available since I have
|> a 3rd year project to do (68000 remote debugger), a PHD to apply for etc.

That's nice. Perhaps if you posted 1) facts and 2) don't make your ridicolous statements even more outrageous when they are shown up as being rubbish, then you may gain some respect.. Just a thought.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

526. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-13 23:43:31 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb13.234331.28350@infodev.cam.ac.uk>
Source record: 18927

```
In article <8226@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb10.210508.27350@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >In article <8203@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >
|> >|> Gavan you really are small-minded, I am infinitely more knowledgable than you.
|> >He's so modest isn't he boys and girls?
|>
|> If you got it FLAUNT it!
|>
|>
|> How many Amiga owners would recognise your name, *none*
|>
|> 99% of Falcon owners know me and have my programs/demos.

So who is the other one? :-)

--
Chris Brown

-------------------------------------------------------------------------------
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
-------------------------------------------------------------------------------

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key
```

527. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 00:54:28 UTC
From: mdg@ukc.ac.uk
Message-ID: <8262@gos.ukc.ac.uk>
Source record: 18928
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb13.051023.2561@isle.waterloo-rdp.on.ca>
drichard@isle.waterloo-rdp.on.ca (Daryl Richards) writes:
:>William Fang (int877w@lindblat.cc.monash.edu.au) wrote:
:>: M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>: It sound slightly less crap than the 8bit stereo mod. Let's face it,
:>: you can do only so much with the original sample. Interpolation
:>: doesn't automagically make it a clean 16bit sample.
:> I have to agree with this, even though I am pro-Atari... How can the
:>sample be 'better', once it's been through some kind of math functions?
:>If you told someone in the pro-music industry, that the sample they
:>recorded at 17.423 Khz, (to get exact tone back) would play better if it
:>was played back at 50 KHz? He'd laugh! How are you supposed to play the
:>same data 3 times (2.86977 would be exact) times it's original sample
:>rate, and have it the same?

The facts are that modules sound much better on a Falcon than on an Amiga,
its rather like comparing a saisho (el cheapo) CD player to a top-of the
range Pioneer model- they both play the same CDs but which sounds better? ;-)

Interpolation helps smooth samples (with a side-effect of a slight removal
of high frequency sounds), and to my ear and everyone who has heard interpolated
sound , it is better.
Are you saying that old records that have been digitally reprocessed sound
worse (laugh).

Griff
--

528. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 00:56:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <021494005624Rnf0.77b8@blackhl.hacktic.nl>
Source record: 18929
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>:>Oke i claim its faster to update a ham8 picture than a jpeg (lets say
>:>running a ball live ontop of it).
>>>BTW I can play FLI files in true colour (with no conversion) at 50 frames per
>>i always tought FLI where 256 colors, have to check that out soon.
>
>50FPS in 256 or True colour.

Thats nice and proves my point on the mpeg part ;-), btw does this mean
fli will support >256 colors (i really have no idea, please tell me).

>>>second on my Falcon, yes I can see how a format optimised for HAM8 could be
>>>made quite fast, however it is so non-standard and awkward for real-world
>> --
>>its not magic and its standard on more machines than there are falcons
>>to run your mpeg on. mpeg is good for one reason only, space if that is
>>not a problem you are stupid to use it simple as that.
>
>HAM8 is more standard than 24bit displays? more standard than 15/16bit colour
>displays ? I think not. I'm sorry but MPEG and JPEG are THE standard for still
>and moving images, thus I'm justified in saying that for real-world stuff

sure change the facts, you stated anim7/anim8 is non standard and awkward for
real world use. This is BS its standard as hell on our machines and
converting from a array of pictures or any other anim form is a peace of
cake.

what real world stuff the stuff people do today is NOT mpeg, Ive seen
people use anim/avi/fli but in the video world mpeg is still only used
for playback or if hardware is added.

>HAM8 is shall we say... 'not very good'. If Mpeg is so bad, why is commodore
>using it for the CD32 FMV system? Why not use the DCTV anim8 format? ;-)

Mpeg is not bad, but you don't use it if you have room to spare. ofcource
if it is a problem (like having a whole prerecorded movie on cd. it is).

>>>:>>:>>I mean, my MPEG player that I ported from X-Windows and am slowly adapting
>>>:>>:>>to the DSP gets about 3-4 fps in 65536 colours! and this is on the so called
>>>:>>:>>crippled Falcon. Brainstorm have it at 12-13FPS.
>>>:>Sure its slower BUT you must use the best format on a platform and thats
>>>:>anim7/anim8 ham8 anims and they go WAY faster and in some cases look
>>>:>better then jpeg/mpeg anyway.
>
>The whole point is that Mpeg and Jpeg get much higher compression ratios,

>the reason they require so much power is the complex transforms needed to
>display the data. With a less complex format such as anim7/8 it is inevitable
>that things will go faster, I can do the same on my Falcon with a custom
>format.

So thats my point isn't it ?, ham8 is a nice trade off that has a better
result/byte ratio than 8bits graphics and it doesn't need decoding (for
the ham8 part) since thats done in hardware. This way my '40 machine can
run a neat ham8 anim with only 15%-20% cpu use. ofcource it will
use more mem than mpeg but thats life (one day mpeg-chips for encoding
/decoding will be as cheap as the ham8 part of aga and your points
are VERY valid but that time is not here yet).

>What things are better about ham7/8 than Jpeg/Mpeg ? -> these formats are
>very flexible, they are worked on by *lots* of people, far more 'in the know'
>than either of us.

Sure they did/do a great job jpeg/mpeg is very good if you look at the
bytes/pixel but its not perfect so if you don't have to use it why spend
a dsp on it ?

>>Daniel.
>
>Griff
>--
>

Im sorry but i still don't see mpeg with no extra hardware the best
solution if you need to animate stuff. you want it if you _have to_
so when using a normal format will get you in to practical problems.
If you don't see my points than lets stop this or take it to email
i have no need to bash a programmer who seems to have fun at
what he is doing.

Daniel.

529. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 01:10:45 UTC
From: mdg@ukc.ac.uk
Message-ID: <8263@gos.ukc.ac.uk>
Source record: 18930
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb13.233220.27734@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <8223@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> This silly guy seems to think that because it takes less memory HAM8 is
:>|> quicker to update, how wrong you are! If u change one pixel on a line you
:>|> must recalc the rest of the line, this is hardly quick, why do u think art
:>|> progs like Dpaint are so sllooww in HAM modes...

>HAM8 is quicker to update, precisely because it uses less memory. It's slower to
>CALCULATE however. There is a big difference.

So do you admit now that a Falcon is better for real-time stuff like phong
/gouraud/tmapping etc (which was what we we were arguing about). As for
being quicker to update because it use more memory. *yawn*. I'll let the
Amiga coders laugh at you.

:>|> >|> Yes the 1200 has a 24 bit palette, ask some amiga programmers what they would
:>|> >|> prefer HAM8 or 65536 colours from 65536 with one word per pixel.
:>|> >
:>|> >Hmm, my machine word is 32 bits. I doubt many programmers would like a mode that
:>|> >wasted 2 bytes between each pixel.
:>|>
:>|> Well you doubt wrong!!! Your stupidity shows through here.
:>I have yet to hear of a graphics mode that uses 32 bits to store 16. Perhaps
:>you'd care to enlighten me?
:>|> You can plot a pixel 8 times faster than an Amiga with the Falcon true colour
:>|> mode , it takes 8 read/writes to plot a pixel in 256 colour mode on an Amiga,
:>|> in TC mode it takes 1 (and less logic to calculate the address/pixel mask),
:>|> so don't talk about stuff you know NOTHING about. I want you to reply to
:>|> this point -> I need a laugh!
:>And the A1200 can plot 32 pixels in 256 colour mode around 4 times as fast (using
:>the processor) as the Falcon can plot 32 pixels in 16 bit direct colour mode.
:>(Adjacent horizontal pixels that is.) Do you dispute this? Go on, reply. I need a
:>laugh!

You use the word 'plot' when really you mean 'copy' because if each pixel was
'plotted' as such then you would need to use all eight data registers and
set or clear each register 'bit'plane appropriately - far slower than true
colour plotting. If it is faster for plotting in 256 colour mode then where
are the real-time texture mapping and gouraud at 50FPS demos like on the
Falcon?

>|> NO MY FALCON DOES 1344*600 in 8bit colour, this is because it has more bandwidth - does
800*608 in 65536 colours , with each pixel being definable UNLIKE HAM8.
>|> The HAM8 vs True colour argument is an old one, for real-time stuff I'm afraid
>|> true colour wins, HAM8 might be better on a TV where the fringing is less

>|> noticeable. Don't argue about refresh rates, the Amiga people who've seen
>|> my Falcon reckon its loads better on a decent monitor than an Amiga.
>|> You rekcon an Amiga is as flexible as a Falcon on an SVGA or Multisync? what
>|> crystal does it have for video? I've not seen anything on a real-monitor
>|> which remotely impresses me on the Amiga.

>Then your experience of Amiga graphics is sadly lacking.

I've seen good stuff for the Amiga on TV's, but I'm talking real montiors here,
you reckon the Amiga beat the Falcon on an SVGA or any Multisync - I think not.
The Falcon has more bandwidth for video, so it can display higher res modes -
its as simple as that, the video h/ware in the Falcon is truely excellent.

>|> When did u use it then? Answer my question does it use PC standard bitstream
>|> stuff? does it remotely compare to real WP like WORD II for windows -> I think
>|> not.... Word processors for Falcons and Amigas are pathetic compared to PC
>|> ones.. so why argu?
>I've played with the demo version of Wordworth III. Even with most of it's
>features disabled it easilly surpasses anything the Falcon has to offer, and is
>certainly on a comprable level with Word, if not better. Where did you see it, or
>was your statement another lie?

What lies are these? I don't lie , I noticed your only SAD reply to the 68882
argument was 'oh well.. it may be as fast an 882 but it takes more lines of
code...' when two posts earlier you had said I was wrong - you fool!!

>|> Yeah, I read an interview with them in the other day, and they stated that
>|> they prefered the ST/Falcon? OK? Doesn't mean that this is the most
>|> commercially viable option though.
>Where did you read this interview? Who was the interview with? Were you aware
>that Hisoft only market SAS C?

St Applications. (a v.good ST/Falcon magazine).

The guy was 'Dave Nutkins' - I'll quote a piece of text just to annoy you, (he
is the co-founder of Hisoft.

' We like the ST far more than the Amiga. '
' The Amiga is a good games machine but as a general purpose machine it just
lacks something'

Issue 35 (page 13).

You want to argue with the co-founder of Hisoft? (laugh)

>Chris Brown

Griff
--

530. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 01:20:19 UTC
From: mdg@ukc.ac.uk
Message-ID: <8264@gos.ukc.ac.uk>
Source record: 18931

In article <1994Feb13.234034.28037@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <8225@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>|> how much did you pay for the 68882?
>
>A lot less than you payed for your Falcon.

I see... this is your only SAD reply. You admit I was right about the DSP
begin as fast as the 68882 at FP arithmetic? Your a BAD LOSER!

>[sad egotistical ranting deleted]

I'm only egotistical towards you because you deserve it, I get loads of mail
(including from people at Cambridge) telling how much they like my posts.
You obviously hate being proven wrong so often (i.e. DSP be able to FP
as fast as an 882.)

>|> Tell me what can the Copper do that I can't do on a HBLANK interrupt. The
>
>It can key on individual lo-res pixels, rather than a scan line, for a start. You
>obviously didn't know this.

I can do exactly the same with a HBLANK, you just sync to the screen addr
counter, hence the reason why STs could do overscan even when it was mean't
to be impossible.

>|> Amiga acheives multiples screens by simple writing the screen address and
>|> res register with the Copper, you obviously didn't know this, why can't I
>|> do this on a HBLANK interrupt? It takes about 3/4 instructions on a Falcon,
>|> each copper instruction takes time too. I bet this use of the copper must
>|> make the Amiga OS really h/ware independent ;-).

>I believe you said that screens could be implemented easily by any system with an
>HBLANK interrupt. This is infact, incorrect. The screens system requires
>displaying a new area of memory, from the top of it's butmap, at a given scan
>line. I can name at least 5 systems with HBALNK interrupts that cannot do this.

You can? hmmm.. the only ones I can think of are the Spectrum and CPC 464,
the PC,MAC and Atari Falcon/STE are all capable of changing the screen address
on the fly. This 'real world' enough for you. BTW I have programmed such things
on 3 of 4 computers mentioned above so I can post exactly how to do it on
each if you want me to embarass you furthur. As for the MAC I'm sure I could
knock up a quick demo.

>|> There are one or two Amiga peps that I respect on this Group, I almost respect
>|> Raist because he admits he is wrong, but you just keep coming for more...
>|> its quite fun for me, but I don't have so much time available since I have

>|> a 3rd year project to do (68000 remote debugger), a PHD to apply for etc.

>That's nice. Perhaps if you posted 1) facts and 2) don't make your ridicolous
>statements even more outrageous when they are shown up as being rubbish, then you
>may gain some respect.. Just a thought.

(laugh) I'm the one with the Facts. You are the one being shown up? Please
tell me what rubbish I have been speaking?

>Chris Brown

Griff.

531. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 01:22:29 UTC
From: mdg@ukc.ac.uk
Message-ID: <8265@gos.ukc.ac.uk>
Source record: 18932

In article <1994Feb13.234331.28350@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <8226@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <1994Feb10.210508.27350@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>|> >In article <8203@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> >
:>|> >|> Gavan you really are small-minded, I am infinitely more knowledgable than you.
:>|> >He's so modest isn't he boys and girls?
:>|>
:>|> If you got it FLAUNT it!
:>|> How many Amiga owners would recognise your name, *none*
:>|>
:>|> 99% of Falcon owners know me and have my programs/demos.

>So who is the other one? :-)

Us Falcon owners don't care how many of us there are, we are not that insecure.
Is that the only SAD reply you could think of? SAD SAD SAD
>Chris Brown

Griff
---

532. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 01:36:15 UTC
From: mdg@ukc.ac.uk
Message-ID: <8266@gos.ukc.ac.uk>
Source record: 18933

In article <2d5dd88a@troed.ct.se> rickard.troedsson@troed.ct.se writes:
:>In a message of 13 Feb 94 02:54:12, M.D.Griffiths wrote:
:>M> increase... I also tested 32bit against 16bit access and 32bit access was
:>M> exactly 2 times slower, proving that the Falcon has a 16 bit bus, however
:>Hmm .. this is not what we found .. if you did a longword move on an even
:>address (divideable with 4) it was indeed faster.

I'll give this a try sometime , although I'm pretty sure i had my
cnop 0,4's in the right place...

One weird think that I found that maybe some person can explain was that
if I disabled data cache on a MASS memory transfer then the transfer was
15% faster! However for repeated read access the data cache gave the expected
performance improvement. weird stuff.

:>M> nops between the MOVE instructions that 32bit access was the same as 16bit
:>M> access. This would indicate some type of buffered read/write (multiplexed)
:>M> system, it would explain why the performance in general of the Falcon is
:>M> much
:>M> better than that of a 16bit bus'd (pun) 030.
:>Yes, this is the main reason why I find it hard to accept the "16-bit bus
:>theory", tests indicate that atleast SOMETHING has been done to it to increase
:>the performance.

Yup I totally agree.

>(I also find it hard to believe the technicians would really allow a 32bit
>computer have a cpu with 16bit access, the only technician who has spoken on
>the issue (can look up his name if you want to) said "it's more like 24bit" ...

Yes it shames the Amiga-heads can't accept this, it shows their own insecurites
I guess though.

>rickard_troedsson@troed.ct.se +

Griff
--

533. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 05:22:27 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.761203347@wolfcreek.cs.ualberta.ca>
Source record: 18934

cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>|> >He's so modest isn't he boys and girls?
>|>
>|> If you got it FLAUNT it!
>|>
>|>
>|> How many Amiga owners would recognise your name, *none*
>|>
>|> 99% of Falcon owners know me and have my programs/demos.

>So who is the other one? :-)

That would be me. :) And now that I know about him, that makes it 100%.

>Chris Brown

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

534. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 06:31:33 UTC
From: andrey@ugcs.caltech.edu
Message-ID: <2jn5s5$qkb@gap.cco.caltech.edu>
Source record: 18935
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <2jluk0$83t@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
>:> Except for two things: JPEG display to less than 24-bit displays
>:>are limited by color-reduction time, not the the IDCT, and the DSP56001
>:>is limited by its narrow and slow host port to the 68030. So unless you
>:>have a tiny JPEG and your DSP were able to directly access your video
>:>system (somehow), it'd be useless.
>>--Andre

>Never heard so much rubbish in my life, the IDCT and Huffman decoding take
>50++ % of the time to display a JPEG, Converting 24bit to 16bit colour is
>trivial (just quantization), whereas the IDCT is extremely intensive, this is
>why there is so much ongoing research into faster algorithms for it, are you
>really saying that an 030 can do IDCTs faster than a 16++mips DSP56001 (laugh)
>-> the DSP does it 7 times faster than a 16mhz 030. As for the host port being
>slow (hysterical laughter)... 2meg a second is slow is it?, you would need
>200++mips to reach a point where bandwidth was a problem with IDCT -> do have
>ANY IDEA how complex IDCT is? obviously not since if you did you wouldn't right
>such rubbish.

Sigh. I thought you were reasonable. How about this: go profile
a JPEG decoder translating to a ppm, and see where the speed losses go.
When I did it, 37 % of my time was spent in the quantization function, and
only 12 % was spent in the reverse DCT routine. This was done on the
Independent JPEG group's djpeg program on a 405x600 24-bit JPEG file (about
77k long) using the default options and quantizing to 8-bits (by the way,
if you're going to nitpick on the 8-bit conversion instead of the 16-bit
conversion, don't: the find_nearest_color routine takes a measley 3.4 %
and a 16-bit conversion would only cut about 1.7 % from that). Now let's
see your numbers.

Also, you might like to reread my post and see where I said IDCT's
were faster on an 030 than a DSP56001. Hmm, I guess you can't find it
can you? Where are you measuring the 2 MB's per second? From the SRAM
connected to the DSP56001? What if I had a 600K JPEG file to decode?
Let's suppose you were using the exception vector table to interface to
the CPU. Every call to the DSP from the CPU to do an IDCT (you really think
the Huffman code is going to fit in the Falcon's meager 32 Kword DSP memory?)
is going to require at least 4 DSP clock cyles on top of the 3 CPU cycles
to execute. And this is without any data transfer, which will eat another
8 DSP clock cyles, assuming your host CPU is ready. This is slow! Oh yeah,
know how Motorola gets the 16 MIPS figure? Let's see, the DSP has an input
clock speed of 32 MHz, and each instruction cycle is 2 clock cycles long,

so the fastest we can possibly go is 16 MIPS. Wow, impressive --- I bow to your almighty benchmark.

Yes, I have an idea how complicated IDCT is. In fact, I know exactly what an IDCT is, and it isn't that complicated, especially for the 56001 which was designed specifically to speed up IDCT-style calculations. As for IDCTs being the subject of current research, this is news to me. The basic fast algorithm has been known since the mid-60s and it is optimal, so don't go making up stuff just to support your claims.

--Andre

--
PGP public key available

535. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 06:53:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5f1fe4@troed.ct.se>
Source record: 18936

In a message of 14 Feb 94 02:22:29, M.D.Griffiths wrote:

M> Us Falcon owners don't care how many of us there are, we are not that
M> insecure.

Fact is that Falcon sales are picking up now in Sweden (and France also I hear)
... the userlist on SECOM will quite clearly prove that .. :-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

536. Re: ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 07:52:28 UTC
From: dt93tn@pt.hk-r.se
Message-ID: <1994Feb14.075228.19366@nomina.lu.se>
Source record: 18837

```
>
>TN> > What ever happened to the ATW machines Atari tried to put out a few
>TN> years
>TN> >back? (Atari Transputer Workstation) ... Are there any still in use? Have
>TN> >they gotten any support?
>TN> >
>TN> >
>TN> They are dead for a long time now and there`s also no support for them
>TN> anymore.
>TN>
>TN> Greetings
>TN>
>TN> Tore / ATW owner :-)
>
>Yo Tore! How come you're not more active here! :-)
I don't have that time to spend in this newsgroup, because i have heavy studies to
take care off!

I heard some roumours that you are going to buy a PC?

*---------------------------------------------------------------------*
*Tore Nestenius dt93tn@pt.hk-r.se *
*Computer Engineering @ University of Ronneby Phone: +46 457 14567*
*Atari ATW 800, Megadrive, Lynx, developer BBS: +46 431 17506*
*---------------------------------------------------------------------*
```

537. Re: ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 08:01:53 UTC
From: dt93tn@pt.hk-r.se
Message-ID: <1994Feb14.080153.19959@nomina.lu.se>
Source record: 18838

In article 2d5bd964@troed.ct.se, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 11 Feb 94 12:40:04, Tore Nestenius wrote:
>
>TN> > What ever happened to the ATW machines Atari tried to put out a few
>TN> years
>TN> >back? (Atari Transputer Workstation) ... Are there any still in use? Have
>TN> >they gotten any support?
>TN> >
>TN> >
>TN> They are dead for a long time now and there`s also no support for them
>TN> anymore.
>TN>
>TN> Greetings
>TN>
>TN> Tore / ATW owner :-)
>
>Yo Tore! How come you're not more active here! :-)
I don't have that time to spend in this newsgroup, because i have heavy studies to
take care off!

I heard some roumours that you are going to buy a PC?

---
*Tore Nestenius dt93tn@pt.hk-r.se *
Computer Engineering @ University of Ronneby Phone: +46 457 14567
Atari ATW 800, Megadrive, Lynx, developer BBS: +46 431 17506
---

538. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 13:01:07 UTC
From: mdg@ukc.ac.uk
Message-ID: <8274@gos.ukc.ac.uk>
Source record: 18839
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jn5s5$qkb@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>In article <2jluk0$83t@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
:>>:> Except for two things: JPEG display to less than 24-bit displays
:>>:>are limited by color-reduction time, not the the IDCT, and the DSP56001
:>>:>is limited by its narrow and slow host port to the 68030. So unless you
:>>:>have a tiny JPEG and your DSP were able to directly access your video
:>>:>system (somehow), it'd be useless.
:>>>--Andre
:>>Never heard so much rubbish in my life, the IDCT and Huffman decoding take
:>>50++ % of the time to display a JPEG, Converting 24bit to 16bit colour is
:>>trivial (just quantization), whereas the IDCT is extremely intensive, this is
:>>why there is so much ongoing research into faster algorithms for it, are you
:>>really saying that an 030 can do IDCTs faster than a 16++mips DSP56001 (laugh)
>>-> the DSP does it 7 times faster than a 16mhz 030. As for the host port being
>>slow (hysterical laughter)... 2meg a second is slow is it?, you would need
>>200++mips to reach a point where bandwidth was a problem with IDCT -> do have
>>ANY IDEA how complex IDCT is? obviously not since if you did you wouldn't right
>>such rubbish.
> Sigh. I thought you were reasonable. How about this: go profile
>a JPEG decoder translating to a ppm, and see where the speed losses go.
>When I did it, 37 % of my time was spent in the quantization function, and
>only 12 % was spent in the reverse DCT routine. This was done on the
>Independent JPEG group's djpeg program on a 405x600 24-bit JPEG file (about
>77k long) using the default options and quantizing to 8-bits (by the way,
>if you're going to nitpick on the 8-bit conversion instead of the 16-bit
>conversion, don't: the find_nearest_color routine takes a measley 3.4 %
>and a 16-bit conversion would only cut about 1.7 % from that). Now let's
>see your numbers.

I'll quote a part of your previous post again (above):

:>>:>is limited by its narrow and slow host port to the 68030. So unless you
:>>:>have a tiny JPEG and your DSP were able to directly access your video
:>>:>system (somehow), it'd be useless.

so the DSP is useless for JPEGs? (laugh).

IDCT takes about 25-35% of the time involved in JPEG, huffman coding takes
about 20. Colour quantization takes about 30% for 256 colours using the
original JPEG 2 pass algorithm . Are you really saying that conversion to
256 colours is only slightly slower than conversion to 16bit colour - what
drugs are you on man? The conversion code for 16bit colour is about 10lines
of code - the conversion code for 256 cols is about 50k of source, and is

2 pass and pretty slow. With your figures 37% is spent in the quantization (reasonable for 8 bit conversion, and 12% in IDCT... where is the other 51% spent... huffman decoding? (laugh).
BTW when I placed a DSP IDCT routine in place of the 68030 one in my MPEG player it doubled the frame rate, what MPEG/JPEG players are u working on?

> Also, you might like to reread my post and see where I said IDCT's
>were faster on an 030 than a DSP56001. Hmm, I guess you can't find it
>can you? Where are you measuring the 2 MB's per second? From the SRAM
>connected to the DSP56001? What if I had a 600K JPEG file to decode?

No... if we were talking SRAM then the DSP can fetch 24bits 16,000,000 times per second, giving 48 mb/s. Actually the DSP can fetch double this from its memory on-chip with parallel X,Y moves.

The HOST port gives 2mb/s. I know because I use it daily, this is more than any DSP could feed with IDCTs.

>Let's suppose you were using the exception vector table to interface to
>the CPU. Every call to the DSP from the CPU to do an IDCT (you really think
>the Huffman code is going to fit in the Falcon's meager 32 Kword DSP memory?)
>is going to require at least 4 DSP clock cyles on top of the 3 CPU cycles
>to execute. And this is without any data transfer, which will eat another
>8 DSP clock cyles, assuming your host CPU is ready. This is slow! Oh yeah,
>know how Motorola gets the 16 MIPS figure? Let's see, the DSP has an input
>clock speed of 32 MHz, and each instruction cycle is 2 clock cycles long,
>so the fastest we can possibly go is 16 MIPS. Wow, impressive --- I bow to
>your almighty benchmark.

16 MIPS peak yes... but about 30 MOPS on average because of the parallel architecure .

add a,b #>100,x0 ; 48 bit add a=a + b , x0= 100

As for the transfer, the overheard of transferring the 8x8 block for IDCT to be performed on, it is about 20%, the IDCT takes over a thousand cycles to do, a 68030 takes much much longer.

> Yes, I have an idea how complicated IDCT is. In fact, I know exactly
>what an IDCT is, and it isn't that complicated, especially for the 56001
>which was designed specifically to speed up IDCT-style calculations. As for
>IDCTs being the subject of current research, this is news to me. The basic
>fast algorithm has been known since the mid-60s and it is optimal, so don't go
>making up stuff just to support your claims.

Utter rubbish, you dug your own grave with that claim. Proof.

I cut the JPEG/MPEG IDCT routine from the source code:

```
* This file contains the basic inverse-DCT transformation subroutine.
*
* This implementation is based on an algorithm described in
* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
```

```
* Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
* The primary algorithm described there uses 11 multiplies and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
* The advantage of this method is that no data path contains more than one
* multiplication; this allows a very simple and accurate implementation in
* scaled fixed-point arithmetic, with a minimal number of shifts.
```

1989, and the source is from 1991.

Hmmm... 1960's huh? optimal algorithms? (laugh) .. the latest one I've seen was in an IEEE mag and does it about 7 multiplies and 40 adds or something. You obviously don't read IEEE or communications of the ACM.

> Andre

Griff
--

539. Re: Atari STs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 13:47:22 UTC
From: gruber@austin.ibm.com
Message-ID: <CL7vMz.20nu@austin.ibm.com>
Source record: 18840

In article <mikessCL5K5w.9L0@netcom.com>, mikess@netcom.com (Michael S. Smith) writes:
> Are there any mail-order outlets in the U.S. that sell Atari computers
> (namely STs and TTs)?

Yes, namely Toad Computers is one, B&C Computers, a few others I can't remember
though

Scott

***Disclaimer:The views of the poster are not those of IBM

540. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 14:15:31 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jo123$q12@harbinger.cc.monash.edu.au>
Source record: 18841

M.D.Griffiths (mdg@ukc.ac.uk) wrote:

[...]

: >(I also find it hard to believe the technicians would really allow a 32bit
: >computer have a cpu with 16bit access, the only technician who has spoken on
: >the issue (can look up his name if you want to) said "it's more like 24bit" ...

: Yes it shames the Amiga-heads can't accept this, it shows their own insecurites
: I guess though.

Yes, it's also a pity Atari-heads can't accept this either. It shows their
insecurities. What are you talking about? There's debate between
Atari folks in comp.sys.atari.st over the 16bitness of the Falcon's data
bus whether it's slower than the TT. Most people believe it is.

- Jim

541. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 14:42:37 UTC
From: mdg@ukc.ac.uk
Message-ID: <8284@gos.ukc.ac.uk>
Source record: 18842

In article <2jo123$q12@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>[...]
:>: >(I also find it hard to believe the technicians would really allow a 32bit
:>: >computer have a cpu with 16bit access, the only technician who has spoken on
:>: >the issue (can look up his name if you want to) said "it's more like 24bit" ...
:>: Yes it shames the Amiga-heads can't accept this, it shows their own insecurites
:>: I guess though.

>Yes, it's also a pity Atari-heads can't accept this either. It shows their
>insecurities. What are you talking about? There's debate between
>Atari folks in comp.sys.atari.st over the 16bitness of the Falcon's data
>bus whether it's slower than the TT. Most people believe it is.

>- Jim

I accept that the Falcon has a 16bit bus from CPU to the COMBEL. I've never disputed this point, The TT is EXACTLY twice as fast for fetching from ST RAM , there is no doubt that it is faster, but it is clocked at 32mhz so what do you expect? surely it should be nearer X 4 if it is 32mhz ++ 32bit bus ;-) ? I'm telling you that there is additional logic in COMBEL which means the Falcon is not quite as 'crippled' as Amiga people would like to think, It doesn't bother me anyway, the Falcon is faster enough for me, but then again I'm a DSP coder... I notice that many Amiga heads WANT the Falcon to be crap, you will notice in my Posts than I don't want the Amiga to be crap, I merely quote facts and stuff from my experience.

I think the psychologists out there will see my point.

Griff
--

542. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 15:19:14 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb14.151914.21167@t.hfb.se>
Source record: 18843

> Alright, exactly what can you do on a single floppy Falcon with 1 megabyte?

They don't sell 1Mb F030s in Sweden. At least not that I know of...
But since you asked...

Realtime true color Goraud shaded 3D.
Realtime true color fractal zoom.
Realtime Phong shading.
Realtime true color texture mapped 3D.
...

/
/ Daniel

543. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 17:26:19 UTC
From: andrey@ugcs.caltech.edu
Message-ID: <2joc7s$add@gap.cco.caltech.edu>
Source record: 18844
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <2jn5s5$qkb@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
>IDCT takes about 25-35% of the time involved in JPEG, huffman coding takes
>about 20. Colour quantization takes about 30% for 256 colours using the
>original JPEG 2 pass algorithm . Are you really saying that conversion to

Where the heck are you getting these numbers from?

>256 colours is only slightly slower than conversion to 16bit colour - what
>drugs are you on man? The conversion code for 16bit colour is about 10lines
>of code - the conversion code for 256 cols is about 50k of source, and is
>2 pass and pretty slow. With your figures 37% is spent in the quantization
>(reasonable for 8 bit conversion, and 12% in IDCT... where is the other 51%
>spent... huffman decoding? (laugh).

Some of it is in the Huffman decoding, some of it in file reading,
and so on. It all adds up. Note that I said the find_nearest_color routine
takes only 3.4% of the time, which is the only place your 16-bit color would
affect. 3.4% includes all subroutines called as well. As you may know, 3.4
is a pretty small number relative to 100. Also, whether it's 50K of source
or 10 lines is irrelevent to the speed.

The fact that the DSP IDCT code helped your MPEG viewer doesn't
really bolster your argument either. As we've seen in your case, actively
working on an MPEG viewer doesn't really help your knowledge too much.
Let's make it simple, what's a cosine transform? Just straight off the
top of your head --- no need to burden yourself with the discretization
of it, or any textbooks. Or even simpler, why use a CT in JPEG and MPEG
schemes? Why not a Fourier transform or a sine transform?

>16 MIPS peak yes... but about 30 MOPS on average because of the parallel
>architecure .

>add a,b #>100,x0 ; 48 bit add a=a + b , x0= 100

Very good, I can move a constant into a register on every add.
Must make the chip feel good or something. Come on, the 56001 is capable
of doing better. How about:

macr -x0, x0, a x1,x:(r6)- y0,y:(r6)-

I can show you a similar routine on an i860 that does 60 MFLOPS
peak. How useful is it in general? Not very. You know what supercomputer
people call this? A guaranteed-not-to-exceed number.

>>IDCTs being the subject of current research, this is news to me. The basic
>>fast algorithm has been known since the mid-60s and it is optimal, so don't go
>>making up stuff just to support your claims.

>Utter rubbish, you dug your own grave with that claim. Proof.

This is proof if you think they came up with 1-D algorithm by
themselves, which they did not. The butterfly algorithm for 1-D FFTs was
found in the 60's and is straightforward to apply to DCTs as well.
The JPEG source is an example of refinement. In case you didn't know,
people working on stuff like this may invent a slightly faster version
for their main research. People are not actively researching on finding
the 6-multiply, 50-add IDCT. Guess you must not know much about signal-
processing.

--Andre

--
PGP public key available

544. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 18:25:14 UTC
From: mdg@ukc.ac.uk
Message-ID: <8296@gos.ukc.ac.uk>
Source record: 18845
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2joc7s$add@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>>In article <2jn5s5$qkb@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:

:>>IDCT takes about 25-35% of the time involved in JPEG, huffman coding takes
:>>about 20. Colour quantization takes about 30% for 256 colours using the
:>>original JPEG 2 pass algorithm . Are you really saying that conversion to

> Where the heck are you getting these numbers from?

I get my numbers from David Oldcorn, the author of a JPEG displayer for the
Falcon, I have the IDCT stuff and have written my own CMY -> RGB conversion
using the DSP for MPEG. Ok? where are u getting your info from?

:>>256 colours is only slightly slower than conversion to 16bit colour - what
:>>drugs are you on man? The conversion code for 16bit colour is about 10lines
:>>of code - the conversion code for 256 cols is about 50k of source, and is
:>>2 pass and pretty slow. With your figures 37% is spent in the quantization
:>>(reasonable for 8 bit conversion, and 12% in IDCT... where is the other 51%
:>>spent... huffman decoding? (laugh).
:> Some of it is in the Huffman decoding, some of it in file reading,
:>and so on. It all adds up. Note that I said the find_nearest_color routine
:>takes only 3.4% of the time, which is the only place your 16-bit color would
:>affect. 3.4% includes all subroutines called as well. As you may know, 3.4
:>is a pretty small number relative to 100. Also, whether it's 50K of source
:>or 10 lines is irrelevent to the speed.

Don't you find it kind of funny that my Falcon displays True colour JPEGs
in 3 seconds and takes 6 seconds in 256 colour mode. The colour quantization
is quite slow in the official JPEG source , because it uses a 2 pass method
which is VERY GOOD.
In this case you are quite wrong - quantization to 256 colours is much slow
than quantization to 5 bits R,G,B , you know it , I know it, the world knows
it -> perhaps you should patent your super-fast quantization algorithm and
make some money. As for 50% in the huffman coding and other bits, don't make
me laugh please, its at least half that , you know it.

:> The fact that the DSP IDCT code helped your MPEG viewer doesn't
:>really bolster your argument either. As we've seen in your case, actively
:>working on an MPEG viewer doesn't really help your knowledge too much.
:>Let's make it simple, what's a cosine transform? Just straight off the
:>top of your head --- no need to burden yourself with the discretization
:>of it, or any textbooks. Or even simpler, why use a CT in JPEG and MPEG
:>schemes? Why not a Fourier transform or a sine transform?

:>>16 MIPS peak yes... but about 30 MOPS on average because of the parallel
:>>architecure .
:>
:>>add a,b #>100,x0 ; 48 bit add a=a + b , x0= 100
:>
:> Very good, I can move a constant into a register on every add.
:>Must make the chip feel good or something. Come on, the 56001 is capable
:>of doing better. How about:
:>
:>macr -x0, x0, a x1,x:(r6)- y0,y:(r6)-
:>
:> I can show you a similar routine on an i860 that does 60 MFLOPS
:>peak. How useful is it in general? Not very. You know what supercomputer
:>people call this? A guaranteed-not-to-exceed number.

I can post about 2 meg of source which uses parallel instructions 50% of time
- so its kind of useful. ok? you disagree that the DSP gives 24 MOPS on
average? Don't make me laugh.

you wrote :

:>macr -x0, x0, a x1,x:(r6)- y0,y:(r6)-

This is in fact wrong, it is a non-valid 56001 instruction.
since you are using 'r6' in two parallel moves, if you knew anything about
the DSP 56001 , you would realise that it is fund-amental that the register
set is in two halfs with r0-r3 able to address X memory and Y memory
able to address Y memory when doing parallel moves.
If your gonna quote stuff - at least quote correctly or risk make a fool
of yourself like in this case.

:>>>IDCTs being the subject of current research, this is news to me. The basic
:>>>fast algorithm has been known since the mid-60s and it is optimal, so don't go
:>>>making up stuff just to support your claims.
:>>Utter rubbish, you dug your own grave with that claim. Proof.
:>
:> This is proof if you think they came up with 1-D algorithm by
:>themselves, which they did not. The butterfly algorithm for 1-D FFTs was
:>found in the 60's and is straightforward to apply to DCTs as well.
:>The JPEG source is an example of refinement. In case you didn't know,
:>people working on stuff like this may invent a slightly faster version
:>for their main research. People are not actively researching on finding
:>the 6-multiply, 50-add IDCT. Guess you must not know much about signal-
:>processing.

Know I don't claim to be an expert on signal processing, my degree is Computer
Science, however you are wrong to think that there will not be better/faster
IDCTs routines developed. You would be stupid to think otherwise, it may
come about from other related research, if you say that 'refinement' isn't
research then what do you consider to be research? It is not often these
days that something new is 'invented' so to speak, most research has it
foundations on some other work or APPLICATIONS of research etc.

BTW What PHD are you doing ? I'm applying for Multimedia distributed systems .

ok?

>--Andre

Griff
--

545. Re: "Bit-ness" of Processors (Kill this topic)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 19:19:09 UTC
From: assrh@acad2.alaska.edu
Message-ID: <1994Feb14.151909.1@acad2.alaska.edu>
Source record: 18846
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

>>12-13 FPS Slow? Its faster than ANY AMIGA can play them. My own personal
>>version is 3-4FPS because I have no yet optimised a lot of the Stuff in
>>DSP assembly (IDCT for example , if u know what that is).
>
> Sure its slower BUT you must use the best format on a platform and thats
> anim7/anim8 ham8 anims and they go WAY faster and in some cases look
> better then jpeg/mpeg anyway.
>

Too bad they don't make ANY Ham8 movies for CD then eh? I guess they must have
overlooked that Wonderful format when they designed MPEG then right? Is HAM8
even compressed?? Isn't that the whole purpose behind JPEG/MPEG??

>>
>>> /// Leif Hugo Vaarum, Remmen 3A, 1783 HALDEN
>>
>>Griff
>>--
>>
>
> Daniel.
>

Dan.

546. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 19:29:12 UTC
From: mdg@ukc.ac.uk
Message-ID: <8297@gos.ukc.ac.uk>
Source record: 18847
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <021494005624Rnf0.77b8@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:

:>>:>Oke i claim its faster to update a ham8 picture than a jpeg (lets say
:>>:>running a ball live ontop of it).
:>>>>BTW I can play FLI files in true colour (with no conversion) at 50 frames per
:>>>i always tought FLI where 256 colors, have to check that out soon.
:>>50FPS in 256 or True colour.

:>Thats nice and proves my point on the mpeg part ;-), btw does this mean
:>fli will support >256 colors (i really have no idea, please tell me).

FLI files are upto 256 colours, I can play 256 colour ones at the same speed
in TRUE colour or 256 colour mode, (but the TRUE COLOUR files will be played
with a 15 palette) - only colour reduction will slow it down i.e. if you
you to play 256 colour anims in 16 colour mode. QUANTIZATION TAKES TIME.

:>>HAM8 is shall we say... 'not very good'. If Mpeg is so bad, why is commodore
:>>using it for the CD32 FMV system? Why not use the DCTV anim8 format? ;-)

:> [Stuff deleted]

:>>The whole point is that Mpeg and Jpeg get much higher compression ratios,
:>>the reason they require so much power is the complex transforms needed to
::>>display the data. With a less complex format such as anim7/8 it is inevitable
:>>that things will go faster, I can do the same on my Falcon with a custom
:>>format.
:>So thats my point isn't it ?, ham8 is a nice trade off that has a better
:>result/byte ratio than 8bits graphics and it doesn't need decoding (for
:>the ham8 part) since thats done in hardware. This way my '40 machine can
:>run a neat ham8 anim with only 15%-20% cpu use. ofcource it will
:>use more mem than mpeg but thats life (one day mpeg-chips for encoding
:>/decoding will be as cheap as the ham8 part of aga and your points
:>are VERY valid but that time is not here yet).

But a Falcon can play Mpegs/display Jpegs faster in a reasonable (where
reasonable means 256++ colours) faster than Amiga 1200. Ok?
Yes HAM8 is a nice 'compression' scheme in itself, however it takes time
to manipulate this, hence for realtime stuff it is bad, and for anything
other than specially prepared formats - THIS IS NOT THE CASE WITH 16BIT COLOUR.

Some other guy was claiming that only 12% of MPEG/JPEG time was spent in
the IDCT routine, if this is the case then you should be able to play MPEGs
at 50 frames per second in less than 30% of an '040s time. (laugh).

:>>What things are better about ham7/8 than Jpeg/Mpeg ? -> these formats are
:>>very flexible, they are worked on by *lots* of people, far more 'in the know'
:>>than either of us.
:>Sure they did/do a great job jpeg/mpeg is very good if you look at the
:>bytes/pixel but its not perfect so if you don't have to use it why spend
:>a dsp on it ?

Well it is a standard ,certainly not state of the art compression - some
fractal based (patented to hell!) acheive 2 to 3 times better. You don't have
to spend a DSP on it, all Falcons come with one as standard ;-) .

>Im sorry but i still don't see mpeg with no extra hardware the best
>solution if you need to animate stuff. you want it if you _have to_
>so when using a normal format will get you in to practical problems.
>If you don't see my points than lets stop this or take it to email
>i have no need to bash a programmer who seems to have fun at
>what he is doing.

My point was that in the real world, Falcon and Amiga quirky picture formats
are v. non-standard. Mpeg/Jpeg will be supported in 5-10 years, can we
say the same for HAM8 anim7/8? And a Falcon has the advantage that it can
display these images more quickly, thats not to say the Falcon will be about
it 5-10 years! (but things like this don't bother, I *enjoy* my Falcon it
thats all that matters, But I will not have people spreading mis-information
about it - call me the 'defender of the realm' if you like :-)).

>Daniel.

Griff.
--

547. Re: ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 20:06:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5fd9c8@troed.ct.se>
Source record: 18848

In a message of 14 Feb 94 09:01:53, Tore Nestenius wrote:

TN> I heard some roumours that you are going to buy a PC?

(Just before everyone thinks I'm going to stop supporting Atari)

Yup, if you don't happen to have AutoCad for the Atari .. :-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

548. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 20:29:18 UTC
From: watters@cranel.com
Message-ID: <1994Feb14.202918.4915@cranel.com>
Source record: 18849
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <cs93294.760935829@wolfcreek.cs.ualberta.ca>,
Stuart David A <cs93294@assn030.cs.ualberta.ca> wrote:

>> - What would you like to see your Jaguar do ?

> Well, for battlemorph, I don't know if this is possible since we are in
>a 3d world but how about barrel rolls? Like where the whole screen rotates?
>Some Flashy move that would make people sit up and go "whoa!"..

Seen it! Done it! Liked it! Own it! (CD's TE)

```
_ ___
David ~ |_|,--' |@,__
Watters ~ ( )-_______-()`-
```

--
David R. Watters (watters@cranel.com) Cranel Inc. Development & Engineering
"Porsche. The very name is, to many, the last word in sports cars. Any car
blessed with these magic seven letters is sure to be the very best. Period!"
- Car and Driver, January 1993

549. WANTED: Info on BAREFOOT(Hybrid Arts) ATARI Support STATUS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 21:01:29 UTC
From: rwn@cbnewsd.cb.att.com
Message-ID: <CL8Fqo.D0E@cbnewsd.cb.att.com>
Source record: 18850
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,comp.sys.atari.advocacy,comp.sys.atari.st.tech

I am looking for information on the current status of the BAREFOOT
SOFTWARE Company, who marketed Music Sequencing and Editing software
previously developed by HYBRID ARTS. The current phone numbers
for BAREFOOT are:

Voice: 818-727-7143
Midi BBS: 818-996-7659
FAX: 818-727-0632

For the past few years I have been using Stefan Daystrom's
"SMPTETRACK" professional music sequencing software with
SMPTE lock-up. I've finished moving and re-building my
studio and am looking to upgrade and add components to this
system. (Possibly upgrading my 1040 ST to a Falcon or ??, etc).

I have tried contacting the above three phone numbers and have received
"no answer", including no answering machine for the voice hotline.

What's the scoop ? Hopefully they have only suffered temporary
problems due to the recent earthquakes and will be back soon.

Any information would be appreciated.

Thanks,

Bob Neumann
ihlpf!rwn
708-257-6289

550. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 21:02:39 UTC
From: mdg@ukc.ac.uk
Message-ID: <8298@gos.ukc.ac.uk>
Source record: 18851

In article <1994Feb14.215115.40597@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <1994Feb14.151914.21167@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
:>|> > Alright, exactly what can you do on a single floppy Falcon with 1 megabyte?
:>|> They don't sell 1Mb F030s in Sweden. At least not that I know of...
:>|> But since you asked...
:>|> Realtime true color Goraud shaded 3D.
:>|> Realtime true color fractal zoom.
:>|> Realtime Phong shading.
:>|> Realtime true color texture mapped 3D.
:>|> ...

> That probably is useful for a couple of demos and no applications.
>GREAT.

And Amigas never run demos do they ? ;-) Demos were responsible for selling
a rather large percentage of the Amigas in the world today.

If your against demos then your against a major sub-culture on the Amiga,
yes demos are "useless", but life isn't all word processors and spreadsheets,

DON'T BE SO BORING.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff ;-)
--

551. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 21:39:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <021494213904Rnf0.77b8@blackhl.hacktic.nl>
Source record: 18852
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>I've seen good stuff for the Amiga on TV's, but I'm talking real montiors here,
>you reckon the Amiga beat the Falcon on an SVGA or any Multisync - I think not.
>The Falcon has more bandwidth for video, so it can display higher res modes -
>its as simple as that, the video h/ware in the Falcon is truely excellent.

Like it or not the aga chips are good for tv & simple use on both the old
serie of monitors as on the new ones. If you really want better get one
of the many cards for it which will get you what you paid for don't forget
that the TOTAL cost of aga set are around $35 making current a1200 over
here as low as $340. (i myself always use 3 screens of 720*560*16 colors,
one for all the shell/debugger stuff one the compiler stuff and one for the
wb).

>What lies are these? I don't lie , I noticed your only SAD reply to the 68882
>argument was 'oh well.. it may be as fast an 882 but it takes more lines of
>code...' when two posts earlier you had said I was wrong - you fool!!

you two don't make any sense BOTH the dsp and the 882 are VERY good for
what they where made for the dsp in the falcon is great but all these
great extra's resulted in a higher price and a lower machine count (ie it
wasn't a followup for most st owners).

>>|> Yeah, I read an interview with them in the other day, and they stated that
>>|> they prefered the ST/Falcon? OK? Doesn't mean that this is the most
>>|> commercially viable option though.
>>Where did you read this interview? Who was the interview with? Were you aware
>>that Hisoft only market SAS C?
>
>St Applications. (a v.good ST/Falcon magazine).
>
>The guy was 'Dave Nutkins' - I'll quote a piece of text just to annoy you, (he
>is the co-founder of Hisoft.
>
>' We like the ST far more than the Amiga. '
>' The Amiga is a good games machine but as a general purpose machine it just
>lacks something'
>
>Issue 35 (page 13).
>
>You want to argue with the co-founder of Hisoft? (laugh)

Yes I met them ones and talked about problems and possible bugfixes and
there found them to be a bunch of <censor>. The result was that most

of us dumped there stuff and moved on (i met them a few years ago at there 'highpoint' on the amiga).

>>Chris Brown
>
>Griff
>--

Daniel.

552. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 21:51:15 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb14.215115.40597@rmece02.upr.clu.edu>
Source record: 18853

In article <1994Feb14.151914.21167@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|> > Alright, exactly what can you do on a single floppy Falcon with 1 megabyte?
|>
|> They don't sell 1Mb F030s in Sweden. At least not that I know of...
|> But since you asked...
|>
|> Realtime true color Goraud shaded 3D.
|> Realtime true color fractal zoom.
|> Realtime Phong shading.
|> Realtime true color texture mapped 3D.
|> ...
|>
|> /
|> / Daniel

That probably is useful for a couple of demos and no applications.
GREAT.

|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

553. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 21:57:48 UTC
From: andy@cbmvax.cbm.commodore.com
Message-ID: <CL8ICD.AEE@cbmvax.cbm.commodore.com>
Source record: 18854

In article <8225@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>In article <1994Feb10.205511.26541@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>Tell me what can the Copper do that I can't do on a HBLANK interrupt. The
>Amiga acheives multiples screens by simple writing the screen address and
>res register with the Copper, you obviously didn't know this, why can't I
>do this on a HBLANK interrupt? It takes about 3/4 instructions on a Falcon,
>each copper instruction takes time too. I bet this use of the copper must
>make the Amiga OS really h/ware independent ;-).

The advantage of a coprocessor (like the copper) is that you get to avoid
both the interrupt latency problem caused by higher prioriy interrupts
than HBLANK and you get to avoid the number of cycles it takes to get into
and out of an interrupt. (Because of processor state that needs to be
saved this is generally a non-trivial amount). The copper doesn't have
the latency problem, and doesn't have the state save problem, because its
a seperate processor. In a 2 bus system like the Amiga (chip ram and fast
ram) or when the main CPU has instruction/data cache) you can even avoid
contention between the main CPU and the copper in many cases.

andy

--
andy finkel andy@cbmvax.cbm.commodore.com

"DOS's not done until Lotus won't run." - anon.

Any expressed opinions are mine; but feel free to share.
I disclaim all responsibilities, all shapes, all sizes, all colors.

554. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 21:58:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <021494215828Rnf0.77b8@blackhl.hacktic.nl>
Source record: 18855

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <1994Feb13.234034.28037@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>>In article <8225@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>
>>|> how much did you pay for the 68882?
>>
>>A lot less than you payed for your Falcon.
>
>I see... this is your only SAD reply. You admit I was right about the DSP
>begin as fast as the 68882 at FP arithmetic? Your a BAD LOSER!

I agree on the rest of the message but this one stinks (sorry) you stated
it could do it as fast as a 16mhz (maybe 20mhz) 882. He told you that all
the copro's for the a1200 run at 40mhz or 50mhz making the 882 faster.
This is not weird since its not the main reason for having a fixed dsp i
myself would rather have the dsp but this doesn't make your claim valid.

I for one will get the dsp module (66mhz att3210) as soon as the morons
at cbm set the standard for it, it would make a nice 'mate' for my '40.

Daniel.

555. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 21:59:26 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb14.215926.36737@rmece02.upr.clu.edu>
Source record: 18788
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jn5s5$qkb@gap.cco.caltech.edu>, andrey@ugcs.caltech.edu (Andre Yew) writes:
|> mdg@ukc.ac.uk (M.D.Griffiths) writes:
|>

[stuff deleted]

|>
|> Yes, I have an idea how complicated IDCT is. In fact, I know exactly
|> what an IDCT is, and it isn't that complicated, especially for the 56001
|> which was designed specifically to speed up IDCT-style calculations. As for
|> IDCTs being the subject of current research, this is news to me. The basic
|> fast algorithm has been known since the mid-60s and it is optimal, so don't go
|> making up stuff just to support your claims.
|>
|> --Andre

OUCH! Could it be that Griffiths i wrong? Nah, he knows everything.

Try this one Griff:

"The difference between you and me is that I acknoledge that I don't
know everything, and accept the possibility of being wrong." :-b

|>
|> --
|> PGP public key available
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

556. Re: Atari STs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 22:00:44 UTC
From: smirk@bu.edu
Message-ID: <2josac$sqh@news.bu.edu>
Source record: 18856

Gruber (gruber@austin.ibm.com) wrote:

: In article <mikessCL5K5w.9L0@netcom.com>, mikess@netcom.com (Michael S. Smith) writes:
: > Are there any mail-order outlets in the U.S. that sell Atari computers
: > (namely STs and TTs)?

: Yes, namely Toad Computers is one, B&C Computers, a few others I can't remember
: though

: Scott

: ***Disclaimer:The views of the poster are not those of IBM

Don't buy from B & C, they're a bunch of jerks. Three of my friends
who own ST's have had bad experiences there and I haven't had a good
experience there.

S K
M I R

557. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 23:43:25 UTC
From: mdg@ukc.ac.uk
Message-ID: <8299@gos.ukc.ac.uk>
Source record: 18857
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb14.215926.36737@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <2jn5s5$qkb@gap.cco.caltech.edu>, andrey@ugcs.caltech.edu (Andre Yew) writes:
:>|> Yes, I have an idea how complicated IDCT is. In fact, I know exactly
:>|> what an IDCT is, and it isn't that complicated, especially for the 56001
:>|> which was designed specifically to speed up IDCT-style calculations. As for
:>|> IDCTs being the subject of current research, this is news to me. The basic
:>|> fast algorithm has been known since the mid-60s and it is optimal, so don't go
:>|> making up stuff just to support your claims.

:> OUCH! Could it be that Griffiths i wrong? Nah, he knows everything.

If you see my follow up, you'll see that I produced source to back my claim,
this guy has never to say other then pedantic argument over what constitutes
'research'.

> Try this one Griff:
>
> "The difference between you and me is that I acknoledge that I don't
> know everything, and accept the possibility of being wrong." :-b

I don't profess to know everything, its just I don't post or reply without
hard evidence to back my claims. There is nothing wrong with being 'wrong'
- after all you seem to be rather good it Raist - your post tells me that you
are indeed threatened by my superior knowledge, and your email confirms that.

Did you notice my posts about the 16bit bus on the Falcon? I tell nothing
but the truth, I have nothing to hide. You just don't like me because I
proved what utter rubbish you talk.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff (Defender of the Realm).
--

558. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-14 23:57:20 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CL8nvK.H9o@freenet.carleton.ca>
Source record: 18858

In a previous article, watters@cranel.com (David Watters) says:

>In article <cs93294.760935829@wolfcreek.cs.ualberta.ca>,
>Stuart David A <cs93294@assn030.cs.ualberta.ca> wrote:
>
>>> - What would you like to see your Jaguar do ?
>
>> Well, for battlemorph, I don't know if this is possible since we are in
>>a 3d world but how about barrel rolls? Like where the whole screen rotates?
>>Some Flashy move that would make people sit up and go "whoa!"..
>
>Seen it! Done it! Liked it! Own it! (CD's TE)
>
Can you say RAILS? Yes CD's TE is on em' while Cybermorph and
Battlemorph are not.
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

559. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 02:03:07 UTC
From: mdg@ukc.ac.uk
Message-ID: <8300@gos.ukc.ac.uk>
Source record: 18859

In article <021494215828Rnf0.77b8@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>>In article <1994Feb13.234034.28037@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>>>In article <8225@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>>|> how much did you pay for the 68882?
>>>
>>>A lot less than you payed for your Falcon.
>>
>>I see... this is your only SAD reply. You admit I was right about the DSP
>>begin as fast as the 68882 at FP arithmetic? Your a BAD LOSER!
>
>I agree on the rest of the message but this one stinks (sorry) you stated
>it could do it as fast as a 16mhz (maybe 20mhz) 882. He told you that all
>the copro's for the a1200 run at 40mhz or 50mhz making the 882 faster.
>This is not weird since its not the main reason for having a fixed dsp i
>myself would rather have the dsp but this doesn't make your claim valid.

He never quoted 40 or 50mhz until I had proved that the DSP was worth a 16/20 mhz 68882 - its kind of funny to see his argument when he quotes the spec for HIS machine as a 25mhz 68882. (digging his own grave). I'm glad you agree, the DSP is very versatile and not limited to sound like some Amiga advocates would have people believe.

its interesting to note that the 68882 does large integer stuff too. Its also interesting to note the DSP can outperform a 50mhz 68882 in this area.

>I for one will get the dsp module (66mhz att3210) as soon as the morons
>at cbm set the standard for it, it would make a nice 'mate' for my '40.

Yes the att3210 blows the 56001 away, I hope it becomes 'standard' on the Amiga range, because it is the DSP which makes the Falcon.

Again note the difference, I would LOVE to see att 66mhz DSP in Amiga's as standard, I would buy one just to program this beast of a chip.
A lot of small-minded Amiga people want the Falcon to die - how sad and pathetic they are, this is the difference between me and them.

>Daniel.

Griff
--

560. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 03:53:00 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jpgus$iin@harbinger.cc.monash.edu.au>
Source record: 18860

M.D.Griffiths (mdg@ukc.ac.uk) wrote:

: I accept that the Falcon has a 16bit bus from CPU to the COMBEL. I've never
: disputed this point, The TT is EXACTLY twice as fast for fetching from ST RAM
: , there is no doubt that it is faster, but it is clocked at 32mhz so what do
: you expect? surely it should be nearer X 4 if it is 32mhz ++ 32bit bus ;-) ?
: I'm telling you that there is additional logic in COMBEL which means
: the Falcon is not quite as 'crippled' as Amiga people would like to
: think, It doesn't bother me anyway, the Falcon is faster enough for me,
: but then again I'm a DSP coder... I notice that many Amiga heads WANT the
: Falcon to be crap, you will notice in my Posts than I don't want the Amiga
: to be crap, I merely quote facts and stuff from my experience.

: I think the psychologists out there will see my point.

If you guys were half-way interested in knowing the truth about whether
the falcon has a 16bit or 32bit data bus, whether it can do burst mode
transfers to a 16/32bit DRAM memory, you should ask in the comp.sys.m68k
newsgroup. You would most likely get a reply from a Motorola engineer,
who helps build systems from scratch and knows enough about the
processors to debunk all these "facts".

All these half-baked, cache bound tests are just bunk. Same goes with
these test cpu-ram tests in the TT. If the ram is clocked at 32mhz,
how on earth is a 16mhz cpu going to access it at 32mhz, which the x4
theorectical claims it should be?

Or how about go to comp.benchmarks and dig a good pd c source for a
good cpu->ram test? Compile it under gcc on a 16mhz and 25mhz A3000,
a 16mhz Falcon and the 16mhz Atari TT, and come back with the source.
It'll be interesting to see how Andre Yew's pet compiler stacks up.
My money's on AY's

- Jim

561. Re: ACTION!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 10:41:34 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Feb15.104134.27462@dmu.ac.uk>
Source record: 18861

In article <1994Feb11.114438.1585@dmu.ac.uk>, se1ap@dmu.ac.uk (Alan Parker) writes:
> So this is where all the ACTION is!!!!
>
> Who cares who's right in the Griff vs. Everyone_else match??????
>
> It's just great reading!!!!
>
> Alan (se1ap@dmu.ac.uk)
>

Well I'd say Griff is by a mile ...

Simon
c2sgy@dmu.ac.uk

562. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 11:37:04 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.761312224@garbod15>
Source record: 18862
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

draeger@lcc1.nsc.com (Mike Draeger) writes:

>> ...
> You don't seem to understand the fundamental items that make a processor
>"XX" bits.
>
> It certainly is not address bits or lines! That is absurd.

> ...

> Thats it. I will grant you that if the registers are 32 bits wide,
>then Atari is a piece of shit and is lying to confuse the market.
>Otherwise, their claim is valid.

Thanks for contributing with some sane comments, but I disagree with you about the last part. I believe that the 64-bit bus of the Jaguar removes a very important bottleneck since it allows for a doubled information flow (compared to a 32-bit system running at the same frequency). I'm sure you're already aware of this. But I also think that presenting the number of bits this way is a good measure of the capacity of any video game.

64 bits in the Jaguar indicates that the bus has a big bandwidth, which allows for graphics and sound with better definition than the NES, Genesis/Megadrive, SNES, CD32, and other systems which are labelled 8-bit, 16-bit, or 32-bit.

Do you think that 64-bit registers in the computing parts of the different Jaguar chips would improve the system significantly?

Anders Skelander

563. Re: `bit-ness of processors`

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 14:16:05 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb15.141605.9281@mnemosyne.cs.du.edu>
Source record: 18863

Griff writes...

>>It outperforms the 030 when the 030 has to share all of its RAM with
>>the
>>custom chips, down a 16 bit path, and the 020 has zero wait state
>>access
>>along a full 32 bit data path to it`s RAM. Its not the base A1200
>>configuration , but then the base Falcon config is 1Mb so in both
>>machines
>>you are looking at expanding the RAM to at least 4 meg.

>No.. only the CPU has 16bit access to RAM, all the CUSTOM chips have
>32bit
>access. And don't gimme any rubbish about FAST RAM solving all the
>Amiga's
>contention problems, because most games will want to write to CHIPRAM >to
>draw their BOBS and stuff, and will suffer the horrendous contention in
>any
>decent video mode. Fast RAM helps with processing but not with drawing
>to the
>screen. Its a shame that the CD32 has no FASTRAM though.. (laugh).

Hey! YOU WERE ASKING WHEN THE 020 ***CPU** IN AN A1200 OUTPERFORMED
THE 030 ***CPU*** IN THE FALCON

and I told you.

Trying to change the subject is your usual tactic when someone gives
you a straight answer.
There wasnt anything in the post about drawing to the screen, just a
challenge to say that the 020 in the 030 can outperform the 030 in the
Falcon . I asserted it could because of the poor design of the Falcons CPU
to memory interface (ie 16 bit datapath).

Please feel free to point out that with a high rez video mode, that
the Falcons CPU will outperform an A1200 with FastRAM for executing
programs....

by the way, when the CPU draws to the screen, how many bits can it put
with one cycle - 16? The A1200 can put twice the amount of data in one
write couretesy of the FULL 32 BIT MEMORY ACCESS.

I doubt that you can, but I expect you will simply try changing the
subject and or insulting me.

Gavan
--

Actually addressing the points that Griff chooses to ignore.

564. Re:`bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 14:24:54 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb15.142454.9653@mnemosyne.cs.du.edu>
Source record: 18864

Griff writes...
>In article <1994Feb9.143034.14522@mnemosyne.cs.du.edu>
>gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>> Assuming that blitting large parts of screen memory about is
>>necessary, I`ve no idea of the timings but i`d say that the A1200
>>timings
>>should be competitive with the Falcon. If you were using the CPU to do
>>the
>>moves, the A1200 will be faster as it has full 32 bit access. If you
>>were
>>using the blitter, well I dont know how effective the Falcon blitter
>>is,
>>but in the A1200 its more or less the same speed as blitting using the
>>CPU.

>I quote hard facts - you don't.
>I'm afraid - 'it probably would be competitive with the Falcon' just
>isn't
>good enough for me -> you lack the technical knowledge and have no
>grounding
>for your arguments.

>>>I did indicate that there is about 70% contention in this mode on the
>>>1200,
>>>and about 40% contention in 320*200 * 256.... which is really quite
>>>poor..

Whats this Griff? You can only say that there is `about` 70% contention
in this mode on the A1200 and `about` 40% in 320x200x256?

Well, I`m afraid `about` isnt good enough for me, you lack the
technical knowlege and have no grounding for your arguements.

>> I`m not so sure there is any contention in the 320x200(or 256)x8
>>bitplane mode on the Amiga. The original design allowed 320x200 with >>no
>>contention, then with AGA and 64-bit DMA came a `4x mode`. This has to
>>be
>>explicitly enabled (I`m not sure how as I`m not a system coder) but
>>once
>>it is done you can quadruple your DMA bandwidth. The upshot is a
>>contention free 320x256 256 colour mode, but obviously if you start
>>kicking in vertical and horizontal overscan you will get contention.

Are you a dithering fool? John Major lookalike?

>The phrase 'I'm not sure' doesn't serve to make me believe you, even
>more so
>when I program both machines and *know* that the Amiga suffers worse
>contention
>than the Falcon. As for the '4x mode', me and some Amiga demo writers >did
>some timings and it effectively gives you a 1.4 improvement in speed >over
>an a500! Blitter line drawing and suchlike is not improved.
>The AGA h/ware was a quick bodge just to fill the GAP between ECS and
>AAA.

>*yawn*.

So were your figures quoted using the `4x` mode? If not knock a few
more percent off the contention figures.

>> Also, you don`t say what refresh rate you were using. If you use >>the
>>30kHz horizontal refresh rate you`ll find a lot more contention than
>>the
>>tv-standard 15Khz rates.

>>The AMIGA will suffer more contention in than the Falcon, ok?
>>If you want to write to the Screen it will be slower than on a Falcon
>>in a
>>high video mode? OK? comprende?

`The Amiga will suffer more contention than the Falcon`, well
considering that the processor SUFFERS NO CONTENTION AT ALL when accessing
fastRAM down a FULL 32 BIT PATH I think that yet again you have showed
your ignorance. You seem to think you are an expert, but your posts reveal
you to be less than knowledgable.

You see, Griff, a computer spends a lot of its time processing, and to
do this it has to access memory. There may of may not be more contention
on the A1200, but it simply doesnt matter since any executable code will
be running from fastram which offers zero wait state 32 bit access, as
opposed to the Falcon where executing programs must share RAM access with
the gfx chips - what an inneficient system!

Writing to the screen may or may not be slower, but since the A1200
can put 32 bits to screen memory at a time from its CPU, and the Falcon
can only manage 16, I think that you will find the A1200 is in fact faster.

You`re such an expert, tell me how many bits per second the CPU can
write to the screen in 640x480x256 NI on both the Falcon and A1200 (since
you seem to have access to them both) and then tells me what happens to
the speed of your programs when you run them in this mode (as opposed to
640x256x4, say) on the two machines.

>> >i'd hate to see the figures with the blitter and copper going...
>>>*bye
>>>bye CPU!*
>> How does the copper on the Falcon cope? Oops, I forgot, there >>isn`t
>>one!

>*yawn*, no... the copper is nice for a games machine, the Falcon >doesn't try
>to be a games machine, however the 16++mips of the DSP 56001 more than >make
>up for the lack of a copper, besides which the '030 can do everything >that
>the Copper can do. Copper use is also not free - it adds to contention.

It seems to me that the Falcon is more designed like a games machine.
(a pity theres such little games software for it!)
After all, giving your Gfx chips a 32 bit path whilst forcing your CPU to share with them down a 16 bit path isnt exactly good computer design, is it? I wonder if the Falcon is what Atari did with their design for the Panther games console.

The A1200 is much more suited to computing uses .. it allows the CPU (thats the part that does the COMPUTING Griff) full 32 bit access and it has two seperate 32-bit busses (64 bit machine anyone?) which allow the CPU full access to memory whilst the gfx chips have their own Chip memory (which is also CPU accessible)

>Griff
>--

Gavan.
Educating Griff on the basics of computer hardware.

565. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 14:29:02 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb15.142902.9819@mnemosyne.cs.du.edu>
Source record: 18865

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

>>>>It outperforms the 030 when the 030 has to share all of its RAM with
>>>>the
>>>>custom chips, down a 16 bit path, and the 020 has zero wait state
>>>>access
>>>>along a full 32 bit data path to it`s RAM. Its not the base A1200
>>>>configuration , but then the base Falcon config is 1Mb so in both
>>>>machines
>>>>you are looking at expanding the RAM to at least 4 meg.
>>
>>>The base config for a Falcon is 4MB/80MB HD. The 1MB version would
>>>ONLY be purchased by someone who was also getting the memory upgrade
>>>at the same time, seperatley...
>>
>>
>> hmmm. what is it about Falcon onwers who cite the A1200 base machine
>>as being 2 meg chip only, and then carp about having 4 Mb and a 65Meg HD
>>as `standard`?

>I was correcting your (typical) misinformation - did you see me say
>anything about the base Amiga config? Nope. All you are doing is
>attacking me becuase you cannot face the truth.

What is the mis-information? The base machine is the lowest
configuration a machine is sold at, and in the case of the Falcon this is
1 Meg , no HD. The base model of the A1200 is 2 meg, no HD. What basis do
you have for saying that the base model is for expansion only. Do you have
to sign a form when you buy it promising Atari that you will add some RAM
and a HD? I was merely pointing out that its as valid to say that the base
A1200 has FastRAM, as it is to claim that all Falcons will have 4 megs and
a HD.

I wasnt referring to you specifically, but the its a fact that many
Falcon owners complain that the base A1200 doesnt have fastRAM when I
could claim that the Falcon has only 1 meg of RAM by the same argument.

>>
>> The fact is that you can buy both machines in a mimimal config. In
the
>>case of the F030 you can buy one with only 1 meg RAM and no HD for
>>anything upwards of 500 UKP and an A1200 upwards of 270 UKP depending on
>>source. However, Falcon owners always claim that their minimum config is
>>for `expansion only`. Whats the point when you can get a 4 Meg /65 Falcon
>>for 800 UKP? The fact is that the `base` 1 Meg model is there to try to
>>get ST owners without a lot of cash to spend, to upgrade. In this sense,

>>its valid to say that this is a proper configuration. Lets just say that
>>you are advised to upgrade both the base A1200s and Falcons if you want
to
>>achieve anything like the potential they can deliver.
>>

>No, it is not - anyone who wants to buy a Falcon will get the 4/80
>model. The 1MB version is just there for the guy who like to put a
>system together seperatley...

Right, so ALL Falcons out there have 4 megs RAM and a HD. As I pointed
out, it would be very difficult to beat the price of a 4 meg+HD Falcon
seperately. I think its there to provide the cheapest possible path for ST
owners to get a Falcon. You have absolutely no basis for you assertion
that it only for expansion. 1 Meg , no HD is the base as it is the lowest
spec model that you can buy, period.

>> So please Falcon owners, if you insist on comparing base configs and
>>point out that your Falcon is faster than an A1200 with no FastRAM, then
>>ask yourself if your Falcon would be quite as useful with only 1 meg of
>>memory...
>>

>I am doing no comparison, only corrections to your odd and incorrect
>view of what a base Falcon really is.

This remark wasnt addressed at anyone specifically.

>Your ignorance is astounding. The "hack" as you so call it, does a
>great job of letting games meant for the older ST's to run - by doing
>things like turing off caches, redicing blitter and CPU speed, and
>other stuff. Guess what - you may not know this well kept secret, but
>the 68030 was designed to run 68000 code as well!! Gasp! The blitter
>is also compatible - there is no "totally incompatible set of chips".
>Only Amiga would be that stupid... and even they have some backwards
>compatibility, right?

It is perfectly possible to write code that runs on a 68000 and not on
an 030. There was plently of Amiga games and demos that didnt like 020
processors, even when you switched off the caches.

You say the Falcon blitter is compatible with the STe blitter? I hope
they added barrel shift capability then as this was a drawback with
previous Atari blitters.

Gavan

566. Re: Atari STs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 14:43:54 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94046.094354STIRRE31@MAINE.MAINE.EDU>
Source record: 18866

Just wanted to say that I have only had GOOD experiences dealing
with B & C. I ordered my STe from them and it came in just two weeks
from California to Maine. I have also ordered many software titles
from them and have had no problems.
-scott tirrell

567. Brain contention (was Re:`bit-ness of processors')

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 15:07:14 UTC
From: bjgrier@bnr.ca
Message-ID: <CL9u04.Inu@nrtpa22.bnr.ca>
Source record: 18867

> The A1200 is much more suited to computing uses .. it allows the CPU
> (thats the part that does the COMPUTING Griff) full 32 bit access and it
> has two seperate 32-bit busses (64 bit machine anyone?) which allow the
> CPU full access to memory whilst the gfx chips have their own Chip memory
> (which is also CPU accessible)

Gavan,
You are making the assumption that every Amiga 1200 has Fast-Ram.
Most probably do have Fast-Ram, but a rather large percentage probably
do not.

You can add 32 bit memory to a Falcon, via an aftermarket product. Of
course that product cost 3 times as much as Amiga's Fast-Ram but it also
comes with a 32Mhz processor.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

568. Re: Re:`bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 15:17:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL9uGL.1wK@barclays.co.uk>
Source record: 18868

In article <1994Feb15.142454.9653@mnemosyne.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran)
|> After all, giving your Gfx chips a 32 bit path whilst forcing your CPU to
|> share with them down a 16 bit path isnt exactly good computer design, is
|> it? I wonder if the Falcon is what Atari did with their design for the
|> Panther games console.
<Sigh> The 68030 is on a 16bit bus, the other chips get full 32bit access.
'Oh, I know so much more than Griff because I have an Amiga' Mm right.

|> Gavan.
|> Educating Griff on the basics of computer hardware.
I think Griff knows about computer hardware - at least on the Falcon. You
apparantly do not understand the Falcon beyond the usual 'It's not an Amiga so
it must be crap' level.

As an aside, a friend bought a 1200 the other day. For the price it was good
value with loads of extra software including GFA basic 3.x, Photon paint,
Dpaint IV and a bunch of recent games, all for 349GBP. The games all looked
nice. The desktop was very configurable but still looked bloody aweful to me.
A case of what you are used to I guess. I paid over 2.5 times that price for a
Falcon with HD but no software. Don't ask me why, but having played with an
Amiga for a bit, I'm still damned glad I stuck with Atari. It just feels so
much better in use.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

569. Re: `bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 15:24:47 UTC
From: mdg@ukc.ac.uk
Message-ID: <8312@gos.ukc.ac.uk>
Source record: 18869

In article <1994Feb15.142454.9653@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

:>Griff writes...
:>>I quote hard facts - you don't.
:>>I'm afraid - 'it probably would be competitive with the Falcon' just
:>>isn't
:>>good enough for me -> you lack the technical knowledge and have no
:>>grounding
:>>for your arguments.
:>>>>I did indicate that there is about 70% contention in this mode on the
:>>>>1200,
:>>>>and about 40% contention in 320*200 * 256.... which is really quite
:>>>>poor..
:> Whats this Griff? You can only say that there is `about` 70% contention
:>in this mode on the A1200 and `about` 40% in 320x200x256?
:> Well, I`m afraid `about` isnt good enough for me, you lack the
:>technical knowlege and have no grounding for your arguements.

yes it is about 70%, depending on other DMA activity. It would have be wrong of me to quote a figure of 70.35% or something. you silly little boy.

:>>> I`m not so sure there is any contention in the 320x200(or 256)x8
:>>>bitplane mode on the Amiga. The original design allowed 320x200 with >>no
:>>>contention, then with AGA and 64-bit DMA came a `4x mode`. This has to
:>>>be
:>>>explicitly enabled (I`m not sure how as I`m not a system coder) but
:>>>once
:>>>it is done you can quadruple your DMA bandwidth. The upshot is a
:>>>contention free 320x256 256 colour mode, but obviously if you start
:>>>kicking in vertical and horizontal overscan you will get contention.
>Are you a dithering fool? John Major lookalike?

Those were YOUR words you fool,

:>>>explicitly enabled (I`m not sure how as I`m not a system coder) but

as for who 'dithers' that sentence says it all.

:>>The phrase 'I'm not sure' doesn't serve to make me believe you, even
:>>more so
:>>when I program both machines and *know* that the Amiga suffers worse
:>>contention
:>>than the Falcon. As for the '4x mode', me and some Amiga demo writers >did
:>>some timings and it effectively gives you a 1.4 improvement in speed >over
:>>an a500! Blitter line drawing and suchlike is not improved.

:>>The AGA h/ware was a quick bodge just to fill the GAP between ECS and
:>>AAA.
>>*yawn*.
> So were your figures quoted using the `4x` mode? If not knock a few
>more percent off the contention figures.

Yes they were. You show yourself to be more and more silly.

:>>> Also, you don`t say what refresh rate you were using. If you use >>the
:>>>30kHz horizontal refresh rate you`ll find a lot more contention than
:>>>the
:>>>tv-standard 15Khz rates.
:>>>The AMIGA will suffer more contention in than the Falcon, ok?
:>>>If you want to write to the Screen it will be slower than on a Falcon
:>>>in a
:>>>high video mode? OK? comprende?
:> `The Amiga will suffer more contention than the Falcon`, well
:>considering that the processor SUFFERS NO CONTENTION AT ALL when accessing
:>fastRAM down a FULL 32 BIT PATH I think that yet again you have showed
:>your ignorance. You seem to think you are an expert, but your posts reveal
:>you to be less than knowledgable.

You still have contention when READING/WRITING CHIPRAM, if you actually read
what I wrote you would realise this. As for FASTRAM, the A1200 and CD32 don't
have FASTRAM as standard just like the Falcon. Gavan, even the Amiga people
on this group ignore your posts.

:> You see, Griff, a computer spends a lot of its time processing, and to
:>do this it has to access memory. There may of may not be more contention
:>on the A1200, but it simply doesnt matter since any executable code will
:>be running from fastram which offers zero wait state 32 bit access, as
:>opposed to the Falcon where executing programs must share RAM access with
:>the gfx chips - what an inneficient system!

Yeah.. sure it will run faster from FASTRAM, if I run stuff from TTRAM on
my Falcon it will run faster than an 1200 with FASTRAM. ok? Would you
like me to give you some lessons on sarcasm? You are really bad at it!
As for the Falcon being inefficient, thats why it has more video bandwidth,
less contention, 20++ mips etc.

:> You`re such an expert, tell me how many bits per second the CPU can
:>write to the screen in 640x480x256 NI on both the Falcon and A1200 (since
:>you seem to have access to them both) and then tells me what happens to
:>the speed of your programs when you run them in this mode (as opposed to
:>640x256x4, say) on the two machines.

If you compared an A1200 w/o FASTRAM a Falcon would win. A friend of mine
just got a SVGA monitor for his 1200, so when I have some time I'll test it
out... its funny Gavan that YOU MAY TALK, BUT YOU LACK THE ABILITY TO DO
THESE THINGS YOURSELF.

:>>> >i'd hate to see the figures with the blitter and copper going...
:>>>>*bye

:>>>>bye CPU!*
:>>> How does the copper on the Falcon cope? Oops, I forgot, there >>isn`t
:>>>one!
:>
:>>*yawn*, no... the copper is nice for a games machine, the Falcon >doesn't
:>try
:>>to be a games machine, however the 16++mips of the DSP 56001 more than
:>>make
:>>up for the lack of a copper, besides which the '030 can do everything
:>>that
:>>the Copper can do. Copper use is also not free - it adds to contention.

:> It seems to me that the Falcon is more designed like a games machine.
:>(a pity theres such little games software for it!)
:> After all, giving your Gfx chips a 32 bit path whilst forcing your CPU to
:>share with them down a 16 bit path isnt exactly good computer design, is
:>it? I wonder if the Falcon is what Atari did with their design for the
:>Panther games console.

The 1200 is far more games orientated than the Falcon, hence the h/ware
sprites and copper , which are primarly used for games. I would happily
admit that a 1200 is better for platform games. Gosh what at accolade!
better at 3d games , *no way*, Falcon is at least 3 times better for this
simply because of the DSP.

:> The A1200 is much more suited to computing uses .. it allows the CPU
:>(thats the part that does the COMPUTING Griff) full 32 bit access and it
:>has two seperate 32-bit busses (64 bit machine anyone?) which allow the
:>CPU full access to memory whilst the gfx chips have their own Chip memory
:>(which is also CPU accessible)

Falcon has MIDI/SCSI 2/LAN/IDE/ 16bit stereo sampler etc etc etc, sounds a lot
more useful as standard to me. The Falcon is in a different league, the 1200
is cheap and good value, the Falcon offers a lot as standard.

your rantings make me laugh, you have such weak arguments. FASTRAM FASTRAM
FASTRAM... this is your only answer - do we want to compare Falcon with
FASTRAM to 1200 to FASTRAM? come on I dare you.

>Gavan.
>Educating Griff on the basics of computer hardware.

yawn.

Griff
--

570. Re: `bit-ness of processors`

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 15:38:32 UTC
From: mdg@ukc.ac.uk
Message-ID: <8313@gos.ukc.ac.uk>
Source record: 18870

In article <1994Feb15.141605.9281@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>
>Griff writes...
:>>>It outperforms the 030 when the 030 has to share all of its RAM with
:>>>the
:>>>custom chips, down a 16 bit path, and the 020 has zero wait state
:>>>access
:>>>along a full 32 bit data path to it`s RAM. Its not the base A1200
:>>>configuration , but then the base Falcon config is 1Mb so in both
:>>>machines
:>>>you are looking at expanding the RAM to at least 4 meg.
:>
:>>No.. only the CPU has 16bit access to RAM, all the CUSTOM chips have
:>>32bit
:>>access. And don't gimme any rubbish about FAST RAM solving all the
:>>Amiga's
:>>contention problems, because most games will want to write to CHIPRAM >to
:>>draw their BOBS and stuff, and will suffer the horrendous contention in
:>>any
:>>decent video mode. Fast RAM helps with processing but not with drawing
:>>to the
:>>screen. Its a shame that the CD32 has no FASTRAM though.. (laugh).

> Hey! YOU WERE ASKING WHEN THE 020 ***CPU** IN AN A1200 OUTPERFORMED
>THE 030 ***CPU*** IN THE FALCON

> Trying to change the subject is your usual tactic when someone gives
>you a straight answer.

No... you implied that there was one 16bit datapath, which is clearly wrong,
only the CPU has 16bit datapath. ok?

The Falcon's 030 outperforms the 1200's 020.
The Falcon's 030 with TTRAM outperforms the 1200's 020 with Fastram.

ok? that straight enough for you?

> There wasnt anything in the post about drawing to the screen, just a
>challenge to say that the 020 in the 030 can outperform the 030 in the
>Falcon . I asserted it could because of the poor design of the Falcons CPU
>to memory interface (ie 16 bit datapath).
> Please feel free to point out that with a high rez video mode, that
>the Falcons CPU will outperform an A1200 with FastRAM for executing
>programs....

Your ENTIRE argument is based on FASTRAM . *yawn*.

> by the way, when the CPU draws to the screen, how many bits can it put
>with one cycle - 16? The A1200 can put twice the amount of data in one
>write couretesy of the FULL 32 BIT MEMORY ACCESS.

full 32bit memory access with 3 times the amount of contention and 100%
saturation in high real world modes. Amiga people still live in the world
of crap resolutions like 640*480 or 700 *500... us Falcon owners use 800*600
or 1024*768 * 256 and still have 1.5mb/s bandwidth to the screen left. Yes
an A1200 with FASTRAM is nice, but it is not as clean-cut as some simple-minded
people would like to think, (no names mentioned).
(sorry couldn't resist that one.)

> I doubt that you can, but I expect you will simply try changing the
>subject and or insulting me.

I have far more respect from people than you, and enough people insult you
anyway, I wonder why that is?

>Gavan

571. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 15:52:12 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Feb15.155212.8084@dmu.ac.uk>
Source record: 18871

In article <1994Feb14.151914.21167@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
> > Alright, exactly what can you do on a single floppy Falcon with 1 megabyte?
>
> They don't sell 1Mb F030s in Sweden. At least not that I know of...
> But since you asked...
>
> Realtime true color Goraud shaded 3D.
> Realtime true color fractal zoom.
> Realtime Phong shading.
> Realtime true color texture mapped 3D.

Those are what we have come to expect though from the computers of today ...

I also was unaware that you could get a 1 meg Falcon in the UK as 1 meg
should of been dropped and most developers will not look at the 1 meg limit
as a problem but look to develop for 4 megs or even more .....
(but if you knew anything about a Falcon you would know this already !!!)

Simon
c2sgy@dmu.ac.uk

572. vapour features.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 16:36:27 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb15.163627.18175@mnemosyne.cs.du.edu>
Source record: 18872

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>In a message of 09 Feb 94 13:20:44, Gavan Moran wrote:

>GM> Maybe you should ask Rickard troedsson for details of how to do
>that.
>GM> over the summer he claimed that since the Falcon had a 32Mhz bus, >the
>GM> 16Mhz CPU could somehow read two 16 bit words in one clock cycle, >and
>GM> therefore had the equivalent of full 32 bit access.

>Correction: I quoted an Atari engineer who said the Falcon's bus was
>"special"
>and "not 16 bit", I also pointed out that it was possible to use the
>above
>method, and the speed tests done by Mats Loman (a friend of mine) did
>NOT show
>any sign of heavy bus-contention on the Falcon.

Rubbish, you claimed that the 32Mhz of the Falcon bus allowed the
Falcon CPU to operate effectively as a 16 Mhz/32 bit memory access 030.
Not that it was theoretically possible with a suitable memory controller.

You were confronted with a FACT (the 16 bit memory access) and true to
form you made up a story to back you up.

>..but ofcourse, what could one expect from a <person> like you ...

The usual insults that I expect from people like you who can`t string
together a coherent argement without making things up or insulting the
poster.

Gavan

573. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 16:39:21 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb15.163921.18359@mnemosyne.cs.du.edu>
Source record: 18873

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes....
>In a message of 09 Feb 94 13:38:27, M.D.Griffiths wrote:

>M> Is Gavan worth educating?

>Nope, you haven't been here as long as the rest of us (thank your God
>for that)
>... we know no facts impresses on him, as he ALWAYS thinks HE'S the >ONLY
person
>in the UNIVERSE who knows EVERYTHING ..

I make posts and give quotes and facts to back them up. I usually only post in response to a blatant lie from the likes of you. Typically your posts are 70% based on your imagination, you make things up. When confronted to back your facts up - if you can`t you try to change the subject or just insult the other person. It seems to be quite common in this group.

Gavan.

574. Re: Vapourware.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 16:42:33 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb15.164233.18530@mnemosyne.cs.du.edu>
Source record: 18874

rickard.troedsson@troed.ct.se writes..

>In a message of 09 Feb 94 15:39:37, <stirre31@maine.Maine.Edu> wrote:

><> Hello. I seem to remember Bob Brodie stating that a Power PC
><> built around the Jaguar chipset was something that Atari was
><> looking into. So, I'd have to agree with Rickard that a great
><> Atari computer could still be on the way.

>Yup, but ofcourse Gavan just HAS to flame away, not even thinking about
>what
>someone might've said.

>I ofcourse have that dateline, and it's from it (and other sources) >that
I have
>the vision of an Atari PowerPC (which ofcourse is the right way to go)

You claimed that Atari had firm plans for a PowerPC based Jaguar computer. This was based on something that an Atari engineer said they were `looking into`. Pah! Try not to post rumours and speculation as facts. I stand by my post, you were citing vapourware as being definite.

Gavan.

575. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 16:44:46 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb15.164446.18638@mnemosyne.cs.du.edu>
Source record: 18875

mdg@ukc.ac.uk (M.D.Griffiths) writes ...

>>Utter drivel. You said the Falcons DSP can do FP as fast as a 68882.
>>That is not
>>a hard fact, it's a blatant lie.

>See my previous post of FP source, which basically shows what a silly
>little
>boy you are. It is no lie, the DSP in the Falcon can be used as a >'free'
maths
>co-pro, indeed I think several companies are working on FP DSP >libraries
for
>their C compilers, the DSP is worth about a 16-20mhz 68882. OK?

Rubbish, you were claiming it could do FP about 8 times as fast as an
882. You `proved` it could do it half as fast as an equivalent clock speed
882, so you were well and truly caught out. Of course, it doesnt stop you
from making stupid posts like that. Furthermore, you have to load the FP
program into DSP memory first and do a bit of setting up things up to do
the calculation, thus reducing the effectiveness.

>The Falcon is much more compatible than you would
>think, the reason most games fall down is because of the 030 and
>protection
>which on the ST was often particularly reliant of screen h/ware timing.

OK. But from initial reports there was an all-new gfx system. What was
certain was that before this `magic` and 1backwards` business there was a
massive incompatibility of programs. Many Amiga games which didnt run on
the 1200 fell down on the same points, but in general older Amiga games
were a LOT more compatible with the A1200 than ST games were with the
Falcon which seemed to indicate a very high level of incompatibility.

>No... in high resolution modes, say 1280*256 in 256 colours the
>CPU is just about locked out of writing to the screen, the Falcon is >not,
>the main reason why the Falcon suffers less contention is dues to its
>BUS design

Thats strange, I`ve decompressed JPEGs onto such a screen with the CPU
even running the program from fastRAM (Falcon style, well not quite, it
had 32 bit access) and there was enough processor time to provide
reasonable performance. With fastram of course, things run a lot faster
since on the A1200 the CPU can do all the processing with zero wait states
, unlike the Falcon where contention doesnt just affect video accesses,
the whole machine is slowed as programs have to execute from the contended
area.

Whats more , the contention on the Falcon is much more significant than the A1200 since the A1200 CPU can read/write TWICE as much in one access than the Falcon CPU can.

You said you had done tests, lets see you back that up by posting the figures for examination.

Im particularly interested to see how fast both systems can move memory in video ram at a screen rez of 640x480x256 NI. Also, what effect does this rez have on program execution speed on both systems (vs say a 640x256x4 screen). Clue: The speed on the A1200 will decrease only slightly depending on how much screen access it needs to do.

> You say Ricard and yourself educated him? how do you know what the
>Falcon can
>do?? I gave the two 256 colour playfield idea a quick thought and it >can
be
>done with the DSP, no trouble at all. The only disadvantage is that the
>update
>would be 25 Frames per second and each 256 colour playfield would only
>have a
>16bit palette -> I will explain the technique in more detail if you
>really
>want me to. Never say that anything 'cannot be done', most things can >be
done
>but its the speed at which they can be done that counts.

Yes, please explain. I can see how it could do it if there were 65535 memory registers , but by ataris own definition of `True color` each pixel colour maps directly to the two bytes of info describing that pixel rather than a LUT. I`m prepared to totally apologise if you can prove that you can achieve two, completely independant 256 colour playfields by manipulating the two bits of the screen memory.

>>Gavan
>
>Griff
>--
>Griff 3 Gaven 0

Thats `Gavan`, and I still havent see you prove any of your claims.

576. Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 16:46:42 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jqu9i$9kp@harbinger.cc.monash.edu.au>
Source record: 18876
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Iain.Laskey@barclays.co.uk wrote:

: As an aside, a friend bought a 1200 the other day. For the price it was good
: value with loads of extra software including GFA basic 3.x, Photon paint,
: Dpaint IV and a bunch of recent games, all for 349GBP. The games all looked
: nice. The desktop was very configurable but still looked bloody aweful to me.
^^

: A case of what you are used to I guess. I paid over 2.5 times that price for a
: Falcon with HD but no software. Don't ask me why, but having played with an
: Amiga for a bit, I'm still damned glad I stuck with Atari. It just feels so
: much better in use.

I'm interested in comparing the Falcon/ST/TOS desktop to AmigaDOS's
and Windows.

How about posting a GIF of a typical Falcon desktop out of the box.
(ie, no new icons, standard font, no windows open). Then a few GIFs
with windows open, menus being pulled down, etc.

The Amiga folks can post Amiga GIFS and Windows folks can post Windows
GIFS.

UUencode and post it here (I doubt if anybody's going to care if there's
a bit more rubbish in this newsgroup). I'd like to compare it to Windows
and AmigaDOS. I'll even get a few third party opinions to which looks
best, with a few design students who don't normally use computers.

And yes Dan, you can post your groovy OS/2 piccies again ;-)

- Jim

577. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 16:57:42 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2jquu6$ge3@sol.ctr.columbia.edu>
Source record: 18877

In article <2jiruu$ek6@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
}
} What happens when you don't want to run MTOS. I assume that you don't
} distribute normal TOS programs with MTOS install shell and script?

!!! What ?? Why ??
<seriously> I consider the OS to be MiNT or MultiTOS - whichever you have installed. MiNT is free, so anyone can get it. It's *very* nice to have the os as pd software for your computer :-)
The difference between MultiTOS and MiNT is that MultiTOS has a multi-tasking AES as well as the lower-level stuff in MiNT.

I boot up with MiNT all the time.

} : In point of fact, I think installation progs can be made much nicer
} : if they're gooey anyway. I'm re-writing (very slowly - I haven't much
} : time) this in C++/Gem++.
}
} Is there an X-Windows like interface, or is everything back at the
} command line shell? AmigaDOS has a GUI installer program that's
} available to all developers. It's quite a nice install program, better
} than the installer that Microsoft use for MS-Windows.

Hmm - not sure I understand. MiNT has all of the TOS calls, +others for things like threads,pipes,shared mem etc. etc. I run GEM just as I normally would, but the low-level stuff is now multi-tasking. MultiTOS makes the high-level stuff multitasking as well.

My installer lists subsets in one window, allows you to select the ones you want, then installs the subsets into the correct place with the correct permissions for owner/group/world etc. Basically they're just tar.gz files.

} Or are all the TOS API calls translated into MTOS API calls?

Yes, see above.

Simon.
--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

578. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 17:06:23 UTC
From: andrey@ugcs.caltech.edu
Message-ID: <2jqvef$h0j@gap.cco.caltech.edu>
Source record: 18878
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <2joc7s$add@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
>>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>
>>>In article <2jn5s5$qkb@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:

>:>>IDCT takes about 25-35% of the time involved in JPEG, huffman coding takes
>:>>about 20. Colour quantization takes about 30% for 256 colours using the
>:>>original JPEG 2 pass algorithm . Are you really saying that conversion to

>> Where the heck are you getting these numbers from?

>I get my numbers from David Oldcorn, the author of a JPEG displayer for the
>Falcon, I have the IDCT stuff and have written my own CMY -> RGB conversion
>using the DSP for MPEG. Ok? where are u getting your info from?

I profiled the JPEG source myself. You guys must be doing something
strange for your numbers to come out that way. Get hold of the SAS/C 6.51
compiler and do it yourself if you don't believe me. BTW, Huffman decoding
does take quite a big chunk of time. What kind of quantization are you doing
for 16-bit color? A simple ordered dither?

I thought CMY(K) was used for printing, and that JPEG/MPEG used a
YBR color space (the CCIR 601 color space). MPEG books ... what will they
think of next?

>I can post about 2 meg of source which uses parallel instructions 50% of time
>- so its kind of useful. ok? you disagree that the DSP gives 24 MOPS on
>average? Don't make me laugh.

I never said it was useless, just not applicable generally. If
you look at your 2 MB of source (I assume from the Dr. Bub BBS), you'll
see plenty of uses for it.

>you wrote :

>:>macr -x0, x0, a x1,x:(r6)- y0,y:(r6)-

>This is in fact wrong, it is a non-valid 56001 instruction.
>since you are using 'r6' in two parallel moves, if you knew anything about
>the DSP 56001 , you would realise that it is fund-amental that the register
>set is in two halfs with r0-r3 able to address X memory and Y memory
>able to address Y memory when doing parallel moves.

It was a typo. The manual clealy states the r0-r3 and r4-r7
limitations.

>Know I don't claim to be an expert on signal processing, my degree is Computer
>Science, however you are wrong to think that there will not be better/faster
>IDCTs routines developed. You would be stupid to think otherwise, it may

I never said this. All I said is that it is not an active
research area. It was a byproduct of some other research. Real
research is when some fundamental new algorithm is found, like the
original FFT algorithm.
--
PGP public key available

579. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 17:18:06 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.94Feb15181806@arthur.crpht.lu>
Source record: 18879
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8262@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

> :>: you can do only so much with the original sample. Interpolation
> :>: doesn't automagically make it a clean 16bit sample.
> :> I have to agree with this, even though I am pro-Atari... How can the

> The facts are that modules sound much better on a Falcon than on an Amiga,
> Interpolation helps smooth samples (with a side-effect of a slight removal
> of high frequency sounds), and to my ear and everyone who has heard interpolated
> sound , it is better.
Where's the proof???
Well try this:
get somewhere a STE/TT/Falcon and the program PAULA (available at many ftp
sites) and play some modules (yes, it is a Paula-emulator). You can switch
between 12, 25 and 50kHz and switch on and off interpolation.
This is my impression I have:
noticeable improvement if interpolation is switched on, even at 50kHz.
noticeable improvement if frequency is higher, but the difference between
25kHz and 50kHz is very small, especially if interpolation is on.
Note that this is done on a 8bit 2channel system! 16bit adds some more
quality.
Why is interpolation improving the sound quality?
Because PAULA interpolates (= oversampling) the samples before adding them
together. This is done with some brute-force algo which requires a TT to run
at 50kHz.
Griff: do you interpolate the 4 voices separately before adding together?

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

580. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 18:28:53 UTC
From: mdg@ukc.ac.uk
Message-ID: <8327@gos.ukc.ac.uk>
Source record: 18880

In article <1994Feb15.142902.9819@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> You say the Falcon blitter is compatible with the STe blitter? I hope
>they added barrel shift capability then as this was a drawback with
>previous Atari blitters.

You talk about stuff you know nothing about, barrel shifting allows you to shift say 15 places in the same time as 4 places (etc), the STE blitter has always been able to do this, it certainly has the same shifting capability as the Amiga blitter. This is another example of mindless mis-information from someone who is really rather lacking in hard knowledge.
The Falcon blitter is 2.5 times faster than the STE blitter, the AGA blitter in the 1200 is 1.4 - 1.5 times faster (MAX). ok? I quote facts, you talk bollox.

>Gavan

Griff
--

581. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 18:55:22 UTC
From: mdg@ukc.ac.uk
Message-ID: <8329@gos.ukc.ac.uk>
Source record: 18881

In article <1994Feb15.164446.18638@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

:> Rubbish, you were claiming it could do FP about 8 times as fast as an
:>882. You `proved` it could do it half as fast as an equivalent clock speed
:>882, so you were well and truly caught out. Of course, it doesnt stop you
:>from making stupid posts like that. Furthermore, you have to load the FP
:>program into DSP memory first and do a bit of setting up things up to do
:>the calculation, thus reducing the effectiveness.

When did I ever sayu '8 times faster than an 882', I said a 56001 could do an IDCT (know what that is gavan?) that many times faster than an 882.

Your last paragraph shows the lack of knowledge you have so badly it is painful to read, you are probably going to say that everyone on the 1200 has an 882 so it is far to compare it to the Falcon - face it - the Falcon can outperform the base 1200 on anything integer/FP related. oh.. he will be claiming that a 1200 with FASTRAM can do FP faster than a DSP next... (giggle).

:>>The Falcon is much more compatible than you would
:>>think, the reason most games fall down is because of the 030 and
:>>protection
:>>which on the ST was often particularly reliant of screen h/ware timing.

:> OK. But from initial reports there was an all-new gfx system. What was
:>certain was that before this `magic` and 1backwards` business there was a
:>massive incompatibility of programs. Many Amiga games which didnt run on
:>the 1200 fell down on the same points, but in general older Amiga games
:>were a LOT more compatible with the A1200 than ST games were with the
:>Falcon which seemed to indicate a very high level of incompatibility.

Yeah.. backwards allows you to turn off the cache and does some messing about with the MMU to get better compatibility , thats all.
You have to remember that ST games are more processor intensive and don't rely on custom chips, therefore a change in the CPU means a lot of games will fall.

:>>No... in high resolution modes, say 1280*256 in 256 colours the
:>>CPU is just about locked out of writing to the screen, the Falcon is >not,
:>>the main reason why the Falcon suffers less contention is dues to its
:>>BUS design

:> Thats strange, I`ve decompressed JPEGs onto such a screen with the CPU
:>even running the program from fastRAM (Falcon style, well not quite, it
:>had 32 bit access) and there was enough processor time to provide
:>reasonable performance. With fastram of course, things run a lot faster

:>since on the A1200 the CPU can do all the processing with zero wait states
:>, unlike the Falcon where contention doesnt just affect video accesses,
:>the whole machine is slowed as programs have to execute from the contended
:>area.

Lack of knowledge showing through here... every heard of VBLANKing time?
obviously not.

:> Whats more , the contention on the Falcon is much more significant than
:>the A1200 since the A1200 CPU can read/write TWICE as much in one access
:>than the Falcon CPU can.
:> You said you had done tests, lets see you back that up by posting the
:>figures for examination.
:> Im particularly interested to see how fast both systems can move memory
:>in video ram at a screen rez of 640x480x256 NI. Also, what effect does
:>this rez have on program execution speed on both systems (vs say a
:>640x256x4 screen). Clue: The speed on the A1200 will decrease only
:>slightly depending on how much screen access it needs to do.

(only if it has FASTRAM, IMHO I reckon the Falcon will beat a 1200 in 640x480x256NI,
contention on the Amiga is crippling believe me, I have no reason to lie).

Yes I would like to settle this once and for all, can someone tell me where
I can get some BENCHMARKS to compile under GCC. I have GCC 2.5.8 on my Falcon,
that last one I bothered to get on the Amiga was 2.3.3, so I'll pull down
the latest one for the Amiga and when I get some benchmarks I'll post some
comparisons (3rd year remote 68000 debugger project is giving me agro at
the moment so I'm short on time.)

:>> You say Ricard and yourself educated him? how do you know what the
:>>Falcon can
:>>do?? I gave the two 256 colour playfield idea a quick thought and it >can
:>be
:>>done with the DSP, no trouble at all. The only disadvantage is that the
:>>update
:>>would be 25 Frames per second and each 256 colour playfield would only
:>>have a
:>>16bit palette -> I will explain the technique in more detail if you
:>>really
:>>want me to. Never say that anything 'cannot be done', most things can >be
:>done
:>>but its the speed at which they can be done that counts.

:> Yes, please explain. I can see how it could do it if there were 65535
:>memory registers , but by ataris own definition of `True color` each pixel
:>colour maps directly to the two bytes of info describing that pixel rather
:>than a LUT. I`m prepared to totally apologise if you can prove that you
:>can achieve two, completely independant 256 colour playfields by
:>manipulating the two bits of the screen memory.

Ok.. Gavan I'll educate you (again)

You have two screens each using 1 byte per pixel (8bits per pixel gavan).

ok... now you can view the True colour pixel as a 15 bit palette, so you
have a choice of 5 bits of R,G,B for each pixel.

You combine the two bytes to make 1 word ().

we now have a lookup table for this 'word' which has the the 'palette'
for the 65536 colours. (this is the what u wanted as above).
The 65536 colour are simply the two seperate playfields colours added together
for the 256*256 combinations. Thus we have a dual playfield. A 68030 could
do this about 17FPS with the following code:

```
; a0 -> playfield 1/2 (interleaved bytes FIELD1/FIELD2/FIELD 1 etc )
; a1 -> true colour screen
; a2 -> colour lookup.

move.w (a0)+,d0
move.w 0(a2,d0.w*2),(a1)+
```

you repeat this loop say 60 times and fit it nicely in the cache, so even
with the 030 you get 17FPS. the DSP code would run about 25FPS, it would run
much faster, but there is not enough DSP memory to store the lookup or both
screens so it would only go at about 25FPS.

I dunno if your intelligent enough to understand this method Gavan, but at
least some of the Amiga coders will. I hope you'll see what a nice mode
1 word per pixel is.

>Gavan

Griff
--

582. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 19:02:18 UTC
From: mdg@ukc.ac.uk
Message-ID: <8330@gos.ukc.ac.uk>
Source record: 18882
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jqvef$h0j@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
> I profiled the JPEG source myself. You guys must be doing something
>strange for your numbers to come out that way. Get hold of the SAS/C 6.51
>compiler and do it yourself if you don't believe me. BTW, Huffman decoding
>does take quite a big chunk of time. What kind of quantization are you doing
>for 16-bit color? A simple ordered dither?

There is no need to do a simple ordered dither, you just take the 8 bits, R,
G,B and chop them down to 5 bits R,G,B - you can accumulate the error with
a little extra effort but its not really worth it IMO. This is why quant
ization to 256 colours takes so much longer because you need to use complex
dithers and best colour matching (etc) to get a goodlooking image.
All JPEG viewers on the Falcon use this simple quantization to display
jpegs in TRUE colour.

Griff
--

583. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 19:05:16 UTC
From: mdg@ukc.ac.uk
Message-ID: <8331@gos.ukc.ac.uk>
Source record: 18883
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <KESSELER.94Feb15181806@arthur.crpht.lu> kesseler@arthur.crpht.lu (Georges Kesseler) writes:
>In article <8262@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>> :>: you can do only so much with the original sample. Interpolation
:>> :>: doesn't automagically make it a clean 16bit sample.
:>> :> I have to agree with this, even though I am pro-Atari... How can the
:>
:>> The facts are that modules sound much better on a Falcon than on an Amiga,
:>> Interpolation helps smooth samples (with a side-effect of a slight removal
:>> of high frequency sounds), and to my ear and everyone who has heard interpolated
:>> sound , it is better.
:>Where's the proof???
:>Well try this:
:>get somewhere a STE/TT/Falcon and the program PAULA (available at many ftp
:>sites) and play some modules (yes, it is a Paula-emulator). You can switch
:>between 12, 25 and 50kHz and switch on and off interpolation.
:>This is my impression I have:
:>noticeable improvement if interpolation is switched on, even at 50kHz.
:>noticeable improvement if frequency is higher, but the difference between
:>25kHz and 50kHz is very small, especially if interpolation is on.
:>Note that this is done on a 8bit 2channel system! 16bit adds some more
:>quality.
:>Why is interpolation improving the sound quality?
:>Because PAULA interpolates (= oversampling) the samples before adding them
:>together. This is done with some brute-force algo which requires a TT to run
:>at 50kHz.
:>Griff: do you interpolate the 4 voices separately before adding together?

Yes I interpolate each voice separately with 24 bit precision and 48 bit
frequency shifting.
Thanks for the proof, Paula is a nice demonstration on the joys of interpolated
sound.

>Georges.

Cheers
Griff
--

584. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 19:26:22 UTC
From: watters@cranel.com
Message-ID: <1994Feb15.192622.6374@cranel.com>
Source record: 18884
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <etxansk.761312224@garbod15>, <etxansk@garbo.ericsson.se> wrote:
>draeger@lcc1.nsc.com (Mike Draeger) writes:

>> Thats it. I will grant you that if the registers are 32 bits wide,
>>then Atari is a piece of shit and is lying to confuse the market.
>>Otherwise, their claim is valid.

Amen.

> Thanks for contributing with some sane comments, but I disagree with you
>about the last part. I believe that the 64-bit bus of the Jaguar removes a
>very important bottleneck since it allows for a doubled information flow
>(compared to a 32-bit system running at the same frequency).

Not unless we can call a system with two 32bit buses, one to RAM and one
to where the framebuffer is (VRAM), a 64bit machine. Both designs serve
the same purpose.

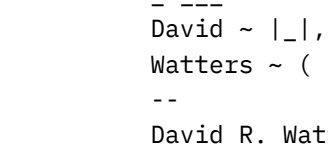
If Atari can claim the Jaguar is 64bit based on it's 64bit bus which has
to also be used to get information from the framebuffer in main memory
up and down the bus, than so can Panasonic/3DO becuase it has two buses
with a total of 64data pins doing the same thing.

> 64 bits in the Jaguar indicates that the bus has a big bandwidth, which
>allows for graphics and sound with better definition than the NES,
>Genesis/Megadrive, SNES, CD32, and other systems which are labelled 8-bit,
>16-bit, or 32-bit.

The multibus architecture in the 3DO serves the same purpose.
Long live the first 64bit game machine on the market!!! The Panasonic 3DO! :)
Of course, since there are other data paths in addition to the buses mentioned
it is actually a 144bit or 176bit system!!! Damn those 3DO guys are
innovators.

> Do you think that 64-bit registers in the computing parts of the different
>Jaguar chips would improve the system significantly?

Yes. It would also make it a 64bit system. Shame it's not.



--
David R. Watters (watters@cranel.com) Cranel Inc. Development & Engineering
"Porsche. The very name is, to many, the last word in sports cars. Any car
blessed with these magic seven letters is sure to be the very best. Period!"

- Car and Driver, January 1993

585. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 20:02:13 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Feb15.200213.2499@ida.liu.se>
Source record: 18885
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:
>In article <2joc7s$add@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:

>> Where the heck are you getting these numbers from?

>I get my numbers from David Oldcorn, the author of a JPEG displayer for the
>Falcon, I have the IDCT stuff and have written my own CMY -> RGB conversion
>using the DSP for MPEG. Ok? where are u getting your info from?

Gee.. I had no idea MPEG used CMY ;-) What a concept, MPEG for printing ;-)

>:>really bolster your argument either. As we've seen in your case, actively
>:>working on an MPEG viewer doesn't really help your knowledge too much.
>:>Let's make it simple, what's a cosine transform? Just straight off the
>:>top of your head --- no need to burden yourself with the discretization
>:>of it, or any textbooks. Or even simpler, why use a CT in JPEG and MPEG
>:>schemes? Why not a Fourier transform or a sine transform?

Griff ? Did you miss this part of the post ? I did not see any reply.
Gee, could it be that Andre actually knows more than you? Can't be.

Here's a clue: Andre knows what he's talking about. His posts are
consistently correct, and he does not make things up to make some machines
look better than other.

Another thing: I verified Andre's profiling results with a profiling C
compiler here. I trust these figures more than some hackers estimations.

>>--Andre

>Griff

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

586. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 20:55:15 UTC
From: dano@srl03.cacs.usl.edu
Message-ID: <dano.761345715@srl03.cacs.usl.edu>
Source record: 18886
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>I'm interested in comparing the Falcon/ST/TOS desktop to AmigaDOS's
>and Windows.

>How about posting a GIF of a typical Falcon desktop out of the box.
>(ie, no new icons, standard font, no windows open). Then a few GIFs
>with windows open, menus being pulled down, etc.

>The Amiga folks can post Amiga GIFS and Windows folks can post Windows
>GIFS.

>UUencode and post it here (I doubt if anybody's going to care if there's
>a bit more rubbish in this newsgroup). I'd like to compare it to Windows
>and AmigaDOS. I'll even get a few third party opinions to which looks
>best, with a few design students who don't normally use computers.

>And yes Dan, you can post your groovy OS/2 piccies again ;-)

I'm game. I'll make *one*, and post it here. A .gif. I've gotten
a card capable of 1024x868x256 colors since then, so it ought to be a
lot better now.... :-)

>- Jim
--

Dan Stephenson
dano@srl01.cacs.usl.edu

587. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 21:31:15 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb15.213115.5021@infodev.cam.ac.uk>
Source record: 18787

In article <1994Feb13.002847.2224@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

|> >This is a personal pereference thing, but I think GEM really does look dire. BTW,
|> >the Amiga Shell runs quite happily on a 256 colour screen, and I really would not
|> >dispute the usefulness of shells, as they are a LOT more powerful than a purely
|> >WIMP interface.
|>
|> How odd, I run in 256 colors too, and have a nice color desktop with
|> color icons. I personally despise the Amiga interface, but perhaps
|> that's just becuse you have that stupid shell built in instead of a
|> real one.

What a silly comment. The Amiga shell is a lot more powerful than UNIX shels in quite a lot of ways, eg:

Command Templates (probably one of it's most powerful features.)

Regular expression pattern match for filename wildcards

Sensible command names

Global environment variables set from any shell, not just the initial one

etc.

|> >|>
|> >|> NICE? Multitasking can NEVER EVER be nice without memory protection!
|> >
|> >Quite incorrect. Memory protection is necessary for a multi user operating
|> >system, such as UNIX, but hardly necessary on a single user machine. The Amiga's
|> >scheduler is one of the cleanest around, providing near real time OS performance.
|> >memory protection actually has very little to do with concurrency, and for the
|> >most part when they overlap it is when you have to deal with problems that memory
|> >protection causes in a multitasking enviroment (eg shared memory).
|> >
|>
|> I guess you must not program, or even run others peoples programs.
|> What do you do?

I do both.

|>
|> With memory protection, I can run stuff, and those pesky pointer
|> errors do not mean a reboot.

I don't tend to get them so often. Maybe I just write more bug free code? :-) :-)

|>
|> With memory protection, I can run some dodgy bit of shareware and have
|> it die without taking my whole system with it.

I prefer not to run dodgy software on my machine.

|>
|> I may not be absolutley nesicary... just as wearing a saftey goggles
|> is not nesscary. But it sure is useful!

Useful, yes, but at the expense of an efficient context switch. Maybe it would make sense to implement it on the HP-PA based Amigas when they are launched, but until then I'd rather keep my efficiency thanks.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

588. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 22:56:33 UTC
From: reed@pa.itc.hp.com
Message-ID: <2jrjv1$hod@hpscit.sc.hp.com>
Source record: 18789
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2jqu9i$9kp@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
> Iain.Laskey@barclays.co.uk wrote:
>
> : As an aside, a friend bought a 1200 the other day. For the price it was good
> : value with loads of extra software including GFA basic 3.x, Photon paint,
> : Dpaint IV and a bunch of recent games, all for 349GBP. The games all looked
> : nice. The desktop was very configurable but still looked bloody aweful to me.
> ^^
> : A case of what you are used to I guess. I paid over 2.5 times that price for a
> : Falcon with HD but no software. Don't ask me why, but having played with an
> : Amiga for a bit, I'm still damned glad I stuck with Atari. It just feels so
> : much better in use.
>
> I'm interested in comparing the Falcon/ST/TOS desktop to AmigaDOS's
> and Windows.
>
> How about posting a GIF of a typical Falcon desktop out of the box.
> (ie, no new icons, standard font, no windows open). Then a few GIFs
> with windows open, menus being pulled down, etc.
>
> The Amiga folks can post Amiga GIFS and Windows folks can post Windows
> GIFS.
>
> UUencode and post it here (I doubt if anybody's going to care if there's
> a bit more rubbish in this newsgroup). I'd like to compare it to Windows
> and AmigaDOS. I'll even get a few third party opinions to which looks
> best, with a few design students who don't normally use computers.
>
> And yes Dan, you can post your groovy OS/2 piccies again ;-)
>
Would you be interested in a highly customized Windows desktop? I'd be happy
to show mine off... :)

--
-.---. -.---. .--------------------------------------.
|---' |---' . | Perry Reed |
| .=..-..-.. . | `. .=..=..-| | reed@corp.hp.com |
' `- ' ' `-| ' ``- `- `-` | "If it works, it's obsolete!" |
-' '----------------------------------'

589. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 23:18:58 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jrl92$kk7@harbinger.cc.monash.edu.au>
Source record: 18790
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Perry Reed (reed@pa.itc.hp.com) wrote:

[...]

: > And yes Dan, you can post your groovy OS/2 piccies again ;-)
: >
: Would you be interested in a highly customized Windows desktop? I'd be happy
: to show mine off... :)

Go ahead, make my day ;-) I've downloaded all those cica icons and thought most of them were ugly. Some were okay, lots of them were useless. Who needs 20+ Lotus 123 icons?

I'd be interested in seeing what colour scheme you use. I tried to make a custom one, mainly blues and greys, but gave up after having the other icons turn ugly ;-/

- Jim

590. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 23:23:17 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb15.232317.10790@infodev.cam.ac.uk>
Source record: 18791
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8263@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb13.233220.27734@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> :>In article <8223@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>|> This silly guy seems to think that because it takes less memory HAM8 is
|> :>|> quicker to update, how wrong you are! If u change one pixel on a line you
|> :>|> must recalc the rest of the line, this is hardly quick, why do u think art
|> :>|> progs like Dpaint are so sllooww in HAM modes...
|>
|> >HAM8 is quicker to update, precisely because it uses less memory. It's slower to
|> >CALCULATE however. There is a big difference.
|>
|> So do you admit now that a Falcon is better for real-time stuff like phong
|> /gouraud/tmapping etc (which was what we we were arguing about). As for

It might be what you think we're talking about. I was talking about updating
the screen. The Falcon probably is better for DSP type gamey effects.

|> being quicker to update because it use more memory. *yawn*. I'll let the
|> Amiga coders laugh at you.

Well kiddies, which of these takes longer?

1) Writing 2 16 bit pixels along a 16 bit bus at 16 MHz

or

2) Writing 4 8 bit pixels along a 32 bit bus at 14.3 MHz

Gosh that's a hard one :-)

|> You use the word 'plot' when really you mean 'copy' because if each pixel was
|> 'plotted' as such then you would need to use all eight data registers and
|> set or clear each register 'bit'plane appropriately - far slower than true
|> colour plotting.

If you write routines that draw areas on the screen pixel by pixel, I have some
bad news for you, you aren't doing it terribly efficiently. Chunky pixels are
better for texture mapping and such like, but I didn't buy my computer to use as
a Super Nintendo.

|> I've seen good stuff for the Amiga on TV's, but I'm talking real montiors here,
|> you reckon the Amiga beat the Falcon on an SVGA or any Multisync - I think not.

Yes, I personally own and use a .28 dot pitch multisync monitor. 800*600 HAM8 on
one of these has to be seen to be believed.

|> The Falcon has more bandwidth for video, so it can display higher res modes -
|> its as simple as that, the video h/ware in the Falcon is truely excellent.

Resoloution is only half the story. There is the question of colours too.
An A1200 can do 784*1100 in over a quarter of a million (ie a lot) of colours.
We're talking seriously photo-realistic here. If the video RAM in the Falcon is
80ns, as I believe it is, then I would dispute it has more bandwidth anyway. (I
have caused effects which I believe to be caused by RAM wait-states on AGA using
80ns RAM, so it would seem sensible to assume that the extra 1.7 MHz is not
significant.)

|> >|> Yeah, I read an interview with them in the other day, and they stated that
|> >|> they prefered the ST/Falcon? OK? Doesn't mean that this is the most
|> >|> commercially viable option though.
|> >Where did you read this interview? Who was the interview with? Were you aware
|> >that Hisoft only market SAS C?
|>
|> St Applications. (a v.good ST/Falcon magazine).
|>
|> The guy was 'Dave Nutkins' - I'll quote a piece of text just to annoy you, (he
|> is the co-founder of Hisoft.
|>
|> ' We like the ST far more than the Amiga. '
|> ' The Amiga is a good games machine but as a general purpose machine it just
|> lacks something'
|>
|> Issue 35 (page 13).
|>
|> You want to argue with the co-founder of Hisoft? (laugh)

He was probably just being tactful and kind :-)

The ST was never in the same league as the Amiga. That much is obvious. The
Falcon has narrowed the gap slightly, but still has someway to go I'm afraid.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

591. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-15 23:49:11 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb15.234911.12588@infodev.cam.ac.uk>
Source record: 18792

In article <8264@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> You obviously hate being proven wrong so often (i.e. DSP be able to FP
|> as fast as an 882.)

Care to prove this? Want to post some Whetstone ratings?

|> >I believe you said that screens could be implemented easily by any system with an
|> >HBLANK interrupt. This is infact, incorrect. The screens system requires
|> >displaying a new area of memory, from the top of it's butmap, at a given scan
|> >line. I can name at least 5 systems with HBALNK interrupts that cannot do this.
|>
|> You can? hmmm.. the only ones I can think of are the Spectrum and CPC 464,
|> the PC,MAC and Atari Falcon/STE are all capable of changing the screen address
|> on the fly. This 'real world' enough for you. BTW I have programmed such things
|> on 3 of 4 computers mentioned above so I can post exactly how to do it on
|> each if you want me to embarass you furthur. As for the MAC I'm sure I could
|> knock up a quick demo.

If you are able to change the screen address to certain quantised values (as is
often the case) then draggable screens are very difficult and CPU intensive
indeed. The C= 8 bits had HBLANK interrupts, and could only move the screen
pointers to certain locations in memory (256 byte boundaries for text screens and
8K boundaries for bitmap screens). The Amstrad CPC 464's screen was, I believe,
confined to the same 16K of memory all the time. The Spectrum (48K) could not
move it's screen pointers, and the Spectrum (128K) could have screens that
started on a 16K boundary.

|>
|> >|> There are one or two Amiga peps that I respect on this Group, I almost respect
|> >|> Raist because he admits he is wrong, but you just keep coming for more...
|> >|> its quite fun for me, but I don't have so much time available since I have
|> >|> a 3rd year project to do (68000 remote debugger), a PHD to apply for etc.
|>
|> >That's nice. Perhaps if you posted 1) facts and 2) don't make your ridicolous
|> >statements even more outrageous when they are shown up as being rubbish, then you
|> >may gain some respect.. Just a thought.
|>
|> (laugh) I'm the one with the Facts. You are the one being shown up? Please
|> tell me what rubbish I have been speaking?

See above for an example case in point.

--
Chris Brown

```
-------------------------------------------------------------------------------
Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
-------------------------------------------------------------------------------

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key
```

592. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 00:17:28 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.001728.29595@rmece02.upr.clu.edu>
Source record: 18793

In article <8300@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <021494215828Rnf0.77b8@blackhl.hacktic.nl> daniel@blackhl.hacktic.nl (Daniel Ockeloen) writes:
|> >mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >

[stuff deleted]

|> Again note the difference, I would LOVE to see att 66mhz DSP in Amiga's as
|> standard, I would buy one just to program this beast of a chip.
|> A lot of small-minded Amiga people want the Falcon to die - how sad and
|> pathetic they are, this is the difference between me and them.

No problems with a Falcon living. Problem is in thinking it's alive
when it's almost dead.

|>
|> >Daniel.
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

593. Re: Brain contention (was Re:`bit-ness of processors')

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 00:21:54 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.002154.42495@rmece02.upr.clu.edu>
Source record: 18794

```
In article <CL9u04.Inu@nrtpa22.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> > The A1200 is much more suited to computing uses .. it allows the CPU
|> > (thats the part that does the COMPUTING Griff) full 32 bit access and it
|> > has two seperate 32-bit busses (64 bit machine anyone?) which allow the
|> > CPU full access to memory whilst the gfx chips have their own Chip memory
|> > (which is also CPU accessible)
|>
|> Gavan,
|> You are making the assumption that every Amiga 1200 has Fast-Ram.
|> Most probably do have Fast-Ram, but a rather large percentage probably
|> do not.
|>
|> You can add 32 bit memory to a Falcon, via an aftermarket product. Of
|> course that product cost 3 times as much as Amiga's Fast-Ram but it also
|> comes with a 32Mhz processor.

But how you explain you can add FAST RAM, a 50Mhz 68030 w/50Mzh FPU
on an A1200 and still cost less than a Falcon?

Hey, why not just put a 25Mhz68030 w/ 25Mzh FPU and the price
is significatively less than a Falcon?

People on the Falcon must see that since the A1200 is cheaper in price,
it's easier to buy add-ons AND THEN compare to a Falcon.

And in the Fast Ram case, a US $200 gets you 2 Megs FAST RAM, 25Mhz 68881
FPU. I think it's even a bit less now.

|>
|> Brian
|>
|> --
|>
|> Disclaimer: The opinions expressed are mine not those of BNR.
|>
|> ____________________________________________________________________________
|> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
|> | Bell Northern Research | on I'd buy an Amiga. However I have |
|> | Research Triangle Park, NC | real work to do. So please get lost! |
|> |____________________________________|_____________________________________|

--
------------------------------------------------------------
Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
```

Department of Electrical and Computer Engineering

594. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 00:28:16 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.002816.29591@rmece02.upr.clu.edu>
Source record: 18795
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8299@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb14.215926.36737@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> :>In article <2jn5s5$qkb@gap.cco.caltech.edu>, andrey@ugcs.caltech.edu (Andre Yew) writes:
|> :>|> Yes, I have an idea how complicated IDCT is. In fact, I know exactly
|> :>|> what an IDCT is, and it isn't that complicated, especially for the 56001
|> :>|> which was designed specifically to speed up IDCT-style calculations. As for
|> :>|> IDCTs being the subject of current research, this is news to me. The basic
|> :>|> fast algorithm has been known since the mid-60s and it is optimal, so don't go
|> :>|> making up stuff just to support your claims.
|>
|> :> OUCH! Could it be that Griffiths i wrong? Nah, he knows everything.
|>
|> If you see my follow up, you'll see that I produced source to back my claim,
|> this guy has never to say other then pedantic argument over what constitutes
|> 'research'.

I see that you like insulting and yelling. That's far from
a well-educated person... even 'if you know.'

|>
|> > Try this one Griff:
|> >
|> > "The difference between you and me is that I acknoledge that I don't
|> > know everything, and accept the possibility of being wrong." :-b
|>
|> I don't profess to know everything,

you damn well imply it.

|> its just I don't post or reply without
|> hard evidence to back my claims. There is nothing wrong with being 'wrong'

Nope, there isn't.

|> - after all you seem to be rather good it Raist - your post tells me that you
|> are indeed threatened by my superior knowledge, and your email confirms that.

Not in the least. But take it as you wish.

|>
|> Did you notice my posts about the 16bit bus on the Falcon? I tell nothing
|> but the truth, I have nothing to hide.

You were wrong in some e-mail you sent me regarding the A1200 graphics vs Falcon graphics when I was still at IBM last year. And you were quick to harras, insult, whine and bitch (sorry for the words to those sensitive readers around).

Even when I tried explaining why I though it was impossible to do dual-playfields on the Falcon, in which I drew diagrams explaining my ideas, you just continued your insults.

You are far from educated Griff.

|> You just don't like me because I
|> proved what utter rubbish you talk.

Nope. And I don't talk rubbish. I attempt to seek the truth, like I did during 64-bit RISC Jaguar discussions (I like the Jaguar) and like I did during those 'Falcon benchmarks' last year- where I ran several programs on my machine and posted some numbers.

I have always accepted and welcomed any corrections. Just continue your 'superior attitude' Griff... time will tell who's more educated.

|>
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griff (Defender of the Realm).
^^^^^^^^^^^^^^^^^^^^^
/

Of course! I have never, but EVER doubted that!

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

595. Re: "Bit-ness" of Processors (Kill this topic)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 00:30:41 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.003041.42764@rmece02.upr.clu.edu>
Source record: 18796
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb14.151909.1@acad2.alaska.edu>, assrh@acad2.alaska.edu writes:
|> >>12-13 FPS Slow? Its faster than ANY AMIGA can play them. My own personal
|> >>version is 3-4FPS because I have no yet optimised a lot of the Stuff in
|> >>DSP assembly (IDCT for example , if u know what that is).
|> >
|> > Sure its slower BUT you must use the best format on a platform and thats
|> > anim7/anim8 ham8 anims and they go WAY faster and in some cases look
|> > better then jpeg/mpeg anyway.
|> >
|>
|> Too bad they don't make ANY Ham8 movies for CD then eh? I guess they must have
|> overlooked that Wonderful format when they designed MPEG then right? Is HAM8
|> even compressed?? Isn't that the whole purpose behind JPEG/MPEG??

Yep, they are compressed. And Ham8 is also compressed. Ham8 is a nice
advantage though, on a computer that doesn't have full motion mpeg playback
capability. And by full motion I mean 24+ fps in full screen. The Falcon
doesn't have that.

|> >>> /// Leif Hugo Vaarum, Remmen 3A, 1783 HALDEN
|> >>
|> >>Griff
|> >>--
|> >>
|> >
|> > Daniel.
|> >
|>
|> Dan.
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

596. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 00:50:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.005021.24974@rmece02.upr.clu.edu>
Source record: 18797
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jqvef$h0j@gap.cco.caltech.edu>, andrey@ugcs.caltech.edu (Andre Yew) writes:
|> mdg@ukc.ac.uk (M.D.Griffiths) writes:
|>

[stuff deleted]

|> >using the DSP for MPEG. Ok? where are u getting your info from?
|>
|> I profiled the JPEG source myself. You guys must be doing something
|> strange for your numbers to come out that way. Get hold of the SAS/C 6.51
|> compiler and do it yourself if you don't believe me. BTW, Huffman decoding
|> does take quite a big chunk of time. What kind of quantization are you doing
|> for 16-bit color? A simple ordered dither?
|>
|> I thought CMY(K) was used for printing, and that JPEG/MPEG used a
|> YBR color space (the CCIR 601 color space). MPEG books ... what will they
|> think of next?
|>

|> >average? Don't make me laugh.

[stuff deleted]

|>
|> I never said it was useless, just not applicable generally. If
|> you look at your 2 MB of source (I assume from the Dr. Bub BBS), you'll
|> see plenty of uses for it.
|>
|> >you wrote :
|>
|> >:>macr -x0, x0, a x1,x:(r6)- y0,y:(r6)-
|>
|> >This is in fact wrong, it is a non-valid 56001 instruction.
|> >since you are using 'r6' in two parallel moves, if you knew anything about
|> >the DSP 56001 , you would realise that

[stuff deleted]

|>
|> It was a typo. The manual clealy states the r0-r3 and r4-r7
|> limitations.
|>

[stuff deleted]

|> >IDCTs routines developed. You would be stupid to think otherwise, it may
|>
|> I never said this. All I said is that it is not an active
|> research area. It was a byproduct of some other research. Real
|> research is when some fundamental new algorithm is found, like the
|> original FFT algorithm.
|> --
|> PGP public key available
|>

Well, let's see Griff score here in this follow up to Andre Yew:

"OK?"
"Don't make me laugh."
"if you knew anything about the DSP 56001 you would realise..."
"You would be stupid to think otherwise, it may..."

This is from a supposedly educated person who is secure about himself,
his knowledge and the size of his hardisk/d*ck combo.

Well, Griff... looks like someone's educating you.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

PS: Sorry for that, I know very well how 'secure' you are about yourself-

OH, GREAT 'Defender of the Realms'

597. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 00:52:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.005234.38148@rmece02.upr.clu.edu>
Source record: 18798

In article <CL8ICD.AEE@cbmvax.cbm.commodore.com>, andy@cbmvax.cbm.commodore.com (Andy Finkel - Guest) writes:
|> In article <8225@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
|> >In article <1994Feb10.205511.26541@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >Tell me what can the Copper do that I can't do on a HBLANK interrupt. The
|> >Amiga acheives multiples screens by simple writing the screen address and
|> >res register with the Copper, you obviously didn't know this, why can't I
|> >do this on a HBLANK interrupt? It takes about 3/4 instructions on a Falcon,
|> >each copper instruction takes time too. I bet this use of the copper must
|> >make the Amiga OS really h/ware independent ;-).
|>
|>
|> The advantage of a coprocessor (like the copper) is that you get to avoid
|> both the interrupt latency problem caused by higher prioriy interrupts
|> than HBLANK and you get to avoid the number of cycles it takes to get into
|> and out of an interrupt. (Because of processor state that needs to be
|> saved this is generally a non-trivial amount). The copper doesn't have
|> the latency problem, and doesn't have the state save problem, because its
|> a seperate processor. In a 2 bus system like the Amiga (chip ram and fast
|> ram) or when the main CPU has instruction/data cache) you can even avoid
|> contention between the main CPU and the copper in many cases.
|>
|> andy
|>
|> --
|> andy finkel andy@cbmvax.cbm.commodore.com

Hmmmm.... looks like Griffin is getting MORE educated.

Oh, c'mon, 'Defender of the Realms', show us how great you are (he he).

|>
|> "DOS's not done until Lotus won't run." - anon.
|>
|> Any expressed opinions are mine; but feel free to share.
|> I disclaim all responsibilities, all shapes, all sizes, all colors.

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

598. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 00:54:41 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.005441.35201@rmece02.upr.clu.edu>
Source record: 18799
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2joc7s$add@gap.cco.caltech.edu>, andrey@ugcs.caltech.edu (Andre Yew) writes:
|> mdg@ukc.ac.uk (M.D.Griffiths) writes:
|>

[stuff deleted]

|>
|> >Utter rubbish, you dug your own grave with that claim. Proof.
|>
|> This is proof if you think they came up with 1-D algorithm by
|> themselves, which they did not. The butterfly algorithm for 1-D FFTs was
|> found in the 60's and is straightforward to apply to DCTs as well.
|> The JPEG source is an example of refinement. In case you didn't know,
|> people working on stuff like this may invent a slightly faster version
|> for their main research. People are not actively researching on finding
|> the 6-multiply, 50-add IDCT. Guess you must not know much about signal-
|> processing.
|>
|> --Andre

I see that Griff is getting much needed education. Well,
I have to admit, I am enjoying this to no end. C'mon Defender
of the Realms, show us! (*>chuckle<*)

|>
|> --
|> PGP public key available
|>

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

599. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 00:59:50 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.005950.29998@rmece02.upr.clu.edu>
Source record: 18800

In article <2jpgus$iin@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> M.D.Griffiths (mdg@ukc.ac.uk) wrote:
|>
|> : I accept that the Falcon has a 16bit bus from CPU to the COMBEL. I've never
|> : disputed this point, The TT is EXACTLY twice as fast for fetching from ST RAM
|> : , there is no doubt that it is faster, but it is clocked at 32mhz so what do
|> : you expect? surely it should be nearer X 4 if it is 32mhz ++ 32bit bus ;-) ?
|> : I'm telling you that there is additional logic in COMBEL which means
|> : the Falcon is not quite as 'crippled' as Amiga people would like to
|> : think, It doesn't bother me anyway, the Falcon is faster enough for me,
|> : but then again I'm a DSP coder... I notice that many Amiga heads WANT the
|> : Falcon to be crap, you will notice in my Posts than I don't want the Amiga
|> : to be crap, I merely quote facts and stuff from my experience.

Bullshit (sorry again, to those sensitive readers). You might
have some experience too, but you definitively want to despict the A1200
as pure crap.

|>
|> : I think the psychologists out there will see my point.

Yes, and I see it. And before you are going to say "Raist, talk
about things you only know", let me tell you that I have 15 credits
in psychology, which is my humanistics specialization that I have
to make as a computer engineer in my college curriculum. And is
one of my hobbies too.

So while you have showed you know a lot of things, you are very reluctant
to admit when you are wrong (which you have been already), and
the sheer 'insulting' you do on your posts just show how insecure
you are about what you post.

[stuff deleted]

|>
|> - Jim

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

600. Jaguar's CPU? Some facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 01:13:19 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.011319.37706@rmece02.upr.clu.edu>
Source record: 18801

Well, I am subscribed to the Jaguar mailing list,
where a lot of interesting things are being talked sometimes.

Some food for thought, to those 'Tom RISC's' can act
as a wonderfull CPU, this quote comes from a direct
Id software DOOM developer, for the Jaguar:

--------8x CUT HERE 8x---------

From: Shawn Green <shawng@idcube.idsoftware.com>
To: "Atari Jaguar List" <jaguar-l@ctrc.idde.saci.org>
Subject: Re: Doom Question--
Date: Tue, 15 Feb 94 09:13:53 -0600
Reply-To: jaguar-l@ctrc.idde.saci.org
Sender: listserv@ctrc.idde.saci.org
X-Listname: <jaguar-l@ctrc.idde.saci.org>
X-Mailer: Mercury MTA v1.11.
Message-Id: <13A5EE760A@ctrc.idde.saci.org>
Status: RO

|> This also goes for Shawn Green:
|>
|> * Did you guys used the TOM RISC for graphic operations, or
|> general programming operations too?

Just graphics.

|> * How is the expected frame rate? I have seen DOOM on a GATEWAY
|> local bus 486dx2 66 Mhz.... I would like to know.

Not quie as fast, but we expect it to run at 20FPS.

|> * Will there be support for multiplayers? That would be cool,

|> even if it requires another Jaguar with another TV.... thinking
|> about the future here when the Jaguar takes over ;-)

Yes, you will be able to use the com-link to connect two Jaguar consoles togethe
r for multi play.

|> * Any expected $cost$ (if you can tell.... ;-))

I have no idea.

|> * CD quality music?

At this point we are not sure if we will have space to do digital music or not.
Rest assured the music will
be great either way. :D

-Shawn Green (shawn@idsoftware.com)
id Software

----------8x------- CUT HERE 8x-------

No flames, just some considerations:

* Why id software didn't use the Tom RISC for general purpose
tasks?

* I expected DOOM to run at 30 fps like on DX2 50Mhz and 66Mhz
PC's! Either the game could be optimized more for the Jaguar
or the Jaguar can't handle it. Since ID software are good
hackers, I suspect the truth lies in both.

* To be fair, in another post, DOOM on the Jaguar will use
16-bit graphics, which is twice the info on the PC... still ;-)

* They haven't set a release date yet.

* Will support multi-players, I don't know yet if it will
support more than two though. You need two Jaguars, uses
the ComLynx port.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

601. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 02:54:14 UTC
From: mdg@ukc.ac.uk
Message-ID: <8335@gos.ukc.ac.uk>
Source record: 18802
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb15.232317.10790@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>Well kiddies, which of these takes longer?
:>
:>1) Writing 2 16 bit pixels along a 16 bit bus at 16 MHz
:>
:>or
;>
:>2) Writing 4 8 bit pixels along a 32 bit bus at 14.3 MHz
:>

plotting 2 pixels on a 16bit bus takes two writes. ok?

plotting 4 8 bit pixels requires :

4 * 4 reads (4 reads if you consider 2 bitplanes to be read at once)
4 * 4 writes

if the pixels are together it takes:

4 reads / 4 writes.

>Gosh that's a hard one :-)

who's a silly boy then, again you dug a rather big whole for yourself.

:>If you write routines that draw areas on the screen pixel by pixel, I have some
:>bad news for you, you aren't doing it terribly efficiently. Chunky pixels are
:>better for texture mapping and such like, but I didn't buy my computer to use as
:>a Super Nintendo.

You obviously no nothing about scan conversion then. (lack of knowledge again
is showing , sorry Chris but you lack experience).

:>The ST was never in the same league as the Amiga. That much is obvious. The
:>Falcon has narrowed the gap slightly, but still has someway to go I'm afraid.

Sure the 1200 is better Value, but the Falcon is technically better overall.

>Chris Brown

Griff
--

PS . I just got myself a 486 :-).

602. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 03:17:54 UTC
From: mdg@ukc.ac.uk
Message-ID: <8336@gos.ukc.ac.uk>
Source record: 18803
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb15.200213.2499@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>In article <2joc7s$add@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
:>>> Where the heck are you getting these numbers from?
:>
:>>I get my numbers from David Oldcorn, the author of a JPEG displayer for the
:>>Falcon, I have the IDCT stuff and have written my own CMY -> RGB conversion
:>>using the DSP for MPEG. Ok? where are u getting your info from?

:> Gee.. I had no idea MPEG used CMY ;-) What a concept, MPEG for printing ;-)

oops I mean't Chromiance/Luminace -> RGB colour conversion, want me to post
the DSP source I wrote for this?

:>>:>really bolster your argument either. As we've seen in your case, actively
:>>:>working on an MPEG viewer doesn't really help your knowledge too much.

it doesn't ? are u saying that I don't know what an IDCT is? I learn't
a hell of a lot about MPEG in porting it, see below.

>>:>Let's make it simple, what's a cosine transform? Just straight off the
>>:>top of your head --- no need to burden yourself with the discretization
>>:>of it, or any textbooks. Or even simpler, why use a CT in JPEG and MPEG
>>:>schemes? Why not a Fourier transform or a sine transform?

ok... off the top of my head,

the FFT is the fast implementation of the DFT (discrete fourier transform)
(DFT converts a sequence of values into their correspoding frequency
components).
IDFT gives back the original values.
There are a number of problems with using FFT /ST transforms for compression
one being that DFT produces complex numbers (yum), the real part being the
COSINE part and the imaginary part being the SINE part, so it is better to
just use COSINE transforms which doesn't use have any nasty imaginary parts.
(it does have the sideaffect of requiring fractional frequencies though which
can be a little upsetting).
DCT is more difficult to calculate than DFT but is closer to the K-L (karhuen-Love??)
transform, which is the best possible for compression.

Will that do for you Stefen?you are a physics student, I do computing I reckon
I have a 'fair' knowledge of signal processing even though I haven't studied
it - its quite sad that you should want to test me in this way, I respect
both you and Andre quite a lot.

> Griff ? Did you miss this part of the post ? I did not see any reply.
>Gee, could it be that Andre actually knows more than you? Can't be.

I never claim to know more than anyone, I didn't see this in the original post, answer is above.

> Here's a clue: Andre knows what he's talking about. His posts are
>consistently correct, and he does not make things up to make some machines
>look better than other.

I think you'll find that the reason mine and Andre's figures don't match is because the quantization routine used for 16bit true colour in my MPEG player was not using complex dithering, and the percentages were bound to be different.

> Another thing: I verified Andre's profiling results with a profiling C
>compiler here. I trust these figures more than some hackers estimations.

Yes .. Andre's results would be correct with 256 colour ordered dither (or whatever), because this is complex in itself.
Its more difficult for me to 'estimate' since the code is half DSP half compiled. I guess you write all your games in C and profile them? right ;-) ?!

> Stefen

Griff
--

603. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 04:26:31 UTC
From: mdg@ukc.ac.uk
Message-ID: <8337@gos.ukc.ac.uk>
Source record: 18804
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb16.005021.24974@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <2jqvef$h0j@gap.cco.caltech.edu>, andrey@ugcs.caltech.edu (Andre Yew) writes:
:>[stuff deleted]
:>
:>|> >IDCTs routines developed. You would be stupid to think otherwise, it may
:>|>
:>|> I never said this. All I said is that it is not an active
:>|> research area. It was a byproduct of some other research. Real
:>|> research is when some fundamental new algorithm is found, like the
:>|> original FFT algorithm.

:> Well, let's see Griff score here in this follow up to Andre Yew:
:> "OK?"
:> "Don't make me laugh."
:> "if you knew anything about the DSP 56001 you would realise..."
:> "You would be stupid to think otherwise, it may..."
:> This is from a supposedly educated person who is secure about himself,
:>his knowledge and the size of his hardisk/d*ck combo.
:> Well, Griff... looks like someone's educating you.

I already followed up, he was just being pedantic about what constitutes research. New Algorithms for IDCT do come about, through related research, or does Research only mean some guy sitting down 24 hours a day working on IDCT? I think not, don't be pedantic.

I'm glad you quote my writing style, it obviously does what it is intended to do, theres an old saying 'If you've got it, flaunt it'. I've got it.

Tell me please What I have been educated on. We were only arguing over a few percentage figures for MPEG, and it turns out that the Falcon approach is difficult to compare to 1200 approach anyway. I quote from experience - I ported MPEG , so I was just speaking from my own experience, is that ok with you? Its ok quoting C profiler percentages but I sat down and ported this thing and re-wrote 20% of it in DSP assembler - I think this constitutes me a right to have an opinion - unlike you Raist.

The way I write is designed to
provoke, since it allows me to constantly prove people like you wrong. You get all hot-headed about my language, perhaps you should take a breath or something before you post.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>PS: Sorry for that, I know very well how 'secure' you are about yourself-

Griff
--

PS : Note I don' have a SAD signature denoting my h/ware. I guess that means
I'm insecure :-(.

604. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 04:36:30 UTC
From: mdg@ukc.ac.uk
Message-ID: <8338@gos.ukc.ac.uk>
Source record: 18805

In article <1994Feb16.005234.38148@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <CL8ICD.AEE@cbmvax.cbm.commodore.com>, andy@cbmvax.cbm.commodore.com (Andy Finkel - Guest) writes:
>|> In article <8225@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
:>|> >In article <1994Feb10.205511.26541@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>|> >Tell me what can the Copper do that I can't do on a HBLANK interrupt. The
:>|> >Amiga acheives multiples screens by simple writing the screen address and
:>|> >res register with the Copper, you obviously didn't know this, why can't I
:>|> >do this on a HBLANK interrupt? It takes about 3/4 instructions on a Falcon,
:>|> >each copper instruction takes time too. I bet this use of the copper must
:>|> >make the Amiga OS really h/ware independent ;-).

The argument is about whether you can acheive the same effects as the COPPER
using HBLANKS - this guy now goes on to change the subject and go on about
the advantages of the copper.

:>|> The advantage of a coprocessor (like the copper) is that you get to avoid
:>|> both the interrupt latency problem caused by higher prioriy interrupts
:>|> than HBLANK and you get to avoid the number of cycles it takes to get into
:>|> and out of an interrupt. (Because of processor state that needs to be
:>|> saved this is generally a non-trivial amount). The copper doesn't have
:>|> the latency problem, and doesn't have the state save problem, because its
:>|> a seperate processor. In a 2 bus system like the Amiga (chip ram and fast
:>|> ram) or when the main CPU has instruction/data cache) you can even avoid
:>|> contention between the main CPU and the copper in many cases.
>|> andy

> Hmmmm.... looks like Griffin is getting MORE educated.

You think I didn't know all that already? I'll tell you some more about the
copper, copper usage is not FREE at all, four memory cycle times are
required for each 'instruction'. Yes it is more convenient than HBLANKS,
but this was not the argument - the argument was over whether the COPPER
could do stuff which HBLANKS couldn't :

Sure the copper is nice, but it doesn't really do anything that cannot
be acheived with HBLANKS and a bit of agro. The copper is really quite
convenient for games and demos. (you slagged off games and demos , as being
not 'useful' last time Raist ;-)).

What copper stuff have you programmed Raist?
I'll post some PLASMA source if anyone wants me too , to prove my copper
abilities. *yawn*

> Oh, c'mon, 'Defender of the Realms', show us how great you are (he he).

done.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

605. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 04:39:08 UTC
From: mdg@ukc.ac.uk
Message-ID: <8339@gos.ukc.ac.uk>
Source record: 18806
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb16.005441.35201@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <2joc7s$add@gap.cco.caltech.edu>, andrey@ugcs.caltech.edu (Andre Yew) writes:
>|> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> This is proof if you think they came up with 1-D algorithm by
:>|> themselves, which they did not. The butterfly algorithm for 1-D FFTs was
:>|> found in the 60's and is straightforward to apply to DCTs as well.
:>|> The JPEG source is an example of refinement. In case you didn't know,
:>|> people working on stuff like this may invent a slightly faster version
:>|> for their main research. People are not actively researching on finding
:>|> the 6-multiply, 50-add IDCT. Guess you must not know much about signal-
:>|> processing.
:>|>
:> I see that Griff is getting much needed education. Well,
:>I have to admit, I am enjoying this to no end.

slow tonight Raist, already explained that one. I guess there will never
be a faster algorithm for IDCT since no-one is working on it, hmmmm...
its funny how it a recent IEEE mag there was one published .

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Back again? for more? yum yum.

Griff
--

606. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 04:42:55 UTC
From: mdg@ukc.ac.uk
Message-ID: <8340@gos.ukc.ac.uk>
Source record: 18807

In article <1994Feb16.005950.29998@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <2jpgus$iin@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
:>|> M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>|>
:>|> : I accept that the Falcon has a 16bit bus from CPU to the COMBEL. I've never
:>|> : disputed this point, The TT is EXACTLY twice as fast for fetching from ST RAM
:>|> : , there is no doubt that it is faster, but it is clocked at 32mhz so what do
:>|> : you expect? surely it should be nearer X 4 if it is 32mhz ++ 32bit bus ;-) ?
:>|> : I'm telling you that there is additional logic in COMBEL which means
:>|> : the Falcon is not quite as 'crippled' as Amiga people would like to
:>|> : think, It doesn't bother me anyway, the Falcon is faster enough for me,
:>|> : but then again I'm a DSP coder... I notice that many Amiga heads WANT the
:>|> : Falcon to be crap, you will notice in my Posts than I don't want the Amiga
:>|> : to be crap, I merely quote facts and stuff from my experience.

> Bullshit (sorry again, to those sensitive readers). You might
>have some experience too, but you definitively want to despict the A1200
>as pure crap.

When do I ever slag the 1200 down? Never I just defend the Falcon. The 1200 has its advantages, the Falcon has its.

>|> : I think the psychologists out there will see my point.
>
> Yes, and I see it. And before you are going to say "Raist, talk
>about things you only know", let me tell you that I have 15 credits
>in psychology, which is my humanistics specialization that I have
>to make as a computer engineer in my college curriculum. And is
>one of my hobbies too.

> So while you have showed you know a lot of things, you are very reluctant
>to admit when you are wrong (which you have been already), and
>the sheer 'insulting' you do on your posts just show how insecure
>you are about what you post.

I'm perfectly willing to admit I'm wrong, please tell me exactly what I'm wrong about? Its interesting to see you want ME to be wrong so much and your posts tonight show that revenge is what you want - after all nobody likes being made a fool of RAIST DO THEY? (laugh)

>[stuff deleted]

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

607. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 06:06:38 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb16.060638.11620@mnemosyne.cs.du.edu>
Source record: 18808

In article <1994Feb10.191633.23289@ida.liu.se>,
Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>As for Operating systems:
>>I have to say though that I think its disk system is pretty slow, you watch
>>it draw a directory even from a fast hard-drive.. hmmm..
>
> If you're referring to the Amiga, that's because it's got a *real* file-
>system, and not one of those FAT-thingies MS-DOS and its siblings (TOS) use.

I have a Falcon, and everyday I use a "real" filesystem that supports
long file names, symbolic links, and all the other UNIX goodies...
Does yours?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

608. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 06:16:29 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb16.061629.12201@mnemosyne.cs.du.edu>
Source record: 18809

In article <1994Feb15.142902.9819@mnemosyne.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>
>>> hmmm. what is it about Falcon onwers who cite the A1200 base machine
>>>as being 2 meg chip only, and then carp about having 4 Mb and a 65Meg HD
>>>as `standard`?
>
>>I was correcting your (typical) misinformation - did you see me say
>>anything about the base Amiga config? Nope. All you are doing is
>>attacking me becuase you cannot face the truth.
>
>
> What is the mis-information? The base machine is the lowest
>configuration a machine is sold at, and in the case of the Falcon this is
>1 Meg , no HD. The base model of the A1200 is 2 meg, no HD. What basis do
>you have for saying that the base model is for expansion only. Do you have
>to sign a form when you buy it promising Atari that you will add some RAM
>and a HD? I was merely pointing out that its as valid to say that the base
>A1200 has FastRAM, as it is to claim that all Falcons will have 4 megs and

I never argued about the Amiga base system - that may very well be.
If you ask Atari or a dealer, they will say the Falcon Base system is
the 4/80 (and that's what the developer docs say to expect as a
minimum too). Even Atari says that the 1/0 model is only for those
who want to do the rest on thier own...

>
> I wasnt referring to you specifically, but the its a fact that many
>Falcon owners complain that the base A1200 doesnt have fastRAM when I
>could claim that the Falcon has only 1 meg of RAM by the same argument.
>

Well, I would say that would depend on the percentages of A1200's with
fastram installed - I think that arguing that point here is rather
tricky, as proabbly 99% of those here have Fastram. However, I myself
have stayed away from this part of the A1200 argument...

<some stuff deleted>
>>No, it is not - anyone who wants to buy a Falcon will get the 4/80
>>model. The 1MB version is just there for the guy who like to put a
>>system together seperatley...
>
> Right, so ALL Falcons out there have 4 megs RAM and a HD. As I pointed
>out, it would be very difficult to beat the price of a 4 meg+HD Falcon
>seperately. I think its there to provide the cheapest possible path for ST

>owners to get a Falcon. You have absolutely no basis for you assertion
>that it only for expansion. 1 Meg , no HD is the base as it is the lowest
>spec model that you can buy, period.
>

Yes I do - Atari says so, and the dealers say so, and the dev docs say
so. That's a pretty big basis.

<more stuff out of there>
>>Your ignorance is astounding. The "hack" as you so call it, does a
>>great job of letting games meant for the older ST's to run - by doing
>>things like turing off caches, redicing blitter and CPU speed, and
>>other stuff. Guess what - you may not know this well kept secret, but
>>the 68030 was designed to run 68000 code as well!! Gasp! The blitter
>>is also compatible - there is no "totally incompatible set of chips".
>>Only Amiga would be that stupid... and even they have some backwards
>>compatibility, right?
>
> It is perfectly possible to write code that runs on a 68000 and not on
>an 030. There was plently of Amiga games and demos that didnt like 020
>processors, even when you switched off the caches.
>

And that's probably why the occasional game does not work - but like I
said, most do. My DFalcon actually is more comaptible than my STE
(6800 machine) due to the compat progam.

> You say the Falcon blitter is compatible with the STe blitter? I hope
>they added barrel shift capability then as this was a drawback with
>previous Atari blitters.
>

Whoa, I don't do low enough level stuff to argue blitter capabilities.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

609. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 06:19:42 UTC
From: andrey@ugcs.caltech.edu
Message-ID: <2jsdtv$f16@gap.cco.caltech.edu>
Source record: 18810
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>There is no need to do a simple ordered dither, you just take the 8 bits, R,
>G,B and chop them down to 5 bits R,G,B - you can accumulate the error with
>a little extra effort but its not really worth it IMO. This is why quant
>ization to 256 colours takes so much longer because you need to use complex
>dithers and best colour matching (etc) to get a goodlooking image.
>All JPEG viewers on the Falcon use this simple quantization to display
>jpegs in TRUE colour.

But, but, but ... you'll get color banding on smoothly
shaded surfaces, like a JPEG of a renderer output. Okay, I concede:
if this is the way you do it, it'll be fast, but I don't think the
quality will be that great.

--Andre

--
PGP public key available

610. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 06:55:25 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb16.065525.14687@mnemosyne.cs.du.edu>
Source record: 18811

In article <2jkcvf$2b9@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>: In article <2jftn6$e4a@harbinger.cc.monash.edu.au>,
>: William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>: >Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>
>Like what parts? Ask the Falcon Linux guys if they have to decode
>assembly commands in the C/C++ source code of the kernal. They are
>lots of device dependent code, but that's also written in C/C++.
>
>What assmebly commands are you feeding to GCC for 680x0?
>
>Linux and NetBSD are a lot further down the road on Amigas than the
>Atari platform. Having binary compatibility and a standard X-Windows
>interface is going to be a boon for the 680x0 platforms.

Ok, I'd better stop arguing on this, since I myself have never even
seen the Linux source - I had just heard that there were hairly Intel
asm parts to it.

But - I think one of the reasons that the Atari version is behind is
the lack of interest for it. I can already compile just about
anything meant to compile for UNIX under MTOS. The only thing that
interests me at all about a linux port for the Falcon/TT is X-windows
- but now that MiNT has sockets, we could have an X-windows port
runnning as well.

>
>: >Easy, probably not, unless C= had lots more operating system developers
>: >and programmers. Apple and IBM have spent quite a lot of time working
>: >on System 7.0 and OS/2 for PowerPC and Taligent/Pink.
>
>: But you know that Apple has to have a lot more stuff in the OS than
>: either Atari or Amiga - you wouldn't need a monster team of
>: programmers to get things up that fast on a PowerPC chip.
>
>A toolbox, that eases the portability of old-macs. All you have to
>do is to recompile for PowerPc, using the same old API calls. Hey
>presto, mac->powerpc port in under a week.
>

You really think it took them a week, eh?

>: >Atari it seems, has got one (Eric Smith?) os guy, who most likely hasn't
>: >even started porting MultiTos to PowerPC. I wonder how many man years

>: >it's going to take to port?
>
>: I would estimate one or less - working on it full time. That's really
>: speculation on my part, though...
>
>How long did Linux/NetBSD take to port from 80x86 to 680x0? How many
>kernal and device drivers programmers worked on that?
>

I have no idea, really.

>Eric Smith is going to have lots of fun recreating device drivers.
>

There are already a number of these under MTOS...

>: >Who are you going to sell MultiTos to? The 15,000 folks that bought
>: >Falcons? If Atari or Commodore built PowerPC systems, they'll have to
>: >make them cheaper than the boxes IBM and Apple produce. Look at the
>: >prices of Macs compared to equivalent Amigas and Falcons and then ask,
>: >why do you get more Mac than Amiga/Falcon/ST?
>
>: Most of those Falcons came with MTOS - like most of the future systems
>: will. Pretty much the only people they are "Selling" mtos to are the
>: older ST users.
>
>The installed base of MTOS users is going to be tiny compared to
>say BSD-unix, SYS V unix, Linux, MS-Windows, OS/2, System 7.xx,
>even AmigaDOS.
>

No argument there... but I can run any of the free stuff for BSD or
SYS V unix.

>: >Atari doesn't even seem to have their own production lines, so how are
>: >they going to build anything cheaper than IBM? What great features
>: >are going to distinguish the Atari product from IBM or Apple?
>
>: The software, and the user base, plus stuff like the onboard DSP. The
>: same question could be applied to the Amiga, what is the answer there?
>: I think the Power PC machines will cause quite a stir in the market,
>: and things may be messy for some time.
>
>The user base is tiny. How are you going to get people to want to
>use MTOS? If those MIDI developers decide to port their applications
>to PowerPC, it'll be probably more lucrative for them to port it to
>Mac PowerPC, or some other more mainstream PowerPC operating system.
>
>Why use an Atari DSP system when there are going to be lots of other
>alternatives?
>

But the fact is that at least for now, the Atari music market is still doing fairly well, and the DSP is being used.

>The only thing that will distinguish it is the operating system. How
>many serious developers are going to write MTOS PowerPC applications,
>when they could be developing Mac-PPC or IBM-PPC platforms?
>

Good question. But that also goes for the 486 systems too, andyet there are still ST developers... How long do you think it is going to be before the number of PowerPC machines even equals the number of 486 machines out there?

>So who's going to pay a big premium over the other power-pc platforms
>for MTOS? If Atari unbundled MTOS, it would have go device independent
>for it to succeed on other vendors's machines.
>

Who says the premium to pay will be on the MTOS machine - the only way I'd buy such a machine is if Atari builds a fairlty cheap machine with good features.

>: > A DSP that's not integrated into the operating system (which
>: > IBM and Apple, plus a whole heap of developers, like Lotus,
>: > Borland are working on in the PC groups)?
>
>: But the Falcon has it now - and there are OS calls to send stuff to
>: the DSP. What exactly do you mean "supported by the OS?" A developer
>: for any DSP is still going to have to write code for that DSP...
>
>I mean having a DSP programming interface. Make a dsp do this, that
>library call. There's going to be no need for the developer to know
>how to use the DSP, only that you can.
>

Sure, that is a nice idea - and people are working on DSP library stuff for the Falcon.

>: > A not-so-great video system (Falcon)? Even if they munged
>: > the Jag chipset into the Atari-PPC, they're not capable of
>: > displaying PC or workstation style 1280x1024x8bpp, 16bpp and
>: > 24bpp > @72Hz that lots of current PC video cards are capable
>: > of.
>
>: They come pretty close right now... and you can get video cards for
>: the Falcon and TT to get those specs if you wish.
>
>Name one, the specs and price. Those 1280x1024x8bpp @ 74Hz cards cost
>US$200. How long did Atari work on the Jag chipset and how much longer
>would it take to expand the resolution, colour depth and refrest rates?
>There are 64bit graphic cards appearing for the PC's right now, with
>all the features outlined above.
>

I know of them - they have these same kind of specs, and proabably
also cost twice as much.

>: > A LAN port that's not supported in the operating system?
>
>: This would be nice, but is not really nessicary for home users.
>
>It will be for the PowerPC brigade. Paying for a LAN port that
>you can't use is a waste of money. Hardware vendors are moving
>to PCI connectors, so you can pick and choose SCSI II wide and
>fast controllers (not plain-Jane SCSI-II).
>

Yep, PCI is nice.

>: > Non-standard connectors?
>
>: You forgot about the standard Joystick, SCSI II, serial, parrallel,
>: audio in/out, DSP, power (:-)), Lan, composite video, and MIDI ports.
>: To which non-standard port were you referring?
>
>Mac's use the AT&T 32010 (something like that). They have graphic
>programs that use the DSP to speed up operations. The PC's have
>IBM's new MWave dsp system, which integrates fax, modem and voice-mail
>into one. It can also play music and decompress JPEG's. Where's
>the modem extension that Atari was harping on about?
>

I see you totally evaded the response. Your original point was about
non-standard ports.

About the DSP modem - Good question, I have yet to see it - but then I
need and have a 14.4k Faxmodem. I can also use my DSP to decompress
JPEGs... I'll agree that voice mail included at no cost would be
nice, nut I really have no need for voice mail, and if I did I could
buy such.

>Do you have a buffered FIFO serial port yet?
>

Sure...

>Atari can either try to cost reduce and place all those ports on the
>motherboard, or using PCI cards instead. If they go for cards, it's
>unlikely that Atari could produce them any cheaper or better than the
>competition.
>

That's true enough, and why if they did go that route they'd just
produce the machine.

>: > Atari ST cartridge slot?
>
>: Oh, that one. There are no standards for cartridge slots.

>
>How about PCMCIA?

Ok, you got me there...

>
>: > Perhaps they'll cost reduce and use a 16bit data bus? Or
>: > offer inferior service and warranty than their competitors?
>
>: Warranty is one year on the Falcon, which I think is pretty decent.
>
>Two years on some PC's nowadays. In home warranties on a lot of
>name-brand PC's. Five years on a lot of components, like hard-drives,
>video cards and keyboards. Two years on monitors.

And I can buy all of those for my Falcon, and get the same warranty.
And since I don't have to open the machine up every three minuites
like a PC, It'll last a lot longer anyway. A longer warranty would be
nice, but it's even nicer not to need to use that warranty...

>
>: >Think about how long it will take Atari to design and implement a new
>: >system and operating system with their current resources. Times a
>: >ticking, and their's going to be lots of PowerPC systems on the market
>: >soon.
>
>: Yep, and if they get cheap enough I may buy one of them. It will look
>: rather nice sitting next to my Falcon...
>
>How? Pay IBM to make them for them? How much more is it going to cost
>than one with the IBM PS/2 or Ambra label on them?
>

Or they can produce in an overseas factory - as long as it is cheap,
and has a good design, I don't care who makes one.

>: It is true enough that the design time is the real problem - but how
>: soon do you think viable (cheap to me) PowerPC machines will be out?
>: The first even slightly low end one will be a Mac model. But do I
>: want to buy that one? Even Mac people are saying it will be pretty
>: expensive, and will it be able to run the OS's I'd wat to really use
>: (like OS/2). I'd say about two years before we start to see
>: affordable good PowerPC machines (in the same sense that a 486 is
>: affordable now, $2500).
>
>The Mac folks will be able to pop in a PowerPC card and get an big
>boost in performance. The Atari folks will still be waiting for
>third party 68040 hacks.

Well, this answer assumes that I care at all about Mac stuff - and I
don't. Wake me when the cheap PPC OS/2 machines come on line.

>
>If you wanted cheap zings for the dollar, a MIPS R4xxx chip would be
>much better value. The SGI Extreme^2 has about ten of those chips
>in it.
>

But I have a much more severe software problem on the SGI than I do on
the Atari, in terms of productivity stuff like DTP and term programs.

>Amiga aren't going to be doing much better. If they don't the AAA
>chipset out the door, with a new PCI based system, they're going to
>be dead.
>

Possibly...

>Atari don't seem to have the cash to pay IBM to produce large
>quantities of the Jaguar for a national roll-out. A lot of
>countries don't expect to see any Jags till June 94 or early 95.
>If they're selling them at near cost and hoping to get money on
>software licences, they need lots of machines in the field, with
>consumers buying software before Atari start raking in the dollars.
>Making a couple of dollars on each cartridge (say $4) sold probably
>hasn't helped their bottom line, say 5 games x 20,000 sales = 100,000
>units. $400,000 profit is nothing on the sums involved to generate
>this cash flow.
>

ANd the reason that so many countries will be having Jaguar shortages
is the large US demand - do you think it is better for them to grab as
much market as possible in the US, or spread themselves in a
microsopic layer over the entire planet?

More generally, you just don't seem to understand niche markets all
that well. Pretty much all of the points you have raised above have
applied to the Amiga and Atari platforms for some time. But the
reason I have a Falcon and not a 486 Drone is that I enjoy my Falcon,
some of the software is a lot better and cheaper than IBM or Mac
software, and I find the interface a lot more fun.

I might be able to get more raw oomph for the buck out of a 486 or
Mac, but for me it would be rather like strapping an electric chair or
lace tablecloth on the back of a rocket. I wouldn't be too
comfortable either way...

Now OS/2, that is another story, and might yet tempt me into buying
such a machine.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

611. Re: Atari's are Brutal

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 06:59:34 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb16.065934.14808@mnemosyne.cs.du.edu>
Source record: 18812

In article <1994Feb13.050606.2493@isle.waterloo-rdp.on.ca>,
Daryl Richards <drichard@isle.waterloo-rdp.on.ca> wrote:
>Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
>: In article <2is6u8$7t3@nermal.cs.uoguelph.ca>,
>: Darren Eveland <develand@uoguelph.ca> wrote:
>: >
>: >I would just like to say to all you Atari people out there
>: >that it is now OK to come out of the closet...you can now
>: >be safe and buy a CD32 or Amiga AGA machine, or late this
>: >year, an Amiga AAA machine...we will accept you into the
>: >Amiga fold....all you have to do is admit that Atari has
>: >hyped the 16-bit Jaguar, and its not "fully 64" bit....
>: >
>: >But then again...
>: >
>: >:-)
>: >
>: >DaRe
>: >
>
>: And I'd like to publically say that even for the most far-gone Amiga
>: person, there is still hope! Buy a Jaguar, and let the 64-bits of
>: Healing Atari Power do their magic on you. :-)
>
>: --
>: ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
> ARGH!!! Why is the Jag only a 16 bit system? How do you define which
>processor is to be used for the bus width? Let's put it this was: the 68000,
>which can be used for generating screen maps (not graphics), doesn't need
>a whole lot of speed.. It doesn't matter that it's only 16 bits.. The graphics
>chips, which move mass quantities of data, have 64 bit paths... Why do you insist
>that, because there is a 68000, that the whole system *has* to be 16 bit?
>

I sure hope you are responding to the guy I was responding to, and not
me... I'm not the Jag===16 bits person. I even called it 64-bits
above...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

612. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 08:26:01 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.082601.26827@rmece02.upr.clu.edu>
Source record: 18813

In article <1994Feb16.060638.11620@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <1994Feb10.191633.23289@ida.liu.se>,
|> Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
|> >mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >>As for Operating systems:
|> >>I have to say though that I think its disk system is pretty slow, you watch
|> >>it draw a directory even from a fast hard-drive.. hmmm..
|> >
|> > If you're referring to the Amiga, that's because it's got a *real* file-
|> >system, and not one of those FAT-thingies MS-DOS and its siblings (TOS) use.
|>
|> I have a Falcon, and everyday I use a "real" filesystem that supports
|> long file names, symbolic links, and all the other UNIX goodies...
|> Does yours?

You talk about the Amiga? Of course it does. Stefan refers to other
things it seems..... more than just long file names, etc.

|>
|> --
|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

613. Re: ATW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 08:27:31 UTC
From: dt93tn@pt.hk-r.se
Message-ID: <1994Feb16.082731.6230@nomina.lu.se>
Source record: 18814

In article 2d5fd9c8@troed.ct.se, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 14 Feb 94 09:01:53, Tore Nestenius wrote:
>
>TN> I heard some roumours that you are going to buy a PC?
>
>(Just before everyone thinks I'm going to stop supporting Atari)
>
>Yup, if you don't happen to have AutoCad for the Atari .. :-)
>
So, when and what type of PC are you going to buy?

---
*Tore Nestenius dt93tn@pt.hk-r.se *
Computer Engineering @ University of Ronneby Phone: +46 457 14567
Atari ATW 800, SEGA/Megadrive, Lynx, PC..... BBS: +46 431 17506
---

614. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 09:01:56 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb16.090156.26185@t.hfb.se>
Source record: 18815

> You say the Falcon blitter is compatible with the STe blitter? I hope
> they added barrel shift capability then as this was a drawback with
> previous Atari blitters.

Yes, they did!

615. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 09:47:58 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jsq4e$8kb@harbinger.cc.monash.edu.au>
Source record: 18816
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Perry Reed (reed@pa.itc.hp.com) wrote:
: OK, here it is!

: I should explain some of what's on it, first...

: I am running HP NewWave, which is what you see with all the icons in the top
^^^^^^^^^^^
: half of the screen. It may look unorganized, but I can easily find my most
: used objects and tools on the desktop. Those that are less used are in folders
: or the File Drawer...

Aha! HP NewWave. That explains why a HP employee is talking about Windows
and how great it looks ;-)

- Jim

616. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 11:55:12 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb16.115512.905@mnemosyne.cs.du.edu>
Source record: 18817

>>>Since when does a 14Mhz 68EC020 outperform a 16MHz 68030?
>>>Or a 7MHz blitter a 16 MHz blitter?
>>>And of course there is the 56001...

>>It outperforms the 030 when the 030 has to share all of its RAM with
>>the
>>custom chips, down a 16 bit path, and the 020 has zero wait state
>>access
>>along a full 32 bit data path to it`s RAM. Its not the base A1200
>>configuration , but then the base Falcon config is 1Mb so in both
>>machines
>>you are looking at expanding the RAM to at least 4 meg.

>Please, try to think! If you want to compare systems you must compare >the
>BASE-systems! I can add fast RAM to my F030 if I want to. Heck, I can >add
>a 50 Mhz 68040 too...

And the BASE (ie the lowest specified setup you can buy) Falcon machine
is only 1Mbyte ram which isnt even enough to run MultiTOS with any average
sized programs. Not much scope there for 16 bit samples either. So as I
pointed out in other posts, the BASE Falcon doesnt really compare very
favourably to anything, you NEED to go for the 4 meg RAM option.

>Fact is that the F030 beats the hell out of the A1200, thats why it
>costs more...

It costs more coz it has more AS STANDARD - ie DSP, 16 bit sound and
SCSI. Unfortuantely for Atari, most people dont need these right away and
arent willing to pay extra for them. Maybe thats why they sell a 1Mb
machine at 500UKP to entice poeple into the line.

The cheapest decent Falcon setup I have seen is from Silica Shop - 800
UKP for a 4meg/65 HD setup.

For 800 UKP, buying cheap too, I can get..

A1200 , 2 megs chipram standard (270UKP)
4 Meg fastRAM with SCSI and 25Mhz 882 FPU (Silica shop , 350UKP)
85 Meg 2.5" IDE HD (165 UKP from various sources)

Total: 785 UKP

Add 20 quid for a MIDI interface and you have a machine that is VERY
competitive on features with the F030 for a fiver more. It has more RAM
and HD space, and the processor will deliver more power since it has zero
contention FastRAM. It doesnt have the DSP, but for the vast majority of
computing application the 25Mhz 882 is much more useful. No 16 bit sound

either, but how many people need it?

> /
>/ Daniel

Gavan.

617. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 11:57:19 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb16.115719.990@mnemosyne.cs.du.edu>
Source record: 18818

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>*education mode on*

oh dear! Bullshit/Insult/Lie mode on, more like.

>HAM8 is loads slower for real time apps like tmapping/gouraud/phong! I
>want
>you to disagree with me, you are so *unknowledgable*, i code stuff like
>this
>daily, you don't.

Yes, HAM8 is slower for games. For useful computing things it is a lot faster - like Animation for example. More colours with a lot less memory to update. Of course, we all know how sucessful the Falcon platform has been regarding games, so I guess having a potentially good games mode is really useful. BTW How many Falcon games are there that use this 65k mode? Just about all computer games I have seen these days tend to use 256 colour mode which is addressed in a very similar way on both the Falcon and A1200 (planar modes on both). Of course, the A1200 has LOADS of AGA software.

>You can plot a pixel 8 times faster than an Amiga with the Falcon true
>colour
>mode , it takes 8 read/writes to plot a pixel in 256 colour mode on an
>Amiga,
>in TC mode it takes 1 (and less logic to calculate the address/pixel
>mask),
>so don't talk about stuff you know NOTHING about. I want you to reply >to
>this point -> I need a laugh!

Nicely manipulated there. You can indeed plot a SINGLE pixel faster in 16 bit chunky, but its *MUCH* faster to update a whole screen of ham8, or even to *UPDATE* a block of 16 or more pixels. Since most of the time, computers tend to update blocks of pixels, the Falcon isnt as fast as you think.

>Chunky pixels are SO useful for real-time stuff esp. 3D. OOOPSS sorry
>the A1200 DOESN'T HAVE A CHUNKY PIXEL MODE , which is why games-writers
>and
>demo-coders are racking their brains for techniques to simulate this
>mode.

Thats why games writers are falling over themselves to make Falcon games then. As I said, most games are now 256 colours and these are accessed in the same way on the Falcon and A1200.

>NO MY FALCON DOES 1344*600 in 8bit colour

I`m thrilled for you! Tell me, what effect does this have on the
execution speed of all the programs on your system? Since the Falcon
design forces programs to share contended video RAM, maybe a nice A1200
with fastRAM might be a better idea where there would be virtually NO
program slowdown as a result of high rez modes.

Gavan
--
Griff `educating` - the blind leading the blind.

618. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 11:59:11 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb16.115911.1169@mnemosyne.cs.du.edu>
Source record: 18819

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>In article <1994Feb11.164744.19676@infodev.cam.ac.uk>
>cpb1001@hermes.cam.ac.uk writes:
>>Alright, exactly what can you do on a single floppy Falcon with 1
>>megabyte?
>>99% of Falcon owners have 4 meg.

>>How many A1200 owners have FastRAM - not 99% for sure

I`d bet a lot more A1200 have FastRAM than there are Falcon owners.
With WELL over ten times as many sold, even if only 1/10 have it, thats
more of a market than the Falcon.

Gavan.

619. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 12:13:25 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jt2l5$cf9@harbinger.cc.monash.edu.au>
Source record: 18820

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
: In article <1994Feb10.191633.23289@ida.liu.se>,
: Stefan Boberg <y91stebo@odalix.ida.liu.se> wrote:
: >mdg@ukc.ac.uk (M.D.Griffiths) writes:
: >>As for Operating systems:
: >>I have to say though that I think its disk system is pretty slow, you watch
: >>it draw a directory even from a fast hard-drive.. hmmm..
: >
: > If you're referring to the Amiga, that's because it's got a *real* file-
: >system, and not one of those FAT-thingies MS-DOS and its siblings (TOS) use.

: I have a Falcon, and everyday I use a "real" filesystem that supports
: long file names, symbolic links, and all the other UNIX goodies...
^ ^
Had that since '85 got that too, to a degree.

Can also mount or load virtually any file system, from BSD, minix, to
MS-DOS. Will all your old programs be able to deal with long file
names, in requestor boxes, etc?

- Jim

620. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 12:46:11 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2jt4ij$e4n@sol.ctr.columbia.edu>
Source record: 18821

In article <1994Feb15.213115.5021@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
} What a silly comment. The Amiga shell is a lot more powerful than UNIX shels in
} quite a lot of ways, eg:
}
} Command Templates (probably one of it's most powerful features.)

If you explain this, I'll get back to you...

} Regular expression pattern match for filename wildcards

Do me a favour - regular expressions originated in unix.

} Sensible command names

Oh please - use 'alias' to define them to whatever you want. Put it into your .cshrc or .zshrc file...

} Global environment variables set from any shell, not just the initial one

howsabout (in sh) . ~/.variables or something similar. Global namespace is a pain IMHO - although I recognise that occaisionally it can be useful.

Some questions:

Does the amiga recognise scripts with (something similar to)
#!/bin/sh
comment
script commands

Does it have command-line completion eg: if I type

ftp [TAB]
I get a list of places I commonly ftp to

or:
ls l[TAB]
lists all files beginning with l. Or completes to the only file if that is the case.

This is a standard feature of tcsh (my preferred shell). And it's programmable.

Does it have history mechanisms, so that up-arrow puts what you typed last on the line, in editable form ?

Does it spell-check commands and suggest replacements ? Even for its aliases / variables etc.

Automatically rescale to the window size you're using if you cahnge
it ?

These are genuine questions - I don't know the answers. But they
are off-the-top-of-my-head abilities of tcsh.
}
} Useful, yes, but at the expense of an efficient context switch. Maybe it would
} make sense to implement it on the HP-PA based Amigas when they are launched, but
} until then I'd rather keep my efficiency thanks.

It has sod-all to do with that. MiNT context-switches pretty quickly.
It's also getting better, with a veritable army of people working on
it. The source is available, you see.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

621. Re: Jaguar's CPU? Some facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 13:11:25 UTC
From: kstevens@srs.gov
Message-ID: <01H8Y2YI1FKY0006R1@SAEMS.SRS.GOV>
Source record: 18822

In article <1994Feb16.011319.37706@rmece02.upr.clu.edu>, you wrote:

> Well, I am subscribed to the Jaguar mailing list,
> where a lot of interesting things are being talked sometimes.
>
> Some food for thought, to those 'Tom RISC's' can act
> as a wonderfull CPU, this quote comes from a direct
> Id software DOOM developer, for the Jaguar:
>
> --------8x CUT HERE 8x---------
>
> From: Shawn Green <shawng@idcube.idsoftware.com>
> To: "Atari Jaguar List" <jaguar-l@ctrc.idde.saci.org>
> Subject: Re: Doom Question--
> Date: Tue, 15 Feb 94 09:13:53 -0600
> Reply-To: jaguar-l@ctrc.idde.saci.org
> Sender: listserv@ctrc.idde.saci.org
> X-Listname: <jaguar-l@ctrc.idde.saci.org>
> X-Mailer: Mercury MTA v1.11.
> Message-Id: <13A5EE760A@ctrc.idde.saci.org>
> Status: RO
>
> |> This also goes for Shawn Green:
> |>
> |> * Did you guys used the TOM RISC for graphic operations, or
> |> general programming operations too?
>
>
> Just graphics.
>
> |> * How is the expected frame rate? I have seen DOOM on a GATEWAY
> |> local bus 486dx2 66 Mhz.... I would like to know.
>
> Not quie as fast, but we expect it to run at 20FPS.
>
>
> |> * Will there be support for multiplayers? That would be cool,
>
> |> even if it requires another Jaguar with another TV.... thinking
> |> about the future here when the Jaguar takes over ;-)
>
> Yes, you will be able to use the com-link to connect two Jaguar consoles togethe
> r for multi play.
>

> |> * Any expected $cost$ (if you can tell.... ;-))
>
> I have no idea.
>
> |> * CD quality music?
>
>
> At this point we are not sure if we will have space to do digital music or not.
> Rest assured the music will
> be great either way. :D
>
> ---
> -Shawn Green (shawn@idsoftware.com)
> id Software
>
> ----------8x------- CUT HERE 8x-------
>
>
> No flames, just some considerations:
>
> * Why id software didn't use the Tom RISC for general purpose
> tasks?
>
> * I expected DOOM to run at 30 fps like on DX2 50Mhz and 66Mhz
> PC's! Either the game could be optimized more for the Jaguar
> or the Jaguar can't handle it. Since ID software are good
> hackers, I suspect the truth lies in both.
>
> * To be fair, in another post, DOOM on the Jaguar will use
> 16-bit graphics, which is twice the info on the PC... still ;-)
>
> * They haven't set a release date yet.
>
> * Will support multi-players, I don't know yet if it will
> support more than two though. You need two Jaguars, uses
> the ComLynx port.
>
>
> --
>
>
> --
> Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
> I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

Anyother thing you didn't hit on is the fact the computer system your are
talking about only cost about 10X more than the jaguar. If I'm paying 2500
dollars for a computer system, I definitely expect it to out perform a 200

dollar unit.

--
Ken Stevens | kstevens@srs.gov |

622. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 13:24:29 UTC
From: kstevens@srs.gov
Message-ID: <01H8Y3EP418I0009FL@SAEMS.SRS.GOV>
Source record: 18823

In article <1994Feb16.065525.14687@mnemosyne.cs.du.edu>, you wrote:

> More generally, you just don't seem to understand niche markets all
> that well. Pretty much all of the points you have raised above have
> applied to the Amiga and Atari platforms for some time. But the
> reason I have a Falcon and not a 486 Drone is that I enjoy my Falcon,
> some of the software is a lot better and cheaper than IBM or Mac
> software, and I find the interface a lot more fun.
>
>
> I might be able to get more raw oomph for the buck out of a 486 or
> Mac, but for me it would be rather like strapping an electric chair or
> lace tablecloth on the back of a rocket. I wouldn't be too
> comfortable either way...
>
> Now OS/2, that is another story, and might yet tempt me into buying
> such a machine.
>
> --
> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)

Kendall, I have to disagree with you here. I was an Atari enthusiast for many years (still am). I found that the older Mac interface (sys 6.x) was actually very much like the ataris interface (I had no problem at all transitioning from atari to mac, the basic paradigm is the same on both platforms). There were of course differences, each had there pluses and minuses. Now system 7.x is a different story. I don't think that the atari interface has kept up with the mac, they've come out with some pretty interesting features and some time next year will have the micro kernal version out. .

--
Ken Stevens | kstevens@srs.gov |

623. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 13:26:21 UTC
From: mdg@ukc.ac.uk
Message-ID: <8353@gos.ukc.ac.uk>
Source record: 18824

In article <1994Feb16.115719.990@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> Yes, HAM8 is slower for games. For useful computing things it is a lot
>faster - like Animation for example. More colours with a lot less memory
>to update. Of course, we all know how sucessful the Falcon platform has
>been regarding games, so I guess having a potentially good games mode is
>really useful. BTW How many Falcon games are there that use this 65k mode?
>Just about all computer games I have seen these days tend to use 256
>colour mode which is addressed in a very similar way on both the Falcon
>and A1200 (planar modes on both). Of course, the A1200 has LOADS of AGA
>software.
> Nicely manipulated there. You can indeed plot a SINGLE pixel faster in
>16 bit chunky, but its *MUCH* faster to update a whole screen of ham8, or
>even to *UPDATE* a block of 16 or more pixels. Since most of the time,
>computers tend to update blocks of pixels, the Falcon isnt as fast as you
>think.

Most animation will use DELTA compression (store the difference between the frames), so if one pixel changes yuo have to update or store the changes to the surrounding pixels that are affected or do some sort of on-fly calculation - since I have never seen the code or written a DELTA ham8 animation player I won't comment on how fast it is. How about someone with experience in this area posts and says how efficient HAM8 compression is and how much 'extra' data needs to be written or recalced.

:>>You can plot a pixel 8 times faster than an Amiga with the Falcon true
:>>colour
:>>mode , it takes 8 read/writes to plot a pixel in 256 colour mode on an
:>>Amiga,
:>>in TC mode it takes 1 (and less logic to calculate the address/pixel
:>>mask),
:>>so don't talk about stuff you know NOTHING about. I want you to reply >to
:>>this point -> I need a laugh!
:>>Chunky pixels are SO useful for real-time stuff esp. 3D. OOOPSS sorry
:>>the A1200 DOESN'T HAVE A CHUNKY PIXEL MODE , which is why games-writers
:>>and
:>>demo-coders are racking their brains for techniques to simulate this
:>>mode.

:> Thats why games writers are falling over themselves to make Falcon
:>games then. As I said, most games are now 256 colours and these are
:>accessed in the same way on the Falcon and A1200.

Gavan loses on the technical details, so decides to say 'oh but no-one makes games for the Falcon'. A stunning reply indeed. Thats funny most

PC games use chunky pixels, or MODE-X if you even know what that is.

:>>NO MY FALCON DOES 1344*600 in 8bit colour
:> I`m thrilled for you! Tell me, what effect does this have on the
:>execution speed of all the programs on your system? Since the Falcon
:>design forces programs to share contended video RAM, maybe a nice A1200
:>with fastRAM might be a better idea where there would be virtually NO
:>program slowdown as a result of high rez modes.

You can add FASTRAM to a Falcon just like a A1200. W/o fastram the Falcon
has less contention - in this particular mode you get about 20% decrease
in memory bandwidth.

> Gavan (the MORON)

(sorry couldn't resist that one again).

Griff
--

624. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 13:28:56 UTC
From: mdg@ukc.ac.uk
Message-ID: <8354@gos.ukc.ac.uk>
Source record: 18825

In article <1994Feb16.115911.1169@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
:>mdg@ukc.ac.uk (M.D.Griffiths) writes...
:>>In article <1994Feb11.164744.19676@infodev.cam.ac.uk>
:>>cpb1001@hermes.cam.ac.uk writes:
:>>>Alright, exactly what can you do on a single floppy Falcon with 1
:>>>megabyte?
:>>>99% of Falcon owners have 4 meg.

:>>>How many A1200 owners have FastRAM - not 99% for sure
:> I`d bet a lot more A1200 have FastRAM than there are Falcon owners.
:>With WELL over ten times as many sold, even if only 1/10 have it, thats
:>more of a market than the Falcon.

The argument was about what the Base system was. Since 99.9% of Falcon owners have 4meg/HD and would say that this is what people will develop for. There maybe more 1200s but a smaller PERCENTAGE of the owners have FASTRAM?

>Gavan.

Griff
--

625. Re: Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 14:02:47 UTC
From: kstevens@srs.gov
Message-ID: <01H8Y4R6NFHU0005UR@SAEMS.SRS.GOV>
Source record: 18826

In article <2js8iv$o84@auggie.CCIT.Arizona.EDU>, you wrote:

> In article xK@ryn.mro.dec.com, nagel_e@cecehv.enet.dec.com (Besiktas...) writes:
> >
> > In article <2jj5lr$559@nuscc.nus.sg>, akisujar@leonis.nus.sg (SUTHIPUN SUJARITTANO)
writes...
> >
> > >I hope that Dave would get his Color Spectre and Spectre 3.1 out soon as
> > >it is pain to use Spectre 3.0 with the TT.
> >
> > Two weeks ago I heard from someone at Atari that Dave is experiencing some
> > problems with system 7, because sys7 apparrently is able to detect that it
> > isn't running on Mac hardware. So maybe he'll have to write a sys7 patch
> > program before we can use the new color spectre.
> >
> > Erlend.
>
> Spectre 3.0-->3.1 has nothing to do with color, it only fixes a few TT bugs,
> ie., the use of TT-RAM, and SCSI hard drives, which we currently can't do.
> As of last summer this was at least in beta tesing (Dave himself actually
> posted on the net looking for testers--fool that I was I didn't say I would),
> but nothing has been heard of since.
>
> A color Spectre is a MAJOR upgrade, since this means emulating a Mac II
> instead of a Mac+. This would require not only new software, but new Mac
> ROMs, since Mac+ ROMS (which all Spectre owners have) do not support
> color. This may also require a new GCR cartrige, since the color ROMS
> are >128k.

Actually the roms do support color, though only something like 16 colors.
>
> Running System 7 with new software may be possible, but I haven't a clue
> why anyone would want it. If I were to buy a new Mac out of the box I'd
> take System 7 off and put 6 on, first thing (just my opinion...).
Why do you feel this way? (unless it is the memory requirements, though you
can run a stripped down sys 7 in about 1.5 megs) System 7.X is heads over
heels better than system 6.x.

>
> However, at present I don't care about Sys 7 or color and would be happy
> if I could just get my hands on Spectre 3.1 for my TT. I wrote (ie., with
> real paper and everything) Gadgets a few weeks ago about it, and have yet
> to hear anything back.
>
> ---

>
> -Paul Harris @ @
> paul@jupiter.ame.arizona.edu ___/

--
Ken Stevens | kstevens@srs.gov |

626. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 15:59:59 UTC
From: reedp@corp.hp.com
Message-ID: <2jtftv$5ma@hpscit.sc.hp.com>
Source record: 18827
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2jsq4e$8kb@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Perry Reed (reed@pa.itc.hp.com) wrote:
>: OK, here it is!
>
>: I should explain some of what's on it, first...
>
>: I am running HP NewWave, which is what you see with all the icons in the top
> ^^^^^^^^^^^
>: half of the screen. It may look unorganized, but I can easily find my most
>: used objects and tools on the desktop. Those that are less used are in folders
>: or the File Drawer...
>
>Aha! HP NewWave. That explains why a HP employee is talking about Windows
>and how great it looks ;-)
>
It's true! I am a BIG NewWave advocate! And that's not because I'm an HP employee (although if I wasn't, I probably would have never tried it...) To me, NewWave simply is the best way to work in Windows. I don't need the Progman Fileman combo-from-hell, in fact I don't need files at all! Most everything on my PC is an object under NewWave.

The latest version (4.12) is very FAST (blows doors on Norton), and it has serveral features that make sharing objects/files with non-NewWave pegans, oops! I mean "users", very easy.

--
-.---. -.---. .--------------------------------------.
|---' |---' . | Perry Reed |
| .=..-..-.. . | `. .=..=..-| | reed@corp.hp.com |
' `- ' ' `-| ' ``- `- `-` | "If it works, it's obsolete!" |
-' '--------------------------------------'

627. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 16:14:11 UTC
From: mdg@ukc.ac.uk
Message-ID: <8369@gos.ukc.ac.uk>
Source record: 18828
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2jsdtv$f16@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:
:>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>There is no need to do a simple ordered dither, you just take the 8 bits, R,
:>>G,B and chop them down to 5 bits R,G,B - you can accumulate the error with
:>>a little extra effort but its not really worth it IMO. This is why quant
:>>ization to 256 colours takes so much longer because you need to use complex
:>>dithers and best colour matching (etc) to get a goodlooking image.
:>>All JPEG viewers on the Falcon use this simple quantization to display
:>>jpegs in TRUE colour.
:> But, but, but ... you'll get color banding on smoothly
:>shaded surfaces, like a JPEG of a renderer output. Okay, I concede:
:>if this is the way you do it, it'll be fast, but I don't think the
:>quality will be that great.

Thanks, (it is fast!, 3 shifts and 3 ANDS or sommit like that)

one point is that JPEG is not really so good for ray traced stuff and there
is where you are most likely to get noticable banding. The quantisation give
near photo quality on a TV, on a monitor the quantization can be more noticable
on a monitor but then again dithering tends lead to a grainy appearance
sometimes.

>--Andre

Griff
--

628. Re: "Bit-ness" of Processors (Kill this topic)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 16:15:53 UTC
From: ockeloen@fys.ruu.nl
Message-ID: <1994Feb16.161553.5667@fys.ruu.nl>
Source record: 18829
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In <1994Feb14.151909.1@acad2.alaska.edu> assrh@acad2.alaska.edu writes:

>> Sure its slower BUT you must use the best format on a platform and thats
>> anim7/anim8 ham8 anims and they go WAY faster and in some cases look
>> better then jpeg/mpeg anyway.
>>

> Too bad they don't make ANY Ham8 movies for CD then eh? I guess they must have
>overlooked that Wonderful format when they designed MPEG then right? Is HAM8
>even compressed?? Isn't that the whole purpose behind JPEG/MPEG??

You got to be kidding right ?, there are several ham8 anims on cd's for
the amiga (cd32 for one) you killed most of my message where i sad IF
YOU HAVE MEMORY TO SPARE. if you need need to fill more than use mpeg
WITH some hardware and thats what they did (ham8 on cd32 units without
mpeg and mpeg if a mpeg unit is found). you can get this here for about
$530 thats today (cd32+mpeg).

>>>
>>>> /// Leif Hugo Vaarum, Remmen 3A, 1783 HALDEN
>>>
>>>Griff
>>>--
>>>
>>
>> Daniel.
>>
>
> Dan.

Daniel.

629. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 16:16:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d6246e2@troed.ct.se>
Source record: 18830

In a message of 15 Feb 94 04:53:00, William Fang wrote:

WF> All these half-baked, cache bound tests are just bunk. Same goes with
WF> these test cpu-ram tests in the TT. If the ram is clocked at 32mhz,
WF> how on earth is a 16mhz cpu going to access it at 32mhz, which the x4
WF> theorectical claims it should be?

TT = 32Mhz CPU

WF> Or how about go to comp.benchmarks and dig a good pd c source for a
WF> good cpu->ram test? Compile it under gcc on a 16mhz and 25mhz A3000,
WF> a 16mhz Falcon and the 16mhz Atari TT, and come back with the source.
WF> It'll be interesting to see how Andre Yew's pet compiler stacks up.
WF> My money's on AY's

TT = 32Mhz CPU

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

630. Re: Vapourware.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 16:18:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d62474c@troed.ct.se>
Source record: 18831

In a message of 15 Feb 94 17:42:33, Gavan Moran wrote:

GM> You claimed that Atari had firm plans for a PowerPC based Jaguar
GM> computer. This was based on something that an Atari engineer said they
GM> were `looking into`. Pah! Try not to post rumours and speculation as
GM> facts. I stand by my post, you were citing vapourware as being definite.

I never said Atari had firm plans to do anything.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

631. vapour features.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 16:20:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d6247e6@troed.ct.se>
Source record: 18832

In a message of 15 Feb 94 17:36:27, Gavan Moran wrote:

GM> >Correction: I quoted an Atari engineer who said the Falcon's bus was
GM> >"special"
GM> >and "not 16 bit", I also pointed out that it was possible to use the
GM> >above
GM> >method, and the speed tests done by Mats Loman (a friend of mine) did
GM> >NOT show
GM> >any sign of heavy bus-contention on the Falcon.
GM>
GM>
GM> Rubbish, you claimed that the 32Mhz of the Falcon bus allowed the
GM> Falcon CPU to operate effectively as a 16 Mhz/32 bit memory access 030.
GM> Not that it was theoretically possible with a suitable memory controller.
GM>
GM> You were confronted with a FACT (the 16 bit memory access) and true to
GM> form you made up a story to back you up.

I stand by my quote above.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

632. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 18:02:47 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.761421767@nova>
Source record: 18833
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Skip Sauls (skip@cy.cs.olemiss.edu) wrote:

>[...]

>: Oh come on now, it's just marketing hype, something which has been
>: proven to sell things. If you guys want to insist on complete truth
>: in marketing and advertising, don't you think that all companies and
>: their products should be held to the same standard?

>Why in the hell shouldn't they use the same terms and contexts as everyone
>else? I expect them at worst to be economical with the truth.

>Or do you sell PC clone boxes like this:

> **** Skip Computers Advertising ****

>Multispin CD ROM drive - It's really a single speed, but has
> stop and go, hence multi speeds and
> multispin.

Funny you mention that. I've seen CDROM drives labelled "multispin" and
their max data transfer rate is 150KB/sec = single spin? I'll go back and
check out the brand name and post it here if I get a chance. I thought
that was a marketing ripoff. But this just shows that all other companies
should be held to the same standard as Atari is being here, and there are
many companies that are not following standards.

>24bit graphics accelerator - It has more than 24bits of RAM, but
> can only display 8bit colour in 640x480.

I hope it has 24bit registers! ;-)

>: BTW, the comment above about the HP's 48bit address space brings up
>: a good point. The CD32 has a 68EC020, right? Doesn't that chip have
>: a 24bit address space, not 32bit? Using the logic above, shouldn't
>: Commodore be similarly chastised for claiming that the CD32 is a 32bit
>: machine? Wouldn't CD24 be more appropriate?

>Only if you think I was serious ;-) I'm perplexed why HP don't call
>their HP PA 64bit systems, or even 256bit systems, which Intel seem to
>be calling their Pentium.

Agreed.

>- Jim

/Kevin

633. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 18:20:54 UTC
From: neilg@hpqtdya.sqf.hp.com
Message-ID: <CLBxMv.3x7@hpqmoea.sqf.hp.com>
Source record: 18834
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Perry Reed (reed@pa.itc.hp.com) wrote:

: On the bottom of the screen is HP Dashboard (hey, I'm an HP employee, I have
: to runs lots of HP apps! :)). I use Dashboard for other applications,

What version of Dashboard is this ? Yours looks like it can do things the
version we have here cannot. Bah :-(

Your desktop looks quite nice - not my choice of window backdrops or fonts,
however.

--
Neil Gall
neilg@hpqtdya.sqf.hp.com

634. Jaguar Availability

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 18:27:11 UTC
From: faber@dilo.engin.umich.edu
Message-ID: <2jtohvINNhhn@srvr1.engin.umich.edu>
Source record: 18835

When will I see Jaguars in Ann Arbor..... I have heard all these great (and not so great) things about Jaguar, but when will I actually get to see one? Will they eventually be available at software retailers such as Babbages, Egghead SW, etc?

635. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 18:45:33 UTC
From: reed@pa.itc.hp.com
Message-ID: <2jtpkd$fc0@hpscit.sc.hp.com>
Source record: 18836
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <CLBxMv.3x7@hpqmoea.sqf.hp.com>, neilg@hpqtdya.sqf.hp.com (Neil Gall) writes:
> Perry Reed (reed@pa.itc.hp.com) wrote:
>
> : On the bottom of the screen is HP Dashboard (hey, I'm an HP employee, I have
> : to runs lots of HP apps! :)). I use Dashboard for other applications,
>
> What version of Dashboard is this ? Yours looks like it can do things the
> version we have here cannot. Bah :-(
>
> Your desktop looks quite nice - not my choice of window backdrops or fonts,
> however.
>
I'm using Dashboard version 2.0 with the Fun Disk installed. It should be
widely available everywhere. (Unfortunately I don't have access to any
secret HP-internal-only super-version of Dashboard :))

Thanks for the compliment on my desktop! As far as the fonts go, I tend to
change them fairly often. I get bored seeing the same thing for long periods
of time. And as for the backdrop, all I can say is "Go Sharks!" :)

Actually, that reminds me that I also changed the system font the Windows uses.
I forgot to mention that when I posted the GIF... I can't remember the
utility I used to change it, but it I do remember I pulled it off CICA or
somewhere...

--
-.---. -.---. .--------------------------------------.
|---' |---' . | Perry Reed |
| .=..-..-.. . | `. .=..=..-| | reed@corp.hp.com |
' `- ' ' `-| ' ``- `- `-` | "If it works, it's obsolete!" |
-' '----------------------------------'

636. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 19:56:18 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.195618.22165@rmece02.upr.clu.edu>
Source record: 18687

In article <8329@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb15.164446.18638@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

[stuff deleted]

|> we now have a lookup table for this 'word' which has the the 'palette'
|> for the 65536 colours. (this is the what u wanted as above).
|> The 65536 colour are simply the two seperate playfields colours added together
|> for the 256*256 combinations. Thus we have a dual playfield. A 68030 could
|> do this about 17FPS with the following code:
|>
|> ; a0 -> playfield 1/2 (interleaved bytes FIELD1/FIELD2/FIELD 1 etc)
|> ; a1 -> true colour screen
|> ; a2 -> colour lookup.
|>
|> move.w (a0)+,d0
|> move.w 0(a2,d0.w*2),(a1)+
|>
|> you repeat this loop say 60 times and fit it nicely in the cache, so even
|> with the 030 you get 17FPS.

Is this theoretical or measured? The data doesn't fit in the cache...
And when transfering outside you hit the 16-bit bottleneck.

|> the DSP code would run about 25FPS, it would run
|> much faster, but there is not enough DSP memory to store the lookup or both
|> screens so it would only go at about 25FPS.

While it sounds interesting... it won't make a smooth scrolling game.
Add the sprite movements, scrolling into account (plust game logic, etc.)
and there are problems.

|>
|> I dunno if your intelligent enough to understand this method Gavan, but at
|> least some of the Amiga coders will. I hope you'll see what a nice mode
|> 1 word per pixel is.
|>
|> >Gavan
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

637. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 19:57:53 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.195753.21240@rmece02.upr.clu.edu>
Source record: 18688

In article <2d5f1fe4@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 14 Feb 94 02:22:29, M.D.Griffiths wrote:
|>
|> M> Us Falcon owners don't care how many of us there are, we are not that
|> M> insecure.
|>
|> Fact is that Falcon sales are picking up now in Sweden (and France also I hear)
|> ... the userlist on SECOM will quite clearly prove that .. :-)

Yep, sure, aha. I believe you Rickard.... BTW, A1200 sales are picking up too.

|> + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

638. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 20:41:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d6284f4@troed.ct.se>
Source record: 18689

In a message of 16 Feb 94 14:28:56, M.D.Griffiths wrote:

M> The argument was about what the Base system was. Since 99.9% of Falcon
M> owners
M> have 4meg/HD and would say that this is what people will develop for.
M> There
M> maybe more 1200s but a smaller PERCENTAGE of the owners have FASTRAM?

I'd dare say 100% .. ;) ... I only knew of ONE person buying a Falcon 4/0 with the intent to run it off disks "as he did with the STE" ...

It took two or three weeks before he got a cheap SCSI ..

You know .. ;) .. The Falcon handles both IDE and SCSI-II as standard .... too bad all "machines" don't ...

Most 1200 owners play games, they DO NOT have FastRam ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

639. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 20:43:39 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb16.204339.40778@rmece02.upr.clu.edu>
Source record: 18690

In article <8327@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb15.142902.9819@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> > You say the Falcon blitter is compatible with the STe blitter? I hope
|> >they added barrel shift capability then as this was a drawback with
|> >previous Atari blitters.
|>
|> You talk about stuff you know nothing about, barrel shifting allows you to
|> shift say 15 places in the same time as 4 places (etc), the STE blitter has
|> always been able to do this, it certainly has the same shifting capability
|> as the Amiga blitter. This is another example of mindless mis-information from
|> someone who is really rather lacking in hard knowledge.
|> The Falcon blitter is 2.5 times faster than the STE blitter, the AGA blitter
|> in the 1200 is 1.4 - 1.5 times faster (MAX). ok? I quote facts, you talk
^^

Even when you need to blit from three different sources using an
AND/etc. operation? The STe blitter has only two sources-> destination,
which for some operations then you have to make the blitter act TWICE at least
(I think sometimes even three).

Or the '1.4-1.5' is taking this into account (I doubt it.)

|> bollox.
|>
|> >Gavan
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

640. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-16 21:46:06 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb16.214606.13970@t.hfb.se>
Source record: 18691

```
> Well kiddies, which of these takes longer?
> 1) Writing 2 16 bit pixels along a 16 bit bus at 16 MHz
> or
> 2) Writing 4 8 bit pixels along a 32 bit bus at 14.3 MHz
> Gosh that's a hard one :-)

To draw one 16 bit pixel you only have to do

move.w #$ffff,(a0)+

To draw one 8bit pixel you need to do

bset.w #1,(a0) ;update bitplane #1
bset.w #1,2(a0) ;update bitplane #2
bset.w #1,4(a0) ;update bitplane #3
bset.w #1,6(a0) ;update bitplane #4
bset.w #1,8(a0) ;update bitplane #5
bset.w #1,10(a0) ;update bitplane #6
bset.w #1,12(a0) ;update bitplane #7
bset.w #1,14(a0) ;update bitplane #8

This is just an example to show the drawbacks of bitplanes.
The code is NOT meant to be optimal, so please don't be
upset about it!

/
/ Daniel
```

641. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 00:35:50 UTC
From: quinlan@gemini.csil.sfu.ca
Message-ID: <quinlan.761445350@sfu.ca>
Source record: 18692

Are all you falcon owners music enthusiasts? Maybe speed was
an equal concern for the original poster in which the Falcon is
probably not the best choise. Falcon is THE BEST for MIDI but if
you want speed you'll have to look beyond Atari. Like IBMs and Macs.
If you are concerned for price buy a clone or a low-end mac.

--
Brian Quinlan
quinlan@sfu.ca

This sig wasted 125 bytes

642. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 00:48:44 UTC
From: quinlan@gemini.csil.sfu.ca
Message-ID: <quinlan.761446124@sfu.ca>
Source record: 18693

Let's thin this discussion out at bit. I am a mac user, just thought
I'd let you know that my opinion is biased. Things to point out: Mac's have
DSP's if you want them and they come with software (video capture, video
editing, speech recognition, high-speed communication, voice-mail). Also
PPC will not be that expensize, about $2000 for the base mac model. This
includes a mac 14" monititor(Sony Trinitron if the trend continues), an extended
keyboard, a 150Mb drive, 8Mb RAM and an IBM emulator that operates at 486 SX25
speeds. If will be much more powerful the current quadra series of macintoshes.
By current I mean with a 33Mhz 68040 that could blow the Falcon away. No need to
flame me for the last statement even if somehow you don't think that it's true.
This makes PowerMac a very appealing choise for what $700 dollars more you
get 10 times the speed and more compatibility. Just something to think about.

--
Brian Quinlan
quinlan@sfu.ca

This sig wasted 125 bytes

643. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 04:00:08 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2juq48$bqf@news.dmpe.CSIRO.AU>
Source record: 18694

>There are *NO* atari BBS's running in Australia. They're nearly all
>on PC's, running Remote Access, or EzyComm, or some other program.
>There's a few Amiga BBS's, using DLG pro or Max's BBS.

Bollox.

Here's One For ya Jim ;^)

Ogre BBS - Atari ST/TT Falcon 030 based
Ph 61-9-445-2075 24hrs, 7Days.

Runs on a Mega STe If I remeber correctly ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

644. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 04:05:55 UTC
From: rubber@nmt.edu
Message-ID: <1994Feb17.040555.19296@nmt.edu>
Source record: 18695
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <khaley.761421767@nova> khaley@nova.gmi.edu (Kevin Haley) writes:
>int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>
>>Skip Sauls (skip@cy.cs.olemiss.edu) wrote:
>>[...]
>> **** Skip Computers Advertising ****
>
>>Multispin CD ROM drive - It's really a single speed, but has
>> stop and go, hence multi speeds and
>> multispin.
>
>Funny you mention that. I've seen CDROM drives labelled "multispin" and
>their max data transfer rate is 150KB/sec = single spin? I'll go back and
>check out the brand name and post it here if I get a chance. I thought
>that was a marketing ripoff. But this just shows that all other companies
>should be held to the same standard as Atari is being here, and there are
>many companies that are not following standards.

For everyone's info, multispin refers to the ability to read certain types
of Photo CDs. Namely ones that have been recorded onto at several different
times. Or maybe I'm thinking of multisession, or maybe it's called two of
the same things, or maybe I am just confusing everybody. Anyway, I can't
call myself an expert, so correct me if you want.
Rob

645. Atari1040st w/ COLOR mo-4 Sale-$450

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 05:35:15 UTC
From: cms@mtf108.rh.psu.edu
Message-ID: <2juvmj$2jb@genesis.ait.psu.edu>
Source record: 18696

Atari 1040st with color monitor for sale only $450!

Atari st has audio stereo output. Comes with sequencing program
Edit Track II by Hybrid Arts. Great for electronic music!!
Email or call Chris at 814-862-5153. I am the only one at this number
but the best times to reach me are 10-12 am or 8 pm to 2 am. I am
currently in State College, PA (Penn State Univ.).

Christopher M. Sevanick

646. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 05:37:06 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2juvq2$c3r@news.dmpe.CSIRO.AU>
Source record: 18697

>Excuse me? You are talking of the UK, where they are still selling 512 KB
>STs/STEs! In Germany, the minimum config is 4/0 (I bought a 4/0 in a
>tower w/ 170 meg SCSI and MFII keyboard adaptor).
>May people from other countries also tell Mr. Moron what the base config.
>in their country is?

The configs that we got down here in Australia were either 4/65 or 4/80. Never seen a 1/0 (Thank GoD!)

(I got a 4/80 ;^))

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

647. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 06:32:05 UTC
From: djs@jet.uk
Message-ID: <1994Feb17.063205.23223@jet.uk>
Source record: 18698

In <01H8Y3EP418I0009FL@SAEMS.SRS.GOV> kstevens@srs.gov (Ken Stevens) writes:

>In article <1994Feb16.065525.14687@mnemosyne.cs.du.edu>, you wrote:

> ...(Comparisons between Atari and Mac user interfaces)...
>interesting features and some time next year will have the micro kernal
>version out. .
Err, what's that got to do with the user interface, then?
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

648. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 08:36:03 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CLD184.439@freenet.carleton.ca>
Source record: 18699

In a previous article, quinlan@gemini.csil.sfu.ca (Brian Quinlan) says:

> Are all you falcon owners music enthusiasts? Maybe speed was

No, we are all 'great computer' enthusiasts. The excellent sound is just
of of many reasons to own a Falcon.

>an equal concern for the original poster in which the Falcon is
>probably not the best choise. Falcon is THE BEST for MIDI but if
>you want speed you'll have to look beyond Atari. Like IBMs and Macs.
^^^^^^^^^
If you want speed upgrade the Falcon to an 030/040 with Fastram, buy a TT or
a TT clone. (if you like Atari computersthat is. If you do not like Atari
hardware then why are you here?)
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

649. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 08:46:04 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CLD1os.4B5@freenet.carleton.ca>
Source record: 18700

In a previous article, quinlan@gemini.csil.sfu.ca (Brian Quinlan) says:

> Let's thin this discussion out at bit. I am a mac user, just thought
>I'd let you know that my opinion is biased. Things to point out: Mac's have

blah blah blah blah

Yes MACs are nice but so are Falcons and TTs. One can upgrade either
machine to be just as fast as one of your Macs (well not a PowerPC but
those are not out yet). Some people simply like Atari computers much more
than MACs. (things to point out: Ataris have great shareware and regular
software, are fun to program, have a great OS, great hardware etc...)
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

650. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 09:40:51 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb17.094051.18908@mnemosyne.cs.du.edu>
Source record: 18701

mdg@ukc.ac.uk (M.D.Griffiths) writes.....

>In article <1994Feb13.234034.28037@infodev.cam.ac.uk>
>cpb1001@hermes.cam.ac.uk writes:
>>In article <8225@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) >>writes:
>>
>>|> how much did you pay for the 68882?
>>
>>A lot less than you payed for your Falcon.

>I see... this is your only SAD reply. You admit I was right about the >DSP
>begin as fast as the 68882 at FP arithmetic? Your a BAD LOSER!

Didn`t you claim it was EIGHT times faster than an 882?

Then you changed it to `half as fast`

How does it compare after you spend time loading the DSP code, setting
up the variables to operate on, invoking the DSP code and reading the
results back into the CPU - is it still as fast??? (as an 882 of 16Mhz)

Gavan

651. Re: "Bit-ness" of Processors (Kill this topic)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 10:44:31 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <1994Feb17.104431.21721@mnemosyne.cs.du.edu>
Source record: 18702

>assrh@acad2.alaska.edu writes..

>>>12-13 FPS Slow? Its faster than ANY AMIGA can play them. My own
>>>personal
>>>version is 3-4FPS because I have no yet optimised a lot of the Stuff
>>>in
>>>DSP assembly (IDCT for example , if u know what that is).
>>
>> Sure its slower BUT you must use the best format on a platform and
>>thats
>> anim7/anim8 ham8 anims and they go WAY faster and in some cases look
>> better then jpeg/mpeg anyway.
>>

> Too bad they don't make ANY Ham8 movies for CD then eh? I guess they
>must have
>overlooked that Wonderful format when they designed MPEG then right? Is
>HAM8
>even compressed?? Isn't that the whole purpose behind JPEG/MPEG??

> Dan.

The whole point about MPEG is to play back movies at a decent quality from CD. Impressive though 15FPS at 1/4 full resolution on a Falcon is (I notice no one has mentioned replaying the sound too), this is NOT enough for people to watch movies, so really as an MPEG player machine the Falcon is out the window (not that MPEG playing ability is THAT important for a computer).

If you want a PROPER MPEG player, then only two machines currently offer MPEG - The Philips CDi (yeuuch) and the Amiga CD32 (Which can also accept a keyboard/fastram/HD etc - turning into an A1200) both have MPEG cards available. The 3DO is supposed to have one `soon` and Atari have indicated that the Jaguar CD add-on will be getting an MPEG cartridge shortly after it comes out.

I think the point is that when it comes to playing back animations on your computer system, the existing Amiga animation formats offered better replay rates or higher resolutions (sometimes with sound) than the 1/4 rez, 15 FPS , no-sound(??) MPEG on the Falcon. Plus of course, these formats are already `standard` on the Amiga and so there is a lot of support for them.

Having a really quick way of loading/saving JPEGs is genuinely useful though, so the DSP in the Falcon scores there.

Gavan

652. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 11:06:20 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jvj3c$imm@harbinger.cc.monash.edu.au>
Source record: 18703
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Perry Reed (reedp@corp.hp.com) wrote:
: >
: >Aha! HP NewWave. That explains why a HP employee is talking about Windows
: >and how great it looks ;-)
: >
: It's true! I am a BIG NewWave advocate! And that's not because I'm an HP
: employee (although if I wasn't, I probably would have never tried it...) To me,
: NewWave simply is the best way to work in Windows. I don't need the Progman
: Fileman combo-from-hell, in fact I don't need files at all! Most everything on
: my PC is an object under NewWave.

Yeah! I hate progman-fileman. It's really icky having to load up another
program just to hunt around for files. I prefer using AmigaDOS's show
all, show icons, show text options and combinations.

Your choice of fonts and background pictures weren't exactly the most
aesthetically pleasing. I hate those futuristic looking fonts.

The little app-dock, ala Next (also available under AmigaDOS) looks nice.
I've thought about removing all file descriptions from Icons under Windows.
I can't really do this under AmigaDOS, so I have to use an app-dock program.

I was wondering why the gadgets on the dashboard are so different from
the gadgets on the other windows? The 3d-a-like boxes around the text
are a bit odd. Did you munge the colour scheme slightly, as I would
have chosen shades of blue for a better 3d effect?

: The latest version (4.12) is very FAST (blows doors on Norton), and it has
: serveral features that make sharing objects/files with non-NewWave pegans, oops!
: I mean "users", very easy.

I'd probably buy it just for the docks. How much is HP Newwave for
students (if there is a discount, otherwise street prices)? How much
extra HD space and RAM does it take up?

- Jim

653. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 11:15:41 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2jvjktINNkt5@tom.rz.uni-passau.de>
Source record: 18704

In article <1994Feb16.115719.990@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>>HAM8 is loads slower for real time apps like tmapping/gouraud/phong! I
>>want
>>you to disagree with me, you are so *unknowledgable*, i code stuff like
>>this
>>daily, you don't.
>
> Yes, HAM8 is slower for games. For useful computing things it is a lot
>faster - like Animation for example.

Be precise: for full-screen replacement animation HAM8 may be equal to other modes (not faster, unless you face bus-contention problems).
For delta-frame animations (MPEG or even Eric Schwartz cartoons), HAM8 is worse than DC/TC modes.

>More colours with a lot less memory
>to update.

You won't face memory problems with delta-frame animation, you will face calculation time problems. With DC modes, a simple quantization is enough to get a REALLY good representation of the original MPEG, with HAM modes one has to implement LOTS of calculations.

>BTW How many Falcon games are there that use this 65k mode?

There are not too many games for the Falcon, but at least the French Wolfenstein 3D clone and 'Space Junk' seem to use it. Most demos also use this mode instead of 256 colours, seems it is fastest and easiest to program.

> Nicely manipulated there. You can indeed plot a SINGLE pixel faster in
>16 bit chunky, but its *MUCH* faster to update a whole screen of ham8, or
>even to *UPDATE* a block of 16 or more pixels. Since most of the time,
>computers tend to update blocks of pixels, the Falcon isnt as fast as you
>think.

A block of 16 or more pixels horizontally might be easier to update on the Amiga, because you only have to recalculate at the left and the right margin of the moved block, but for games (again) a 16 pixel wide object fills 1/20 of the A1200 screen. Not very likely that ALL objects will be that big, right?

>>NO MY FALCON DOES 1344*600 in 8bit colour
>
> I`m thrilled for you! Tell me, what effect does this have on the
>execution speed of all the programs on your system? Since the Falcon

>design forces programs to share contended video RAM, maybe a nice A1200
>with fastRAM might be a better idea where there would be virtually NO
>program slowdown as a result of high rez modes.

First: the maximum slowdown of the Falcon is to 199% ST speed, according to GemBench. Second: There might be no PROGRAM slowdown with FastRAM on the A1200, but there surely is a terribly significant OUTPUT slowdown, esp. if you use 256 colours in 640*400@66Hz nonlaced. Even a 4000/040 is significantly slower here than a Falcon w/ NVDI. I use the Falcon with 752*560@66Hz in 8 bitplane mode.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

654. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 11:44:49 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb17.114449.24165@t.hfb.se>
Source record: 18705

```
>|> move.w (a0)+,d0
>|> move.w 0(a2,d0.w*2),(a1)+
>|>
>|> you repeat this loop say 60 times and fit it nicely in the cache, so even
>|> with the 030 you get 17FPS.
>
> Is this theoretical or measured? The data doesn't fit in the cache...
> And when transfering outside you hit the 16-bit bottleneck.
-------------------------

Excuse me, but how can you "hit the 16-bit bottleneck"
with a move.w instruction?

/
/ Daniel
```

655. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 11:47:52 UTC
From: mdg@ukc.ac.uk
Message-ID: <8383@gos.ukc.ac.uk>
Source record: 18706

In article <1994Feb16.195618.22165@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

:>In article <8329@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> for the 256*256 combinations. Thus we have a dual playfield. A 68030 could
:>|> do this about 17FPS with the following code:
:>|>
:>|> ; a0 -> playfield 1/2 (interleaved bytes FIELD1/FIELD2/FIELD 1 etc)
:>|> ; a1 -> true colour screen
:>|> ; a2 -> colour lookup.
:>|>
:>|> move.w (a0)+,d0
:>|> move.w 0(a2,d0.w*2),(a1)+
:>|>
:>|> you repeat this loop say 60 times and fit it nicely in the cache, so even
:>|> with the 030 you get 17FPS.

> Is this theoretical or measured? The data doesn't fit in the cache...
>And when transfering outside you hit the 16-bit bottleneck.

A bit of a silly question Raist, its only 2 lines of code, not exactly
difficult to see how fast it will run if you know anything about the Falcon
(which obviously you don't). 2 reads and a write per pixel, quite simple thicko.

> While it sounds interesting... it won't make a smooth scrolling game.
>Add the sprite movements, scrolling into account (plust game logic, etc.)
>and there are problems.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

656. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 11:54:22 UTC
From: mdg@ukc.ac.uk
Message-ID: <8384@gos.ukc.ac.uk>
Source record: 18707

In article <1994Feb16.204339.40778@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <8327@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <1994Feb15.142902.9819@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
:>|> > You say the Falcon blitter is compatible with the STe blitter? I hope
:>|> >they added barrel shift capability then as this was a drawback with
:>|> >previous Atari blitters.
:>|>
:>|> You talk about stuff you know nothing about, barrel shifting allows you to
:>|> shift say 15 places in the same time as 4 places (etc), the STE blitter has
:>|> always been able to do this, it certainly has the same shifting capability
:>|> as the Amiga blitter. This is another example of mindless mis-information from
:>|> someone who is really rather lacking in hard knowledge.
:>|> The Falcon blitter is 2.5 times faster than the STE blitter, the AGA blitter
:>|> in the 1200 is 1.4 - 1.5 times faster (MAX). ok? I quote facts, you talk
> ^^^

657. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 11:58:25 UTC
From: mdg@ukc.ac.uk
Message-ID: <8385@gos.ukc.ac.uk>
Source record: 18708

In article <1994Feb17.094051.18908@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes.....
:>>In article <1994Feb13.234034.28037@infodev.cam.ac.uk>
:>>I see... this is your only SAD reply. You admit I was right about the >DSP
:>>begin as fast as the 68882 at FP arithmetic? Your a BAD LOSER!
> Didn`t you claim it was EIGHT times faster than an 882?

8 times faster at integer arithmetic, as fast as a 20mhz 68882 as FP.

:> How does it compare after you spend time loading the DSP code, setting
:>up the variables to operate on, invoking the DSP code and reading the
:>results back into the CPU - is it still as fast??? (as an 882 of 16Mhz)

The FP code would be loaded into the DSP in the compiler's initialisation code. (The transfer to the DSP is included in the comparison, the 68882 has to read the FP data anyway).

>Gavan

yawn

Griff
--

658. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 12:05:38 UTC
From: mdg@ukc.ac.uk
Message-ID: <8387@gos.ukc.ac.uk>
Source record: 18709

```
>>|> move.w (a0)+,d0
>>|> move.w 0(a2,d0.w*2),(a1)+
>>|> you repeat this loop say 60 times and fit it nicely in the cache, so even
>>|> with the 030 you get 17FPS.

Griff here with an interesting point to note:

if I replace this code which does two pixels :
move.w (a0)+,d0
move.w 0(a2,d0.w*2),(a1)+
move.w (a0)+,d0
move.w 0(a2,d0.w*2),(a1)+

with this code:

move.w (a0)+,d0
move.w 0(a2,d0.w*2),d1
move.w (a0)+,d0
swap d1
move.w 0(a2,d0.w*2),d1
move.l d1,(a1)+

(so i am basically writing longwords instead of words)
the code goes 15% faster. (16bit bus crippling????! hmmmmm....)
I find this quite interesting, some other 68030 experts care to comment?

Griff
--
```

659. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 12:09:58 UTC
From: mdg@ukc.ac.uk
Message-ID: <8388@gos.ukc.ac.uk>
Source record: 18710

>In article <1994Feb16.195618.22165@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:

>> While it sounds interesting... it won't make a smooth scrolling game.
>>Add the sprite movements, scrolling into account (plust game logic, etc.)
>>and there are problems.

Lets see how fast an Amiga can do 2 256 colour(seperate palettes please) then?
I think you will find that it cannot, well ok maybe in HAM8 (sounds of loud
laughing at Raist).

>>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

PS. With a 3/4 size screen window there would be some time for game logic
and stuff, but the main point was that the Amiga cannot even do a mode like
this.

660. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 12:36:19 UTC
From: kstevens@srs.gov
Message-ID: <01H8ZG1BJAVM000E4I@SAEMS.SRS.GOV>
Source record: 18711

In article <CLD1os.4B5@freenet.carleton.ca>, you wrote:

>
>
> In a previous article, quinlan@gemini.csil.sfu.ca (Brian Quinlan) says:
>
> > Let's thin this discussion out at bit. I am a mac user, just thought
> >I'd let you know that my opinion is biased. Things to point out: Mac's have
>
> blah blah blah blah
>
> Yes MACs are nice but so are Falcons and TTs. One can upgrade either
> machine to be just as fast as one of your Macs (well not a PowerPC but
> those are not out yet). Some people simply like Atari computers much more
> than MACs. (things to point out: Ataris have great shareware and regular
> software, are fun to program, have a great OS, great hardware etc...)
> --
> ** Computer Engineering Jack Kitowicz **
> ** @ Carleton University ac382@freenet.carleton.ca **
> ** Ottawa Ontario Canada jack@aurora.carleton.ca **
The same thing can be said about the Mac....it has much and great
shareware, it is fun to program (at least for me), the os is very
intuitive and easy to use, there is a lot more and diverse hardware
available for the mac than the atari and amiga combined, and finally, there
is nothing out therein atari or amiga land to make it faster than an Mac
840AV. Not taking into account the DSP, it is as fast as a 486/66 local
bus machine...in combination with the DSP, nothing short of a pentium or
ppc can touch it. Thats not to say I don't like my atari, because I do,
but I also have to face the fact that atari and amiga will always be a
niche computer.
--
Ken Stevens | kstevens@srs.gov |

661. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 13:00:36 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb17.130036.10954@infodev.cam.ac.uk>
Source record: 18712

In article <8300@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> He never quoted 40 or 50mhz until I had proved that the DSP was worth a
|> 16/20 mhz 68882 - its kind of funny to see his argument when he quotes the

You proved nothing, you just said it was. And I said I'd never seen a 68882
clocked that slowly.

|> spec for HIS machine as a 25mhz 68882. (digging his own grave). I'm glad

I never quoted 40 or 50 MHz chips either. 25MHz is faster than 16MHz, is it not?

|> you agree, the DSP is very versatile and not limited to sound like some
|> Amiga advocates would have people believe.

Yes, it's versitile, but not partcually suited for use as an FPU, being an
integer chip.

|>
|> its interesting to note that the 68882 does large integer stuff too. Its also
|> interesting to note the DSP can outperform a 50mhz 68882 in this area.

Well, isn't that surprising, since integers are a subset of real numbers?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

662. Re: "Bit-ness" of Processors (Kill this topic)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 13:02:10 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb17.130210.11100@infodev.cam.ac.uk>
Source record: 18713
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb14.151909.1@acad2.alaska.edu>, assrh@acad2.alaska.edu writes:
|> >>12-13 FPS Slow? Its faster than ANY AMIGA can play them. My own personal
|> >>version is 3-4FPS because I have no yet optimised a lot of the Stuff in
|> >>DSP assembly (IDCT for example , if u know what that is).
|> >
|> > Sure its slower BUT you must use the best format on a platform and thats
|> > anim7/anim8 ham8 anims and they go WAY faster and in some cases look
|> > better then jpeg/mpeg anyway.
|> >
|>
|> Too bad they don't make ANY Ham8 movies for CD then eh? I guess they must have
|> overlooked that Wonderful format when they designed MPEG then right? Is HAM8
|> even compressed?? Isn't that the whole purpose behind JPEG/MPEG??

What do you think CDXL is then?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

663. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 13:43:47 UTC
From: mdg@ukc.ac.uk
Message-ID: <8392@gos.ukc.ac.uk>
Source record: 18714

In article <1994Feb17.130036.10954@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <8300@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> He never quoted 40 or 50mhz until I had proved that the DSP was worth a
:>|> 16/20 mhz 68882 - its kind of funny to see his argument when he quotes the
:>You proved nothing, you just said it was. And I said I'd never seen a 68882
:>clocked that slowly.

I proved nothing?! I posted source to back up my Claim, you then changed your
argument and said something said like 'oh... i didn't know they went down
to 20mhz'. You originally said they were uncomparable (laugh).

>|> you agree, the DSP is very versatile and not limited to sound like some
>|> Amiga advocates would have people believe.

>Yes, it's versitile, but not partcually suited for use as an FPU, being an
>integer chip.

(a while back people were saying stuff like it had 'limited' uses, it can
be used for almost anything, its the hassle of programming two processors
than stops it being used more often).

An 030 isn't 'suited' to being used as an FPU certainly *8* TIMES LESS SUITED
THAN A 56001 DSP, but EVERY C compiler has 030 FP libraries. Do you want to
argue over which is more suitable ?

>Chris Brown

(Chris you do not have any way of backing up what you write, you lose
everytime).

Griff
--

664. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 14:26:04 UTC
From: rlosee@unlinfo.unl.edu
Message-ID: <2jvups$dsv@crcnis1.unl.edu>
Source record: 18715
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

>The latest version (4.12) is very FAST (blows doors on Norton), and it has
>serveral features that make sharing objects/files with non-NewWave pegans, oops!
>I mean "users", very easy.

NewWave was what got me into OS/2. I realized I was running NewWave
(which I really liked), and that required Windows 3.0, which in turn
required DOS 5.0 (all version numbers at the time I was doing this of
course), and I also owned Personal REXX. I was trying to keep this
all integrated together and the cost of just one of these products
upgrade would about equal the cost of getting OS/2 2.0 which more or
less had all four of these products integrated together. Plus I got
multitasking and flat memory.

However I still miss NewWave's trashcan which I think is the best I've
seen. You can tell it to keep 20 files in it. The 21st file to go in
causes the oldest (1st) file to be deleted. I much prefer this to
Apples emptying of the whole can (which NewWave can do too) or IBM's
first in-first deleted based on a total storage pool size, e.g. keep
20 megabytes worth of deleted files.

--
--
Robert D. Losee Phone: (402) 472-7663
326 Adminstration Bldg Internet: rlosee@unlinfo.unl.edu
Lincoln NE 68588-0496 Radio Call Sign: N0XLU

665. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 14:43:55 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94048.094355STIRRE31@MAINE.MAINE.EDU>
Source record: 18716

If you want speed buy a LOW-END MAC?!?! What exactly do you mean
by a low-end Mac? My Falcon can keep up with an LCIII running
System 7 with 8 megs of RAM pretty nicely, thank you. I believe
that the LCIII is about the lowest-end Mac you should consider
getting nowadays. Unless, of course, you'd like to compare the
Color Classic to the Falcon :) .
-scott tirrell

666. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 14:47:33 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94048.094733STIRRE31@MAINE.MAINE.EDU>
Source record: 18717

10 times the speed in relation to what....? I find that statement
very vague. Also, what do you mean by "more comptibility"?
I'll admit that $2000 is a good price for what you're getting, but
you're forgetting the cost of switching platforms to the Atari
to the PowerPC (I don't want to lose all my software).
-scott tirrell

667. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 15:22:49 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402171523.AA20014@nyx.cs.du.edu>
Source record: 18718

int877w@lindblat.cc.monash.edu.au (William Fang) writes ...

>If you guys were half-way interested in knowing the truth about >whether
>the falcon has a 16bit or 32bit data bus, whether it can do burst mode
>transfers to a 16/32bit DRAM memory, you should ask in the >comp.sys.m68k
newsgroup.
>You would most likely get a reply from a Motorola engineer,
>who helps build systems from scratch and knows enough about the
>processors to debunk all these "facts".

Yes, I find it quite incredible that Falcon owners go on about `maybe
there is emulated 32 bit access` or `it seems to go a lot faster than it
would with only 16 bit access` when arguing that the 16 bit CPU to memory
bus on the Falcon doesnt affect performace. Surely the specs must be there
to support their claims? Or maybe they are just adopting a typical Atari
advocate tactic and making things up.

> All these half-baked, cache bound tests are just bunk. Same goes with
>these test cpu-ram tests in the TT. If the ram is clocked at 32mhz,
>how on earth is a 16mhz cpu going to access it at 32mhz, which the x4
>theorectical claims it should be?

I can see how it would be possible for a custon memory controller to do
2 16 bit puts/fetches off a 16-bit/32 MHz bus, and present the CPU with
what looks like a 32 bit/16 MHz bus, but if the Falcon has one then it`s
incredibly strange that none of the Atari advocates seem to be able to
produce any mention of it in official or developer documentation.

I would suggest the lack of proof indicates VERY STRONGLY that the
Falcon DOESNT have such a setup. It doesnt seem to stop the advocates in
this group going on about one though ;-)

My suggestion for a test would be.....

Switch the caches off first
Then time 10000 16 bit word fetches
Then time 10000 32 bit longword fetches.

If the effective bus width is 16 bits, the longword fetches will take
twice as long,
32 bits of effective access will mean that both timings should be the
same.

Note that the caches should be off, otherwise you could just fetch the
same longword 10000 times from the cache.

If they are the same, it would go a long way toward boosting the arguments of Falcon owners like Rickard Troedsson who repeatedly claim that some sort of 16<->32 bit buffering is being done to feed the procesor 32 bits at 16MHz. There would still be the problem of contention with the custom chips though.

If anyone has an A1200 with a 16 bit PCMCIA fastRAM expansion (I have one word - WHY?) and also a normal 32 bit fastRAM expansion then they could try the same method on it by way of comparing the sort of effects we can expect to see in 16 bit access systems.

Gavan.

668. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 15:29:08 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.94Feb17162909@arthur.crpht.lu>
Source record: 18719

```
I'll try...
let's remove all identical instructions with *
> if I replace this code which does two pixels :
> * move.w (a0)+,d0
> move.w 0(a2,d0.w*2),(a1)+
> * move.w (a0)+,d0
> move.w 0(a2,d0.w*2),(a1)+
>
> with this code:
>
> * move.w (a0)+,d0
> move.w 0(a2,d0.w*2),d1
> * move.w (a0)+,d0
> swap d1
> move.w 0(a2,d0.w*2),d1
> move.l d1,(a1)+

you replace 2 (a1)+ with a long (a1)+ which should be same speed because of
the '16bit bus claimed by others'
but you add a swap and a move, so all in all it should be slower.
This was the resoning on a 68000 or crippled 68030.
But as it's 15% faster this 68030 seems not to be put down to a 68000 bus.

Nice.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

669. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 15:56:56 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb17.155656.24116@infodev.cam.ac.uk>
Source record: 18720
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8335@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> plotting 2 pixels on a 16bit bus takes two writes. ok?
|>
|> plotting 4 8 bit pixels requires :
|>
|> 4 * 4 reads (4 reads if you consider 2 bitplanes to be read at once)
|> 4 * 4 writes

Whoops, good point. I forgot to compensate for one system being chunky and the other planar. Try plotting 32 horizontally adjacent pixels in 16 bit direct colour mode vs HAM8, and I think you'll find that the Falcon needs to perform 32 16 bit writes, wheras the A1200 needs only to perform 8 32 bit writes. Now which is quicker?

|> :>If you write routines that draw areas on the screen pixel by pixel, I have some
|> :>bad news for you, you aren't doing it terribly efficiently. Chunky pixels are
|> :>better for texture mapping and such like, but I didn't buy my computer to use as
|> :>a Super Nintendo.
|>
|> You obviously no nothing about scan conversion then. (lack of knowledge again
|> is showing , sorry Chris but you lack experience).

And you obviously know nothing about unrolling loops for speed optimisation and getting the RAM chips to go into column access mode to reduce the access time. (however, since memory access takes so long on the Falcon anyway, it probably doesn't make much difference.)

|>
|> :>The ST was never in the same league as the Amiga. That much is obvious. The
|> :>Falcon has narrowed the gap slightly, but still has someway to go I'm afraid.
|>
|> Sure the 1200 is better Value, but the Falcon is technically better overall.

Matter of opinion. The majority of people would probably disagree. the Amiga has it's elegant bus structure, 24 bit palette, faster access to RAM, all the clever AGA stuff, runs a nicer operating system, and has a nicer case :-). The Falcon has it's DSP, a slightly faster pixel clock and it's SCSI interface that pretends it's a SCSI II :-)

|>
|> >Chris Brown
|>
|> Griff
|> --

|>
|> PS . I just got myself a 486 :-).

May I be the first to offer my sympathy?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

670. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 16:36:27 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Feb17.163627.14082@dmu.ac.uk>
Source record: 18721

The Falcon games only have 256 colours because they are either backed by Atari and 'have to' use a mode which consumes lower memory OR are straight ports from the PC which is mostly limited to 256 colours.

There are plenty of Public Domain/Shareware offerings that use True Colour which are infintitely better than the plain boring 256 colours ...

Simon

671. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 16:45:40 UTC
From: reedp@corp.hp.com
Message-ID: <2k06vk$r8u@hpscit.sc.hp.com>
Source record: 18722
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2jvj3c$imm@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Perry Reed (reedp@corp.hp.com) wrote:
>: >
>: >Aha! HP NewWave. That explains why a HP employee is talking about Windows
>: >and how great it looks ;-)
>: >
>: It's true! I am a BIG NewWave advocate! And that's not because I'm an HP
>: employee (although if I wasn't, I probably would have never tried it...) To me,
>: NewWave simply is the best way to work in Windows. I don't need the Progman
>: Fileman combo-from-hell, in fact I don't need files at all! Most everything on
>: my PC is an object under NewWave.
>
>Yeah! I hate progman-fileman. It's really icky having to load up another
>program just to hunt around for files. I prefer using AmigaDOS's show
>all, show icons, show text options and combinations.
>
>Your choice of fonts and background pictures weren't exactly the most
>aesthetically pleasing. I hate those futuristic looking fonts.

To each his own... :)

>
>The little app-dock, ala Next (also available under AmigaDOS) looks nice.
>I've thought about removing all file descriptions from Icons under Windows.
>I can't really do this under AmigaDOS, so I have to use an app-dock program.
>
>I was wondering why the gadgets on the dashboard are so different from
>the gadgets on the other windows? The 3d-a-like boxes around the text
>are a bit odd. Did you munge the colour scheme slightly, as I would
>have chosen shades of blue for a better 3d effect?
>
The "app-dock" is HP Dashboard, a separate product from HP NewWave. It is meant to be a Windows shell all by itself, but I have found that it makes a good companion to NewWave (the window on the top half of the screen).

Dashboard is really meant to be a "minimalist" shell. It doesn't have all the features of Norton or PC Tools, but it can launch programs quickly, it can manage multiple desktops and printers, and has a resource monitor, and a few other handy tools...

The 3D effect around the icon text in NewWave is an option you can turn on or off. I like the way it looks, so I have it turned on. The color scheme is interesting, though! That particular shade of blue appears only on my HP

UltraVGA card! If I select that exact same color on my clone PC at home, or on a regular VGA screen, it looks completely different (it's much darker). I guess it's some quirk of the UltraVGA card that it doesn't properly render that shade of blue.

>: The latest version (4.12) is very FAST (blows doors on Norton), and it has
>: serveral features that make sharing objects/files with non-NewWave pegans, oops!
>: I mean "users", very easy.
>
>I'd probably buy it just for the docks. How much is HP Newwave for
>students (if there is a discount, otherwise street prices)? How much
>extra HD space and RAM does it take up?
>

If you want the docks, buy HP Dashboard. I think it retails for around $40-50; you might be able to find it for less... HP NewWave sells for around $80-100...

--
-.---. -.---. .--------------------------------------.
|---' |---' . | Perry Reed |
| .=..-..-.. . | `. .=..=..-| | reed@corp.hp.com |
' `- ' ' `-| ' ``- `- `-` | "If it works, it's obsolete!" |
-' '----------------------------------'

672. Re: "Bit-ness" of Processors (Kill this topic)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 17:02:35 UTC
From: crandall@garnet.msen.com
Message-ID: <2k07vb$9jk@nigel.msen.com>
Source record: 18723
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb14.151909.1@acad2.alaska.edu>, assrh@acad2.alaska.edu writes:
:Too bad they don't make ANY Ham8 movies for CD then eh? I guess they must have
:overlooked that Wonderful format when they designed MPEG then right? Is HAM8
:even compressed?? Isn't that the whole purpose behind JPEG/MPEG??

You appear to have ZERO knowledge of what's what.

JPEG: Developed to store 24 bit animation using a loose compression.
Squares of pixels are "quantized". The quality is affected by the size of
the squares. To display a JPEG, it must be decompressed FIRST.

HAM8: A TOTALLY different type of loose compression. Allows 256,000+
colors in 8 bits (normally 256 colors). Compression is achieved by
modifing the previous pixel in a scan line. To display HAM8, compression
is done by the video co-processor. This is excellent for displaying, but
extremely CPU intensive when modification is needed.

MPEG: An animation format that is CPU intensive when a custom board is
not present. Compression is done with JPEG-like compression techniques.
Other compression techniques include vector/movement detection. This was
developed by a group who had no interest for platform specific applications.

CDXL: This format contains MINIMAL compression (maybe NONE). This is MUCH
less CPU intensive than MPEG, and fast speed are possible, even with lowly
CPU's. This was developed with the AMIGA (CDTV) in mind. As CDXL is
Amiga specific, it ***CAN*** be displayed in the HAM modes.

CD32 as it is out of the box CAN display HAM8 Animations using CDXL.
With the optional MPEG board, HAM8 Animations are possible, contrary to
what you believe.

I don't understand why you state: "Too bad they don't make ANY Ham8 movies
for CD then eh?". Could you please clarify this? A ham-8 appears just
like a 256 color picture when stored on disk, so why can't ham8 animations
be saved to CD-ROM?

About this: "I guess they must have overlooked that Wonderful format when
they designed MPEG then right?" Who are you referring to when you
mention "they"? If you are mentioning Commodore, they didn't design MPEG.
If you are referring to the MPEG group (name slipped), they had NO
display mode in mind, really. If they did, it'd be a TRUE-COLOR board (16
million). Therefore, many PC's fall short, along with most Amigas...

"Is HAM8 even compressed??" It's actually compressed twice. Once with
loose, raster based compression. Then when the display is saved to disk, it's
usually compressed with ByteRun1, which isn't real efficient, but is quick.

"Isn't that the whole purpose behind JPEG/MPEG??" You appear to be cross-confusing Picture/Animation formats with Display modes.

Once again:

JPEG. A compressed picuture.

file <-> 24 bit picture data (8-bit grey is possible, btw)

MPEG. A group of compresed frames.

file <-> 24-bit frames

HAM8. A display mode.

HAM8 (DISPLAY) approx. 256,000 colors (NOT 24 bit true)
but,
ham8 file <-> ham8 display

(The arrows indicate directions the data can pass WITHOUT any conversion.)

Therefore, any display not capable of 16.8 million colors needs to decode a JPEG/MPEG file before displaying it. This means those 18 bit display cards for the PC clones, also. And of course, this means any HAM8 display modes, too.

btw; My 50MHZ 68030 equipped 1200 can display most MPEGS at 6-8 fps in HAM8 mode. 8-10 fps in 256 color mode. And even faster in 256-level grey scales, approaching 14 fps. This is without a math coproc.
If I convert an MPEG (160x100) to a Ham8/Anim-8 format, 30 to 60 fps is possible. (320x200) can play at 15 to 30 fps. (You doubt me?? Send me a video tape, and I'll show you.) It's always funny to watch a converted mpeg being played at 3x the ordinary speed...

crandall@garnet.msen.com
If all this text didn't clarify things, then you are hopeless.

673. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 17:21:41 UTC
From: kstevens@srs.gov
Message-ID: <01H8ZQ03TU82000FTP@SAEMS.SRS.GOV>
Source record: 18724

In article <2jvups$dsv@crcnis1.unl.edu>, you wrote:

> >The latest version (4.12) is very FAST (blows doors on Norton), and it has
> >serveral features that make sharing objects/files with non-NewWave pegans, oops!
> >I mean "users", very easy.
>
> NewWave was what got me into OS/2. I realized I was running NewWave
> (which I really liked), and that required Windows 3.0, which in turn
> required DOS 5.0 (all version numbers at the time I was doing this of
> course), and I also owned Personal REXX. I was trying to keep this
> all integrated together and the cost of just one of these products
> upgrade would about equal the cost of getting OS/2 2.0 which more or
> less had all four of these products integrated together. Plus I got
> multitasking and flat memory.
>
> However I still miss NewWave's trashcan which I think is the best I've
> seen. You can tell it to keep 20 files in it. The 21st file to go in
> causes the oldest (1st) file to be deleted. I much prefer this to
> Apples emptying of the whole can (which NewWave can do too) or IBM's
> first in-first deleted based on a total storage pool size, e.g. keep
> 20 megabytes worth of deleted files.

I prefer Apples emptying routine. If the trash can is not emptied then
hard disk space is tied up until it does. I use MacTools 3.0 with it's
trash back extension for recovering trashed items. It adds another menu
item to the Special menu and uses a hierarchical (spelling) menu system to
recover deleted files.
--
Ken Stevens | kstevens@srs.gov |

674. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 17:50:02 UTC
From: kstevens@srs.gov
Message-ID: <01H8ZQZ9QHKY000B2Y@SAEMS.SRS.GOV>
Source record: 18725

In article <1994Feb17.063205.23223@jet.uk>, you wrote:

> In <01H8Y3EP418I0009FL@SAEMS.SRS.GOV> kstevens@srs.gov (Ken Stevens) writes:
>
> >In article <1994Feb16.065525.14687@mnemosyne.cs.du.edu>, you wrote:
>
>
> > ...(Comparisons between Atari and Mac user interfaces)...
> >interesting features and some time next year will have the micro kernal
> >version out. .
> Err, what's that got to do with the user interface, then?
> --
> David Stevenson, JET Joint Undertaking.
> - Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

Err, you lost me there. Do you mean what do the new features have to do
about the user interface (lotts, these features are incorporated into the
interface) or the micro Kernal? (this has less except it will introduce
pre-emptive multitasking and protected memory, which indirectly affects the
user interface)

--

Ken Stevens | kstevens@srs.gov |

675. Re: CD32 in Popular Science!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 18:26:18 UTC
From: bjgrier@bnr.ca
Message-ID: <CLDsK6.4xI@nrtpa22.bnr.ca>
Source record: 18726
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb17.040555.19296@nmt.edu>, rubber@nmt.edu (Rob Iverson) writes:
|>
|> For everyone's info, multispin refers to the ability to read certain types
|> of Photo CDs. Namely ones that have been recorded onto at several different
|> times. Or maybe I'm thinking of multisession, or maybe it's called two of
|> the same things, or maybe I am just confusing everybody. Anyway, I can't
|> call myself an expert, so correct me if you want.
|> Rob

You mean Multi-session not Multi-Spin. Multi-Spin CD drives should be able
to put out data at 300kb per seconds, at least in a burst from it's cache.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

676. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 18:39:12 UTC
From: bjgrier@bnr.ca
Message-ID: <CLDt5F.51n@nrtpa22.bnr.ca>
Source record: 18727

In article <9402171523.AA20014@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|>
|> My suggestion for a test would be.....
|>
|> *Switch the caches off first*

Only turn off the DATA CACHE leave the INSTRUCTION CACHE on
This ensures that you are measuring only the data fetches.

|> Then time 10000 16 bit word fetches
|> Then time 10000 32 bit longword fetches.

Make sure they are long word aligned or the test is invalidated.
Also if they are not long word aligned the A1200 will appear
to have a 16 bit data bus, because the 68020 will be forced
to perform two bus accesses to get teh desired 32 bits.

|>
|> If the effective bus width is 16 bits, the longword fetches will take
|> twice as long,
|> 32 bits of effective access will mean that both timings should be the
|> same.

Agreeed.

|>
|> Note that the caches should be off, otherwise you could just fetch the
|> same longword 10000 times from the cache.
|>

Again only turn off the data cache and make sure the loop fits into
the instruction cache, for the reasons stated above.

|> If they are the same, it would go a long way toward boosting the
|> arguments of Falcon owners like Rickard Troedsson who repeatedly claim
|> that some sort of 16<->32 bit buffering is being done to feed the procesor
|> 32 bits at 16MHz. There would still be the problem of contention with the
|> custom chips though.
|>
|> If anyone has an A1200 with a 16 bit PCMCIA fastRAM expansion (I have
|> one word - WHY?) and also a normal 32 bit fastRAM expansion then they
|> could try the same method on it by way of comparing the sort of effects we
|> can expect to see in 16 bit access systems.
|>
|> Gavan.
|>

Good suggestion.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

677. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 18:50:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d63bc6a@secom.ct.se>
Source record: 18728

In a message of 16 Feb 94 20:57:53, Ricardo Hernandez wrote:

RH> |> Fact is that Falcon sales are picking up now in Sweden (and France also
RH> I hear)
RH> |> ... the userlist on SECOM will quite clearly prove that .. :-)
RH>
RH> Yep, sure, aha. I believe you Rickard.... BTW, A1200 sales are
RH> picking
RH> up too.

You don't believe me? PLEASE! Be my guest! Call +46-451-91002, logon, do a userlist sorted by computer! Then do the same thing in a week.

It's SO easy to prove you wrong ...

A1200 sales are picking up? Not where I live. (Which is the area I'm concerned about)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

678. Jaguar's CPU? Some facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 18:57:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d63be1a@secom.ct.se>
Source record: 18729

In a message of 16 Feb 94 02:13:19, Ricardo Hernandez wrote:

RH> No flames, just some considerations:
RH>
RH> * Why id software didn't use the Tom RISC for general purpose
RH> tasks?

Because there was no need?

RH> * I expected DOOM to run at 30 fps like on DX2 50Mhz and 66Mhz
RH> PC's! Either the game could be optimized more for the Jaguar
RH> or the Jaguar can't handle it. Since ID software are good
RH> hackers, I suspect the truth lies in both.

At school, 486/DX266, 8Mb RAM, DOOM does maximum 15-25fps in singleplayer mode
... when networking 4 players it's down to 4-5fps ... I do hope the Jaguar will
handle that part MUCH better ...

RH> * To be fair, in another post, DOOM on the Jaguar will use
RH> 16-bit graphics, which is twice the info on the PC... still ;-)

...and higher resolution bitmaps according to rumours...

RH> * They haven't set a release date yet.
RH>
RH> * Will support multi-players, I don't know yet if it will
RH> support more than two though. You need two Jaguars, uses
RH> the ComLynx port.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

679. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 19:00:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d63bed8@secom.ct.se>
Source record: 18730

In a message of 16 Feb 94 07:19:42, Andre Yew wrote:

AY> But, but, but ... you'll get color banding on smoothly
AY> shaded surfaces, like a JPEG of a renderer output. Okay, I concede:
AY> if this is the way you do it, it'll be fast, but I don't think the
AY> quality will be that great.

While you are right, the quality is good enough indeed. I've done a few
different TGA viewers, and I consider the fast 24->16bit cut version to be the
best, because of the speed ... (But yes, using dithering or screen-switching
you will achieve a much better result.)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

680. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 19:51:29 UTC
From: daryk@selway.umt.edu
Message-ID: <1994Feb17.195129.12396@selway.umt.edu>
Source record: 18731
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2jvups$dsv@crcnis1.unl.edu>,

>However I still miss NewWave's trashcan which I think is the best I've
>seen. You can tell it to keep 20 files in it. The 21st file to go in
>causes the oldest (1st) file to be deleted. I much prefer this to
>Apples emptying of the whole can (which NewWave can do too) or IBM's
>first in-first deleted based on a total storage pool size, e.g. keep
>20 megabytes worth of deleted files.

I've seen shareware trashcans for Windows before, but I haven't tryed any of
them out. Maybe someone here knows of a trashcan utility on cica that does
this. I'd like to try something like that out...

681. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 20:00:22 UTC
From: mdg@ukc.ac.uk
Message-ID: <8408@gos.ukc.ac.uk>
Source record: 18732
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb17.155656.24116@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>Whoops, good point. I forgot to compensate for one system being chunky and the
:>other planar. Try plotting 32 horizontally adjacent pixels in 16 bit direct
:>colour mode vs HAM8, and I think you'll find that the Falcon needs to perform 32
:>16 bit writes, wheras the A1200 needs only to perform 8 32 bit writes. Now which
:>is quicker?

And how may I had have those 8 ,32 bit words been calculated? or are u
just talking about copying and not plotting? (laugh). Lets see how long
it takes to 'plot' 32 pixels horizontally of an arbitary colour, not known
beforehand. (big laugh).

>|> You obviously no nothing about scan conversion then. (lack of knowledge again
>|> is showing , sorry Chris but you lack experience).

>And you obviously know nothing about unrolling loops for speed optimisation and
>getting the RAM chips to go into column access mode to reduce the access time.
>(however, since memory access takes so long on the Falcon anyway, it probably
>doesn't make much difference.)

hmmmm... thats why the central loop of ALL my Falcon tmapping routines fit
into 256 bytes... I guess I know nothing about caches and loop unrolling.
ever written a tmap/gouraud/phong/light-sourced 3d world routine?? nah..
i think not - you wouldn't spout such rubbish if you had.

>|> PS . I just got myself a 486 :-).
>
>May I be the first to offer my sympathy?

its funny that, it displays Mpegs at 20FPS - must be crap.
and it updates 800x600x256 screens faster than your little Amiga or my
Falcon, so it must be crap I guess. What no blitter? who needs a blitter
with 15++mips.

>Chris Brown

Griff
--

682. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 20:16:58 UTC
From: mdg@ukc.ac.uk
Message-ID: <8409@gos.ukc.ac.uk>
Source record: 18733
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb17.204703.27264@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

:>In article <8335@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <1994Feb15.232317.10790@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>|> :>Well kiddies, which of these takes longer?
:>|> :>
:>|> :>1) Writing 2 16 bit pixels along a 16 bit bus at 16 MHz
:>|> :>
:>|> :>or
:>|> ;>
:>|> :>2) Writing 4 8 bit pixels along a 32 bit bus at 14.3 MHz
:>|> :>
:>|>
:>|> plotting 2 pixels on a 16bit bus takes two writes. ok?
:>|>
:>|> plotting 4 8 bit pixels requires :
:>|>
:>|> 4 * 4 reads (4 reads if you consider 2 bitplanes to be read at once)
:>
:> reads? Why the heck you require reads for?

Raist is so stupid sometimes!

to plot 4 pixels you need to read the existing bitplane data and modify
the appropriate bit for each bitplane. If you simply wrote 4 * 4 longwords
then any bitplane data on the screen would be corrupted.

>|> 4 * 4 writes
>|>
>|> if the pixels are together it takes:
>|>
>|> 4 reads / 4 writes.

> Something up there is wrong.

yes, you again!

> At the very end, you write memory and when you have at least a 32-pixel
>equivalence, the 32-bit bus will win (is faster).

yes to copy 32 pixels, but not to calculate

Faster for copying memory, but for PLOTTING or scan conversion of
textures or changing data - NO WAY thicko.

>|> >Gosh that's a hard one :-)
>|> who's a silly boy then, again you dug a rather big whole for yourself.

> You obviously have an isecurity complex (lack of self-esteem again is
> showing, sorry Griff, but you lack esteem).

What because I was right? You really do hate me Raist don't you, but
I understand why, because I always correct you. It must be really
annoying for you.

Lack of self-esteem? what? You are the one who just wrote some completely
stupid text about how many writes it takes to plot 4 pixels on a 1200.
You didnt even realise you had to read the original data and mask the
new pixels into it - THIS IS BASIC KNOWLEDGE - ARE YOU TOTALLY STUPID!
I just lap this guy up, he keeps coming back for more and more.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

683. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 20:33:44 UTC
From: kstevens@srs.gov
Message-ID: <01H8ZWP89DTU000H4F@SAEMS.SRS.GOV>
Source record: 18734

In article <1994Feb16.133932.5880@apgea.army.mil>, you wrote:

> >>Well With the Jag selling faster than they can make it, expect it to go up
> >>even more.
> >
> >That is open to interpretation. There is an opposing opinion that Jaguar
> >shortages are due to Atari being strapped for cash, and unable to pay to have
> >more made. The CNBC report didn't help matters.
> >
>
> ??? Funny, the people at IBM haven't said anything about it. Since the 500
> million dollar agreement was set up that IBM only got paid after the units
> sold. (atari has only like 30 million in cash, probably half that now)
>
> >>> Is now the time to buy?
> >
> >Only if you lead a boring life, and have money to burn.
> >
>
> If you don't have money to burn, stay out of the stock market. I know
> its radical, but I count every dime of stock I have as a 100% loss.
> So far I've made money off of everything but if it all falls apart, so
> what, it was fun playing the game.
>
> >
> >>Now I'm a bit disagreeing with your second paragraph. The glory days are
> >>not over, for either atari nor commodore. Why?
> >>1. They both have systems that are flying off the selves. They are both good
> >> game systems with solid 3rd party support for atari and decent for CBM
> >
> >Both companies can produce impressive lists of developers, but many of these
> >developers are taking a "wait and see" attitude before commiting resources
> >to long term projects.
>
> Yes, this was true for all game systems. However in the stores that I
> have talked too, they are very excited on how well the Jag is doing.
>
> >
> >This hurts the Jaguar more than the CD32, at least initially. The Jaguar has
> >4 titles available, and that is likely to remain the case for another 2-3
> >months. Even then, it will be a trickle of new software -- a title or two a
> >month. Atari absolutely needs "the killer app" to keep the Jaguar in the news.
> >Perhaps Alien vs. Predator will be it.

Well, Atari is scheduled to have at least 4 more games released by the end of April
(Tempest 2000, AvP, Checkered Flag II, Club Drive). Third party games should be hitting the shelfs starting in March.

In June two or three more games are scheduled for release (Kasumi Ninja, Star Raiders, Tiny Toon Adventures)

> >
>

--
Ken Stevens | kstevens@srs.gov |

684. Strabble

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 20:36:10 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402172036.A3423wk@hofbbs.com>
Source record: 18748

Hi Warwick,

Aha, you're the guy who made STRABBLE!!! I have that file.
It's a good game. However, I'm not much of a computer game player. I lik like
yours because it's a game I already know how to play without the
computer, and it's not a shoot 'em up for people with lightening fast reflexes.

Give my regards to the Koalas down under <grin>

---Beth---

685. Re: "bit-ness" of processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 20:36:13 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402172036.A3424wk@hofbbs.com>
Source record: 18749

Hi Michael,

At least they (Atari) copied MS DOS's disk format. THat way you can
use their (MS DOS's) text files without having to do all sorts of things with a
modem or null modem to get them into the Atari.

---Beth---

686. Re: the end ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 20:36:14 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402172036.A3426wk@hofbbs.com>
Source record: 18750

Hi,

The reason Atari does so badly is because they don't support their users or their retailers. Waht can they expect if there is no way the customer can resolve his or her problems if they fall on deaf ears. They give their dealers no support materials or ways to generate sales, so what can they expect their dealers to do but drop the ATari when it doesn't sell.

I have stock in the company, and I know what's going on (at least what they tell you in the annual reports), and these guys don't know how to run a business (unless you're looking for a tax shelter). They're just lucky I don't live in California, because if I did, I'd drive over there and kick their tushes!!! I can run my business with their computers, but they can't run their business selling and making their computers!!!!!

AAARRRGGHH!!!!!!!!!!

---Beth---

687. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 20:47:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb17.204703.27264@rmece02.upr.clu.edu>
Source record: 18735
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8335@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb15.232317.10790@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> :>Well kiddies, which of these takes longer?
|> :>
|> :>1) Writing 2 16 bit pixels along a 16 bit bus at 16 MHz
|> :>
|> :>or
|> ;>
|> :>2) Writing 4 8 bit pixels along a 32 bit bus at 14.3 MHz
|> :>
|>
|> plotting 2 pixels on a 16bit bus takes two writes. ok?
|>
|> plotting 4 8 bit pixels requires :
|>
|> 4 * 4 reads (4 reads if you consider 2 bitplanes to be read at once)

reads? Why the heck you require reads for?

|> 4 * 4 writes
|>
|> if the pixels are together it takes:
|>
|> 4 reads / 4 writes.

Something up there is wrong.

At the very end, you write memory and when you have at least a 32-pixel
equivalence, the 32-bit bus will win (is faster).

|>
|> >Gosh that's a hard one :-)
|>
|> who's a silly boy then, again you dug a rather big whole for yourself.

Yeah, right.

|>
|> :>If you write routines that draw areas on the screen pixel by pixel, I have some
|> :>bad news for you, you aren't doing it terribly efficiently. Chunky pixels are
|> :>better for texture mapping and such like, but I didn't buy my computer to use as
|> :>a Super Nintendo.
|>
|> You obviously no nothing about scan conversion then. (lack of knowledge again
|> is showing , sorry Chris but you lack experience).

You obviously have an isecurity complex (lack of self-esteem again is
showing, sorry Griff, but you lack esteem).

|>
|> :>The ST was never in the same league as the Amiga. That much is obvious. The
|> :>Falcon has narrowed the gap slightly, but still has someway to go I'm afraid.
|>
|> Sure the 1200 is better Value, but the Falcon is technically better overall.

The Falcon should be... a shame a computer with 1/4th the price of the
Falcon (or 1/3rd) would be worst. Problem is that with 1/2 the price or
2/3rd's of the price you can have an overall faster system ('30 expansion).

|>
|> >Chris Brown
|>
|> Griff
|> --
|>
|> PS . I just got myself a 486 :-).

Congratulations. I wonder why....

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

688. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 20:50:42 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb17.205042.35791@rmece02.upr.clu.edu>
Source record: 18736
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8336@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb15.200213.2499@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> >mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>>In article <2joc7s$add@gap.cco.caltech.edu> andrey@ugcs.caltech.edu (Andre Yew) writes:

[stuff deleted]

|>
|> Will that do for you Stefen?you are a physics student, I do computing I reckon
|> I have a 'fair' knowledge of signal processing even though I haven't studied
|> it - its quite sad that you should want to test me in this way, I respect
|> both you and Andre quite a lot.

You'd better. They know and are far more polite than you. You see what
bein a 'loud mouth' gets you into Griff?

|> > Griff ? Did you miss this part of the post ? I did not see any reply.
|> >Gee, could it be that Andre actually knows more than you? Can't be.
|>
|> I never claim to know more than anyone,

Sorry to offend some readers but....

> MAJOR BULLSHIT < Of course YOU DO. You imply it damn well:

"you obviously know nothing about"
"I only talks about things I know, you don't"

type comments, etc. Even a freshmen in psychologis will reach the same
conclusions.

[stuff deleted]

|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

689. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 20:56:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb17.205612.41383@rmece02.upr.clu.edu>
Source record: 18737

In article <1994Feb16.214606.13970@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:

[stuff deleted]

|>
|> This is just an example to show the drawbacks of bitplanes.
|> The code is NOT meant to be optimal, so please don't be
|> upset about it!
|>
|> /
|> / Daniel

Just in case, I just wanted to mention that bitplanes
and chunky pixels both have their advantages and disadvantages.

Nope, I'm not upset about it ;-)

|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

690. Re: "Bit-ness" of Processors (Kill this topic)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 21:02:57 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb17.210257.28567@rmece02.upr.clu.edu>
Source record: 18738
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2k07vb$9jk@nigel.msen.com>, crandall@garnet.msen.com (Chad Randall) writes:
|> In article <1994Feb14.151909.1@acad2.alaska.edu>, assrh@acad2.alaska.edu writes:

[stuff deleted]

|>
|> btw; My 50MHZ 68030 equipped 1200 can display most MPEGS at 6-8 fps in HAM8
|> mode. 8-10 fps in 256 color mode. And even faster in 256-level grey
|> scales, approaching 14 fps. This is without a math coproc.
|> If I convert an MPEG (160x100) to a Ham8/Anim-8 format, 30 to 60 fps is
|> possible. (320x200) can play at 15 to 30 fps. (You doubt me?? Send me a
|> video tape, and I'll show you.) It's always funny to watch a converted mpeg
|> being played at 3x the ordinary speed...
|>
|> crandall@garnet.msen.com
|> If all this text didn't clarify things, then you are hopeless.

Just wanted to mention that I have achieved 30 fps in overscan Ham8
with big deltas between them with my '030 @ 50Mzh accelerator.

Of course, it takes memory! ;-)

I have been able to play from 5-6 seconds (of 30fps in ham8 384x242- overscan
) to 10-15 secons (average anim, 30fps in ham8 384x242 with overscan). This
is using Scala's Animx32 format. I think Anim7 is even faster.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

691. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 21:04:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb17.210434.20452@rmece02.upr.clu.edu>
Source record: 18739

In article <94048.094355STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> If you want speed buy a LOW-END MAC?!?! What exactly do you mean
|> by a low-end Mac? My Falcon can keep up with an LCIII running
|> System 7 with 8 megs of RAM pretty nicely, thank you. I believe
|> that the LCIII is about the lowest-end Mac you should consider
|> getting nowadays. Unless, of course, you'd like to compare the
|> Color Classic to the Falcon :) .
|> -scott tirrell

Scott, there's a problem. At least here in the U.S. you can get
for about the price of a Falcon a new low end mac which has
an 68LC040 (no FPU), with 8 megs, System 7, 40 (80?) megs hardisk,
keyboard and monitor. I think this setup will be faster than a
Falcon... (and an amiga around that price) for a lot of things.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

692. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 21:13:14 UTC
From: mdg@ukc.ac.uk
Message-ID: <8411@gos.ukc.ac.uk>
Source record: 18740

In article <1994Feb17.205612.41383@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> This is just an example to show the drawbacks of bitplanes.
:>|> The code is NOT meant to be optimal, so please don't be
:>|> upset about it!
:>|>
:>|> /
:>|> / Daniel
:> Just in case, I just wanted to mention that bitplanes
:>and chunky pixels both have their advantages and disadvantages.
:> Nope, I'm not upset about it ;-)

mmmm... Nice that the Falcon gets the best of both worlds then isn't it.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

693. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 21:21:58 UTC
From: mdg@ukc.ac.uk
Message-ID: <8412@gos.ukc.ac.uk>
Source record: 18741
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb17.205042.35791@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

:> You'd better. They know and are far more polite than you. You see what
:>bein a 'loud mouth' gets you into Griff?

I'm polite, when people are polite to me. I respect Stefen and Andre, I
think you will find they respect me, I doubt the same can be said for.
People who are blantly wrong or trying to spread mis-information deserve
to be flamed and you are pretty hot!

>|> I never claim to know more than anyone,

:> Sorry to offend some readers but....
:> > MAJOR BULLSHIT < Of course YOU DO. You imply it damn well:
:> "you obviously know nothing about"
:> "I only talks about things I know, you don't"

And you BITE everytime!
its true though, you do NOT know as much as me, arrogant as that may seem
you strike me as someone who's mouth gets into gear before his brain.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

694. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 21:23:41 UTC
From: cs93294@assn015.cs.ualberta.ca
Message-ID: <cs93294.761520221@wolfcreek.cs.ualberta.ca>
Source record: 18742

cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>Well, isn't that surprising, since integers are a subset of real numbers?

Actually, I thought it was the other way around, real numbers could be
expressed as a product or quotient of integers, ie: 0.5 can be expressed
as (1/2), and .75 as (3/4). The exception of course being irrational numbers.
At least this is what I get from my math professors.

>Chris Brown

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

695. Re: Brain contention (was Re:`bit-ness of processors')

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 23:26:23 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb17.232623.18474@infodev.cam.ac.uk>
Source record: 18743

In article <CL9u04.Inu@nrtpa22.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> > The A1200 is much more suited to computing uses .. it allows the CPU
|> > (thats the part that does the COMPUTING Griff) full 32 bit access and it
|> > has two seperate 32-bit busses (64 bit machine anyone?) which allow the
|> > CPU full access to memory whilst the gfx chips have their own Chip memory
|> > (which is also CPU accessible)
|>
|> Gavan,
|> You are making the assumption that every Amiga 1200 has Fast-Ram.
|> Most probably do have Fast-Ram, but a rather large percentage probably
|> do not.

Ah, we're back to the base machine argument again.

So how much can you do with a 1MB single floppy Falcon?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

696. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-17 23:34:55 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CLE6u7.94o@freenet.carleton.ca>
Source record: 18744

In a previous article, kstevens@srs.gov (Ken Stevens) says:

>The same thing can be said about the Mac....it has much and great
>shareware, it is fun to program (at least for me), the os is very
>intuitive and easy to use, there is a lot more and diverse hardware
>available for the mac than the atari and amiga combined, and finally, there
>is nothing out therein atari or amiga land to make it faster than an Mac
>840AV. Not taking into account the DSP, it is as fast as a 486/66 local
>bus machine...in combination with the DSP, nothing short of a pentium or
>ppc can touch it. Thats not to say I don't like my atari, because I do,
>but I also have to face the fact that atari and amiga will always be a
>niche computer.
>--

Yes that is very true but I was trying to point out that all (or most) of
those options and features are available on all the machines including Atari.
True, the Atari may not be THE fastest machine but you can get something
pretty damn close.

In other words the argument of 'go to the mac because it has x features'
is pointless because Atari machines can also have x features.
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

697. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 03:15:03 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb17.211503.23085@cobra.uni.edu>
Source record: 18745

In article <94048.094355STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> If you want speed buy a LOW-END MAC?!?! What exactly do you mean
> by a low-end Mac? My Falcon can keep up with an LCIII running
> System 7 with 8 megs of RAM pretty nicely, thank you. I believe
> that the LCIII is about the lowest-end Mac you should consider
> getting nowadays. Unless, of course, you'd like to compare the
> Color Classic to the Falcon :) .
> -scott tirrell

But, than again, The LCIII costs less than a Falcon. LCIII 4/80 with keyboard costs $750 while the 040 Quadra 605 4/80 with out keyboard costs $850. How much does your Falcon cost? Last I checked it was $1200 with harddrive.

I can get the LC575 5/160 with Keyboard for $1600. This model includes an 040-33mhz with fpu, trinitron display, dual speed cdrom.

These models are upgradeable to the Power PC

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls,Iowa

698. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 03:17:13 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb17.211713.23088@cobra.uni.edu>
Source record: 18746

In article <94048.094733STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> 10 times the speed in relation to what....? I find that statement
> very vague. Also, what do you mean by "more comptibility"?
> I'll admit that $2000 is a good price for what you're getting, but
> you're forgetting the cost of switching platforms to the Atari
> to the PowerPC (I don't want to lose all my software).

Eventualy you will have to switch to another platform since Atari's computer
line is dead!!

> -scott tirrell

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa

699. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 03:19:04 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb17.211904.23090@cobra.uni.edu>
Source record: 18747

In article <1994Feb17.205612.41383@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <1994Feb16.214606.13970@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
>
> [stuff deleted]
>
> |>
> |> This is just an example to show the drawbacks of bitplanes.
> |> The code is NOT meant to be optimal, so please don't be
> |> upset about it!
> |>
> |> /
> |> / Daniel
>
> Just in case, I just wanted to mention that bitplanes
> and chunky pixels both have their advantages and disadvantages.
>
> Nope, I'm not upset about it ;-)
>
>
> |>
> |>
>
> --
> --
> Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
> I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

Hi Raist, nice to see your back!!

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa

700. Re: Brain contention (was Re:`bit-ness of processors')

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 05:49:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2k1ku3$d8r@darkstar.UCSC.EDU>
Source record: 18751

In <1994Feb17.232623.18474@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>In article <CL9u04.Inu@nrtpa22.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
>|> > The A1200 is much more suited to computing uses .. it allows the CPU
>|> > (thats the part that does the COMPUTING Griff) full 32 bit access and it
>|> > has two seperate 32-bit busses (64 bit machine anyone?) which allow the
>|> > CPU full access to memory whilst the gfx chips have their own Chip memory
>|> > (which is also CPU accessible)
>|>
>|> Gavan,
>|> You are making the assumption that every Amiga 1200 has Fast-Ram.
>|> Most probably do have Fast-Ram, but a rather large percentage probably
>|> do not.

>Ah, we're back to the base machine argument again.

>So how much can you do with a 1MB single floppy Falcon?

Fool fool fool fool fool fool fool fool fool fool fool fool!!!!!!!
The base Falcon is a 4 meg 84 megHD setup. That is what is stated in the
developer docs as the base machines developers should make software for,
and that is in fact the base machine that they do make software for. I
have the developer docs. You do not. Please do not spout gibberish about
subjects you are completely ignorant of.

~Chris
>--
>Chris Brown

>--
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>--

>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

701. Re: the end ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 06:53:00 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb18.065300.35273@rmece02.upr.clu.edu>
Source record: 18752

In article <9402172036.A3426wk@hofbbs.com>, beth.freeman@hofbbs.com writes:
|>
|> Hi,
|>
|> The reason Atari does so badly is because they don't support their
|> users or their retailers. Waht can they expect if there is no way the customer
|> can resolve his or her problems if they fall on deaf ears. They give their
|> dealers no support materials or ways to generate sales, so what can they expect
|> their dealers to do but drop the ATari when it doesn't sell.
|>
|> I have stock in the company, and I know what's going on (at least what
|> they tell you in the annual reports), and these guys don't know how to run a
|> business (unless you're looking for a tax shelter). They're just lucky I don't
|> live in California, because if I did, I'd drive over there and kick their
|> tushes!!! I can run my business with their computers, but they can't run their
|> business selling and making their computers!!!!!
|>
|> AAARRRGGHH!!!!!!!!!!
|>
|> ---Beth---

To be very fair Beth... Commodore is exactly the same. Perhaps
the only difference is that they have a bigger market right now....
Good technology fell on their hands, and they didn't take much
advantage of it....

Atari was smaller to start with, and that's were they are :-(

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

702. Re: Atari PowerPC machine

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 07:49:11 UTC
From: djs@jet.uk
Message-ID: <1994Feb18.074911.28941@jet.uk>
Source record: 18753

In <01H8ZQZ9QHKY000B2Y@SAEMS.SRS.GOV> kstevens@srs.gov (Ken Stevens) writes:

>Err, you lost me there. Do you mean what do the new features have to do
>about the user interface (lotts, these features are incorporated into the
>interface) or the micro Kernal? (this has less except it will introduce
>pre-emptive multitasking and protected memory, which indirectly affects the
>user interface)
If you read what I said, I don't think that it was that difficult to
understand. I'll try for the second and last time: "What on earth
has 'micro-kernel' got to do with user interfaces?". It's not really
worth carrying this on, is it?
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

703. Re: "Bit-ness" of Processors (Kill this topic)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 10:04:24 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2k23r9INN378@tom.rz.uni-passau.de>
Source record: 18754

In article <1994Feb17.104431.21721@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> If you want a PROPER MPEG player, then only two machines currently
>offer MPEG - The Philips CDi (yeuuch) and the Amiga CD32 (Which can also
>accept a keyboard/fastram/HD etc - turning into an A1200) both have MPEG
>cards available. The 3DO is supposed to have one `soon` and Atari have
>indicated that the Jaguar CD add-on will be getting an MPEG cartridge
>shortly after it comes out.

Let's set it straight: if there WAS a CD^32 with 6 megs of RAM, keyboard, SCSI hdd, hd disk drive, MPEG cart and all ports in a CDTV case, for less than 800 US$, I'd buy it at once. There is no such thing. Period.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

704. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 10:37:31 UTC
From: andrey@puree.ugcs.caltech.edu
Message-ID: <2k25pc$1dq@gap.cco.caltech.edu>
Source record: 18755
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>compiled. I guess you write all your games in C and profile them? right ;-) ?!

It certainly works! :). Doom is written mostly in Objective-C.

--Andre

--
PGP public key available

705. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 11:29:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLF3xA.HMs@barclays.co.uk>
Source record: 18756

In article <quinlan.761445350@sfu.ca>, quinlan@gemini.csil.sfu.ca (Brian Quinlan) writes:
|> Are all you falcon owners music enthusiasts? Maybe speed was
|> an equal concern for the original poster in which the Falcon is
|> probably not the best choise. Falcon is THE BEST for MIDI but if
|> you want speed you'll have to look beyond Atari. Like IBMs and Macs.
In ST Review this month, th editor, Vic Lennard noted that his Falcon was faster than his 40Mhz 68030 based Mac. He said that the Macs re-draws were painful compared to the quick response of his (NVDI) equipped but otherwise standard Falcon. He added that his Mac is faster now after having a 32Mhz 68040 fitted but the 'upgrade' was nearly twice the price he paid for his Falcon so it ought to be!

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

706. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 11:34:04 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLF44t.I1q@barclays.co.uk>
Source record: 18757

```
In article <1994Feb17.211904.23090@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
<usual Mr Sinclair mindless drivel deleted>
|> Hi Raist, nice to see your back!!
|>
|> Peter Sinclair-Day
|> Univ. of Northern Iowa
|> Cedar Falls, Iowa
Hi Peter, sorry to see your back. I sincerely hoped us Atari people had seen
the last of you. Oh well.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

707. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 11:36:40 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb18.113640.15042@t.hfb.se>
Source record: 18758

In article iin@harbinger.cc.monash.edu.au, int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>If you guys were half-way interested in knowing the truth about whether
>the falcon has a 16bit or 32bit data bus, whether it can do burst mode
>transfers to a 16/32bit DRAM memory, you should ask in the comp.sys.m68k
>newsgroup. You would most likely get a reply from a Motorola engineer,
>who helps build systems from scratch and knows enough about the
>processors to debunk all these "facts".

Yes they know of the processors... But not about ATARI Falcons architecture..

The processor in Falcon IS a Normal Motorola 68030, wich has a 32bit
data bus... I don't know how ATARI made the Falcons Data bus, if it's
16 bit wide clocked at 16Mhz, OR 16 bit wide and clocked at 32Mhz and
with some kind of logics wich make the bus look like a 32 bit wide,
16Mhz bus to the CPU...

>All these half-baked, cache bound tests are just bunk. Same goes with
>these test cpu-ram tests in the TT. If the ram is clocked at 32mhz,
>how on earth is a 16mhz cpu going to access it at 32mhz, which the x4
>theorectical claims it should be?
>
Well... The TT is clocked at 32MHz both for the CPU and RAM!!!
And has a 32 bit data bus!!!

Just a few early machines was released with a 16MHz CPU...

>
>- Jim

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

708. Re: st bitplanes.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 12:03:54 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb18.120354.24477@rmece02.upr.clu.edu>
Source record: 18759

In article <2d63bc6a@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 16 Feb 94 20:57:53, Ricardo Hernandez wrote:
|>
|> RH> |> Fact is that Falcon sales are picking up now in Sweden (and France also
|> RH> I hear)
|> RH> |> ... the userlist on SECOM will quite clearly prove that .. :-)
|> RH>
|> RH> Yep, sure, aha. I believe you Rickard.... BTW, A1200 sales are
|> RH> picking
|> RH> up too.
|>
|> You don't believe me? PLEASE! Be my guest! Call +46-451-91002, logon, do a
|> userlist sorted by computer! Then do the same thing in a week.
|>
|> It's SO easy to prove you wrong ...

Really, and how many time have *I* proved you wrong?

|>
|> A1200 sales are picking up? Not where I live. (Which is the area I'm concerned
|> about)

Yes, I know. You still think the sun revolves around where you live.
Not surprising.

Maybe what you are experiencing is more 'Falcon owners' that didn't
log to your BBS.

The machine must be selling, no doubt- kind of like the Neo-Geo-> it
sells very slooooooooow.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

[stuff deleted]

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

709. Re: Jaguar's CPU? Some facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 12:06:25 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb18.120625.38876@rmece02.upr.clu.edu>
Source record: 18760

In article <2d63be1a@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 16 Feb 94 02:13:19, Ricardo Hernandez wrote:
|>
|> RH> No flames, just some considerations:
|> RH>
|> RH> * Why id software didn't use the Tom RISC for general purpose
|> RH> tasks?
|>
|> Because there was no need?

I got the answer already from the Id developer. Basically the
68000 does it.

|>
|> RH> * I expected DOOM to run at 30 fps like on DX2 50Mhz and 66Mhz
|> RH> PC's! Either the game could be optimized more for the Jaguar
|> RH> or the Jaguar can't handle it. Since ID software are good
|> RH> hackers, I suspect the truth lies in both.
|>
|> At school, 486/DX266, 8Mb RAM, DOOM does maximum 15-25fps in singleplayer mode
|> ... when networking 4 players it's down to 4-5fps ... I do hope the Jaguar will
|> handle that part MUCH better ...

The frame rate for a 486/DX266 with local bus is in the order of 35fps-
as the Id developer said later on.

However, the Jaguar is doing twice the info (16-bit graphics), so
in that regard, it's a bit better.

|>
|> RH> * To be fair, in another post, DOOM on the Jaguar will use
|> RH> 16-bit graphics, which is twice the info on the PC... still ;-)
|>
|> ...and higher resolution bitmaps according to rumours...

The bitmaps are the same- at least that's what the Id developer
implied.

|>
|> RH> * They haven't set a release date yet.
|> RH>
|> RH> * Will support multi-players, I don't know yet if it will
|> RH> support more than two though. You need two Jaguars, uses
|> RH> the ComLynx port.
|>

```
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>
```

```
--
------------------------------------------------------------
Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering
```

710. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 13:26:25 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb18.132625.23475@infodev.cam.ac.uk>
Source record: 18761
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2jqu9i$9kp@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:

```
|> Iain.Laskey@barclays.co.uk wrote:
|>
|> : As an aside, a friend bought a 1200 the other day. For the price it was good
|> : value with loads of extra software including GFA basic 3.x, Photon paint,
|> : Dpaint IV and a bunch of recent games, all for 349GBP. The games all looked
|> : nice. The desktop was very configurable but still looked bloody aweful to me.
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> : A case of what you are used to I guess. I paid over 2.5 times that price for a
|> : Falcon with HD but no software. Don't ask me why, but having played with an
|> : Amiga for a bit, I'm still damned glad I stuck with Atari. It just feels so
|> : much better in use.
|>
|> I'm interested in comparing the Falcon/ST/TOS desktop to AmigaDOS's
|> and Windows.
|>
|> How about posting a GIF of a typical Falcon desktop out of the box.
|> (ie, no new icons, standard font, no windows open). Then a few GIFs
|> with windows open, menus being pulled down, etc.
|>
|> The Amiga folks can post Amiga GIFS and Windows folks can post Windows
|> GIFS.
|>
|> UUencode and post it here (I doubt if anybody's going to care if there's
|> a bit more rubbish in this newsgroup). I'd like to compare it to Windows
|> and AmigaDOS. I'll even get a few third party opinions to which looks
|> best, with a few design students who don't normally use computers.
|>
|> And yes Dan, you can post your groovy OS/2 piccies again ;-)
```

Well, I'm willing to post some WB stuff if no-one objects. I normally run in 800*600 in 16 colours using the Magic Workbench icons, but I can easilly get an out of the box setup. Like to see what peoples opinions on bandwidth are before I go ahead though.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

711. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 14:21:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLFBw2.6tB@barclays.co.uk>
Source record: 18762
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Feb18.132625.23475@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> Well, I'm willing to post some WB stuff if no-one objects. I normally run in
|> 800*600 in 16 colours using the Magic Workbench icons, but I can easilly get an
|> out of the box setup. Like to see what peoples opinions on bandwidth are before I
|> go ahead .
Fine by me....

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

712. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 15:36:09 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb18.153609.1995@infodev.cam.ac.uk>
Source record: 18763

In article <2jvjktINNkt5@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1994Feb16.115719.990@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> >>HAM8 is loads slower for real time apps like tmapping/gouraud/phong! I
|> >>want
|> >>you to disagree with me, you are so *unknowledgable*, i code stuff like
|> >>this
|> >>daily, you don't.
|> >
|> > Yes, HAM8 is slower for games. For useful computing things it is a lot
|> >faster - like Animation for example.
|>
|> Be precise: for full-screen replacement animation HAM8 may be equal to other
|> modes (not faster, unless you face bus-contention problems).
|> For delta-frame animations (MPEG or even Eric Schwartz cartoons), HAM8 is
|> worse than DC/TC modes.

The Eric Schwartz cartoons are BOB based, not delta anims. IFF-ANIM's are delta anims, and HAM8 is no worse than any other 8 bpp mode for these, but you get a lot more colours. (Unless of course your definition of delta is referring to the idea of moving sprites around, as opposed to stroing the parts of anims that have changed, which is the usual meaning of a delta animation.)

|> There are not too many games for the Falcon, but at least the French
|> Wolfenstein 3D clone and 'Space Junk' seem to use it. Most demos also

It would do, since planar modes are not well suited to this type of game.

|> use this mode instead of 256 colours, seems it is fastest and easiest to
|> program.

Depends on the effects you want to achieve. A cross fade from one 16 colour picture to another, whilst they are both rotating in different directions, as seen in the first Team HOI AGA demo, is a LOT easier to do in a 256 colour planar mode.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

713. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 16:19:59 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb18.161959.4822@infodev.cam.ac.uk>
Source record: 18764

In article <8385@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb17.094051.18908@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> >mdg@ukc.ac.uk (M.D.Griffiths) writes.....
|> :>>In article <1994Feb13.234034.28037@infodev.cam.ac.uk>
|> :>>I see... this is your only SAD reply. You admit I was right about the >DSP
|> :>>begin as fast as the 68882 at FP arithmetic? Your a BAD LOSER!
|> > Didn`t you claim it was EIGHT times faster than an 882?
|>
|> 8 times faster at integer arithmetic, as fast as a 20mhz 68882 as FP.

use the CPU for integer, the 68882 is a FLOATING POINT unit. You keep harping on about how fast this DSP is at FP without a shred of evidence to back up your claims. Care to post some Whetstone results?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

714. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 16:35:59 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2k2qpf$6pf@harbinger.cc.monash.edu.au>
Source record: 18765
Cross-posted to:
comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,int877w@lindblat.cc.monash.edu.au

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:

: Well, I'm willing to post some WB stuff if no-one objects. I normally run in
: 800*600 in 16 colours using the Magic Workbench icons, but I can easilly get an
: out of the box setup. Like to see what peoples opinions on bandwidth are before I
: go ahead though.

Please post some WB and MagicWB stuff as well.

I've started a thread called "[BINARY - HUGE] GUI aesthetics" for people
to post uuencode binaries under.

If anybody's going to object to big binaries in .advocacy, better speak
up real quick! Though, I doubt if many people are silly enough to pay
for the privilege of downloading any .advocacy group ;)

Keep this thread for talk, the other for binaries only. Okay?

- Jim

715. [BINARY HUGE] -> Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 16:39:05 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2k2qv9$6pf@harbinger.cc.monash.edu.au>
Source record: 18766
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy

```
Warning!

This will contain large binary uuencodings (hopefully). Kill this
thread if you don't wish to see any.

- Jim
```

716. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 16:44:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLFIIF.KA7@barclays.co.uk>
Source record: 18767

In article <1994Feb18.161959.4822@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown)
|> use the CPU for integer, the 68882 is a FLOATING POINT unit. You keep harping on
|> about how fast this DSP is at FP without a shred of evidence to back up your
|> claims. Care to post some Whetstone results?
From the Modern Atari System Software book by Hisoft:
The 68030 takes about 28 clock cycles to perform a 16bitx16bit signed mult to
produce a 32bit result. About 571,000 multiplies a second on the Falcon.
The DSP at 32Mhz takes 2 cycles to do a 24bitx24bit multi for a 48bit result.
16m mults a second.
The DSP also does some things in paralell. You can do 24bitx24bit mult with
56bit addition to the result. do 2 data moves, 2 pointer updates and an
instruction pre-fetch in *2* cycles.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

717. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 17:01:15 UTC
From: reed@pa.itc.hp.com
Message-ID: <2k2s8r$8c1@hpscit.sc.hp.com>
Source record: 18768
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Feb18.132625.23475@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
> In article <2jqu9i$9kp@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
> |> Iain.Laskey@barclays.co.uk wrote:
> |>
> |> : As an aside, a friend bought a 1200 the other day. For the price it was good
> |> : value with loads of extra software including GFA basic 3.x, Photon paint,
> |> : Dpaint IV and a bunch of recent games, all for 349GBP. The games all looked
> |> : nice. The desktop was very configurable but still looked bloody aweful to me.
> |> ^^^
> |> : A case of what you are used to I guess. I paid over 2.5 times that price for a
> |> : Falcon with HD but no software. Don't ask me why, but having played with an
> |> : Amiga for a bit, I'm still damned glad I stuck with Atari. It just feels so
> |> : much better in use.
> |>
> |> I'm interested in comparing the Falcon/ST/TOS desktop to AmigaDOS's
> |> and Windows.
> |>
> |> How about posting a GIF of a typical Falcon desktop out of the box.
> |> (ie, no new icons, standard font, no windows open). Then a few GIFs
> |> with windows open, menus being pulled down, etc.
> |>
> |> The Amiga folks can post Amiga GIFS and Windows folks can post Windows
> |> GIFS.
> |>
> |> UUencode and post it here (I doubt if anybody's going to care if there's
> |> a bit more rubbish in this newsgroup). I'd like to compare it to Windows
> |> and AmigaDOS. I'll even get a few third party opinions to which looks
> |> best, with a few design students who don't normally use computers.
> |>
> |> And yes Dan, you can post your groovy OS/2 piccies again ;-)
>
> Well, I'm willing to post some WB stuff if no-one objects. I normally run in
> 800*600 in 16 colours using the Magic Workbench icons, but I can easilly get an
> out of the box setup. Like to see what peoples opinions on bandwidth are before I
> go ahead though.
>
Go for it! What's WB, though???

--
-.---. -.---. .-------------------------------------.
|---' |---' . | Perry Reed |

```
| .=..-..-.. . | `. .=..=..-| | reed@corp.hp.com |
' `- ' ' `-| ' ``- `- `-` | "If it works, it's obsolete!" |
-' '-------------------------------------'
```

718. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 17:23:53 UTC
From: mdg@ukc.ac.uk
Message-ID: <8434@gos.ukc.ac.uk>
Source record: 18769
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <2k25pc$1dq@gap.cco.caltech.edu> andrey@puree.ugcs.caltech.edu (Andre Yew) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>compiled. I guess you write all your games in C and profile them? right ;-) ?!
> It certainly works! :). Doom is written mostly in Objective-C.

Yes. that is because Watcom C is to say the least rather good AND the fact
486's(like my new one) are rather fast. However the screen drawing routines
are still written in assembler. It would be silly to write game logic in
assembler when the C compilers are so good and the machine so so fast.

>--Andre

Griff
--

719. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 19:16:54 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CLFpK7.L5s@ecf.toronto.edu>
Source record: 18770

In article <1994Feb18.113640.15042@t.hfb.se>,
Robert Krenn <d93rkr@t.hfb.se> wrote:
>Well... The TT is clocked at 32MHz both for the CPU and RAM!!!
>And has a 32 bit data bus!!!
>

All the support chips -- the memory controller, graphics chip, sound chip,
drive controller -- are clocked at 16MHz. This results in a computer that
operates significantly slower than 32MHz -- 25MHz, maybe. Without the cache
on, the computer is basically a 16MHz machine. This is the exact same design
as the Mega STe.

And RAM is not clocked. On machines with synchronous buses, the bus is clocked,
but RAM is not.

>Just a few early machines was released with a 16MHz CPU...

Only early developer machines had a 16MHz CPU. The 32MHz was a quick add-on
because Atari realised a 16MHz 68030 was not exactly leading-edge material.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

720. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-18 23:11:49 UTC
From: renfro@bnr.ca
Message-ID: <2k3hvm$f5f@crchh610.bnr.ca>
Source record: 18771

In article <9402171523.AA20014@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|>
|> Yes, I find it quite incredible that Falcon owners go on about `maybe
|> there is emulated 32 bit access` or `it seems to go a lot faster than it
|> would with only 16 bit access` when arguing that the 16 bit CPU to memory
|> bus on the Falcon doesnt affect performace. Surely the specs must be there
|> to support their claims? Or maybe they are just adopting a typical Atari
|> advocate tactic and making things up.
|>

I've done testing on real world applications comparing the Falcon to a MegaST with a 16 MHz accelerator. The applications were things like file compression utilities and JPEG decoders (not using the DSP) and I used the same application in the same graphics mode on both machines. My test showed the Falcon to be 3 times faster than the Mega in 8 Mhz mode and nearly 2 times faster with the Mega in 16 Mhz mode. This isn't speculation or 'feel', but actual stop watch timings of an application completing a task. Granted that my hand eye coordination could have resulted in a +/- one second error at best, the difference in timings between the two machines was significant enough to make the error negligible (ie the tasks being performed took anywhere from 30 secs to several minutes).

I have also seen post from other people who showed the Falcon to be roughly half as fast as a 32 Mhz (32 bit bus) TT030.

So does this sound like a 'crippled' 16 bit bus Falcon????

I'm not saying it is not as good as it could be, but certianly not crippled!!!

Have any of you folks bitching about how 'crippled' the Falcon is with its 16 bit bus ever even laid eyes (let along laid finger to keyboard) on a Falcon???

Notice how I never said one bad thing about Amiga or the A1200. That's cause I have never even seen one and I wouldn't know what the heck I was talking about if I did!

RandyH

721. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 00:31:11 UTC
From: dano@srl03.cacs.usl.edu
Message-ID: <dano.761617871@srl03.cacs.usl.edu>
Source record: 18772
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

If anyone here *was* interested in my Os/2 desktop pic, check it out on comp.sys.amiga.advocacy. Called 'dan's gui' or something like that.
--

Dan Stephenson
dano@srl01.cacs.usl.edu

722. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 01:04:02 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb18.190402.23148@cobra.uni.edu>
Source record: 18773

```
In article <CLF44t.I1q@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Feb17.211904.23090@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> <usual Mr Sinclair mindless drivel deleted>
> |> Hi Raist, nice to see your back!!
> |>
> |> Peter Sinclair-Day
> |> Univ. of Northern Iowa
> |> Cedar Falls, Iowa
> Hi Peter, sorry to see your back. I sincerely hoped us Atari people had seen
> the last of you. Oh well.

Fat chance!!!

>
>
> --
> +-------------+------------------------------------------------------------+
> |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
> | |Laserdisc & Pro-Logic - The only way to watch movies at home|
> | |Replies to ilaskey@cix.compulink.co.uk |
> +-------------+------------------------------------------------------------+

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa USA
Macintosh Duo owner
```

723. Power PC Mac specs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 01:13:37 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb18.191337.23149@cobra.uni.edu>
Source record: 18774

Subject: PowerPC Mac Specs!
From: fmorgan@vax.clarku.edu, Clark University
Date: 18 Feb 94 10:57:57 -0600

Here you go! I found these somewere and this is all I know!

Fritz
==========

Look for these models to be available on March 14 or sooner. These models are comming off the assembly line now!!!

Peter

==========

Power Macintosh 6100/60

Processor: 60-MHz PowerPC 601 RISC processor; integrated math coprocessor; 32K on-chip cache

Memory: 8MB of RAM, Expandable to 72MB
o 8MB on the logic board
o Two SIMM slots support 4MB, 8MB, 16MB or 32MB SIMMs

Video expansion: DRAM video support

Video expansion: DRAM video support

Disk storage: o 1.4MB Apple SuperDrive
o 160MB or 250MB internal hard disk drive
o Space for an internal 5.25-inch storage device, such as an optional AppleCD 300i Plus CD-ROM drive.

Networking: Built-in LocalTalk and high-speed Ethernet connections; AppleTalk networking software

Display capabilities: Built in support for 32,768 colors on the Apple ColorPlus 14-inch Display, Macintosh Color Display, and Apple AudioVison 14-inch Display; 256 colors on the Macintosh 16-inch Color Display Expansion Capabilities: Expansion slot for 7-inch NuBus card or processor-direct card (requires adapter card); high-performance SCSI supports up to seven SCSI devices

performance SCSI supports up to seven SCSI devices

Ports: Two serial ports (both can be used with Apple's GeoPort Telecom Adapter), SCSI port, Apple Desktop Bus port, Monitor port that supports an Apple AudioVison Display or other display

Sound: Stereo sound-input/output ports

Option configurations: Optional Power Macintosh 6100/60AV configuration available; SoftWindows software optional.

==========
Power Macintosh 7100/66

Processor: 66-MHz PowerPC 601 RISC Processor; integrated math coprocessor; 32K on-chip cache

Memory: 8MB of RAM, Expandable to 136MB
o 8MB on the logic board
o Four SIMM slots support 4MB, 8MB, 16MB or 32MB SIMMs

Video expansion: 1MB of VRAM, expandable to 2MB

Disk storage: o 1.4MB Apple SuperDrive
o 250MB or 500MB internal hard disk drive
o Space for an internal 5.25-inch storage device, such as an optional AppleCD 300i Plus CD-ROM drive.

Networking: Built-in LocalTalk and high-speed Ethernet connections; AppleTalk networking software

Display capabilities: Built in support for 32,768 colors on
Display capabilities: Built in support for 32,768 colors on the Apple ColorPlus 14-inch Display, Macintosh Color Display, and Apple AudioVison 14-inch Display and Macintosh 16-inch Color Display; 256 colors on the Apple Multiple Scan 20 Display; with additional VRAM, support 16.7 million colors on the Macintosh 16-inch Color Display and 32,768 colors on the Apple Multiple Scan 20 Display

Expansion Capabilities: Expansion slot for 7-inch NuBus card or processor-direct card (requires adapter card); high-performance SCSI supports up to seven SCSI devices

Ports: Two serial ports (both can be used with Apple's GeoPort Telecom Adapter), SCSI port, Apple Desktop Bus port; dual monitor support with one monitor port that supports and Apple AudioVision Display or other display, and one standard monitor port

and one standard monitor port

Sound: Stereo sound-input/output ports

Option configurations: Optional Power Macintosh 7100/66AV configuration available; SoftWindows software optional.

==========
Power Macintosh 8100/80

Processor: 80-MHz PowerPC 601 RISC Processor; integrated math coprocessor; 32K on-chip cache and 256K memory cache

Memory: 8MB of RAM, Expandable to 264MB
o 8MB on the logic board
o Eight SIMM slots support 4MB, 8MB, 16MB or 32MB SIMMs

Video expansion: 2MB of VRAM, expandable to 4MB

Disk storage: o 1.4MB Apple SuperDrive
o 250MB, 500MB or 1GB internal hard disk drive
o Space for an internal 5.25-inch storage device, such as an optional AppleCD 300i Plus CD-ROM drive.

Networking: Built-in LocalTalk and high-speed Ethernet connections; AppleTalk networking software

Display capabilities: Built in support for 16.7 million colors on the Apple ColorPlus 14-inch Display, Macintosh Color Display, and Apple AudioVison 14-inch Display and Macintosh 16-inch Color Display; 32,768 colors on the Apple Multiple Scan 20 Display; with additional VRAM, support 16.7 million colors on the Apple Multiple Scan

support 16.7 million colors on the Apple Multiple Scan 20 Display

Expansion Capabilities: Expansion slot for 7-inch NuBus card or processor-direct card (requires adapter card); high-performance SCSI supports up to seven SCSI devices

Ports: Two serial ports (both can be used with Apple's GeoPort Telecom Adapter), SCSI port, Apple Desktop Bus port; dual monitor support with one monitor port that supports and Apple AudioVision Display or other display, and one standard monitor port

Sound: Stereo sound-input/output ports

Option configurations: Optional Power Macintosh 8100/80AV configuration available; SoftWindows software optional.

724. Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 01:43:59 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb18.194359.23151@cobra.uni.edu>
Source record: 18775
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Does C= and Atari have a future in the computer market?

Atari is dead as far as their computer division is. But Atari droids cannot see the light.

Lets face it C= and Atari will never do well in the North American market and various parts of the world such as Australia.

Once the Power PC macs come out on the market world wide on March 14 or sooner, the price/performance ratio will widen. A $2000 Power PC system($1700- my price) will be competing against a $1500 Amiga 4000/030 with out monitor and $1500 Falcon HD system with monitor(I am being generous with price)

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa USA

Commodore Amiga - 'Non existant'

725. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 04:01:58 UTC
From: mdg@ukc.ac.uk
Message-ID: <8442@gos.ukc.ac.uk>
Source record: 18776

In article <1994Feb18.161959.4822@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>|> >mdg@ukc.ac.uk (M.D.Griffiths) writes.....
:>|> :>>In article <1994Feb13.234034.28037@infodev.cam.ac.uk>
:>|> :>>I see... this is your only SAD reply. You admit I was right about the >DSP
:>|> :>>begin as fast as the 68882 at FP arithmetic? Your a BAD LOSER!
:>|> > Didn`t you claim it was EIGHT times faster than an 882?
:>|>
:>|> 8 times faster at integer arithmetic, as fast as a 20mhz 68882 as FP.
:>
:>use the CPU for integer, the 68882 is a FLOATING POINT unit. You keep harping on
:>about how fast this DSP is at FP without a shred of evidence to back up your
:>claims. Care to post some Whetstone results?

Use the CPU for integer stuff when the DSP is 8 times faster? yeah right.

As for 'without a shred of evidence' - I posted FP dsp source to backup
my claim, anyone with a vague understanding of assembly/dsp would realise
how fast the chip is - obviously you don't fall into this category.
As for the whetstone I'll take a look at the Dr bub sources and see if
it mentions any benchmarks. But isn't the source enough for you? ooopppss
sorry I forgot your terminally stopid (oooppps insulting you again).

>Chris Brown

Griff
--

726. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 04:30:29 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb19.043029.4685@isle.waterloo-rdp.on.ca>
Source record: 18777

> the PC,MAC and Atari Falcon/STE are all capable of changing the screen address
> on the fly. This 'real world' enough for you. BTW I have programmed such things

Actually, the PC can't change the screen address on an HBL. It generates VBL's
if you're lucky (typically you have to poll a bit, as some network cards use
the IRQ that the video cards like, and the video cards have the VBL interrupt
generation off by default), and no HBLs. You can sort of sync to an HBL by
programming a timer and keeping it sync'd via VBL's, but the process is messy
and innacurate. That, and the screen addresses don't latch until the next VBL,
so even if you did try to change the image source on the fly, the changes
woudln't take effect until the next VBL. At least according to the VGA hard-
ware specs that I've got...

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

727. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 07:06:12 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2k4dp4$so6@darkstar.UCSC.EDU>
Source record: 18778
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

It's okay with me too to post. I'd like to see some newer WB stuff. THe only WB I've seen is from a 500. (yuck!)

~Chris

728. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 07:08:46 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2k4dtu$soh@darkstar.UCSC.EDU>
Source record: 18779
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap sinclap sinclap... yawn...
Just when you thought it was safe to return to the net... :P

~Chris

729. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 09:08:36 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2k4kuk$3mn@harbinger.cc.monash.edu.au>
Source record: 18780
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Perry Reed (reed@pa.itc.hp.com) wrote:

: Go for it! What's WB, though???

WB is shorthand for WorkBench, AmigaDOS's graphic user interface.

- Jim

730. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 10:20:35 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2k4p5j$k4@darkstar.UCSC.EDU>
Source record: 18781

>> the PC,MAC and Atari Falcon/STE are all capable of changing the screen address
>> on the fly. This 'real world' enough for you. BTW I have programmed such things

SInce when could Macs change the screen address??? I remember one of the
problems game designers have on the mac is the fact that the fixed VRAM
prevents any sort of page flipping or scrolling from happening...

~CHris

731. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 11:53:27 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2k4ujnINNcov@tom.rz.uni-passau.de>
Source record: 18782

In article <1994Feb18.153609.1995@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <2jvjktINNkt5@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
>|> modes (not faster, unless you face bus-contention problems).
>|> For delta-frame animations (MPEG or even Eric Schwartz cartoons), HAM8 is
>|> worse than DC/TC modes.
>
>The Eric Schwartz cartoons are BOB based, not delta anims.

And what is a BOB? A Blitter animated OBject, right? This is a piece of
graphic smaller than the screen area replacing a part of the background.
BOBs are rectangular, aren't they? And even if they are not, where is the
fundamental difference between BOBs and other deltas?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

732. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 13:17:39 UTC
From: mdg@ukc.ac.uk
Message-ID: <8445@gos.ukc.ac.uk>
Source record: 18783

In article <1994Feb19.043029.4685@isle.waterloo-rdp.on.ca>
ktessner@isle.waterloo-rdp.on.ca (Kevin Tessner) writes:
>Actually, the PC can't change the screen address on an HBL. It generates VBL's
>if you're lucky (typically you have to poll a bit, as some network cards use

It varies from card to card. I think ET4000 has this capability.
Syncing to the screen is possible, the multitude of PC Plasma demos proves
this. (I've not seen any copper effects that could not be emulated yet).

Griff
--

733. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 18:08:57 UTC
From: dtiberio@ic.sunysb.edu
Message-ID: <2k5kjp$na3@ysics.physics.sunysb.edu>
Source record: 18784
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <dano.761617871@srl03.cacs.usl.edu> dano@srl03.cacs.usl.edu (Dan Stephenson) writes:
>If anyone here *was* interested in my Os/2 desktop pic, check it out on
>comp.sys.amiga.advocacy. Called 'dan's gui' or something like that.

>Dan Stephenson

Let me guess... it is 1024x768 and probably filled with a lot of space that could otherwise have been reflected in a smaller space conserving pic of about 320x400.

I downloaded some of these desktop pics and was disgusted to find that most of them were full of backdrop patterns. Just a waste of my time, but I don't want to name any names. But I will name IRC handles, like xterm :).

In other words, why not just send a clipping of your desktop next time, and you will get the same point across.

dtiberio

734. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 19:19:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d666654@secom.ct.se>
Source record: 18785

In a message of 18 Feb 94 12:34:04, Iain.Laskey wrote:

I> |> Peter Sinclair-Day
I> |> Univ. of Northern Iowa
I> |> Cedar Falls, Iowa
I> Hi Peter, sorry to see your back. I sincerely hoped us Atari people had
I> seen
I> the last of you. Oh well.

Seconded.

I guess we'll just have to go through the SysAdm harassment if he becomes too
annoying this time too ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

735. Used car dealers/computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 21:40:46 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192140.A0752wk@hofbbs.com>
Source record: 18648

Hi,

I think some of these people who sell computers are former used
car dealers. They prey on our ignorance and draw our attention away from the
reall issues, like how easy the computer is to use, what you actually want to
do with the thing, and what software you can buy with it.

Personally, I'd NEVER buy one of these packaged set ups. THey
generally have lots of things I'd just as soon leave out, and don't have
the peripherals I'd want. I'd like to see a computer store operate like a
Chinese restaurant menu. You pick the things you want from each group for a
set price. That way you get what YOU want, not what the manufacturers think
you want.

---Beth---

736. Re: atari sts

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 21:40:48 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192140.A0753wk@hofbbs.com>
Source record: 18649

HI Scott,

I agree with you in recommending TOAD. I've had several dealings with them, and I"ve always been quite satisfied. We don't have any retail Atari outlets to speak of around here, so I generally order stuff.

The Toad Guys get my seal of approval!

---Beth---

737. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 21:48:04 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb19.214804.20381@rmece02.upr.clu.edu>
Source record: 18786

In article <1994Feb17.211904.23090@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <1994Feb17.205612.41383@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> > In article <1994Feb16.214606.13970@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|> >

[stuff deleted]

|> > --
|> > Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|> > I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
|> > \X/Opinions are my own, not of my college campus
|> > Department of Electrical and Computer Engineering
|>
|> Hi Raist, nice to see your back!!

Hey, where have you been? ;-) I have been here for quite a while.
Well, I hope we don't end fighting again ;-) (and serious to :-)).

|>
|> Peter Sinclair-Day
|> Univ. of Northern Iowa
|> Cedar Falls, Iowa
|>
|>
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

738. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-19 21:56:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb19.215635.42015@rmece02.upr.clu.edu>
Source record: 18637
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8409@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb17.204703.27264@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|>
|> :>In article <8335@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>|> In article <1994Feb15.232317.10790@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk
writes:

[stuff deleted]

|> Raist is so stupid sometimes!

Ah, thanks. Now in your eyes 'I am only stupid sometimes.'

|> to plot 4 pixels you need to read the existing bitplane data and modify
|> the appropriate bit for each bitplane. If you simply wrote 4 * 4 longwords
|> then any bitplane data on the screen would be corrupted.

Okay, for just pixels I forgot for a moment about that. I was thinking
more among the lines when you have to just put something on screen, as
soon as we get to multiples of eight at least- the Amiga gets a huge advantage.

[stuff deleted]

|>
|> yes to copy 32 pixels, but not to calculate
|>
|> Faster for copying memory, but for PLOTTING or scan conversion of
|> textures or changing data - NO WAY thicko.

If you are ploting points, you are right. Then in games, you most of
the time don't do ploting.

|>
|> >|> >Gosh that's a hard one :-)
|> >|> who's a silly boy then, again you dug a rather big whole for yourself.
|>
|> > You obviously have an isecurity complex (lack of self-esteem again is
|> > showing, sorry Griff, but you lack esteem).
|>
|> What because I was right?

Nope. You are smarter than that, c'mon. Because of your 'you just
dig yourself', 'if you knew anything about this you'll realise',
'if you had programmed you'll realise how stupid your claim....', etc.

|> You really do hate me Raist don't you, but
|> I understand why, because I always correct you. It must be really
|> annoying for you.

Nope, it's not annoying. I have no problems when people correct me.
BTW, you are not always corrected me. I have even corrected you before
(remember the IBM mails?).

|>
|> Lack of self-esteem? what? You are the one who just wrote some completely
|> stupid text about how many writes it takes to plot 4 pixels on a 1200.

No, I just wanted to discuss the issue from a technical pointl.
No insulting necessary. It's the way you say the things that shows you
lack self-esteem or are insecure about yourself.

Like you said: 'don't talk things you don't know about', unless you have
taken psychology courses (using your words and logic).

|> You didnt even realise you had to read the original data and mask the
|> new pixels into it - THIS IS BASIC KNOWLEDGE - ARE YOU TOTALLY STUPID!

It is basic knowledge. I am not stupid, I know about it. I was looking
more at the discussion from a stand point of general memory graphics transfer
comparing both the A1200 and Falcon. For plotting those two pixels only
though, you were right. I know about it too.

|> I just lap this guy up, he keeps coming back for more and more.

See again? Here you show it again Griff: insecurity complex.

|>
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griff
|> --

What happened to your 'Defender of the Realms' title?

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

739. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 02:02:13 UTC
From: mdg@ukc.ac.uk
Message-ID: <8453@gos.ukc.ac.uk>
Source record: 18638
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb19.215635.42015@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <8409@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> Raist is so stupid sometimes!
:>
:> Ah, thanks. Now in your eyes 'I am only stupid sometimes.'

Most of the time yes (ooppsss I'm sorry this must mean I'm insecure).

:>
:>|> to plot 4 pixels you need to read the existing bitplane data and modify
:>|> the appropriate bit for each bitplane. If you simply wrote 4 * 4 longwords
:>|> then any bitplane data on the screen would be corrupted.
:>
:> Okay, for just pixels I forgot for a moment about that. I was thinking
:>more among the lines when you have to just put something on screen, as
:>soon as we get to multiples of eight at least- the Amiga gets a huge advantage.
For a block copy the Amiga will be faster because there is less bandwidth
involved however :
only if the data to 'write' is known before hand i.e. (bobs). The advantage is
not 'huge' at all, drawing bobs on a true colour screen is very fast - as fast
or faster than blitting to an 8 bitplane screen since you only need to do
write the data of the sprite that is not zero (background colour) , rather
than have to mask and OR the sprite data. I have a true colour 'bob' rout
that will draw bobs twice as fast as an amiga blitter can blit them.
Do you want me to type the code? Its funny how I always produce code to
back my claims and you don't. (I guess this makes me insecure , right?(laugh)).
Want me to prove you wrong again? Perhaps Stefen or Andre would like to
comment on the technique of code generation for sprite routines, and how
applicable it is for a word per pixel screen. (Raist - do you even know
what I'm talking about? (laugh)).

:>[stuff deleted]
:>
:>|>
:>|> yes to copy 32 pixels, but not to calculate
:>|>
:>|> Faster for copying memory, but for PLOTTING or scan conversion of
:>|> textures or changing data - NO WAY thicko.
:>
:> If you are ploting points, you are right. Then in games, you most of
:>the time don't do ploting.

Well I can draw sprites as fast or faster than Amiga in 256 cols in 65536s.
Want me to explain the technique in more detail?

> Nope. You are smarter than that, c'mon. Because of your 'you just
>dig yourself', 'if you knew anything about this you'll realise',
>'if you had programmed you'll realise how stupid your claim....', etc.

You BITE everytime - must be horrible being consistenly wrong.

> I just wanted to discuss the issue from a technical pointl.
>No insulting necessary. It's the way you say the things that shows you
>lack self-esteem or are insecure about yourself.

BITE.

:> It is basic knowledge. I am not stupid, I know about it. I was looking
:>more at the discussion from a stand point of general memory graphics transfer
:>comparing both the A1200 and Falcon. For plotting those two pixels only
:>though, you were right. I know about it too.
:>|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
:> What happened to your 'Defender of the Realms' title?

I only type it sometimes to annoy and make you BITE - your a slower learner.

> Raist

Griff (Defender of the Realm -but its true!)
--

740. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 02:30:57 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb20.023057.10972@infodev.cam.ac.uk>
Source record: 18639

In article <8392@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb17.130036.10954@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> :>In article <8300@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>|> He never quoted 40 or 50mhz until I had proved that the DSP was worth a
|> :>|> 16/20 mhz 68882 - its kind of funny to see his argument when he quotes the
|> :>You proved nothing, you just said it was. And I said I'd never seen a 68882
|> :>clocked that slowly.
|>
|> I proved nothing?! I posted source to back up my Claim, you then changed your

So how fast does it run. Care to post some whetstone results?

|> (Chris you do not have any way of backing up what you write, you lose
|> everytime).

Yes Griff, so where is your followup to my post rubbishing your claim that
draggable screens were trivial to implement on any system with an HBLANK
interrupt by changing a couple of registers?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

741. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 02:42:31 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb20.024231.11786@infodev.cam.ac.uk>
Source record: 18640

In article <2jt4ij$e4n@sol.ctr.columbia.edu>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
|> In article <1994Feb15.213115.5021@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> } What a silly comment. The Amiga shell is a lot more powerful than UNIX shels in
|> } quite a lot of ways, eg:
|> }
|> } Command Templates (probably one of it's most powerful features.)
|>
|> If you explain this, I'll get back to you...

Read a book on the Amiga Shell, it would take too long to explain, but basically imagine a system of passing arguments where you can specify the type of each argument (ie argument, switch etc.), get help on the syntax to pass to the command just by typing command ?, and pass arguments in any order.

|>
|> } Regular expression pattern match for filename wildcards
|>
|> Do me a favour - regular expressions originated in unix.

I said filenames.

|>
|> } Sensible command names
|>
|> Oh please - use 'alias' to define them to whatever you want. Put it
|> into your .cshrc or .zshrc file...

How about having the REAL names sensible, and aliasing the esoteric UNIX commands?

|>
|> } Global environment variables set from any shell, not just the initial one
|>
|> howsabout (in sh) . ~/.variables or something similar. Global
|> namespace is a pain IMHO - although I recognise that occaisionally it
|> can be useful.

The Amiga shell has both global and local variables.

|>
|> Some questions:
|>
|> Does the amiga recognise scripts with (something similar to)
|> #!/bin/sh
|> # comment
|> script commands

scripts are executed by typeing their filename if they have the S flag set, or if
you supply them as the argument to the execute command

|>
|> Does it have command-line completion eg: if I type
|>
|> ftp [TAB]
|> I get a list of places I commonly ftp to

To recall the last command that begins with the letters you typed, press shift
up-arrow. If youhave something like the KingCON console device (a window handler,
it's still the original shell) you have filename completion too.

|>
|> or:
|> ls l[TAB]
|> lists all files beginning with l. Or completes to the only
|> file if that is the case.

See above.

|>
|> This is a standard feature of tcsh (my preferred shell). And
|> it's programmable.
|>
|> Does it have history mechanisms, so that up-arrow puts what you
|> typed last on the line, in editable form ?

Yes.

|>
|> Does it spell-check commands and suggest replacements ? Even for its
|> aliases / variables etc.

No

|>
|> Automatically rescale to the window size you're using if you cahnge
|> it ?

Yes

|>
|> These are genuine questions - I don't know the answers. But they
|> are off-the-top-of-my-head abilities of tcsh.

The Amiga shell has an AREXX port, do any of your shells have anything remotely
like this?

|> }
|> } Useful, yes, but at the expense of an efficient context switch. Maybe it would
|> } make sense to implement it on the HP-PA based Amigas when they are launched, but
|> } until then I'd rather keep my efficiency thanks.
|>
|> It has sod-all to do with that. MiNT context-switches pretty quickly.

It has plenty to do with that. Rather than switching large segment/page tables around, a context switch basically involves a register swap. Not having virtual addressing helps a lot here. (Note that not having virtual addressing does not mean that memory protection is impossible. If anything, it makes it more lightweight.)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

742. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 02:48:09 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb20.024809.12157@infodev.cam.ac.uk>
Source record: 18641

In article <8442@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> As for 'without a shred of evidence' - I posted FP dsp source to backup
|> my claim, anyone with a vague understanding of assembly/dsp would realise

So what are you afraid of? Care to post some whetstone results?

|> how fast the chip is - obviously you don't fall into this category.
|> As for the whetstone I'll take a look at the Dr bub sources and see if
|> it mentions any benchmarks. But isn't the source enough for you? ooopppss

If you have as much experience and knowledge as you claim, why not compile
whetstone for the DSP yourself? The source is freely available. Just ask archie.

|> sorry I forgot your terminally stopid (oooppps insulting you again).

You have no idea as to what my intelligence level is.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

743. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 03:44:27 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb20.034427.44967@rmece02.upr.clu.edu>
Source record: 18642

In article <1994Feb17.114449.24165@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|> >|> move.w (a0)+,d0
|> >|> move.w 0(a2,d0.w*2),(a1)+
|> >|>
|> >|> you repeat this loop say 60 times and fit it nicely in the cache, so even
|> >|> with the 030 you get 17FPS.
|> >
|> > Is this theoretical or measured? The data doesn't fit in the cache...
|> > And when transfering outside you hit the 16-bit bottleneck.
|> -------------------------
|>
|> Excuse me, but how can you "hit the 16-bit bottleneck"
|> with a move.w instruction?

Whoops! I was thinking about move.l ;-)

|>
|> /
|> / Daniel
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

744. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 04:03:47 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb20.040347.44893@rmece02.upr.clu.edu>
Source record: 18643

In article <8384@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb16.204339.40778@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> :>In article <8327@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>|> In article <1994Feb15.142902.9819@mnemosyne.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

[stuff deleted]

|> >
|> > Even when you need to blit from three different sources using an
|> >AND/etc. operation? The STe blitter has only two sources-> destination,
|> >which for some operations then you have to make the blitter act TWICE at least
|> >(I think sometimes even three).
|> >
|> > Or the '1.4-1.5' is taking this into account (I doubt it.)
|>
|> No I mean't that the AGA blitter was 1.4-1.5 times faster than the old ECS
|> blitter. (Cue Raist to talk loads of rubbish about 4x bandwidth, without
|> actually having used the blitter in real life).

What makes you think I haven't? I know too that the AGA's blitter
isn't 4 times faster. BTW, the bandwith DOESN'T HAVE A DAMN TO DO
with the blitter (or any blitter for that matter). It's just how fast
you can transfer info through a bus, the blitter could be slower (in this
case it is).

[stuff deleted]

|>
|>
|> Griff
|> ---
|>

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

745. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 04:07:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb20.040756.44959@rmece02.upr.clu.edu>
Source record: 18644

In article <8388@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >In article <1994Feb16.195618.22165@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|>
|> >> While it sounds interesting... it won't make a smooth scrolling game.
|> >>Add the sprite movements, scrolling into account (plust game logic, etc.)
|> >>and there are problems.
|>
|> Lets see how fast an Amiga can do 2 256 colour(seperate palettes please) then?

He he... depending on the game you can even do more than 256 colors with
the copperlist.

|> I think you will find that it cannot, well ok maybe in HAM8 (sounds of loud
|> laughing at Raist).

See now why I say you have an insecurity complex? Just open
a modern psychology you will you? I am not kidding you here.

|> Griff
|> --
|>
|> PS. With a 3/4 size screen window there would be some time for game logic
|> and stuff, but the main point was that the Amiga cannot even do a mode like
|> this.

So? I could have a background with a sky with a lot of colors...
how about the Falcon in that 64k color mode? The pallete won't be
enough to avoid banding (unless you use a TV screen).

BTW, using the copper on the Amiga you can even have three
playfields, and if my calculations are correct, even four.

I'll like to see the Falcon doing that...

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

746. Re: Vapourware.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 04:10:36 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb20.041036.42234@rmece02.upr.clu.edu>
Source record: 18645

In article <2d62474c@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 15 Feb 94 17:42:33, Gavan Moran wrote:
|>
|> GM> You claimed that Atari had firm plans for a PowerPC based Jaguar
|> GM> computer. This was based on something that an Atari engineer said they
|> GM> were `looking into`. Pah! Try not to post rumours and speculation as
|> GM> facts. I stand by my post, you were citing vapourware as being definite.
|>
|> I never said Atari had firm plans to do anything.

Hmmmm... you talked and said that ATARI had plans for a PowerPC computer

"PowerPC of course!" or something like that...

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +

[stuff deleted]

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

747. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 04:57:59 UTC
From: mdg@ukc.ac.uk
Message-ID: <8457@gos.ukc.ac.uk>
Source record: 18646

In article <1994Feb20.023057.10972@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <8392@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <1994Feb17.130036.10954@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk
writes:
:>|> :>In article <8300@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> :>|> He never quoted 40 or 50mhz until I had proved that the DSP was worth a
:>|> :>|> 16/20 mhz 68882 - its kind of funny to see his argument when he quotes the
:>|> :>You proved nothing, you just said it was. And I said I'd never seen a 68882
:>|> :>clocked that slowly.
:>|>
:>|> I proved nothing?! I posted source to back up my Claim, you then changed your

>So how fast does it run. Care to post some whetstone results?

Well the source shows the no. of clock cycles for each type of operation,
is this not enough for you? I can probably find out this, but u can see
that it is worth a 20mhz 68882 from the source. So whatever the whetstone
rating is for that chip, the dsp will be about the same.

:>|> (Chris you do not have any way of backing up what you write, you lose
:>|> everytime).
>Yes Griff, so where is your followup to my post rubbishing your claim that
>draggable screens were trivial to implement on any system with an HBLANK
>interrupt by changing a couple of registers?

It is trivial on The Falcon and STE,
the PC is more difficult and video CARD dependent.
I can post source for these machines that manipulate the video registers
for these machines if you want. (its funny how I'm the one always writing
source). I replied to your claim before and you had no answer other than
some whittering about 'oh.. but the copper makes it easier'. *yawn*.

>Chris Brown

Griff
--

748. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 05:03:12 UTC
From: mdg@ukc.ac.uk
Message-ID: <8458@gos.ukc.ac.uk>
Source record: 18647

In article <1994Feb20.040756.44959@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> I wrote:
>|> Lets see how fast an Amiga can do 2 256 colour(seperate palettes please) then?

> He he... depending on the game you can even do more than 256 colors with
>the copperlist.

Read my lips - 2 256 colour playfields.

> See now why I say you have an insecurity complex? Just open
>a modern psychology you will you? I am not kidding you here.

Actually I just enjoy taking the piss out of you.

> BTW, using the copper on the Amiga you can even have three
>playfields, and if my calculations are correct, even four.
> I'll like to see the Falcon doing that...

Yeah .. really, four playfields, explain to me please - I'd be real interested in this (laugh) - the copper cannot create 'playfields' as such - it merely manipulates the existing h/ware registers. Talk about not backing up your claim and lack of knowledge (oooppsss me being insecure again).

Griff
--

749. F030 - 32bit bus?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 08:54:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d672564@secom.ct.se>
Source record: 18650

Just to add to the general confusion ..

A 040 accelerator for the Falcon030 has been shown at NAMM ....

040 on a 16bit bus? How? :-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

750. Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 11:35:19 UTC
From: nloeber@frood.novalis.public.sub.org
Message-ID: <k6P2Hc1w165w@frood.novalis.public.sub.org>
Source record: 18651

Does anybody know how often the Falcon was sold? It would be interesting to
compare this to the number of 1200s sold.
And is there a list of (planned) Falcon games available?

!\!ils

.....
| Nils Loeber (nloeber@frood.novalis.public.sub.org) |

| disclaimer: all opinions stated herein are solely mine. |
.....

751. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 16:33:51 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb20.163351.26271@infodev.cam.ac.uk>
Source record: 18652

In article <8457@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> >So how fast does it run. Care to post some whetstone results?
|>
|> Well the source shows the no. of clock cycles for each type of operation,
|> is this not enough for you? I can probably find out this, but u can see
|> that it is worth a 20mhz 68882 from the source. So whatever the whetstone
|> rating is for that chip, the dsp will be about the same.

So post them and prove it. Double precision please...

|>
|>
|> :>|> (Chris you do not have any way of backing up what you write, you lose
|> :>|> everytime).
|> >Yes Griff, so where is your followup to my post rubbishing your claim that
|> >draggable screens were trivial to implement on any system with an HBLANK
|> >interrupt by changing a couple of registers?
|>
|> It is trivial on The Falcon and STE,
|> the PC is more difficult and video CARD dependent.

That's three machines. Now would you care to explain how trivial it is to do
on the other machines you mentioned? Spectrum, Amstrad CPC 464, Macintosh, and
the C64, (although it doesn't appear you knew this machine had an HBLANK
interrupt)

|> I can post source for these machines that manipulate the video registers
|> for these machines if you want. (its funny how I'm the one always writing
|> source). I replied to your claim before and you had no answer other than
|> some whittering about 'oh.. but the copper makes it easier'. *yawn*.

No, your reply was that on ANY SYSTEM WITH AN HBLANK INTERRUPT, draggable screens
are trivial to implement by simply CHANGING A FEW SCREEN REGISTERS. This is not
true. Stop trying to squirm your way out of an argument.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

752. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 16:40:22 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb20.164022.27362@infodev.cam.ac.uk>
Source record: 18653
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb18.194359.23151@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

|> Commodore Amiga - 'Non existant'

Ever been to the UK? What's a Mac?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

753. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 17:10:06 UTC
From: mdg@ukc.ac.uk
Message-ID: <8461@gos.ukc.ac.uk>
Source record: 18654

In article <1994Feb20.163351.26271@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>|> >So how fast does it run. Care to post some whetstone results?
:>|>
:>|> Well the source shows the no. of clock cycles for each type of operation,
:>|> is this not enough for you? I can probably find out this, but u can see
:>|> that it is worth a 20mhz 68882 from the source. So whatever the whetstone
:>|> rating is for that chip, the dsp will be about the same.
:>
:>So post them and prove it. Double precision please...

Why double precision only?
I'll post on each of the datatypes - there are 6 I think and the DSP will
beat a 20mhz 882 on at least 4 of them, this will be fairer.
where do i find the whetstone ratings for dsp then?

:>|> :>|> (Chris you do not have any way of backing up what you write, you lose
:>|> :>|> everytime).
:>|> >Yes Griff, so where is your followup to my post rubbishing your claim that
:>|> >draggable screens were trivial to implement on any system with an HBLANK
:>|> >interrupt by changing a couple of registers?
:>|>
:>|> It is trivial on The Falcon and STE,
:>|> the PC is more difficult and video CARD dependent.
:>
>That's three machines. Now would you care to explain how trivial it is to do
>on the other machines you mentioned? Spectrum, Amstrad CPC 464, Macintosh, and
>the C64, (although it doesn't appear you knew this machine had an HBLANK
>interrupt)

The spectrum,amstrad and c64 are YOU mentioned, they don't constitute real
machines capable of support a decent OS in my opinion,if I didn't know thte
c64 had hblanks how come I know about multiplexing sprites on it then?
(laughs at Chris's futile dig at Griff). I assumed the newer Macs (quadra)
etc had decent video h/ware.

>No, your reply was that on ANY SYSTEM WITH AN HBLANK INTERRUPT, draggable screens
>are trivial to implement by simply CHANGING A FEW SCREEN REGISTERS. This is not
>true. Stop trying to squirm your way out of an argument.

NO CHRIS, you were argueing that the copper was something special and could
acheive things which couldn't be done with HBLANKS. Dragable screens can be
implemented on ANY machine that supports HBLANKS and writable video registers.
I don't need to squirm - I am write, just like the DSP FP argument, where
source code wasn't enough for you, and you want me to post some meaningless
benchmark which I could probably bend to suit the DSP anyway. Is there
anyone out there who doubts the ability of the DSP at s/ware FP arithmetic?

>Chris Brown

Griff
--

754. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 17:12:41 UTC
From: mdg@ukc.ac.uk
Message-ID: <8462@gos.ukc.ac.uk>
Source record: 18655
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb20.164022.27362@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <1994Feb18.194359.23151@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>|> Commodore Amiga - 'Non existant'
>Ever been to the UK? What's a Mac?

Now thats a silly thing to see, even though I'm not keen on Mac's.
Perhaps to the under 20 yearolds yeah the Mac is non-existant ;-).

>Chris Brown

Griff
--

755. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 17:27:35 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb20.112735.23217@cobra.uni.edu>
Source record: 18656
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb20.164022.27362@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
> In article <1994Feb18.194359.23151@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>
> |> Commodore Amiga - 'Non existant'
>
> Ever been to the UK? What's a Mac?

Ever been to the United Staes? What's an Omega?

>
> --
> Chris Brown
>
> ---
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
> ---
>
> Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa USA

Commodore Amiga - Non existant

756. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 18:56:41 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Feb20185641@lise7.lise.unit.no>
Source record: 18657
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb20.112735.23217@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

Commodore Amiga - Non existant

It's intelligent comments like these that make GNUS take so long to
start up. Maybe I should learn about background kills.
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

757. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 20:01:27 UTC
From: abs0@coos.dartmouth.edu
Message-ID: <2k8fin$pov@dartvax.dartmouth.edu>
Source record: 18658
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>It's okay with me too to post. I'd like to see some newer WB stuff. THe only
>WB I've seen is from a 500. (yuck!)

> ~Chris

YOu can find snapshots of many WB desktop by browsing through aminet.
Try ftp.luth.se or merlin.etsu.edu

Yours Sincerely,
Kelvin

758. Power PC Mac specs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 20:52:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d67cd96@secom.ct.se>
Source record: 18659

In a message of 19 Feb 94 02:13:37, Sinclap2954 wrote:

S> From: sinclap2954@cobra.uni.edu
S>
S> Look for these models to be available on March 14 or sooner. These models
S> are
S> comming off the assembly line now!!!
S>
S> Power Macintosh 6100/60
S>
Thankyou Peter, we'll soon have you off the net again.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

759. Re: Vapourware.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 20:56:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d67ce72@secom.ct.se>
Source record: 18660

In a message of 20 Feb 94 05:10:36, Ricardo Hernandez wrote:

RH> |> I never said Atari had firm plans to do anything.
RH>
RH> Hmmmm... you talked and said that ATARI had plans for a PowerPC
RH> computer

Yup, now you removed "firm". Thankyou.

Read some Bob Brodie transcripts, he does say "looking into the PPC chip" ... I cannot reveal my other sources though .. they might get sacked .. ;)

RH> "PowerPC of course!" or something like that...

What else?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

760. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 22:39:26 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb20.223926.47789@rmece02.upr.clu.edu>
Source record: 18661

In article <1994Feb18.113640.15042@t.hfb.se>, d93rkr@t.hfb.se (Robert Krenn) writes:
|> In article iin@harbinger.cc.monash.edu.au, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|>
|> >If you guys were half-way interested in knowing the truth about whether
|> >the falcon has a 16bit or 32bit data bus, whether it can do burst mode
|> >transfers to a 16/32bit DRAM memory, you should ask in the comp.sys.m68k
|> >newsgroup. You would most likely get a reply from a Motorola engineer,
|> >who helps build systems from scratch and knows enough about the
|> >processors to debunk all these "facts".
|>
|> Yes they know of the processors... But not about ATARI Falcons architecture..
|>
|> The processor in Falcon IS a Normal Motorola 68030, wich has a 32bit
|> data bus... I don't know how ATARI made the Falcons Data bus, if it's
|> 16 bit wide clocked at 16Mhz, OR 16 bit wide and clocked at 32Mhz and
|> with some kind of logics wich make the bus look like a 32 bit wide,
|> 16Mhz bus to the CPU...

There's a problem with that logic though. During last year,
there was a 'benchmark war' goin on here, in which I posted the
results of using caches & burst mode. Since the Falcon speed
improvement was far more than the average improvement I was getting
(and my card implements almost zero waitstate, burst mode access),
it is easy to conclude that the Falcon has a bottleneck somewhere.

The more you benefit from an internal cache, the poorer the subsystem
around the chip is designed. Even quotes from ATARI developer stuff
stated the Falcon had 16-bit data bus access. I think that this was
pretty much a dead issue.

[stuff deleted]

|>
|> Just a few early machines was released with a 16MHz CPU...
|>
|> >
|> >- Jim
|>
|>
|> ---
|> d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
|> _/ _/ _/ _/ _/ _/ _/ _/ STm

Sir, if you happen to get into official ATARI engineering type documentation
and can post that the Falcon compensates in the way you said, please

post it.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

761. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 22:43:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb20.224356.25412@rmece02.upr.clu.edu>
Source record: 18662
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8453@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb19.215635.42015@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> :>In article <8409@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>|> Raist is so stupid sometimes!
|> :>
|> :> Ah, thanks. Now in your eyes 'I am only stupid sometimes.'
|>
[stuff deleted]

|> :>
|> :> Okay, for just pixels I forgot for a moment about that. I was thinking
|> :>more among the lines when you have to just put something on screen, as
|> :>soon as we get to multiples of eight at least- the Amiga gets a huge advantage.
|> For a block copy the Amiga will be faster because there is less bandwidth
|> involved however :
|> only if the data to 'write' is known before hand i.e. (bobs). The advantage is
|> not 'huge' at all, drawing bobs on a true colour screen is very fast - as fast
|> or faster than blitting to an 8 bitplane screen since you only need to do
|> write the data of the sprite that is not zero (background colour) , rather
|> than have to mask and OR the sprite data. I have a true colour 'bob' rout
|> that will draw bobs twice as fast as an amiga blitter can blit them.
|> Do you want me to type the code? Its funny how I always produce code to
|> back my claims and you don't. (I guess this makes me insecure , right?(laugh)).
|> Want me to prove you wrong again? Perhaps Stefen or Andre would like to
|> comment on the technique of code generation for sprite routines, and how
|> applicable it is for a word per pixel screen. (Raist - do you even know
|> what I'm talking about? (laugh)).

Yes, I know what you are talking about, thank you very little.
This phrases "do you even know what I am talking about" is what
makes you appear insecure.

BTW, I wasn't talking about the Falcon, but about the STe blitter.

|>
|> :>[stuff deleted]
|> :>
|> :>|>
|> :>|> yes to copy 32 pixels, but not to calculate
|> :>|>
|> :>|> Faster for copying memory, but for PLOTTING or scan conversion of
|> :>|> textures or changing data - NO WAY thicko.
|> :>

|> :> If you are ploting points, you are right. Then in games, you most of
|> :>the time don't do ploting.
|>
|> Well I can draw sprites as fast or faster than Amiga in 256 cols in 65536s.
|> Want me to explain the technique in more detail?

Again, I was talking about planar modes.

|>
|> > Nope. You are smarter than that, c'mon. Because of your 'you just
|> >dig yourself', 'if you knew anything about this you'll realise',
|> >'if you had programmed you'll realise how stupid your claim....', etc.
|>
|> You BITE everytime - must be horrible being consistenly wrong.

Oh yeah, sure.

|>
|> > I just wanted to discuss the issue from a technical pointl.
|> >No insulting necessary. It's the way you say the things that shows you
|> >lack self-esteem or are insecure about yourself.
|>
|> BITE.

Think whatever you may, just look at a psychology book and see for
yourself.

|>
|> :> It is basic knowledge. I am not stupid, I know about it. I was looking
|> :>more at the discussion from a stand point of general memory graphics transfer
|> :>comparing both the A1200 and Falcon. For plotting those two pixels only
|> :>though, you were right. I know about it too.
|> :>|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|> :> What happened to your 'Defender of the Realms' title?
|>
|> I only type it sometimes to annoy and make you BITE - your a slower learner.
|>
|> > Raist
|>
|> Griff (Defender of the Realm -but its true!)

YEP! ABSOLUTELY! After Andre and Stefan basically kicked your ass.

|> --
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

762. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 22:51:31 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb20.225131.20472@rmece02.upr.clu.edu>
Source record: 18663

In article <2k3hvm$f5f@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
|>
|> In article <9402171523.AA20014@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> |>

[stuff deleted]

|>
|> So does this sound like a 'crippled' 16 bit bus Falcon????
|>
|> I'm not saying it is not as good as it could be, but certianly not crippled!!!
|>
|> Have any of you folks bitching about how 'crippled' the Falcon is with its
|> 16 bit bus ever even laid eyes (let along laid finger to keyboard) on a
|> Falcon???
|>
|> Notice how I never said one bad thing about Amiga or the A1200. That's
|> cause I have never even seen one and I wouldn't know what the heck I
|> was talking about if I did!
|>
|> RandyH

You got an interesting point RandyH. Problem is some benchmarks
results posted last year, where the Falcon benefitted way to much from
its 68030 cahes.

This means that there is some sort of crippling somewhere... and I wonder
what the TT has in its design too!

But one more thing: the falcon should be more than just twice the
speed of a 68000 at 16Mhz.... this sounds like some crippling at work
somwhere...

and

I have read e-mail from two Atarians that have used the Falcon and
have found it slow.

Still you got a point, I base my opinion more on those benchmarks
than were ran and on OFFICIAL ATARI information that was posted here
last year...

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus

Department of Electrical and Computer Engineering

763. Re: Jaguar's CPU? Some facts...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 22:54:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb20.225433.42801@rmece02.upr.clu.edu>
Source record: 18664

In article <01H8Y2YI1FKY0006R1@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> In article <1994Feb16.011319.37706@rmece02.upr.clu.edu>, you wrote:
|>

[stuff deleted]

|> Anyother thing you didn't hit on is the fact the computer system your are
|> talking about only cost about 10X more than the jaguar. If I'm paying 2500
|> dollars for a computer system, I definitely expect it to out perform a 200
|> dollar unit.

Ken, I now that, but it wasn't my intent to cover that. Remember
the Jaguar (like the 3DO) are supposed to 'blow away' other things, and
I just mentioned that as a kind of 'reality check' for some people
that might won't believe a PC capable of doing that.

I am also a PC skeptic! ;-)

|>
|> --
|> Ken Stevens | kstevens@srs.gov |

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

764. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 23:01:15 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb20.230115.18333@rmece02.upr.clu.edu>
Source record: 18665
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8412@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb17.205042.35791@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|>
|> :> You'd better. They know and are far more polite than you. You see what
|> :>bein a 'loud mouth' gets you into Griff?
|>
|> I'm polite, when people are polite to me.

And I was VERY polite to you, even when you insulted me in private
e-mail while I was working at IBM. Instead of pointing out why the Falcon
could do the dual-playfield stuff, etc. and correcting me *way before*
about the Falcon having bitplanes mode you only cared about insulting me
saying your typical "if you knew something about programming you'll
realise how stupid your....' etc.

IS THIS BEING POLITE?

| I respect Stefen and Andre, I
|> think you will find they respect me,

They respect you as much as I did, until you insulted me. Then why
should I respect you? And even with that, I have tried to be as polite
as possible... just continue with you attitude, because like I said,
time will show who has more education.

|> I doubt the same can be said for.

BTW, you didn't repsect very much Andre until he started kicking
your butt.

|> People who are blantly wrong or trying to spread mis-information deserve
|> to be flamed and you are pretty hot!

When have I tried to knowingly spread misinformation?
And if a person is blatantly wrong, was is the attitude: open the
fire thrower, insult them and that's it?

VERY MATURE RIGHT?

|>
|> >|> I never claim to know more than anyone,
|>
|> :> Sorry to offend some readers but....
|> :> > MAJOR BULLSHIT < Of course YOU DO. You imply it damn well:
|> :> "you obviously know nothing about"

|> :> "I only talks about things I know, you don't"
|>
|> And you BITE everytime!
|> its true though, you do NOT know as much as me,

How do you know? Know less than you do about what? (note: by this
I don't mean that I think I know more than you do or viceversa)

|> arrogant as that may seem
|> you strike me as someone who's mouth gets into gear before his brain.

The explain why you were wrong and you admitted it about the A1200's
capabilities for scrolling shotter type games (Shadow of the Beast, etc.)
when you said that while I worked at IBM, and before you admitted it
you insulted me...

I think we all commit mistakes. IS your continuing attitute
that leds me to conclude:

> You are very insecure about yourself< - like I said, check it out
in a modern psychology book.

|>
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griff
|> --
|>

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

765. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-20 23:49:43 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2k8suo$sml@news.dmpe.CSIRO.AU>
Source record: 18666

>>The Falcon is much more compatible than you would
>>think, the reason most games fall down is because of the 030 and
>>protection
>>which on the ST was often particularly reliant of screen h/ware timing.
>
> OK. But from initial reports there was an all-new gfx system. What was
>certain was that before this `magic` and 1backwards` business there was a
>massive incompatibility of programs. Many Amiga games which didnt run on
>the 1200 fell down on the same points, but in general older Amiga games
>were a LOT more compatible with the A1200 than ST games were with the
>Falcon which seemed to indicate a very high level of incompatibility.

What you fail to mention is the 1200 got around this fact by building the
'magic' and 'backwards' type utils into the ROMS. If I remember correctly, to
get a lot of older amiga games to run on a 1200 you can set up parameters such
as cache off, etc. upon boot-up, so having backwards/whatever is easily
comparable, no!?

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

766. Re: F030 - 32bit bus?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 00:28:07 UTC
From: mdg@ukc.ac.uk
Message-ID: <8467@gos.ukc.ac.uk>
Source record: 18667

In article <2d672564@secom.ct.se> rickard.troedsson@secom.ct.se writes:
:>Just to add to the general confusion ..
:>
:>A 040 accelerator for the Falcon030 has been shown at NAMM ....
:>
:>040 on a 16bit bus? How? :-)

It probably comes with FASTRAM,
+ the internal Falcon expansion has a 32bit path to Combel?

Griff
--

767. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 00:35:49 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb21.003549.29542@infodev.cam.ac.uk>
Source record: 18668

In article <2k4ujnINNcov@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:

|> And what is a BOB? A Blitter animated OBject, right? This is a piece of
|> graphic smaller than the screen area replacing a part of the background.
|> BOBs are rectangular, aren't they? And even if they are not, where is the
|> fundamental difference between BOBs and other deltas?

A delta animation is one in which the changes between frames (the frame-delta) are saved, and has nothing to do with BOBs, MOBs or any other kind of sprite.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen

---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

768. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 00:41:14 UTC
From: mdg@ukc.ac.uk
Message-ID: <8468@gos.ukc.ac.uk>
Source record: 18669
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb20.224356.25412@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <8453@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <1994Feb19.215635.42015@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> :> Okay, for just pixels I forgot for a moment about that. I was thinking
:>|> :>more among the lines when you have to just put something on screen, as
:>|> :>soon as we get to multiples of eight at least- the Amiga gets a huge advantage.
:>|> For a block copy the Amiga will be faster because there is less bandwidth
:>|> involved however :
:>|> only if the data to 'write' is known before hand i.e. (bobs). The advantage is
:>|> not 'huge' at all, drawing bobs on a true colour screen is very fast - as fast
:>|> or faster than blitting to an 8 bitplane screen since you only need to do
:>|> write the data of the sprite that is not zero (background colour) , rather
:>|> than have to mask and OR the sprite data. I have a true colour 'bob' rout
:>|> that will draw bobs twice as fast as an amiga blitter can blit them.
:>|> Do you want me to type the code? Its funny how I always produce code to
:>|> back my claims and you don't. (I guess this makes me insecure , right?(laugh)).
:>|> Want me to prove you wrong again? Perhaps Stefen or Andre would like to
:>|> comment on the technique of code generation for sprite routines, and how
:>|> applicable it is for a word per pixel screen. (Raist - do you even know
:>|> what I'm talking about? (laugh)).

> Yes, I know what you are talking about, thank you very little.
>This phrases "do you even know what I am talking about" is what
>makes you appear insecure.

ACTUALLY I JUST ENJOY TAKING THE MICKY OUT OF YOU.
IT IS SO PAINFULLY OBVIOUSLY THAT YOU LACK FIRM GROUNDING - LIKE THIS
NEXT SENTENCE:

> BTW, I wasn't talking about the Falcon, but about the STe blitter.

The STE Blitter is EXACTLY the same in every way as the Falcon Blitter
except in terms of clock speed and generally blitting speed.
You couldn't have known this otherwise you wouldn't say it.

:>|> :>[stuff deleted]
:>|> :>
:>|> :>|>
:>|> :>|> yes to copy 32 pixels, but not to calculate
:>|> :>|>
:>|> :>|> Faster for copying memory, but for PLOTTING or scan conversion of
:>|> :>|> textures or changing data - NO WAY thicko.
:>|> :>

:>|> :> If you are ploting points, you are right. Then in games, you most of
:>|> :>the time don't do ploting.
:>|>
:>|> Well I can draw sprites as fast or faster than Amiga in 256 cols in 65536s.
:>|> Want me to explain the technique in more detail?
:>
:> Again, I was talking about planar modes.

So was I, you said you can draw 'bobs' faster in 256 colour mode on an AMIGA
than in TRUE COLOUR mode on a Falcon - this is not true, THINK ABOUT HOW
YOU WOULD GO ABOUT DRAWING A TRANSPARENT SPRITE IN TRUE COLOUR MODE - it
is VERY VERY FAST. If the sprites are stored as generated code, then
drawing these are about twice as fast as Blitter Objects in 256 cols
on an Amiga. Want to argue - go ahead I'll take great pleasure in post
ing yet more source to back my claim. (funny how I also post source...).

> Think whatever you may, just look at a psychology book and see for
>yourself.

[lots of whittering about my 'insecurity' complex - which I happen to
think is this guy's sad reply to me correcting him all the time
deleted!]

:> Griff (Defender of the Realm -but its true!)
:>|>
:> YEP! ABSOLUTELY! After Andre and Stefan basically kicked your ass.

yawn They both agreed with me infact, when I explained the quantization
technique. So you are silly lickle boy.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

769. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 00:43:57 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb21.004357.29835@infodev.cam.ac.uk>
Source record: 18670
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8408@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb17.155656.24116@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> :>Whoops, good point. I forgot to compensate for one system being chunky and the
|> :>other planar. Try plotting 32 horizontally adjacent pixels in 16 bit direct
|> :>colour mode vs HAM8, and I think you'll find that the Falcon needs to perform 32
|> :>16 bit writes, wheras the A1200 needs only to perform 8 32 bit writes. Now which
|> :>is quicker?
|>
|> And how may I had have those 8 ,32 bit words been calculated? or are u
|> just talking about copying and not plotting? (laugh). Lets see how long
|> it takes to 'plot' 32 pixels horizontally of an arbitary colour, not known
|> beforehand. (big laugh).

Griff, you are trying to change the subject again (squirm, squirm). I said
nothing about calculation. The user may just want to clear the screen, so I ask
again, which is quicker, writing 32 8 bit pixels along a 32 bit bus at 14.3 MHz,
or writing 16 16 bit pixels along a 16 bit bus at 16 MHz? (or even a 32 bit bus
at 8MHz if you prefer to think of it in that way.)

|>
|> >|> PS . I just got myself a 486 :-).
|> >
|> >May I be the first to offer my sympathy?
|>
|> its funny that, it displays Mpegs at 20FPS - must be crap.
|> and it updates 800x600x256 screens faster than your little Amiga or my
|> Falcon, so it must be crap I guess. What no blitter? who needs a blitter
|> with 15++mips.

It's fast, but it's still crap. Oh in case you hadn't realised, boing everything
with the CPU is a BAD IDEA. Look up this amazing concept of parallelism sometime.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

770. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 00:49:27 UTC
From: mdg@ukc.ac.uk
Message-ID: <8469@gos.ukc.ac.uk>
Source record: 18671

In article <1994Feb20.225131.20472@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:> But one more thing: the falcon should be more than just twice the
:>speed of a 68000 at 16Mhz.... this sounds like some crippling at work
:>somwhere...

Wrong, the Falcon's memory access is x2 that of the ST for copying memory, for general programs it is 2.5-3.5 times faster (030 runs 68000 instructions in less cycles). It is about 4-5 times faster for maths (i.e. MULU/DIVU).
Yet another example of Raist talking through his BUM.

> *and*
>
> I have read e-mail from two Atarians that have used the Falcon and
>have found it slow.

Its funny I just an A1200 redraw 256 colour screens in 640x480 and it was about twice as slow as my Falcon in 800x608x256, (with NVDI) . I have about 30 pieces of mail a week thanking me for educating some of the people on this group. The Falcon is slow without NVDI though because the VDI is coded in C.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

771. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 01:02:23 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb21.010223.955@infodev.cam.ac.uk>
Source record: 18672

In article <cs93294.761520221@wolfcreek.cs.ualberta.ca>, cs93294@assn015.cs.ualberta.ca (Stuart David A) writes:
|> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|>
|> >Well, isn't that surprising, since integers are a subset of real numbers?
|>
|> Actually, I thought it was the other way around, real numbers could be

A is a subset of B if, and only if, for all x, where x is a member of set A, it is the case that x is a member of set B. If A is non-empty, and not equal to B, then A is a proper subset of B. Apply this to the two sets of integers (Set A) and reals (Set B).

|> expressed as a product or quotient of integers, ie: 0.5 can be expressed

Some of them can. Certain integers (ok, one integer) can be expressed as 1. This doesn't mean that the set of all integers is a subset of 1.

|> as (1/2), and .75 as (3/4). The exception of course being irrational numbers.
|> At least this is what I get from my math professors.

This trivial exception of yours makes the difference between one set having Aleph 0 elements, and having Aleph 1 elements, ie having the irrational numbers puts you on a higher level of infinity. If your Maths professors are telling you that the set of all integers encompases the set of all reals, then I'd ask them to change their day jobs.

(BTW, the set of all reals is a subset of the set of all complex numbers. They both have Aleph 1 members though)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

772. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 01:04:48 UTC
From: mdg@ukc.ac.uk
Message-ID: <8470@gos.ukc.ac.uk>
Source record: 18673
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb20.230115.18333@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <8412@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:> And I was VERY polite to you, even when you insulted me in private
:>e-mail while I was working at IBM. Instead of pointing out why the Falcon
:>could do the dual-playfield stuff, etc. and correcting me *way before*
:>about the Falcon having bitplanes mode you only cared about insulting me
:>saying your typical "if you knew something about programming you'll
:>realise how stupid your....' etc.
> IS THIS BEING POLITE?

No Raist, sorry but the ST-bitplanes rubbish you came out with made me lose all respect for you, since someone who shows such obvious lack of knowledge about the machine they are slagging down does not deserve respect.

:> I respect Stefen and Andre, I
:> They respect you as much as I did, until you insulted me. Then why
:>should I respect you? And even with that, I have tried to be as polite
:>as possible... just continue with you attitude, because like I said,
;>time will show who has more education.
:>|> I doubt the same can be said for.
:> BTW, you didn't repsect very much Andre until he started kicking
:>your butt.

feeling sleepy , Andre agreed me with at the end about quantization in true colour mode. The day I get my butt kicked I will acknowledege that person, I respect Andre and Stefen because they obviously put their brain into gear before they type - this leads me to two possibilites:

1) You don't have a brain.

2) You have a brain but your mouth takes precedence.

I'm in a nice mood , so I'll go for option 2. ;-).

:> When have I tried to knowingly spread misinformation?
:>And if a person is blatantly wrong, was is the attitude: open the
:>fire thrower, insult them and that's it?
:> VERY MATURE RIGHT?

And you don't flame people?
let's face it - your a charred cinder.

:>|> :> Sorry to offend some readers but....
:>|> :> > MAJOR BULLSHIT < Of course YOU DO. You imply it damn well:

:>|> :> "you obviously know nothing about"
:>|> :> "I only talks about things I know, you don't"
:>|> And you BITE everytime!
:>|> its true though, you do NOT know as much as me,
:>
> How do you know? Know less than you do about what? (note: by this
>I don't mean that I think I know more than you do or viceversa)

Well I have corrected you at least 3 times tonight.

:>|> you strike me as someone who's mouth gets into gear before his brain.

> The explain why you were wrong and you admitted it about the A1200's
>capabilities for scrolling shotter type games (Shadow of the Beast, etc.)
>when you said that while I worked at IBM, and before you admitted it
>you insulted me...

No.. the argument was over whether the Falcon could even do dual-playfield
- I proved you wrong in this respect - I NEVER SAID THAT A1200 was not
better at scrolling shotter type games - anyway it is not much better for
games with a number of BOBS because you need to save and restore BOB
backgrounds on one of the playfields - on the Falcon since you are
redrawing the playfield this is not a problem. Yeah sure it might be
20% faster for certain scrolly shoot-ems - gosh I better go and get
an A1200 now.

:> I think we all commit mistakes. IS your continuing attitute
:>that leds me to conclude:
:> > You are very insecure about yourself< - like I said, check it out
:>in a modern psychology book.

If you say so ;-).
I think you just have the natural human response of not liking being
proven wrong.

>|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

773. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 01:19:32 UTC
From: mdg@ukc.ac.uk
Message-ID: <8471@gos.ukc.ac.uk>
Source record: 18674
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb21.004357.29835@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>In article <8408@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> And how may I had have those 8 ,32 bit words been calculated? or are u
:>|> just talking about copying and not plotting? (laugh). Lets see how long
:>|> it takes to 'plot' 32 pixels horizontally of an arbitary colour, not known
:>|> beforehand. (big laugh).
:>
:>Griff, you are trying to change the subject again (squirm, squirm). I said
:>nothing about calculation. The user may just want to clear the screen, so I ask
:>again, which is quicker, writing 32 8 bit pixels along a 32 bit bus at 14.3 MHz,
:>or writing 16 16 bit pixels along a 16 bit bus at 16 MHz? (or even a 32 bit bus
:>at 8MHz if you prefer to think of it in that way.)

The Amiga can clear the screen faster than a Falcon - what an accolade.
The could copy a static bitmap (a picture) faster than a Falcon.

Enter the REAL WORLD:

Lets compare stuff like line drawing/ poly filling etc

THE FALCON CAN DRAW LINES ABOUT 3 TIMES IN TRUE COLOUR MODE THAN A 1200 IN
256 COLOUR MODE. Each pixel is plotted with:

```
; A little fragment of code

; dy>dx line draw case.

move.w #colour,0(a0,d0.w*2) ; a0-> screen
addx.l d1,d0 ; d1 contains frac/integer.w.
```

the blitter would need 8 blits each taking the maximum blitter time per
word. slllooooowwwww. The cpu loop would be about 3 times as intensive as
the above.

For poly filling - you need to do complex masking and have edge calc
ulations -TRUE COLOUR MODE DOES NOT REQUIRE THIS.

Face it - the Falcon is better for 'drawing' in this mode.
I'm not squirming either the argument started as whether the Amiga
could do gouraud/phong/tmapping as fast as a Falcon, somebody squirmed with
an engineered benchmark which they got wrong at first and then changed
it from 2 pixels to 32 pixels.
Care to post some stuff about line drawing/polyfilling in bitplane
modes? I doubt you even know how to write this type of thing - do you
even understand the above code?

:>|> >|> PS . I just got myself a 486 :-).
:>|> >
:>|> >May I be the first to offer my sympathy?
:>|>
:>|> its funny that, it displays Mpegs at 20FPS - must be crap.
:>|> and it updates 800x600x256 screens faster than your little Amiga or my
:>|> Falcon, so it must be crap I guess. What no blitter? who needs a blitter
:>|> with 15++mips.
:>It's fast, but it's still crap. Oh in case you hadn't realised, boing everything
:>with the CPU is a BAD IDEA. Look up this amazing concept of parallelism sometime.

Thats why the Falcon has a DSP. 20++ MIPS IN TOTAL.

As for 486 being crap, yes it is a badly bodged chip, however it is a
fast bodge!!!
You harp on about parallelism and stuff yet the 486 can outperform an
Amiga anything real world except the odd shoot 'em up (which lets face
it, is what it was designed for).

>Chris Brown

Griff
--

774. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 01:21:43 UTC
From: mdg@ukc.ac.uk
Message-ID: <8472@gos.ukc.ac.uk>
Source record: 18675

In article <1994Feb21.010223.955@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>In article <cs93294.761520221@wolfcreek.cs.ualberta.ca>, cs93294@assn015.cs.ualberta.ca (Stuart David A) writes:
:>|> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
:>|>
:>|> >Well, isn't that surprising, since integers are a subset of real numbers?
:>|>
:>|> Actually, I thought it was the other way around, real numbers could be
:>
:>A is a subset of B if, and only if, for all x, where x is a member of set A, it
:>is the case that x is a member of set B. If A is non-empty, and not equal to B,
:>then A is a proper subset of B. Apply this to the two sets of integers (Set A)
:>and reals (Set B).
:>
;>|> expressed as a product or quotient of integers, ie: 0.5 can be expressed
:>
:>Some of them can. Certain integers (ok, one integer) can be expressed as 1. This
:>doesn't mean that the set of all integers is a subset of 1.
:>
:>|> as (1/2), and .75 as (3/4). The exception of course being irrational numbers.
:>|> At least this is what I get from my math professors.
:>
:>This trivial exception of yours makes the difference between one set having Aleph
:>0 elements, and having Aleph 1 elements, ie having the irrational numbers puts
:>you on a higher level of infinity. If your Maths professors are telling you that
:>the set of all integers encompases the set of all reals, then I'd ask them to
:>change their day jobs.
:>
:>(BTW, the set of all reals is a subset of the set of all complex numbers. They
:>both have Aleph 1 members though)

Nice text book you have there Chris.

775. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 02:07:27 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb21.020727.3508@infodev.cam.ac.uk>
Source record: 18676
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <8462@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb20.164022.27362@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >In article <1994Feb18.194359.23151@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> >|> Commodore Amiga - 'Non existant'
|> >Ever been to the UK? What's a Mac?
|>
|> Now thats a silly thing to see, even though I'm not keen on Mac's.
|> Perhaps to the under 20 yearolds yeah the Mac is non-existant ;-).

Wouldn't know presonally, not being an under 20 yearsold.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

776. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 02:11:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb21.021152.44777@rmece02.upr.clu.edu>
Source record: 18677

In article <2d666654@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 18 Feb 94 12:34:04, Iain.Laskey wrote:
|>
|> I> |> Peter Sinclair-Day
|> I> |> Univ. of Northern Iowa
|> I> |> Cedar Falls, Iowa
|> I> Hi Peter, sorry to see your back. I sincerely hoped us Atari people had
|> I> seen
|> I> the last of you. Oh well.
|>
|> Seconded.
|>
|> I guess we'll just have to go through the SysAdm harassment if he becomes too
|> annoying this time too ...

My my... even I admit the same. He kind of already started his old style (Peter). I hope he doesn't start quoting text and posting it ;-)

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

[stuff deleted]

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

777. Re: F030 - 32bit bus?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 02:17:00 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb21.021700.42053@rmece02.upr.clu.edu>
Source record: 18678

```
|> In article <2d672564@secom.ct.se> rickard.troedsson@secom.ct.se writes:
|> :>Just to add to the general confusion ..
|> :>
|> :>A 040 accelerator for the Falcon030 has been shown at NAMM ....
|> :>
|> :>040 on a 16bit bus? How? :-)

The same way the 68030 is on a 16-bit bus? ;-)

68040SX ;-)

Actually, probably like my accelerator, it will have its own internal
RAM, with 32-bit access and if well-designed, burst mode too.

It might slow down for accessing internal memory though...
(just like my accelerator :-( ;-) ).

-------------------------------------------------------------
Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering
```

778. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 02:22:50 UTC
From: mdg@ukc.ac.uk
Message-ID: <8473@gos.ukc.ac.uk>
Source record: 18679
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb21.031121.18375@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

[lots of stuff deleted]

> Ah, ah ah! You said there was practically no advantage, and then you
>corrected yourself admitting that 'yes, ok, perhaps the A1200 has a
>small advantage using hardware dual playfields and scrolling.'

practically no advantage = small advantage.

stop contradicting yourself. You admit though that the Falcon can the
dual playfield effect now do you?! I remember you consistantly arguing
it couldn't be done. I taught you how to do it? ok?

:> Don't change it, unless you want to admit it.
:> Whenever someone points that I am wrong in this
:>group I have thanked that person for correcting me. I even did that
:>with *you*. Don't make things up. The only exception perhaps is
:>Rickard... and I got very good reasons for it. Why don't you
:>'educate him too?'

You consistenly use other people to try and put your point of view
accross, I am argueing with YOU and you alone. Rickard has nothing
to do with this - are you so insecure as to proving your own credibility
, you lack self-esteem. Confidence is everything, if you've got it
flaunt it - I've got it, you ain't.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

779. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 02:26:19 UTC
From: mdg@ukc.ac.uk
Message-ID: <8474@gos.ukc.ac.uk>
Source record: 18680
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb21.020727.3508@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
:>In article <8462@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <1994Feb20.164022.27362@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>|> >In article <1994Feb18.194359.23151@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
:>|> >|> Commodore Amiga - 'Non existant'
:>|> >Ever been to the UK? What's a Mac?
:>|>
:>|> Now thats a silly thing to see, even though I'm not keen on Mac's.
:>|> Perhaps to the under 20 yearolds yeah the Mac is non-existant ;-).
:>
:>Wouldn't know presonally, not being an under 20 yearsold.

Lets face it boys and girls, we may argue about Falcons, St's and Amiga's
- but in the real world PCs and Macs ruleth.

Griff (owner of Falcon,486 PC,Amiga,MegaSte).
--

780. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 02:30:20 UTC
From: renfro@bnr.ca
Message-ID: <2k96bs$g4q@crchh610.bnr.ca>
Source record: 18681

In article <1994Feb20.225131.20472@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
[stuff deleted]
>
> You got an interesting point RandyH. Problem is some benchmarks
>results posted last year, where the Falcon benefitted way to much from
>its 68030 cahes.
>
> This means that there is some sort of crippling somewhere... and I wonder
>what the TT has in its design too! ^^^^^^^^^

Perhaps a matter of semantics, but when someone says 'crippled' to me
it implies seriously handicaped to the point of being almost unusable.
As I said, I won't disagree that it may not be as fast as it could be
(even though I really don't know), it still does very well, considering.

>
> But one more thing: the falcon should be more than just twice the
>speed of a 68000 at 16Mhz.... this sounds like some crippling at work
>somwhere...

I realize that the 68030 is more effecient than the 68000, but how much
faster would you expect it to be when they are running at the same clock
speed?

>
>
> *and*
>
> I have read e-mail from two Atarians that have used the Falcon and
>have found it slow.

Slow compared to what??? Of course it is slower than the latest 486
machines and the faster clocked 68030/68040 Macs! But is it crippled?
I think not. And compared to the MegaST it is a significant upgrade.

>
> Still you got a point, I base my opinion more on those benchmarks
>than were ran and on OFFICIAL ATARI information that was posted here
>last year...

Well you can argue benchmarks and textbook theories all you want, but
the proof is in real world performance. Here is where it is of the
utmost importance to actually spend some time with the Falcon and see
how it operates. Yes, I am biased because I own one and no I am not
a power user always trying to push the envelope - so therefore I find

the Falcon to be a very usable system.

>
>---
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

RandyH

781. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 02:45:07 UTC
From: mdg@ukc.ac.uk
Message-ID: <8475@gos.ukc.ac.uk>
Source record: 18682

In article <1994Feb21.032246.41803@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <8472@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <1994Feb21.010223.955@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
:>|> >In article <cs93294.761520221@wolfcreek.cs.ualberta.ca>, cs93294@assn015.cs.ualberta.ca (Stuart David A) writes:
:>|> :>|> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
:>
:>[stuff deleted]
:>|> Nice text book you have there Chris.
:>
:> Ah, how sure are you he is using a book? Or how sure are we that you
:>Griff, haven't used a book?

Well it certainly sounded that way - I have something called
spontaneity (spelling?) , you lack this, you can't write fragments of code
on the fly to back your posts. I do.

:> I forgot... you are the GREAT ALMIGHTY DEFENDER OF THE REALMS!
:> * Raist bows before you (but laughs with a snickery smile)
:> Bang the gongs,
:> sing the songs,
:> praise our Lord,
:> the All-mighty,
;> always handy
:> Griff- Denfender of The Realms

shit... the guy is writing poetry about me, heres mine :

Raist the nob,
just opens his gob,
spouting louds of crap,
he should shut his trap!

I'll admit your better at poetry than me tho ;-)
I'm sorry for the use of English slang, I hope you will understand it!
(laugh)

:> (*tons of people clapping their hands and Amiga guys destroying
:> their 10,000's A1200's in tribute to the great-almighty
:> Defender of the Realms Falcon symbol*)

:> "Please, forgive us all lord, for not knowing how to code mpeg
:> by memory"

you are forgiven my son.

> "Please, forgive us all lord, for not knowing that the Falcon
> had bitplanes!"

forgiveness is yours.

:> "Please, forgive us all lord, because although the Falcon has
:> been a big flop, and the A1200 has been sold far more, and
:> the Falcon costs about 3x times the price of the A1200 it is
:> the ultimate Super Mega Cool 16-bit Turbo N' Nice Ultimate Hacker Computer!"

As I said, the sucess of the Falcon does not bother me, are you
so insecure that this is your only argument. The Falcon is overall a
technically superior machine to the 1200. You are the insecure one,
I own PC/falcon/ste/amiga, does failure bother you? Technically better
products do not always suceed, your argument says a lot about you.

:> Please, Oh, Great Griff- Defender Of The Realms (TM), forgive us all!
:> We will never try disputing the *FACT* that the FALCON IS THE MOST
:>AWESOME MICROCOMPUTER EVER MADE!
:> Limitations? What's that for a Falcon, have Faith and you'll see
:>how powerfull it is!
:> Clones fall apart

I own a PC.

:> Apples get rotten and fall

I hate MACS.

:> and the Amigas are raped beyond belief
:> By that almighty-Power from ATARI: the Falcon.

Almighty powerful ? with a 16mhz 030?

:> Chrish, Gavan,
:> Andrew and Stefan
:> please stand aside
:> because here comes
:> galloping on a horse
:> Griff- THE DEFENDER OF THE REALMS (TM)

(typing on my 486)
(I was wrong before I corrected you 4 times this night not 3 ;-))
I'm glad you agree with the title.
Nice to see you paying me lots of attention though, keep it up,
I love it !!!!!

>- Raist

Griff (Defender of the Realm).
--

782. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 03:11:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb21.031121.18375@rmece02.upr.clu.edu>
Source record: 18683
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8470@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb20.230115.18333@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> >In article <8412@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :> And I was VERY polite to you, even when you insulted me in private
|> :>e-mail while I was working at IBM. Instead of pointing out why the Falcon
|> :>could do the dual-playfield stuff, etc. and correcting me *way before*
|> :>about the Falcon having bitplanes mode you only cared about insulting me
|> :>saying your typical "if you knew something about programming you'll
|> :>realise how stupid your....' etc.
|> > IS THIS BEING POLITE?
|>
|> No Raist, sorry but the ST-bitplanes rubbish you came out with made me
|> lose all respect for you, since someone who shows such obvious lack of
|> knowledge about the machine they are slagging down does not deserve
|> respect.

When you sent me mail privately to IBM you didn't even know that
I thought the ST was bitplaneless, so don't try to make an excuse now.
It was until recently, that you realized that. You didn't have any
respect for me since day 1 I received a private mail from you, in which
you basically insulted me and harrased me.

|>
|> :> I respect Stefen and Andre, I
|> :> They respect you as much as I did, until you insulted me. Then why
|> :>should I respect you? And even with that, I have tried to be as polite
|> :>as possible... just continue with you attitude, because like I said,
|> ;>time will show who has more education.
|> :>|> I doubt the same can be said for.
|> :> BTW, you didn't repsect very much Andre until he started kicking
|> :>your butt.
|>
|> *feeling sleepy* , Andre agreed me with at the end about quantization
|> in true colour mode. The day I get my butt kicked I will acknowledege
|> that person,

Admit it. I can read your mail you posted in reply to them, and while
in the end there was agreement and stuff like that you were impolite too,
and he said things where you were wrong.

|> I respect Andre and Stefen because they obviously put
|> their brain into gear before they type - this leads me to two possibilites:
|>

|> 1) You don't have a brain.
|>
|> 2) You have a brain but your mouth takes precedence.
|>
|> I'm in a nice mood , so I'll go for option 2. ;-).

Whatever. It's not even worth it, think what you may... you still
haven't lookd in a psychology book...

It's easy to ignore the truth right?

|>
|> :> When have I tried to knowingly spread misinformation?
|> :>And if a person is blatantly wrong, was is the attitude: open the
|> :>fire thrower, insult them and that's it?
|> :> VERY MATURE RIGHT?
|>
|> And you don't flame people?
|> let's face it - your a charred cinder.

Yes, I flame too- when people either insult me, ignore corrections and
considerations, etc. In that regard everybody flames.

But I don't see as very mature flaming just beacuse, even when there
could have been a misunderstanding or assuming things that obviously are
not necessarily true.

|>
|> :>|> :> Sorry to offend some readers but....
|> :>|> :> > MAJOR BULLSHIT < Of course YOU DO. You imply it damn well:
|> :>|> :> "you obviously know nothing about"
|> :>|> :> "I only talks about things I know, you don't"
|> :>|> And you BITE everytime!
|> :>|> its true though, you do NOT know as much as me,
|> :>
|> > How do you know? Know less than you do about what? (note: by this
|> >I don't mean that I think I know more than you do or viceversa)
|>
|> Well I have corrected you at least 3 times tonight.

So you think. Good for you, Oh, Great Defender of the Realms.

|>
|> :>|> you strike me as someone who's mouth gets into gear before his brain.
|>
|> > The explain why you were wrong and you admitted it about the A1200's
|> >capabilities for scrolling shotter type games (Shadow of the Beast, etc.)
|> >when you said that while I worked at IBM, and before you admitted it
|> >you insulted me...
|>
|> No.. the argument was over whether the Falcon could even do dual-playfield
|> - I proved you wrong in this respect - I NEVER SAID THAT A1200 was not
|> better at scrolling shotter type games -

Ah, ah ah! You said there was practically no advantage, and then you corrected yourself admitting that 'yes, ok, perhaps the A1200 has a small advantage using hardware dual playfields and scrolling.'

Don't change it, unless you want to admit it.

|> anyway it is not much better for
|> games with a number of BOBS because you need to save and restore BOB
|> backgrounds on one of the playfields - on the Falcon since you are
|> redrawing the playfield this is not a problem. Yeah sure it might be
|> 20% faster for certain scrolly shoot-ems - gosh I better go and get
|> an A1200 now.

The point is not whether getting an A1200 now or not, but whether you were wrong, INSULTED ME, and then admitted it quickly and continued your insulting.

|>
|> :> I think we all commit mistakes. IS your continuing attitute
|> :>that leds me to conclude:
|> :> > You are very insecure about yourself< - like I said, check it out
|> :>in a modern psychology book.
|>
|> If you say so ;-).
|> I think you just have the natural human response of not liking being
|> proven wrong.

No, that's not true. Whenever someone points that I am wrong in this group I have thanked that person for correcting me. I even did that with *you*. Don't make things up. The only exception perhaps is Rickard... and I got very good reasons for it. Why don't you 'educate him too?'

Again, apply yourself your advice: "don't talk about things you don't know about" - get hold of a psychology book and read for yourself, it's that easy.

[stuff deleted]

|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

783. Falcon Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 03:17:51 UTC
From: hankins@pinn.net
Message-ID: <2k994v$nvd@everest.pinn.net>
Source record: 18684

I own an Atari 520ST, and have finally decided to upgrade to another Atari Machine, but cannot find a local dealer. I have no idea as to prices, hardware available (due to the local store no longer carries Atari Magazines...). Could someone post a list of "suggested retail prices" along with a list of current hardware (and capabilities thereof)? Thanks.

--
"...sorry, but lunch is on Holly..."
info@pinn.net:=

784. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 03:22:46 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb21.032246.41803@rmece02.upr.clu.edu>
Source record: 18685

In article <8472@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb21.010223.955@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> >In article <cs93294.761520221@wolfcreek.cs.ualberta.ca>, cs93294@assn015.cs.ualberta.ca (Stuart David A) writes:
|> :>|> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

[stuff deleted]

|>
|> Nice text book you have there Chris.
|>

Ah, how sure are you he is using a book? Or how sure are we that you
Griff, haven't used a book?

I forgot... you are the GREAT ALMIGHTY DEFENDER OF THE REALMS!

* Raist bows before you (but laughs with a snickery smile)

Bang the gongs,
sing the songs,
praise our Lord,
the All-mighty,
always handy
Griff- Denfender of The Realms

(*tons of people clapping their hands and Amiga guys destroying
their 10,000's A1200's in tribute to the great-almighty
Defender of the Realms Falcon symbol*)

"Please, forgive us all lord, for not knowing how to code mpeg
by memory"

"Please, forgive us all lord, for not knowing that the Falcon
had bitplanes!"

"Please, forgive us all lord, because although the Falcon has
been a big flop, and the A1200 has been sold far more, and
the Falcon costs about 3x times the price of the A1200 it is
the ultimate Super Mega Cool 16-bit Turbo N' Nice Ultimate Hacker Computer!"

Please, Oh, Great Griff- Defender Of The Realms (TM), forgive us all!

We will never try disputing the *FACT* that the FALCON IS THE MOST
AWESOME MICROCOMPUTER EVER MADE!

Limitations? What's that for a Falcon, have Faith and you'll see
how powerfull it is!

Clones fall apart
Apples get rotten and fall
and the Amigas are raped beyond belief

By that almighty-Power from ATARI: the Falcon.

Chrish, Gavan,
Andrew and Stefan
please stand aside
because here comes
galloping on a horse
Griff- THE DEFENDER OF THE REALMS (TM)

- Raist "I'm glad I got to know personally and receive knowledge
, PERFECT knowledge, from the one, Griff -the
Oh GREAT DEFENDER OF THE REALMS (TM)

:-) :-) :-) :-|

785. Re: F030 - 32bit bus?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 07:22:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d686118@secom.ct.se>
Source record: 18686

In a message of 21 Feb 94 03:17:00, Ricardo Hernandez wrote:

RH> The same way the 68030 is on a 16-bit bus? ;-)

The 68030 can run on 8-32bit busses, the 040 HAS to use a 32bit bus.

RH> 68040SX ;-)

Where?

RH> Actually, probably like my accelerator, it will have its own internal
RH> RAM, with 32-bit access and if well-designed, burst mode too.

Sure, but how do you connect it to the normal bus?

RH> It might slow down for accessing internal memory though...
RH> (just like my accelerator :-(;-)).

True.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

786. Re: F030 - 32bit bus?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 07:24:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6861c2@secom.ct.se>
Source record: 18587

In a message of 21 Feb 94 01:28:07, M.D.Griffiths wrote:

M> It probably comes with FASTRAM,
M> + the internal Falcon expansion has a 32bit path to Combel?

Expansion = 16 datalines.

:-(.. I have the pinouts of all the interesting parts of the Falcon if you want them .. ;) ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

787. Re: Power PC Mac specs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 13:33:39 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CLKto4.CBn@newcastle.ac.uk>
Source record: 18588

In article <1994Feb18.191337.23149@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

>>>>LOADS OF STUFF

Oh god - I thought Sinclap had gone for good.......

Craig.

788. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 13:38:37 UTC
From: ppfm@bnr.co.uk
Message-ID: <2kadgt$cm9@bnsgd245.bnr.co.uk>
Source record: 18589
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb20.164022.27362@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <1994Feb18.194359.23151@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>
>|> Commodore Amiga - 'Non existant'
>
>Ever been to the UK? What's a Mac?
>

Aren't they the things you buy in McDonalds ?

--
Peter Mitchell - Senior Design Engineer. | Amiga 4000/040 - 25/120/6
Dept. GM21, BNR Europe , London England. | Amiga 500/68000 - 07/120/3
email: ppfm@bnr.co.uk <- new Address (prefered)
peter.mitchell@lon40.nt.com <- old address

789. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 14:40:01 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb21.144001.12803@t.hfb.se>
Source record: 18590

In article 47789@rmece02.upr.clu.edu, raist@rmece02.upr.clu.edu (Ricardo Hernandez)
writes:
>|>
>|> The processor in Falcon IS a Normal Motorola 68030, wich has a 32bit
>|> data bus... I don't know how ATARI made the Falcons Data bus, if it's
^^

>|> 16 bit wide clocked at 16Mhz, OR 16 bit wide and clocked at 32Mhz and
>|> with some kind of logics wich make the bus look like a 32 bit wide,
>|> 16Mhz bus to the CPU...
>
This was some thoughts from me, Not any facts at all... I still try to get
hold of some documentation over the internal structure of the Falcon...
Anybody have any???

> There's a problem with that logic though. During last year,
>there was a 'benchmark war' goin on here, in which I posted the
>results of using caches & burst mode. Since the Falcon speed
>improvement was far more than the average improvement I was getting
>(and my card implements almost zero waitstate, burst mode access),
>it is easy to conclude that the Falcon has a bottleneck somewhere.
>
> The more you benefit from an internal cache, the poorer the subsystem
>around the chip is designed. Even quotes from ATARI developer stuff
>stated the Falcon had 16-bit data bus access. I think that this was
>pretty much a dead issue.
>
>[stuff deleted]
>
>|> d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
>|> _/ _/ _/ _/ _/ _/ _/ _/ STm
>
> Sir, if you happen to get into official ATARI engineering type documentation
>and can post that the Falcon compensates in the way you said, please
>post it.
>
IF I get hold of any, I will tell you exactly how it is!!!

>---
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

790. Brain contention (was Re:`bit-ness of processors')

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 15:03:46 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211503.AA09324@nyx.cs.du.edu>
Source record: 18591

bjgrier@bnr.ca (Brian Grier Perpk) writes....

>> The A1200 is much more suited to computing uses .. it allows the CPU
>> (thats the part that does the COMPUTING Griff) full 32 bit access and it
>> has two seperate 32-bit busses (64 bit machine anyone?) which allow the
>> CPU full access to memory whilst the gfx chips have their own Chip
>>memory
>> (which is also CPU accessible)

>Gavan,
> You are making the assumption that every Amiga 1200 has Fast-Ram.
>Most probably do have Fast-Ram, but a rather large percentage probably
>do not.

>You can add 32 bit memory to a Falcon, via an aftermarket product. Of
>course that product cost 3 times as much as Amiga's Fast-Ram but it also
>comes with a 32Mhz processor.

>Brian

Yes, of course you can add 32 bit fastRAM to a Falcon (you call it TT
RAM don`t you?) but this is at extra cost to the price of purchasing a
4/80 Falcon. It also involves a messy board that sits in both the 030 and
882 slots doesnt it? Its not really an ideal solution, but it works. Dont
you think it would have been better for Atari to provide a proper 32-bit
datapath from the start?

The point is that for the price of a 4/65 Falcon, you can get an A1200
equipped with FastRAM ie. For the price of what Falcon owners consider a
`base` model, you can get an `upgraded` A1200. Sure the `base` A1200 only
comes with 2 Meg chipram but (in the UK at least) it IS possible to buy a
1 meg/no HD Falcon so either way you are paying `extra` if you like, for
the privelege of a decent amount of RAM and a HD (you see my point).
Therefore, I`d say that its fair to compare a fastRAM equipped A1200 to a
Falcon since the prices are around the same. Of course, you could point
out that the F030 has 16-bit sound and a DSP and obviously its going to be
superior for users who NEED this sort of thing, but for most people thats
not important which is why the Falcon has failed to catch on - it has too
much redundant stuff (thats redundant to most people, obviously some will
need it). The A1200 sells in a cheap configuration, but it CAN be upgraded
to a much higher level if needed and you can get a very well equipped
A1200 for the price of a 4/65 Falcon (SCSI, 6 megs, 80HD, 25MHz 882).

As I keep saying, dont compare the Falcon to a fastram-less A1200 as
its simply not a fair comparison. After all, what sort of a Falcon can you
get for the price of the base A1200?

Gavan

791. Re: `bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 15:05:28 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211505.AA09513@nyx.cs.du.edu>
Source record: 18592

mdg@ukc.ac.uk (M.D.Griffiths) writes....

>:> `The Amiga will suffer more contention than the Falcon`, well
>:>considering that the processor SUFFERS NO CONTENTION AT ALL when
>>accessing
>:>fastRAM down a FULL 32 BIT PATH I think that yet again you have showed
>:>your ignorance. You seem to think you are an expert, but your posts
>>reveal
>:>you to be less than knowledgable.

>>You still have contention when READING/WRITING CHIPRAM, if you actually
>>read
>>what I wrote you would realise this. As for FASTRAM, the A1200 and CD32
>>don't
>>have FASTRAM as standard just like the Falcon. Gavan, even the Amiga
>>people
>>on this group ignore your posts.

So what? When you are carry out COMPUTING tasks, you are executing code
and processing data. All of this is carried out with zero contention, and
32 bits at a time) in fastRAM. When the CPU does access the screen it can
do it 32 bits at a time. Take a look at things like compilers - how much
time do they spend accessing the screen? By your arguement, the only sort
of software that is going to benefit is games (of which there is a notable
absence of the F030), so where does that leave the Falcon for computing?

>:> You see, Griff, a computer spends a lot of its time processing, and
>>to
>:>do this it has to access memory. There may of may not be more contention
>:>on the A1200, but it simply doesnt matter since any executable code will
>:>be running from fastram which offers zero wait state 32 bit access, as
>:>opposed to the Falcon where executing programs must share RAM access
>>with
>:>the gfx chips - what an inneficient system!

>Yeah.. sure it will run faster from FASTRAM, if I run stuff from TTRAM on
>my Falcon it will run faster than an 1200 with FASTRAM. ok? Would you
>like me to give you some lessons on sarcasm? You are really bad at it!
>As for the Falcon being inefficient, thats why it has more video
>bandwidth,
>less contention, 20++ mips etc.

I can be sarcastic if I want to, but i prefer to use facts to back my
arguments up. I dont need to resort to insults like you so obviously do.
If you want to include a TT RAM expansion for the Falcon then fine, but
let me include a 50MHz 030 expansion for the A1200 then. After all, at any

given price level, the A1200 will outperform the Falcon CPU and its price levels that are important. C= COULD have sold A1200s with a min of 6 megs FastRAM and an 80 meg HD, but then they would have sold precisely as many as Atari have sold Falcons - sod all. This way, there are hundreds of thousands of A1200 owners and a few tens of thousands of Falcon owners. Which computer has the most software support, which has most hardware add-ons, which has the cheapest expansion options? I think that the computer buying public have spoken.

>The 1200 is far more games orientated than the Falcon, hence the h/ware
>sprites and copper , which are primarly used for games. I would happily
>admit that a 1200 is better for platform games. Gosh what at accolade!
>better at 3d games , *no way*, Falcon is at least 3 times better for this
>simply because of the DSP.

The hardware sprites are useful for things like pointers and the copper allows really easy multiple screens. Of course, they also make for good games but theres nothing wrong with that since YOU are always screaming about how great the 65k colour mode on the Falcon is for games (except that there dont seem to be many available.....)

>your rantings make me laugh, you have such weak arguments. FASTRAM FASTRAM
>FASTRAM... this is your only answer - do we want to compare Falcon with
>FASTRAM to 1200 to FASTRAM? come on I dare you.

Oh sorry, I`ll ignore the fact then that you can get an A1200 with
32-bit FastRAM for the same price as a Falcon ..... NOT!
Its a strong argument in favour of the Amiga architecture and if you dont like that, tough.

Go on, compare ANY like-priced Falcon and A1200 setup and see how much processor power is delivered.

Gavan

792. Re: `bit-ness of processors`

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 15:54:57 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211555.AA14308@nyx.cs.du.edu>
Source record: 18593

mdg@ukc.ac.uk (M.D.Griffiths) writes..

>:>>>It outperforms the 030 when the 030 has to share all of its RAM with
>:>>>the
>:>>>custom chips, down a 16 bit path, and the 020 has zero wait state
>:>>>access
>:>>>along a full 32 bit data path to it`s RAM. Its not the base A1200
>:>>>configuration , but then the base Falcon config is 1Mb so in both
>:>>>machines
>:>>>you are looking at expanding the RAM to at least 4 meg.
:

>No... you implied that there was one 16bit datapath, which is clearly
>wrong,
>only the CPU has 16bit datapath. ok?

Read what I said, it said that the CPU shares its access (true) down a
16 bit path (true) with the custom chips (true). I didnt say that the
custom chips had only 16-bits access, but since you seem to be so paranoid
about any criticism of Atari products I can see how you would immediately
jump to the conclusion you did. In future I`ll try to phrase my sentences
more carefully for paranoid readers.

>The Falcon's 030 outperforms the 1200's 020.

Well, not strictly true. In an ideal environment, a 68030 at 16Mhz
would indeed outperform a 68020 at 14.2 Mhz (something like 3.6 MIPS vs
2.96 MIPS on paper). As implemented in the F030, the 030 would outperform
an A1200 with no fastRAM, but not an A1200 with fastRAM (for computing
tasks). Not a great problem for Amiga owners since they can get an A1200
configured with 4 meg FastRAM for LESS than the cost of an F030 4meg The
whole problem is the half-assed way that the F030 CPU architecture is
designed. Shared access, and only a 16 bit CPU<-> memory datapath does not
make for optimum use of the 030. Since anyone who wants to do serious
stuff on either machine will need at least 4 megs RAM, then you can assume
that anyone who is using their A1200 for advanced stuff WILL have fastram.
Since the OS will automatically use fastRAM where available, there is no
need to develop specially for fastRAM users as OS legal programs will be
executed from fastRAM if available.

If you dont need more than 2 megs RAM, then you are unlikely to
complain about the slowness of chipRAM. Owners who just play arcade games
will never know the difference, but any users wanting to do programming,
3-d graphics work , dtp etc. WILL want fastRAM and they`ll automatically
get it when they upgrade from 2 megs.

>The Falcon's 030 with TTRAM outperforms the 1200's 020 with Fastram.

And a SUN workstation outperforms a Falcon with or without TTRAM! Thats a totally meaningless statement. By the time you hoof out the moolah for a TTRAM expansion for your Falcon, you could have plonked a 50Mhz 030 with 50Mhz 882 and lots of RAM into the trapdoor slot of the A1200. Prove that the delivered CPU performance of any falcon can outdo any A1200 configured at the same price level. I think you`ll find the A1200 wins out in delivered power for the price EVERY time.

Gavan.

793. Subject: Re: Re:`bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 15:56:54 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211557.AA14512@nyx.cs.du.edu>
Source record: 18594

Iain.Laskey@barclays.co.uk writes...

>As an aside, a friend bought a 1200 the other day. For the price it was
>good
>value with loads of extra software including GFA basic 3.x, Photon paint,
>Dpaint IV and a bunch of recent games, all for 349GBP. The games all
>looked
>nice. The desktop was very configurable but still looked bloody aweful to
>me.
>A case of what you are used to I guess. I paid over 2.5 times that price
>for a
>Falcon with HD but no software. Don't ask me why, but having played with
>an
>Amiga for a bit, I'm still damned glad I stuck with Atari. It just feels
>so
>much better in use.

Well, its all subjective but tell me, are you comparing a standard PAL
display on the Amiga to your personal display which is probably on a nice
hi-rez monitor? If you are, a 640x480 NI is obviously going to outperform
a 640x256x4 colour TV image. The std 640x200x4col GEM desktop was
revolting -all that green, ugh!

Why dont you try to see a nice 800x600x8colour `magic WorkBench`
desktop - they look superb. If only I could afford the monitor to run one!
I`ll have to make do with my phillips 8833 until I can afford a nice
multisync.

Gavan.

794. Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 16:03:47 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211604.AA15230@nyx.cs.du.edu>
Source record: 18595

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>:> Rubbish, you were claiming it could do FP about 8 times as fast as an
>:>882. You `proved` it could do it half as fast as an equivalent clock
>>speed
>:>882, so you were well and truly caught out. Of course, it doesnt stop
>>you
>:>from making stupid posts like that. Furthermore, you have to load the FP
>:>program into DSP memory first and do a bit of setting up things up to do
>:>the calculation, thus reducing the effectiveness.

>When did I ever sayu '8 times faster than an 882', I said a 56001 could do
>an IDCT (know what that is gavan?) that many times faster than an 882.

you started off, weeks ago by claiming the DSP was eight times faster
than an 882 for FP. You rapidly changed that to faster than an 030 when
challenged. Maybe you made a typo at the time, but your arrogant `I am
always right` stance seems to preclude you from admitting ANY type of
error. Just keep on saying it, if you say it enough times you might make
it true....

>> Yes, please explain. I can see how it could do it if there were 65535
>:>memory registers , but by ataris own definition of `True color` each
>.pixel
>:>colour maps directly to the two bytes of info describing that pixel
>>rather
>:>than a LUT. I`m prepared to totally apologise if you can prove that you
>:>can achieve two, completely independant 256 colour playfields by
>:>manipulating the two bits of the screen memory.

>Ok.. Gavan I'll educate you (again)
>You have two screens each using 1 byte per pixel (8bits per pixel gavan).
>ok... now you can view the True colour pixel as a 15 bit palette, so you
>have a choice of 5 bits of R,G,B for each pixel.
>You combine the two bytes to make 1 word ().
>we now have a lookup table for this 'word' which has the the 'palette'
>for the 65536 colours. (this is the what u wanted as above).
>The 65536 colour are simply the two seperate playfields colours added
>together
>for the 256*256 combinations. Thus we have a dual playfield. A 68030 could
>do this about 17FPS with the following code:

>; a0 -> playfield 1/2 (interleaved bytes FIELD1/FIELD2/FIELD 1 etc)
>; a1 -> true colour screen
>; a2 -> colour lookup.

>move.w (a0)+,d0
>move.w 0(a2,d0.w*2),(a1)+

>you repeat this loop say 60 times and fit it nicely in the cache, so even
>with the 030 you get 17FPS. the DSP code would run about 25FPS, it would
>run
>much faster, but there is not enough DSP memory to store the lookup or
>both
>screens so it would only go at about 25FPS.
>I dunno if your intelligent enough to understand this method Gavan, but at
>least some of the Amiga coders will. I hope you'll see what a nice mode
>1 word per pixel is.

>>Gavan

>Griff

Oh, I see. You are simply calculating the screen manually before rendering it to your actual display buffer - thats NOT the same as providing dual playfields, its just a slow software emulation. The whole idea of dual playfields is that they act as two totally independant screens which you dont have to worry about or manipulate in any special way - not that you play around with software manipulation to get a similar *effect* at a reduced frame rate. This sort of software manipulation isnt very effective - just look at some of the pathetic attempts to do parallax on the PC - even a 486 produces dodgy results. Of course you HAVE actually done this to see if you can achieve 17 FPS in 320x200x dual 256 playfields? What are the results like - smooth games or not? Just what is supposed to do the processing for the game logic while your CPU is tied up *emulating* the dual playfields. And what speed have you managed to get the DSP to do it at? You *HAVE* actually tried writing the DSP code to back up your claims havent you ?

By the same token as you, I can do dual 512 colour playfields on my A1200 using HAM8 - of course, the screen update isnt real-time leading to jerky screens, but what the hell. According to you, theyre real dual playfields.

I can also achieve triple 64 colour playfields and both the A1200 and Falcon can now do Alpha channel graphics courtesy of a bit of time consuming software emulation! Who needs hardware any more, when you can write a bit of software to achieve the same result albeit much slower???

Gavan

795. Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 16:07:51 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211608.AA15729@nyx.cs.du.edu>
Source record: 18596

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>:>>You can plot a pixel 8 times faster than an Amiga with the Falcon true
>:>>colour
>:>>mode , it takes 8 read/writes to plot a pixel in 256 colour mode on an
>:>>Amiga,
>:>>in TC mode it takes 1 (and less logic to calculate the address/pixel
>:>>mask),
>:>>so don't talk about stuff you know NOTHING about. I want you to reply
>>to
>:>>this point -> I need a laugh!
>:>>Chunky pixels are SO useful for real-time stuff esp. 3D. OOOPSS sorry
>:>>the A1200 DOESN'T HAVE A CHUNKY PIXEL MODE , which is why games-writers
>:>>and
>:>>demo-coders are racking their brains for techniques to simulate this
>:>>mode.

>:> Thats why games writers are falling over themselves to make Falcon
>:>games then. As I said, most games are now 256 colours and these are
>:>accessed in the same way on the Falcon and A1200.

>Gavan loses on the technical details, so decides to say 'oh but no-one
>makes games for the Falcon'. A stunning reply indeed. Thats funny most
>PC games use chunky pixels, or MODE-X if you even know what that is.

Actually, in my post I started off by pointing out that although a
single pixel write in ham8 was more time conuming than one in 65k colour,
that you could write a byte aligned block faster (you can write fourtimes
as many ham8 pixels in the same time as one 65k pixel if they are byte
aligned) and that there was only half as much screen memory to be updated
in ham8 compared to the 65K mode on the Falcon. Sure, modifying a mah8
pixel takes longer courtest of the need to read/write bitplanes, but
actually writing a screen is quicker.

Its perfectly valid to point out the dearth of games software for the
Falcon. Whats the point in crapping on about how such and such a mode is
superior for games when very little games software actually exists for it?
People buy computers for what software they can run on them, not what
might be possible IF people developed for it which they quite obviously
havent and show no sign of doing. HAM8 is more useful for anims and static
displays and that is the kind of software that no gamesplayers want. The
fact that you can also get bugger all games on the Falcon, but all the
best games for the Amiga, is just a bonus for us lucky A1200 owners.

>:>>NO MY FALCON DOES 1344*600 in 8bit colour
>:> I`m thrilled for you! Tell me, what effect does this have on the

>:>execution speed of all the programs on your system? Since the Falcon
>:>design forces programs to share contended video RAM, maybe a nice A1200
>:>with fastRAM might be a better idea where there would be virtually NO
>:>program slowdown as a result of high rez modes.

>You can add FASTRAM to a Falcon just like a A1200. W/o fastram the Falcon
>has less contention - in this particular mode you get about 20% decrease
>in memory bandwidth.

Ie. You get slowdown of program execution when you up the resolution
on a Falcon, unless you spend *even MORE* money on adding a card to your
machine which gives you fastRAM, since the machine itself has only a 16
bit CPU bus to memory. How much do these cards cost and how easy are they
to get. I`ll bet for the cost of a Falcon plus fastram card, you can
easily get a nice A1200 50Mhz, 882, RAM , SCSI-2 `combo` card system.

> Gavan (the MORON)

>(sorry couldn't resist that one again).

>Griff

You really dont like it when you are being `educated`, do you?

Gavan.

796. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 16:08:52 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211609.AA15840@nyx.cs.du.edu>
Source record: 18597

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>:>>>How many A1200 owners have FastRAM - not 99% for sure
>:> I`d bet a lot more A1200 have FastRAM than there are Falcon owners.
>:>With WELL over ten times as many sold, even if only 1/10 have it, thats
>:>more of a market than the Falcon.

>The argument was about what the Base system was. Since 99.9% of Falcon
>owners
>have 4meg/HD and would say that this is what people will develop for.
>There
>maybe more 1200s but a smaller PERCENTAGE of the owners have FASTRAM?

At last, a true statement! A smaller precentage of A1200 will have
fastRAM than Falcon owners will have 4 megs RAM. However, what counts is
how MANY A1200 owners have it, and I confidently predict that they will
outnumber Falcons considerably.

Not that it matters, as the OS will automatically put executable code
in fastRAM unless otherwise specified, so there is no need to develop
specially for FastRAM.

Gavan.

797. Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 16:11:59 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211612.AA16161@nyx.cs.du.edu>
Source record: 18598

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>:>|> 4 * 4 reads (4 reads if you consider 2 bitplanes to be read at once)
>:>
>:> reads? Why the heck you require reads for?
>
>Raist is so stupid sometimes!

>to plot 4 pixels you need to read the existing bitplane data and modify
>the appropriate bit for each bitplane. If you simply wrote 4 * 4 longwords
>then any bitplane data on the screen would be corrupted.

You dont need to read if you are simply blasting groups of pixels to
the screen, rather than updating individual pixels. Since most ham8 stuff
will be pre-rendered for fast play back, youll find that updating a screen
for animations will require less data to be written as each pixel takes
only 1 byte and provides four times as many colours as the 65k mode on the
Falcon. The 32 bit at a time write access of the CPU also helps here so
potentially you can update a screen four times faster, with four times
more colour at the same resoulution.

>Lack of self-esteem? what? You are the one who just wrote some completely
>stupid text about how many writes it takes to plot 4 pixels on a 1200.
>You didnt even realise you had to read the original data and mask the
>new pixels into it - THIS IS BASIC KNOWLEDGE - ARE YOU TOTALLY STUPID!
>I just lap this guy up, he keeps coming back for more and more.

YOU really seem to have a problem accepting criticism and argument.
Every time someone proves you wrong you blast out with insults and try to
change the subject. Perhaps if you just admitted you were wrong you might
not come across as being so full of shit.

Gavan

a

798. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 16:12:55 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211613.AA16220@nyx.cs.du.edu>
Source record: 18599

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes...

>Subject: You know .. ;) .. The Falcon handles both IDE and SCSI-II as
>standard .... too
>bad all "machines" don't ...

So what! SCSI devices are transparent to the user. They are just another I/O device handled by the OS. You can get an A1200 with SCSI and fastRAM for less than a `standard` Falcon, so *IF* the user wants SCSI then they can have it on the A1200.

As for handling SCSI as standard, you`ll need to obtain drivers for various devices on both the A1200 and Falcon - you cant just take ANY device and plug it in expecting the OS to recognise it. Maybe you mean the OS includes some drivers for popular devices?

>Most 1200 owners play games, they DO NOT have FastRam ..

Thats a fair point. Thats why A1200 owners enjoy a large variety of games software. Of course, serious owners can add fastRAM and SCSI and a 25Mhz 882 and enjoy all their benefits whilst still enjoying all the games, and spending less than they would on a Falcon.

Gavan

799. Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 16:14:11 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402211614.AA16361@nyx.cs.du.edu>
Source record: 18600

Following my comments on Ataris crap marketting being in danger of killing the Jaguar, I thought you might be interested to see what the `Edge` magazine (an upmarket UK games mag) had to say about the CES show.

Edge has always been supportive of the Jaguar hardware, and given it a lot of coverage and `til now, the benefit of the doubt. Heres what they have to say...

"Ataris stand was conveniently out of spitting distance from both Nintendo and Sega`s booths - not that either party would have had just cause to do so. Without Rebellion`s Aliens vs Predator and ATD`s Cybermorph, the Jaguar stand would have been a wasteland of Ill-concieved software. However, it was worth the trip to their stand if only to see their promotional video - an unfortunate example of the Atari marketing machine in full flow. Scratch that, full ebb."

(from Edge Magazine , march 1994)

Above the article was a picture of the Atari stand with the caption "Velvet catsuited girls, Rebellions smart Aliens vs Predator and Cybermorph were the only valid reasons to visit Atari`s stand."

Also in that issue they reviewed Raiden for the Jaguar, heres some quotes...

"In a move typical of the company, Atari have taken one step forward with the 64 bit Jaguar hardware - and two steps back in their choice of software."

"The graphics are two-dimensional and many a Commodore 64 owner would sneer at the supposed `CD quality` music."

Rating Five/10

(from Edge Magazine , march 1994)

Edge gave extensive coverage to the new machines coming from the Sega and Sony - the Saturn and the PS-X. They looked really awesome! I`m talking mindblowing here. Given the marketing muscle of these two giants, Atari would have their work cut out even if they were any good at marketing and software support, which experience has shown us they most certainly aren`t.

Gavan.

800. Re: Falcon Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 16:51:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94052.115119STIRRE31@MAINE.MAINE.EDU>
Source record: 18601

Falcon prices in the US are $1299 for the 4/84 version about
everywhere that I've seen. Don't worry about mail order
restrictions- I ordered my Falcon from North Carolina and I live
in Maine. The dealer handled things with Atari. Hope this
helps. Oh, and get your hands on Current Notes or ST Informer
(unless you're outside of the US- can't tell by your address).
sincerely,
scott tirrell

801. Re: `bit-ness of processors`

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 16:53:30 UTC
From: mdg@ukc.ac.uk
Message-ID: <8488@gos.ukc.ac.uk>
Source record: 18602

In article <9402211555.AA14308@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
:>mdg@ukc.ac.uk (M.D.Griffiths) writes..
:>>No... you implied that there was one 16bit datapath, which is clearly
:>>wrong,
:> Read what I said, it said that the CPU shares its access (true) down a
:>16 bit path (true) with the custom chips (true). I didnt say that the
:>custom chips had only 16-bits access, but since you seem to be so paranoid
:>about any criticism of Atari products I can see how you would immediately
:>jump to the conclusion you did. In future I`ll try to phrase my sentences
:>more carefully for paranoid readers.

Yes please do, that way we will avoid me correcting you all the time.

:>>The Falcon's 030 outperforms the 1200's 020.
:>
:> Well, not strictly true. In an ideal environment, a 68030 at 16Mhz
:>would indeed outperform a 68020 at 14.2 Mhz (something like 3.6 MIPS vs
:>2.96 MIPS on paper). As implemented in the F030, the 030 would outperform
:>an A1200 with no fastRAM,

I see so you are agreeing with me now! You love to argue about so called
'base' systems, and you just agreed that a 'base' Falcon is faster than
a base 1200, not counting the DSP, DMA 16 bit sound, scsi ii, hd disks
etc etc etc.

:>but not an A1200 with fastRAM (for computing
:>tasks). Not a great problem for Amiga owners since they can get an A1200
:>configured with 4 meg FastRAM for LESS than the cost of an F030 4meg The
:>whole problem is the half-assed way that the F030 CPU architecture is
:>designed. Shared access, and only a 16 bit CPU<-> memory datapath does not
:>make for optimum use of the 030. Since anyone who wants to do serious
:>stuff on either machine will need at least 4 megs RAM, then you can assume
:>that anyone who is using their A1200 for advanced stuff WILL have fastram.
:>Since the OS will automatically use fastRAM where available, there is no
:>need to develop specially for fastRAM users as OS legal programs will be
:>executed from fastRAM if available.

FASTRAM FASTRAM FASTRAM - Gavan thats your only argument, I can add this
to my Falcon too, and get a 32mhz 030 at the same time for about 200 pounds.
I'm notr trying to say that the Falcon is cheaper, you get much more for
your money.

:> If you dont need more than 2 megs RAM, then you are unlikely to
:>complain about the slowness of chipRAM. Owners who just play arcade games
:>will never know the difference, but any users wanting to do programming,
:>3-d graphics work , dtp etc. WILL want fastRAM and they`ll automatically

:>get it when they upgrade from 2 megs.

Yes and over 50% of 1200 owners will not have fastram, says a lot about
Amiga owners does it not?

:>>The Falcon's 030 with TTRAM outperforms the 1200's 020 with Fastram.
:> And a SUN workstation outperforms a Falcon with or without TTRAM! Thats
:>a totally meaningless statement. By the time you hoof out the moolah for a
:>TTRAM expansion for your Falcon, you could have plonked a 50Mhz 030 with
:>50Mhz 882 and lots of RAM into the trapdoor slot of the A1200. Prove that
:>the delivered CPU performance of any falcon can outdo any A1200 configured
:>at the same price level. I think you`ll find the A1200 wins out in
:>delivered power for the price EVERY time.

With SCSI II, LAN, MIDI, DSP (can u get dsp for the Amiga yet?), HD floppy,
analogue joystick ports etc etc.
I think the point you are trying so badly to convey is that the Amiga
comes with less as standard - hence it is cheaper, however if you were to
add all the Things that the Falcon has as standard it would be about the
same price, we could get into a pedantic argument like 'my computer
is 8.3% faster than yours for the same price'...
Its silly to argue price/performance because lets face it, you can get a
486/svga/170mb/4mb ram for about 900 pounds.

>Gavan.

Griffy
--

802. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:02:40 UTC
From: mdg@ukc.ac.uk
Message-ID: <8489@gos.ukc.ac.uk>
Source record: 18603

In article <9402211609.AA15840@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> mdg@ukc.ac.uk (M.D.Griffiths) writes...
:>>:>>>How many A1200 owners have FastRAM - not 99% for sure
:>>:> I`d bet a lot more A1200 have FastRAM than there are Falcon owners.
:>>:>With WELL over ten times as many sold, even if only 1/10 have it, thats
:>>:>more of a market than the Falcon.
:>
:>>The argument was about what the Base system was. Since 99.9% of Falcon
:>>owners
:>>have 4meg/HD and would say that this is what people will develop for.
:>>There
:>>maybe more 1200s but a smaller PERCENTAGE of the owners have FASTRAM?
:> At last, a true statement! A smaller precentage of A1200 will have
:>fastRAM than Falcon owners will have 4 megs RAM. However, what counts is
:>how MANY A1200 owners have it, and I confidently predict that they will
:>outnumber Falcons considerably.

Gavan we were arguing about BASE systems and you just dug yourself a big
HOLE. You just admited that more Falcon owners(99.95%) would have 4meg/hd
and not as many (prob 50%) 1200 owners have FASTRAM, so do you want to
compare base models now?

:> Not that it matters, as the OS will automatically put executable code
:>in fastRAM unless otherwise specified, so there is no need to develop
:>specially for FastRAM.

You need to be more careful when devoloping stuff that runs in Fastram
esp stuff which might be timing dependent. Gavan's stunning technical
knowledge shows through again.

> Gavan.

Griff
--

803. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:12:10 UTC
From: mdg@ukc.ac.uk
Message-ID: <8490@gos.ukc.ac.uk>
Source record: 18604

In article <9402211604.AA15230@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> mdg@ukc.ac.uk (M.D.Griffiths) writes...
:>>When did I ever sayu '8 times faster than an 882', I said a 56001 could do
:>>an IDCT (know what that is gavan?) that many times faster than an 882.
:> you started off, weeks ago by claiming the DSP was eight times faster
:>than an 882 for FP. You rapidly changed that to faster than an 030 when
:>challenged. Maybe you made a typo at the time, but your arrogant `I am
:>always right` stance seems to preclude you from admitting ANY type of
:>error. Just keep on saying it, if you say it enough times you might make
:>it true....

READ MY LIPS - I SAID 8 TIMES FASTER AT INTEGER STUFF.
GET A BRAIN AND LEARN TO READ.

:>>> Yes, please explain. I can see how it could do it if there were 65535
:>>:>memory registers , but by ataris own definition of `True color` each
:>>.pixel
:>>:>colour maps directly to the two bytes of info describing that pixel
:>>>rather
:>>:>than a LUT. I`m prepared to totally apologise if you can prove that you
:>>:>can achieve two, completely independant 256 colour playfields by
:>>:>manipulating the two bits of the screen memory.
:>
:>>Ok.. Gavan I'll educate you (again)
:>>You have two screens each using 1 byte per pixel (8bits per pixel gavan).
:>>ok... now you can view the True colour pixel as a 15 bit palette, so you
:>>have a choice of 5 bits of R,G,B for each pixel.
:>>You combine the two bytes to make 1 word ().
:>>we now have a lookup table for this 'word' which has the the 'palette'
:>>for the 65536 colours. (this is the what u wanted as above).
:>>The 65536 colour are simply the two seperate playfields colours added
;>>together
:>>for the 256*256 combinations. Thus we have a dual playfield. A 68030 could
:>>do this about 17FPS with the following code:
:>>; a0 -> playfield 1/2 (interleaved bytes FIELD1/FIELD2/FIELD 1 etc)
:>>; a1 -> true colour screen
:>>; a2 -> colour lookup.
:>
:>>move.w (a0)+,d0
:>>move.w 0(a2,d0.w*2),(a1)+
:>
:>>you repeat this loop say 60 times and fit it nicely in the cache, so even
:>>with the 030 you get 17FPS. the DSP code would run about 25FPS, it would
:>>run
:>>much faster, but there is not enough DSP memory to store the lookup or

:>>both
:>>screens so it would only go at about 25FPS.
:>>I dunno if your intelligent enough to understand this method Gavan, but at
:>>least some of the Amiga coders will. I hope you'll see what a nice mode
:>>1 word per pixel is.
:> [lots of Gavan rubbish deleted]

:>*effect* at a reduced frame rate. This sort of software manipulation isnt
:>very effective - just look at some of the pathetic attempts to do parallax
:>on the PC - even a 486 produces dodgy results. Of course you HAVE
:>actually done this to see if you can achieve 17 FPS in 320x200x dual 256
:>playfields? What are the results like - smooth games or not? Just what is
:>supposed to do the processing for the game logic while your CPU is tied up
:>*emulating* the dual playfields. And what speed have you managed to get
:>the DSP to do it at? You *HAVE* actually tried writing the DSP code to
:>back up your claims havent you ?

No Gavan you squirmy little brat, the argument was about whether you
could do this on an Amiga - the answer is NO - the miggy can only do
16 colour dual playfields. So the Falcon can provide 2 * 256 colour
playfields at a reasonable frame rate and the Amiga can't.
Yes I have written the code, why didn't you try it? The answer is
because you don't have the know how either on a CPU or DSP.

:> By the same token as you, I can do dual 512 colour playfields on my
:>A1200 using HAM8 - of course, the screen update isnt real-time leading to
:>jerky screens, but what the hell. According to you, theyre real dual
:>playfields.

It wouldn't be real dual playfields at all, since the fringing would
be noticable and each pixel could not have an individual specifiable
colour - you just lost the argument by admitting that it would be
really slow to acheive - this is not the case on the Falcon.

>Gavan

Griff (the educator)
--

804. Re: `bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:12:26 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb21.171226.16978@t.hfb.se>
Source record: 18605

> Oh sorry, I`ll ignore the fact then that you can get an A1200 with
> 32-bit FastRAM for the same price as a Falcon ..... NOT!
> Its a strong argument in favour of the Amiga architecture and if you
> dont like that, tough.
>
> Go on, compare ANY like-priced Falcon and A1200 setup and see how much
> processor power is delivered.

It doesn't matter because most software will be developed for the base-systems,
which means that the F030 software will be better than the A1200 software.

/
/ Daniel

805. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:16:38 UTC
From: mdg@ukc.ac.uk
Message-ID: <8491@gos.ukc.ac.uk>
Source record: 18606

In article <9402211612.AA16161@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> YOU really seem to have a problem accepting criticism and argument.
>Every time someone proves you wrong you blast out with insults and try to
>change the subject. Perhaps if you just admitted you were wrong you might
>not come across as being so full of shit.

In the last three articles you posted, you changed the subject each
time - its you the one who squirms his way out. I have absolutely
no respect for you - haven't you noticed how many people flame you?
Doesn't this tell you that you speaketh through your BUM, at least
Raist makes me laugh - you are just plain annoying, but I guess that
goes with your age. (ooopsss sorry, slagging you down again, its a
compulsion I have - guess I better see a shrink ;-)).

>Gavan

Griff
--

806. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:23:52 UTC
From: mdg@ukc.ac.uk
Message-ID: <8492@gos.ukc.ac.uk>
Source record: 18607

In article <9402211608.AA15729@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> [lots of meaningless meandering rubbish]

> You really dont like it when you are being `educated`, do you?

The day you say something even half reasonable is the day I will take
you more seriously. Please educate me, I bow down to your almighty
knowledge!!! ;-).
Its funny about all your harkings on about HAM8, I saw some preview
docs for AAA today, they've ditched ham-8, for ham-10 instead, and AAA
WILL NOT BE COMPATABLE WITH AGA. So there you go, even Commodore agree
with me. HAM8 is a cheap kludge.

>Gavan.

Griff
--

807. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:32:29 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb21.173229.17447@t.hfb.se>
Source record: 18608

> You dont need to read if you are simply blasting groups of pixels to
> the screen, rather than updating individual pixels. Since most ham8 stuff
> will be pre-rendered for fast play back, youll find that updating a screen
> ...

Who cares about pre-rendered graphics?

/
/ Daniel

808. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:36:36 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb21.173636.4599@infodev.cam.ac.uk>
Source record: 18609

In article <8461@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> Why double precision only?

Why not? I like my numbers to be accurate. After all, would you limit a 32
bit CPU to 16 bit arithmetic to compare it with a 16 bit CPU? I wouldn't.

|> I'll post on each of the datatypes - there are 6 I think and the DSP will
|> beat a 20mhz 882 on at least 4 of them, this will be fairer.
|> where do i find the whetstone ratings for dsp then?

No idea. Why don't you patch the FP instructions yourself? You keep telling
us all what a good coder you are.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

809. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:42:20 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb21.174220.5150@infodev.cam.ac.uk>
Source record: 18610

In article <8469@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb20.225131.20472@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> :> But one more thing: the falcon should be more than just twice the
|> :>speed of a 68000 at 16Mhz.... this sounds like some crippling at work
|> :>somwhere...
|>
|> Wrong, the Falcon's memory access is x2 that of the ST for copying memory,
|> for general programs it is 2.5-3.5 times faster (030 runs 68000 instructions in
|> less cycles). It is about 4-5 times faster for maths (i.e. MULU/DIVU).

Is that ALL? The A1200 is 3 times faster than the A500 without FAST RAM, and 5
times faster with FAST RAM.

|> Its funny I just an A1200 redraw 256 colour screens in 640x480 and it
|> was about twice as slow as my Falcon in 800x608x256, (with NVDI) . I

Scan rates? The A1200 mode you mention is about 72Hz non interlaced.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

810. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:53:03 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb21.175303.5554@infodev.cam.ac.uk>
Source record: 18611
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8471@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb21.004357.29835@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> >In article <8408@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>|> And how may I had have those 8 ,32 bit words been calculated? or are u
|> :>|> just talking about copying and not plotting? (laugh). Lets see how long
|> :>|> it takes to 'plot' 32 pixels horizontally of an arbitary colour, not known
|> :>|> beforehand. (big laugh).
|> :>
|> :>Griff, you are trying to change the subject again (squirm, squirm). I said
|> :>nothing about calculation. The user may just want to clear the screen, so I ask
|> :>again, which is quicker, writing 32 8 bit pixels along a 32 bit bus at 14.3 MHz,
|> :>or writing 16 16 bit pixels along a 16 bit bus at 16 MHz? (or even a 32 bit bus
|> :>at 8MHz if you prefer to think of it in that way.)
|>
|> The Amiga can clear the screen faster than a Falcon - what an accolade.
|> The could copy a static bitmap (a picture) faster than a Falcon.
|>
|> Enter the REAL WORLD:

Why not? For real world Apps, what's the maximum resoloution you can use your chunky mode in? I run most stuff in 800*600. Do you have windows, or do you spend all day drawing lines?

|>
|> Lets compare stuff like line drawing/ poly filling etc
|>
|> THE FALCON CAN DRAW LINES ABOUT 3 TIMES IN TRUE COLOUR MODE THAN A 1200 IN
|> 256 COLOUR MODE. Each pixel is plotted with:

Say I'm using 1 bit screen, or even an 8 bit screen, drawing lines. How much faster is the Falcon then? I'm running a GUI with large rectangular blocks of memory (You know, windows, those things people use to run useful software in.) care to explain how you can render into a window (ie writing lots of horizontal pixels) faster along a 16 MHz 16 bit bus than you can along a 14.3 MHz 32 bit bus? Answer, you can't.

|>
|> Thats why the Falcon has a DSP. 20++ MIPS IN TOTAL.

Don't quote DSP speeds as though they were integer general purpose CPU's. The Falcon does not process at 20 MIPS. Don't pretend it does.

|>
|> As for 486 being crap, yes it is a badly bodged chip, however it is a

|> fast bodge!!!
|> You harp on about parallelism and stuff yet the 486 can outperform an
|> Amiga anything real world except the odd shoot 'em up (which lets face

Lets see a 486 outperform an A4000-040 on, hmmm, say raytracing. Is that real world enough for you?

(and the PC was designed to compete with the VIC-20, btw)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

811. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:54:40 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb21.175440.5708@infodev.cam.ac.uk>
Source record: 18612

In article <8472@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> Nice text book you have there Chris.

No Griff, it was all from memory.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

812. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 17:58:45 UTC
From: mdg@ukc.ac.uk
Message-ID: <8493@gos.ukc.ac.uk>
Source record: 18613

In article <1994Feb21.173229.17447@t.hfb.se> ep93dha@t.hfb.se writes:
:>> You dont need to read if you are simply blasting groups of pixels to
:>> the screen, rather than updating individual pixels. Since most ham8 stuff
:>> will be pre-rendered for fast play back, youll find that updating a screen
:>> ...
:>Who cares about pre-rendered graphics?
:> /
:>/ Daniel

Exactly my point Daniel, people these days want these to happen in realtime,
not watch the Amiga struggle to calculate a ham8 screen.
The Amiga has the mighty accolade of being able to clear the screen more
quickly though! ;-)

Griff
--

813. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 18:00:39 UTC
From: mdg@ukc.ac.uk
Message-ID: <8494@gos.ukc.ac.uk>
Source record: 18614

In article <1994Feb21.173636.4599@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <8461@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> Why double precision only?
:>Why not? I like my numbers to be accurate. After all, would you limit a 32
:>bit CPU to 16 bit arithmetic to compare it with a 16 bit CPU? I wouldn't.
:>|> I'll post on each of the datatypes - there are 6 I think and the DSP will
:>|> beat a 20mhz 882 on at least 4 of them, this will be fairer.
:>|> where do i find the whetstone ratings for dsp then?
:>
:>No idea. Why don't you patch the FP instructions yourself? You keep telling
:>us all what a good coder you are.

yes I could probably write a DSP FP library for Gcc, unfortunately degree
work takes precedence. BTW Do you doubt my programming ability? Ask any
Falcon owners about this.

>Chris Brown

Griff
--

814. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 18:06:15 UTC
From: mdg@ukc.ac.uk
Message-ID: <8495@gos.ukc.ac.uk>
Source record: 18615

In article <1994Feb21.174220.5150@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <8469@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <1994Feb20.225131.20472@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
:>|> :> But one more thing: the falcon should be more than just twice the
:>|> :>speed of a 68000 at 16Mhz.... this sounds like some crippling at work
:>|> :>somwhere...
:>|>
;>|> Wrong, the Falcon's memory access is x2 that of the ST for copying memory,
:>|> for general programs it is 2.5-3.5 times faster (030 runs 68000 instructions in
:>|> less cycles). It is about 4-5 times faster for maths (i.e. MULU/DIVU).
:>
:>Is that ALL? The A1200 is 3 times faster than the A500 without FAST RAM, and 5
:>times faster with FAST RAM.

3 times faster? Blitter is only 1.4 times faster, the '030 in the Falcon
is faster than the 1200 '20 without FASTRAM. Want to start that argument
again?

>|> Its funny I just an A1200 redraw 256 colour screens in 640x480 and it
>|> was about twice as slow as my Falcon in 800x608x256, (with NVDI) . I
>Scan rates? The A1200 mode you mention is about 72Hz non interlaced.

72hz... is that all, my Falcon can do it at 80hz or 100 or something
with a 50mhz external crystal. 800x608x256 uses more bandwith (I think
the refresh rate was 60hz NI, the Amiga 1200 can't even manage this
mode at this rate so go take a jump). Its funny how the Falcon can redraw
the screen quicker than a 1200 with Fastram, this is because even FASTRAM
doesn't help when the BUS is almost saturated in 640x480x256 NI.

Griff
--

815. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 18:08:46 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb21.180846.6497@infodev.cam.ac.uk>
Source record: 18616

In article <8475@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> Raist the nob,
|> just opens his gob,
|> spouting louds of crap,
|> he should shut his trap!

How beautifully put. I bow before your command of the English Language, and your boundless tact and politness.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

816. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 18:16:10 UTC
From: mdg@ukc.ac.uk
Message-ID: <8496@gos.ukc.ac.uk>
Source record: 18617
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <1994Feb21.175303.5554@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <8471@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> The Amiga can clear the screen faster than a Falcon - what an accolade.
:>|> The could copy a static bitmap (a picture) faster than a Falcon.
:>|>
:>|> Enter the REAL WORLD:
:>
:>Why not? For real world Apps, what's the maximum resoloution you can use your
:>chunky mode in? I run most stuff in 800*600. Do you have windows, or do you spend
:>all day drawing lines?

Windows are made up of lines and polys.

:>|> Lets compare stuff like line drawing/ poly filling etc
:>|>
;>|> THE FALCON CAN DRAW LINES ABOUT 3 TIMES IN TRUE COLOUR MODE THAN A 1200 IN
:>|> 256 COLOUR MODE. Each pixel is plotted with:
:>
:>Say I'm using 1 bit screen, or even an 8 bit screen, drawing lines. How much
:>faster is the Falcon then? I'm running a GUI with large rectangular blocks of
:>memory (You know, windows, those things people use to run useful software in.)
:>care to explain how you can render into a window (ie writing lots of horizontal
:>pixels) faster along a 16 MHz 16 bit bus than you can along a 14.3 MHz 32 bit
:>bus? Answer, you can't.

WRONG! OH SO WRONG! You need read and writes to mask polys onto a bitmapped
screen (lack of experience there Chrissy boy), drawing polys on TRUE COLOUR
screens are oh so simple so messing about with masks, edge masks and stuff.
Also don't change the argument - we are arguing about 8bitplanes vs
TRUE COLOUR ? ok?

>|> Thats why the Falcon has a DSP. 20++ MIPS IN TOTAL.

:>Don't quote DSP speeds as though they were integer general purpose CPU's. The
:>Falcon does not process at 20 MIPS. Don't pretend it does.

You harked on about parallel processing in the last post, one rule for one
machine, another for the Falcon?

:>|> As for 486 being crap, yes it is a badly bodged chip, however it is a
:>|> fast bodge!!!
:>|> You harp on about parallelism and stuff yet the 486 can outperform an
:>|> Amiga anything real world except the odd shoot 'em up (which lets face
:>
:>Lets see a 486 outperform an A4000-040 on, hmmm, say raytracing. Is that real

:>world enough for you?

Ok.. lets compare 486-DX66 vs A4000-40(25mhz?), the results would be quite similar, the PC has very good compilers, also some of the clone 486s are far better at FP than the intel one. By the arguments in this group shall we compare prices too? *yawn*.

>(and the PC was designed to compete with the VIC-20, btw)

I'll leave that sentence in, because it shows the naive attitude of this guy.

>Chris Brown

Griff
--

817. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 18:18:55 UTC
From: mdg@ukc.ac.uk
Message-ID: <8497@gos.ukc.ac.uk>
Source record: 18618

In article <1994Feb21.175440.5708@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <8472@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>
:>|> Nice text book you have there Chris.
:>
:>No Griff, it was all from memory.
:>

I'm impressed Chris, you obviously go to your theory of programming or maths lectures :-).

:>Chris Brown

Griff
--

818. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 18:27:03 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.761855223@sfu.ca>
Source record: 18619

Iain.Laskey@barclays.co.uk writes:

>In article <quinlan.761445350@sfu.ca>, quinlan@gemini.csil.sfu.ca (Brian Quinlan) writes:
>|> Are all you falcon owners music enthusiasts? Maybe speed was
>|> an equal concern for the original poster in which the Falcon is
>|> probably not the best choise. Falcon is THE BEST for MIDI but if
>|> you want speed you'll have to look beyond Atari. Like IBMs and Macs.
>In ST Review this month, th editor, Vic Lennard noted that his Falcon was
>faster than his 40Mhz 68030 based Mac. He said that the Macs re-draws were
>painful compared to the quick response of his (NVDI) equipped but otherwise
>standard Falcon. He added that his Mac is faster now after having a 32Mhz
>68040 fitted but the 'upgrade' was nearly twice the price he paid for his
>Falcon so it ought to be!

>--
>+-------------+---+
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>| |Laserdisc & Pro-Logic - The only way to watch movies at home|
>| |Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+

A 40Mhz 68030 mac is old technology. Even the mac low-end uses
68040LC technology (68040 without FPU). A 33Mhz 68040 is about 4x faster
than a 16Mhz falcon. And about upgrading to 68040 for falcon, that's like
buying a stock computer with a crappy monitor and then upgrading to
trinitron. You now have a crappy monitor in your garage.

--
Brian Quinlan
quinlan@sfu.ca

This sig wasted 125 bytes

819. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 18:55:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6903b8@secom.ct.se>
Source record: 18620

In a message of 21 Feb 94 17:12:55, Gavan Moran wrote:

GM> As for handling SCSI as standard, you`ll need to obtain drivers for
GM> various devices on both the A1200 and Falcon - you cant just take ANY
GM> device and plug it in expecting the OS to recognise it. Maybe you mean the
GM> OS includes some drivers for popular devices?

Since the base Falcon has a harddrive, all Falcons have the AHDI (or better)
HD-driver .. which also handle SCSIs ...

Conclusion: Falcon owners can take any SCSI/SCSI-II, hook it up to the Falcon
and off they go ..

(A friend of mine usually brings his entire HD over when he wants to copy the
latest 2-3Mb Demos for the Falcon ... ;) ..)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

820. Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 19:00:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6904de@secom.ct.se>
Source record: 18621

In a message of 21 Feb 94 17:07:51, Gavan Moran wrote:

GM> Ie. You get slowdown of program execution when you up the resolution
GM> on a Falcon, unless you spend *even MORE* money on adding a card to your
GM> machine which gives you fastRAM, since the machine itself has only a 16
GM> bit CPU bus to memory. How much do these cards cost and how easy are they
GM> to get. I`ll bet for the cost of a Falcon plus fastram card, you can
GM> easily get a nice A1200 50Mhz, 882, RAM , SCSI-2 `combo` card system.

Falcon030, 4Mb RAM, 85Mb HD: 9995 SEK
Eagle Sonic TT-Ram expansion card: 700SEK

Total: 10695 SEK

A1200, 2Mb RAM, 80Mb HD: 6895 SEK
+ 2Mb RAM: 1200 SEK

Total: 8095 SEK

That leaves 2600 SEK for the SCSI-II, DSP, 16bit sound (oops), 030 etc ...

FORGET IT!

(2600 minus Swedish V.A.T = 2080:, which is $260)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

821. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 19:20:50 UTC
From: mdg@ukc.ac.uk
Message-ID: <8498@gos.ukc.ac.uk>
Source record: 18622

In article <1994Feb21.180846.6497@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <8475@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>
:>|> Raist the nob,
:>|> just opens his gob,
:>|> spouting louds of crap,
:>|> he should shut his trap!
:>
:>How beautifully put. I bow before your command of the English Language, and your
:>boundless tact and politness.

I don't profess to be a poet, besides which Raist wrote the first 'polite'
poem about me. I actually *choose* to write in the style I do to provoke
so I can correct and make people like you look silly, after all I have
a lot of Falcon experience and can win everytime. If you've got it,
flaunt it - I've got it!

>Chris Brown

Griff
--

822. Re: Atari's are Brutal

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 21:41:57 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb21.214157.215@isle.waterloo-rdp.on.ca>
Source record: 18623

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:

: > ARGH!!! Why is the Jag only a 16 bit system? How do you define which
: >processor is to be used for the bus width? Let's put it this was: the 68000,
: >which can be used for generating screen maps (not graphics), doesn't need
: >a whole lot of speed.. It doesn't matter that it's only 16 bits.. The graphics
: >chips, which move mass quantities of data, have 64 bit paths... Why do you insist
: >that, because there is a 68000, that the whole system *has* to be 16 bit?

: I sure hope you are responding to the guy I was responding to, and not
: me... I'm not the Jag===16 bits person. I even called it 64-bits
: above...

Sorry, no.. I wasn't replying to you, but that message was the first in that
thread that I had....

823. Re: Jaguar Availability

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-21 21:43:23 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb21.214323.283@isle.waterloo-rdp.on.ca>
Source record: 18624

Charles Kibler (faber@dilo.engin.umich.edu) wrote:

: When will I see Jaguars in Ann Arbor..... I have heard all these great
: (and not so great) things about Jaguar, but when will I actually get to
: see one? Will they eventually be available at software retailers such
: as Babbages, Egghead SW, etc?

I bought mine at Babbages in Buffalo.. It makes me probably one of a very
few people in Canada who has one... They're trickling out slowly but surely,
and will eventually be everywhere...

824. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 01:56:37 UTC
From: m92mmy@tdb.uu.se
Message-ID: <2kbool$a58@columba.udac.uu.se>
Source record: 18625
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <1994Feb21.020727.3508@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
: :>In article <8462@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
: :>|> In article <1994Feb20.164022.27362@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
: :>|> >In article <1994Feb18.194359.23151@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
: :>|> >|> Commodore Amiga - 'Non existant'
: :>|> >Ever been to the UK? What's a Mac?
: :>|>
: :>|> Now thats a silly thing to see, even though I'm not keen on Mac's.
: :>|> Perhaps to the under 20 yearolds yeah the Mac is non-existant ;-).
: :>
: :>Wouldn't know presonally, not being an under 20 yearsold.

: Lets face it boys and girls, we may argue about Falcons, St's and Amiga's
: - but in the real world PCs and Macs ruleth.

What real world? I'm in it for the fun, not to play with Excel.

--
Mattias Myrberg
mattias@krille.update.uu.se

825. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 02:16:48 UTC
From: mdg@ukc.ac.uk
Message-ID: <8508@gos.ukc.ac.uk>
Source record: 18626
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2kbool$a58@columba.udac.uu.se> m92mmy@tdb.uu.se (Mattias Myrberg) writes:
>: Lets face it boys and girls, we may argue about Falcons, St's and Amiga's
>: - but in the real world PCs and Macs ruleth.
>
>What real world? I'm in it for the fun, not to play with Excel.

I quite agree , thats why I code demos and games.
(but my PC assembles the source quicker ;-) !!)
(which is better for you games/demo lovers ,since it means I am more
productive ;-)).

Griff
--

826. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 07:22:41 UTC
From: nverenin@icogsci1.ucsd.edu
Message-ID: <61903@sdcc12.ucsd.edu>
Source record: 18627
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
-: Lets face it boys and girls, we may argue about Falcons, St's and Amiga'
-: - but in the real world PCs and Macs ruleth.
-
-What real world? I'm in it for the fun, not to play with Excel.
-
---
-Mattias Myrberg
-mattias@krille.update.uu.se
```

Hmmm, 'real world.' That in which you must play with Excel in order to be taken seriously. :)

There is no such thing as the 'real world.' There is only our perception of it, which may or may not reflect the true reality of things (if indeed there is one). We may each define what the 'real world' is with respect to ourselves. The trick is avoiding the axe-murderers...

```
----
nverenin@scripps.edu
```

827. Re: Falcon 32 bit!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 07:52:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d69b9b2@secom.ct.se>
Source record: 18628

In a message of 21 Feb 94 18:42:20, C.P. Brown wrote:

CB> |> Its funny I just an A1200 redraw 256 colour screens in 640x480 and it
CB> |> was about twice as slow as my Falcon in 800x608x256, (with NVDI) . I
CB>
CB> Scan rates? The A1200 mode you mention is about 72Hz non interlaced.

Since the Falcon has a higher video-busbandwidth, and a selectable pixelclock, do you REALLY want to start that discussion again?

(Typing on my Falcon in 1024*768i*16, 103Hz, VGA-monitor)

The 256 col mode I use the most is the 1024*768i*256, 70Hz, still on my very normal VGA monitor .. :-)

The maximum scanrate I've had my monitor do was 159Hz, 640*400i*16 .... I was trying to achieve a new form of 3D on a monitor, according to some reports I got from a university in xxxxxxx ... ;) .... no luck though ... (I had to go noninterlace and then I could "only" do 100Hz ...)

I must stress that the above figures are NOT in any way the maximum values for the Falcon! I have a 5 quid used VGA monitor, OLD, which does pose some limitations .. on a brand new SVGA/MultiScan you can go WAY higher ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

828. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 07:58:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d69bb3e@secom.ct.se>
Source record: 18629

In a message of 21 Feb 94 19:00:39, M.D.Griffiths wrote:

M> work takes precedence. BTW Do you doubt my programming ability? Ask any
M> Falcon owners about this.

<grin> .. We'd like to see a new demo/game(?) though .... "Papa Was a Bladerunner" and "Chrome Dragon" has got me wondering really HOW fast a Falcon can texturemap .. (and the authour of Chrome Dragon says he only uses the 030 .... !)

Maybe you could aid the author of "Lasers and Men" ? He said something about using the DSP 60% of the time now, but that his routines were not the fastest ...

(I'm also waiting for the Octalyser team to make a player for S3M (screamtracker) modules .. 16 and 32 channels should sound ok ...)

Maybe you could try to convince Xenit/Aggression to code even more on the Falcon .. ;) ... He has started now, but he still seems to think it's better to keep games/demos STE compatible .. :-/ ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

829. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 08:20:50 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2kcf92INNra8@tom.rz.uni-passau.de>
Source record: 18630

In article <1994Feb21.003549.29542@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>In article <2k4ujnINNcov@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
>
>|> And what is a BOB? A Blitter animated OBject, right? This is a piece of
>|> graphic smaller than the screen area replacing a part of the background.
>|> BOBs are rectangular, aren't they? And even if they are not, where is the
>|> fundamental difference between BOBs and other deltas?
>
>A delta animation is one in which the changes between frames (the frame-delta)
>are saved, and has nothing to do with BOBs, MOBs or any other kind of sprite.

And what is a delta?????

Come on, Mr. Brown, delta is the greek symbol for the DIFFERENCE between two things (used in maths usually) What is the difference between picture n and picture n+1 in an Eric Schwartz cartoon? Yep, it's the BOBs.

And once again: BOBs are NO SPRITES!!!!!!!!

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

830. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 10:53:21 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402221053.AA28668@nyx.cs.du.edu>
Source record: 18631

dg@ukc.ac.uk (M.D.Griffiths) writes......

>> the PC,MAC and Atari Falcon/STE are all capable of changing the screen address
>> on the fly. This 'real world' enough for you. BTW I have programmed such things

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes...

>SInce when could Macs change the screen address??? I remember >one >of the
>problems game designers have on the mac is the fact that the fixed >VRAM
>prevents any sort of page flipping or scrolling from happening...

> ~CHris
--

ktessner@isle.waterloo-rdp.on.ca (Kevin Tessner) writes...

>Actually, the PC can't change the screen address on an HBL. It
>generates VBL's
>if you're lucky (typically you have to poll a bit, as some network >cards use
>the IRQ that the video cards like, and the video cards have the VBL
>interrupt
>generation off by default), and no HBLs. You can sort of sync to an >HBL by
>programming a timer and keeping it sync'd via VBL's, but the process >is messy
>and innacurate. That, and the screen addresses don't latch until >the next VBL,
>so even if you did try to change the image source on the fly, the >changes
>woudln't take effect until the next VBL. At least according to the >VGA hard-
>ware specs that I've got...

Enjoying your `education` Griff ? :-)

Gavan

831. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 11:41:46 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2kcr1q$spp@harbinger.cc.monash.edu.au>
Source record: 18632

Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
: > You dont need to read if you are simply blasting groups of pixels to
: > the screen, rather than updating individual pixels. Since most ham8 stuff
: > will be pre-rendered for fast play back, youll find that updating a screen
: > ...

: Who cares about pre-rendered graphics?

Let's see you render an entire movie in real time on any home computer.
Or even the animation sequences which you find in most games.

- Jim

832. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 11:43:33 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2kcr55$spp@harbinger.cc.monash.edu.au>
Source record: 18633

Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:

: And what is a delta?????

: Come on, Mr. Brown, delta is the greek symbol for the DIFFERENCE between two
: things (used in maths usually) What is the difference between picture n
: and picture n+1 in an Eric Schwartz cartoon? Yep, it's the BOBs.

Eric Schwartz used page-flipping from memory. I wasn't under the impression
he used lots of bobs.

: And once again: BOBs are NO SPRITES!!!!!!!!

- Jim

833. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 12:42:17 UTC
From: kstevens@srs.gov
Message-ID: <01H96FOGIZPU00041A@SAEMS.SRS.GOV>
Source record: 18634

In article <9402211614.AA16361@nyx.cs.du.edu>, you wrote:

> Following my comments on Ataris crap marketting being in danger of
> killing the Jaguar, I thought you might be interested to see what the
> `Edge` magazine (an upmarket UK games mag) had to say about the CES show.
>
> Edge has always been supportive of the Jaguar hardware, and given it a
> lot of coverage and `til now, the benefit of the doubt. Heres what they
> have to say...
>
> "Ataris stand was conveniently out of spitting distance from both Nintendo
> and Sega`s booths - not that either party would have had just cause to do
> so. Without Rebellion`s Aliens vs Predator and ATD`s Cybermorph, the
> Jaguar stand would have been a wasteland of Ill-concieved software.
> However, it was worth the trip to their stand if only to see their
> promotional video - an unfortunate example of the Atari marketing machine
> in full flow. Scratch that, full ebb."
>
> (from Edge Magazine , march 1994)
>
> Above the article was a picture of the Atari stand with the caption
> "Velvet catsuited girls, Rebellions smart Aliens vs Predator and
> Cybermorph were the only valid reasons to visit Atari`s stand."
>
> Also in that issue they reviewed Raiden for the Jaguar, heres some
> quotes...
>
> "In a move typical of the company, Atari have taken one step forward with
> the 64 bit Jaguar hardware - and two steps back in their choice of
> software."
>
> "The graphics are two-dimensional and many a Commodore 64 owner would
> sneer at the supposed `CD quality` music."
>
> Rating Five/10
>
> (from Edge Magazine , march 1994)
>
>
> Edge gave extensive coverage to the new machines coming from the Sega
> and Sony - the Saturn and the PS-X. They looked really awesome! I`m
> talking mindblowing here. Given the marketing muscle of these two giants,
> Atari would have their work cut out even if they were any good at
> marketing and software support, which experience has shown us they most

> certainly aren`t.
>
>
> Gavan.
Right, and I didn't see Commodore, Sega or Nintendo getting as many awards as Atari did at the CES. Not only did they get best game at CES with Tempest 2000, the got at least 2 best technology for 1993 awards and a couple others I don't remember the titles of (I guess commordore was too scared to show up at the CES........)

--
Ken Stevens | kstevens@srs.gov |

834. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 12:43:07 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Feb22.124310.2263@bay.cc.kcl.ac.uk>
Source record: 18635

In article <1994Feb20.024231.11786@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
}
} Read a book on the Amiga Shell, it would take too long to explain, but basically
} imagine a system of passing arguments where you can specify the type of each
} argument (ie argument, switch etc.), get help on the syntax to pass to the
} command just by typing command ?, and pass arguments in any order.

Hmm - It osunds quite useful, although very similar to getopt. For example:

The following code fragment shows how you can process the arguments for a command
that can take the options a or b, as well as the option o, which requires an
argument:

```
#!/bin/sh5
set -- `getopt abo: $*`
if [ $? != 0 ]
then
echo $USAGE
exit 2
fi
for i in $*
do
case $i in
-a | -b) FLAG=$i; shift;;
-o) OARG=$2; shift 2;;
--) shift; break;;
esac
done
```

This code accepts any of the following as equivalent:

```
cmd -aoarg file file
cmd -a -o arg file file
cmd -oarg -a file file
cmd -a -oarg -- file file
```

of course, there is a C-language binding as well.
The syntax is pretty hairy, but the tcsh (or tclsh) shells do it better.

} [argument about regular expressions]
} I said filenames.

Yes, sure - egs:

```
ls *.c lists all files ending in .c
ls {m*,g*}.zoo list all files m*.zoo and g*.zoo
```

ls {1-4}.c lists files 1.c 2.c 3.c 4.c
ls ^foo/bar lists all examples of bar except in directory foo
ls x|y lists x or y or both
ls x?.c lists any files x<any one char>.c

or ls *.*~(lex|parse).[ch](^D^l1)
lists all files having a link count of one whose
names contain a dot except for lex.c, lex.h,
parse.c, and parse.h.

or I can do this on variables,aliases,history etc.

}
} How about having the REAL names sensible, and aliasing the esoteric UNIX commands?
}
The point is this isn't an issue. It's available. Personal preference is up to
the individual. I actually prefer ls to dir, because it's quicker to type. I know
unix inside out, and I like it.

}
} To recall the last command that begins with the letters you typed, press shift
} up-arrow. If youhave something like the KingCON console device (a window handler,
} it's still the original shell) you have filename completion too.

yeah, snap. Except it's just up-arrow. the [TAB] completion is standard as well.

} |>
} |> Does it spell-check commands and suggest replacements ? Even for its
} |> aliases / variables etc.
}
} No
yeah well, some people don't like it anyway.
}
} The Amiga shell has an AREXX port, do any of your shells have anything remotely
} like this?
}
Nope, just the perl language. Still, from what little I understand of arexx it
seems to me it's used as a scripting language for other applications. Since MiNT
has (t)fork(), you can just fork /bin/sh and call that. I expect arexx can do
more than that though - tell me about it.

} It has plenty to do with that. Rather than switching large segment/page tables
} around, a context switch basically involves a register swap. Not having virtual
} addressing helps a lot here. (Note that not having virtual addressing does not
} mean that memory protection is impossible. If anything, it makes it more
} lightweight.)

Hmm - I'll have to look at the source before answering this one. Get back to you.
(I was under the impression that the context-switching took minimal time.)

Simon.

835. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 13:55:20 UTC
From: mdg@ukc.ac.uk
Message-ID: <8520@gos.ukc.ac.uk>
Source record: 18636

In article <9402221053.AA28668@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
:>dg@ukc.ac.uk (M.D.Griffiths) writes......
:>
:>>> the PC,MAC and Atari Falcon/STE are all capable of changing the screen
:>address
:>>> on the fly. This 'real world' enough for you. BTW I have programmed
:>such things
:>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes...
:>
>>SInce when could Macs change the screen address??? I remember >one >of
:>the
:>>problems game designers have on the mac is the fact that the fixed >VRAM
:>>prevents any sort of page flipping or scrolling from happening...
:>> ~CHris
:>>Actually, the PC can't change the screen address on an HBL. It
:>>generates VBL's
:>>if you're lucky (typically you have to poll a bit, as some network >cards
:>use
:>>the IRQ that the video cards like, and the video cards have the VBL
:>>interrupt
:>>generation off by default), and no HBLs. You can sort of sync to an >HBL
:>by
:>>programming a timer and keeping it sync'd via VBL's, but the process >is
:>messy
:>>and innacurate. That, and the screen addresses don't latch until >the
:>next VBL,
:>>so even if you did try to change the image source on the fly, the >changes
:>>woudln't take effect until the next VBL. At least according to the >VGA
:>hard-
:>>ware specs that I've got...
:>
:> Enjoying your `education` Griff ? :-)

Your so sllooooowww Gavan, I've already replied, and since I'm typing on
my 486 and have already knocked up 3d routs in asm for this machine and
have coded Plasma type stuff before I think you should go back to sleep.

> Gavan

Griff
--

836. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 14:41:17 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb22.144117.23005@infodev.cam.ac.uk>
Source record: 18487

In article <8492@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <9402211608.AA15729@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> > [lots of meaningless meandering rubbish]
|>
|> > You really dont like it when you are being `educated`, do you?
|>
|> The day you say something even half reasonable is the day I will take
|> you more seriously. Please educate me, I bow down to your almighty
|> knowledge!!! ;-).
|> Its funny about all your harkings on about HAM8, I saw some preview
|> docs for AAA today, they've ditched ham-8, for ham-10 instead, and AAA
|> WILL NOT BE COMPATABLE WITH AGA. So there you go, even Commodore agree
|> with me. HAM8 is a cheap kludge.

AAA is not hardware compatible with AA because it would have to be a kludge to be so. HAM-8 will be in the AAA chipset, just as HAM-6 is still in the AA chipset. HAM-10 is HAM-8 with two more bitplanes. Two bits per pixel difference in a graphics mode does not make one a kuldge and the other one not a kludge. Commodore stated before the AA systems were released that AAA will not be compatible at a hardware level. This is why they did not release the AA hardware documentation. This is why they insist on using the Operating System (you know, one of those things that people who use computers as computers use, and not those so called 'KuLe DuDzE' use.) Do you really enjoy spouting all this drivel?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

837. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 15:59:58 UTC
From: mdg@ukc.ac.uk
Message-ID: <8524@gos.ukc.ac.uk>
Source record: 18488

In article <1994Feb22.144117.23005@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>|> I wrote:
:>|> Its funny about all your harkings on about HAM8, I saw some preview
:>|> docs for AAA today, they've ditched ham-8, for ham-10 instead, and AAA
:>|> WILL NOT BE COMPATABLE WITH AGA. So there you go, even Commodore agree
:>|> with me. HAM8 is a cheap kludge.
:>AAA is not hardware compatible with AA because it would have to be a kludge to be
:>so. HAM-8 will be in the AAA chipset, just as HAM-6 is still in the AA chipset.
:>HAM-10 is HAM-8 with two more bitplanes. Two bits per pixel difference in a
:>graphics mode does not make one a kuldge and the other one not a kludge.

Got you there! The official specs are not out for AAA, so whatever people say
on this group about AAA - its all rumours - remember the preview specs for
what the Falcon was going to be able to do?
You will note that I said I had saw preview docs, this guy writes as if
it is definitive.

You also just dug yourself a big hole:-
Why bother with 2 extra bits per pixel? You consistently say that HAM-8
is amazing, blah blah blah... Isn't HAM8 perfect for static and animations
then? (laugh).

:>Commodore stated before the AA systems were released that AAA will not be
:>compatible at a hardware level. This is why they did not release the AA hardware
:>documentation. This is why they insist on using the Operating System (you know,
:>one of those things that people who use computers as computers use, and not those
:>so called 'KuLe DuDzE' use.) Do you really enjoy spouting all this drivel?

1.The h/ware docs for AA are available.
2.So what fast action games go through the OS ;-)
3.Its these so called 'Kule DudzE' as you put that made the Amiga, by
pushing the hardware to its limits, it would be a very boring world if
everyone went through the OS. (Are you boring Chris? You seem very text
book like sometimes.)
4.I'm glad commodore are making a clean break with the AAA, because AGA
is a quick bodge that was invented in a panic attack over the Falcon.
5.Ask Stefen if Team-17 go through the OS for blitter calls etc, I'd
imagine one of the first OS calls would be forbid() ;-) ! (if they
even bother with that - more like lots of #$7fff's to the interrupt
/dma regs, ooppss sorry I'm just blatantly taking the Piss out of you
now Chris for your idealistic Amiga OS drivel really makes me laugh).

>Chris Brown

Griff (kicking ass yet again - cue sad reply boys)
--

838. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 16:09:11 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402221609.AA07108@nyx.cs.du.edu>
Source record: 18489

mdg@ukc.ac.uk (M.D.Griffiths) writes....

>:>>The Falcon's 030 outperforms the 1200's 020.
>:>
>:> Well, not strictly true. In an ideal environment, a 68030 at >16Mhz
>:>would indeed outperform a 68020 at 14.2 Mhz (something like 3.6 MIPS >vs
>:>2.96 MIPS on paper). As implemented in the F030, the 030 would
>outperform
>:>an A1200 with no fastRAM,

>I see so you are agreeing with me now! You love to argue about so >called
>'base' systems, and you just agreed that a 'base' Falcon is faster >than
>a base 1200, not counting the DSP, DMA 16 bit sound, scsi ii, hd disks
>etc etc etc.

I think you should compare like price with like price. For serious
use, I (and serious software developers) consider an A1200 with added
fastRAM to be the base machine. Even though the 2 meg chip only A1200 is
the cheapest machine, anyone *wanting* to run powerful software WILL have
the extra memory.

[stuff deleted]

>FASTRAM FASTRAM FASTRAM - Gavan thats your only argument, I can add >this
>to my Falcon too, and get a 32mhz 030 at the same time for about 200
>pounds.
>I'm notr trying to say that the Falcon is cheaper, you get much more >for
>your money.

The saving grace of the Falcon system is the DSP. I`m pointing out that
not many people need it, and so would be better going for a system that
delivers more processing muscle for standard computing tasks. You make a
lot of claims for what the DSP can do, but I dont see a lot of software
out there using it for things like improved FP operation, or providing
effects in games and until we see a lot of mainstream F030 software this
will continue to be the case. You can see a lot more benefit from fastRAM
for the average application, than the DSP gives.

With such a small user base were not likely to see much software
development, and without a lot of development there wont be any increase
in the user base. A vicious circle, and Atari have shown no sign of
pumping money in to break that circle. What have they done to promote
Falcon software development? They havent even advertised the machine in
the mainstream press. There is virtually no development work being done by
them on the hardware - it looks like they have left the machine to die
whilst concentrating on the Jaguar. Whats worse, they dont even seem to be

able to market a surefire winner like the Jaguar right. It looks like it could go the way of the Lynx - a technically superior machine sunk by lack of promotion and developement

>Yes and over 50% of 1200 owners will not have fastram, says a lot >about >Amiga owners does it not?

It shows that the Amiga is actually finding a practical use (ie leisure software) with a lot of people. Remember the days of the old 8 bit machines? Most people bought them to play games on and ended up learning to program them. Thats the strength of the Amiga, it has a constant influx of new blood. I wonder how many `new` Atari owners the Falcon generated? I`d say the vast majority of Falcon owners are simply ST owners who wanted the latest Atari.

>With SCSI II, LAN, MIDI, DSP (can u get dsp for the Amiga yet?), HD >floppy,
>analogue joystick ports etc etc.

Well, its not `proper` SCSI II - its a physical SCSI I port with the II command set. The LAN port implies ethernet/novell compatibility, but in fact its just a modified appletalk port with almost Zero support. MIDI costs 15 pounds for the Amiga, and most people dont need it. The Amiga DOES have analogue ports (well, only one of the ports can accept an analogue stick, but at least you can actually get games that use it) and you can get a HD floppy if you really want it - perhaps if you want a second drive you might get a HD floppy instead of a normal one. The only thing you cant get is the DSP, so if you really want one then the Falcon is the machine to have (or a AV MAC or PC with DSP+Soundcard).

>I think the point you are trying so badly to convey is that the Amiga >comes with less as standard - hence it is cheaper, however if you were >to >add all the Things that the Falcon has as standard it would be about >the >same price, we could get into a pedantic argument like 'my computer >is 8.3% faster than yours for the same price'...
>Its silly to argue price/performance because lets face it, you can get >a >486/svga/170mb/4mb ram for about 900 pounds.

Yep, thats the problem for both the Amiga and Falcon. The PC undoubtably offers the best performance for the price. You can also get a much larger range of software and hardware add-ons for the PC than you can get for anything else. It may be a bit of a bodge in very many ways , but its speed and value for money easily compensate for the technical shortcomings. I`d say that the Amiga has a year at most before its completely wiped out by the PC, the Falcon has gone already. The only reason the Amiga still has a market is because you can buy an A1200 for only 270UKP - much cheaper than any PC, and then upgrade as you can afford it. Since you are looking realistically at spending 800 UKP on a decent Falcon, I`d say that many ST owners who had the money to upgrade decided to go for a 486 instead. I`d say a lot of Amiga owners thinking of an A4000 probably opted to go the PC route too. When I come to upgrade to a more powerful machine, I`ll most likely buy a PC unless C= drastically

lower the price and improve the specs of the A4000.

Gavan

839. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 16:11:45 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402221611.AA07302@nyx.cs.du.edu>
Source record: 18490

mdg@ukc.ac.uk (M.D.Griffiths) writes....

>Gavan we were arguing about BASE systems and you just dug yourself a >big
>HOLE. You just admited that more Falcon owners(99.95%) would have >4meg/hd
>and not as many (prob 50%) 1200 owners have FASTRAM, so do you want to
>compare base models now?

Well, leaving aside the fact that there will be more A1200s with fastRAM than there are Falcons in the world, I have to keep pointing out that you can get A1200s with FastRAM for less than the equivelent Falcon. When developers make serious software, they have a different `base` in mind than the lowest priced machine. I guess that is why you argue the Falcon `base` machine is 4 meg, despite the fact that you can buy it in a 1 meg config. So when F030 developers develop, they know that they can expect a machine with 4 meg. Similarly, when someone like ASDG does a program like ADPRO, they know that anyone who will buy it WILL have a ram expansion.

If you consider the `base` A1200 to be 2 meg chipram only because it is the cheapest, then you must accept that the `base` F030 is 1 meg RAM only. My argument is that the base machine is whatever the majority of the target market will have, and in the case of both the Falcon and A1200 for serious software this will be 4 megs plus.

>:>Not that it matters, as the OS will automatically put executable code
>:>in fastRAM unless otherwise specified, so there is no need to develop
>:>specially for FastRAM.

>You need to be more careful when devoloping stuff that runs in Fastram
>esp stuff which might be timing dependent. Gavan's stunning technical
>knowledge shows through again.

You have to be careful not to put data which the custom chips will use into fastRAM. If you are at assembly level it can be tricky, but I only ever use C and the majority of development of serious applications will be done in C. You simply tell the compiler that your code and data can use any RAM and the OS will automatically place the code and data in FastRAM if it is available.

Games developement might be a little more tricky, but I`ve seen many games that can utilise fastRAM - eg Formula 1 Grand Prix, Birds of Prey and Frontier, to make a much faster game. Arcade games tend not to benefit as they are synced to a 25 or 50Hz update rate anyway.

I`d personally like to see games that require 4 megs of RAM, some of it fast, but obviously games publishers are reluctant to put out something that cant run on all Amigas. Here, I would imagine that Falcon games

developers could assume that they could use 4 megs of RAM, but how many commercial Falcon games are there? And how many actually use all that RAM and arent just PC or Amiga conversions? The bottom line is that the Amiga has more, and better games. I`ll stick with results over unfulfilled potential.

Gavan.

840. Re: [BINARY HUGE] -> Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 16:22:37 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb22.162237.28408@infodev.cam.ac.uk>
Source record: 18491
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy

Right, I've recieved numerous requests to post a GIF of my WB, and no-one complaining about the potential bandwidth, so I will post it later tonight when the network is a little less loaded. It's 290K uuencoded, and I will split it into about 5 files.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

841. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 16:25:05 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLMw9u.J37@barclays.co.uk>
Source record: 18492

AARRRRGGGHHHH!!! Who gives a flying f*ck????

Will you two stop trying to outdo each other? I know this is an advocacy group but you've been saying the same stuff over and over, back and forth and it's getting tedious!

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

842. Re: why atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 16:29:52 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2kdbu0$ped@vishnu.jussieu.fr>
Source record: 18493

> In article <1994Feb20.152458.23233@cobra.uni.edu> sinclap2954@cobra.uni.edu (His Honor, Pete Sinc.) writes:
> [misc drivel deleted]
>
> Features lacking in the STE: 25 mhz. 030, SCSI, networking, more memory and
> harddisk space, higher color resolution with 16 bit color, memory expandable to
> 36 megs and is backed by Apple, a responsible corporation run by real superior
> management!!!

Mr Sinclair has just described the Falcon, except for the 030 frequency,
which if of 16mhz, and the memory, which is limited to 14Mb.
But I'm obliged to say that he is right for the management: if Atari
had done a good job when the ST was selling well, perhaps Atari would still say
something to people in the computer area.

MB.

843. was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 16:44:55 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402221645.AA11214@nyx.cs.du.edu>
Source record: 18494

ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes...

>>You dont need to read if you are simply blasting groups of pixels >>to
>> the screen, rather than updating individual pixels. Since most ham8
stuff
>>will be pre-rendered for fast play back, youll find that updating a
>>screen
>> ...

>Who cares about pre-rendered graphics?

Well, anyone wanting to do multimedia, animations, slideshows,
ray-tracing for starters.

Being faster at real time screen updating in a high-colour mode means
only one thing - games. And thats exactly the Falcons weakest point.
These high colour modes will find their main use as display buffers and
for that sort of thing the ham8 mode is superior in all departments -

colours provided:
260000 - thats 4x the 65k Falcon mode

memory/screen update requirements:
uses half the memory, and thus screen can be updated faster especially
considering A1200s wider memory access bus.

resolution:
ham8 can be done at up to 1280x512 + overscan AS STANDARD by the operating
system. More is possible by tweaking the display drivers. How high can the
65k mode go? The Falcon has 4 mhz more video bandwidth, but dont forget
that a 65k screen takes TWICE the bandwidth of an equivelent ham8 screen.

> /
>/ Daniel

Gavan
1

844. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 17:12:37 UTC
From: mdg@ukc.ac.uk
Message-ID: <8531@gos.ukc.ac.uk>
Source record: 18495

In article <9402221645.AA11214@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes...
:>>>You dont need to read if you are simply blasting groups of pixels >>to
:>>> the screen, rather than updating individual pixels. Since most ham8
:>stuff
:>>>will be pre-rendered for fast play back, youll find that updating a
:>>>screen
:>>> ...
:>
:>>Who cares about pre-rendered graphics?
:>
:> Well, anyone wanting to do multimedia, animations, slideshows,
:>ray-tracing for starters.

multimedia = mpeg/jpeg/real-time gfx/sound. Sounds like Falcon to me :-)
raytracing = render in 24bit, then convert to HAM8, or TRUE Colour, which
conversion is easier ;-).
I expect the Amiga gfx used in the ITV chart show are in HAM8 (laugh) ;-).

:> Being faster at real time screen updating in a high-colour mode means
:>only one thing - games. And thats exactly the Falcons weakest point.
:> These high colour modes will find their main use as display buffers and
:>for that sort of thing the ham8 mode is superior in all departments -

so you can write games in HAM8 can you ;-).
The 1200 is slightly better at shoot-em ups/scrolly games than the Falcon
because of its h/ware sprites etc. For 3d games (the IN thing) the Falcon
is much much better.

:> colours provided:
:>260000 - thats 4x the 65k Falcon mode

260000 (not individuable choosable). The Falcons 65k mode all the pixels
can be the colour you desire. I'm not gonna start this silly argument,
they are both very good modes for displaying pictures.

:>
:> memory/screen update requirements:
:>uses half the memory, and thus screen can be updated faster especially
:>considering A1200s wider memory access bus.

Screen update is faster for block copying animations from a buffer, but
for DELTA ANIMATION, 16 bit truecolour would be quicker since no
recalculation (or blitting of recalculated sections) would be required.
Can't these Amiga heads get it into their heads that HAM8 is not FASTER,
it is not a question of BANDWIDTH, HAM8 is a lot of agro if you ask me.

:> resolution:
:>ham8 can be done at up to 1280x512 + overscan AS STANDARD by the operating
:>system. More is possible by tweaking the display drivers. How high can the
:>65k mode go? The Falcon has 4 mhz more video bandwidth, but dont forget
:>that a 65k screen takes TWICE the bandwidth of an equivelent ham8 screen.

Actually Gavan I was working on 1600x600 util for the Falcon, but Uni-work
is taking precedence - yes that 1600x600 in 65536 colours, I got 800x600
working, and the screen didn't seem to lockup when I switched pixel
clocks to allow 1600x600, so don't harp on about HAM8.

>Gavan

Griff
--

845. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 18:09:33 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1994Feb22.180933.22596@news.uit.no>
Source record: 18496
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <8508@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>What real world? I'm in it for the fun, not to play with Excel.
>I quite agree , thats why I code demos and games.
>(but my PC assembles the source quicker ;-) !!)

So which assembler do you use?

>Griff
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

846. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 19:39:38 UTC
From: mdg@ukc.ac.uk
Message-ID: <8533@gos.ukc.ac.uk>
Source record: 18497
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb22.180933.22596@news.uit.no> borgen@stud.cs.uit.no (Borge Noest) writes:
:>In article <8508@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>>What real world? I'm in it for the fun, not to play with Excel.
:>>I quite agree , thats why I code demos and games.
:>>(but my PC assembles the source quicker ;-) !!)
:>
:>So which assembler do you use?

TASM 3.0 for 80x86 stuff.

I've seen 'Snasm' on a friends machine,(hi Karl!), but I don't have this myself, I'm looking for a 680x0 assembler on the PC at the moment - I'll write my own routs to shove the data down the parallel port to my Falcon/Amiga. But I'm hecticly(?) busy with uni-work at the moment.

Griff
--

847. Re: Falcon Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:16:07 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb22.161607.23392@cobra.uni.edu>
Source record: 18498

In article <94052.115119STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Falcon prices in the US are $1299 for the 4/84 version about
> everywhere that I've seen. Don't worry about mail order
> restrictions- I ordered my Falcon from North Carolina and I live
> in Maine. The dealer handled things with Atari. Hope this
> helps. Oh, and get your hands on Current Notes or ST Informer
> (unless you're outside of the US- can't tell by your address).
> sincerely,
> scott tirrell

The Falcon is still $1299!!!! For $300 more I can get a multimedia power
house.

Mac LC 575
-33mhz 040
-5/160
-keyboard
-integrated trinitron display
-dual speed cdrom
-Power PC ready

Peter Sinclair-Day
University Of Northern Iowa
Cedar Falls, Iowa USA

"anyone want a Duo for cheap"

848. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:21:12 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb22.162112.23394@cobra.uni.edu>
Source record: 18499

> Iain.Laskey@barclays.co.uk writes:
>
>
>
>>--
>>+-------------+---+
>>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>>| |Laserdisc & Pro-Logic - The only way to watch movies at home|
>>| |Replies to ilaskey@cix.compulink.co.uk |
>>+-------------+---+
>
> A 40Mhz 68030 mac is old technology. Even the mac low-end uses
> 68040LC technology (68040 without FPU). A 33Mhz 68040 is about 4x faster
> than a 16Mhz falcon. And about upgrading to 68040 for falcon, that's like
> buying a stock computer with a crappy monitor and then upgrading to
> trinitron. You now have a crappy monitor in your garage.
>

A 33 mhz 040 is about eight times faster than a 16 mhz.030.

>
> --
> Brian Quinlan
> quinlan@sfu.ca

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

> --
> This sig wasted 125 bytes

849. Re: Brain contention (was Re:`bit-ness of processors')

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:30:41 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.223041.28073@rmece02.upr.clu.edu>
Source record: 18500

In article <9402211503.AA09324@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> bjgrier@bnr.ca (Brian Grier Perpk) writes....

[stuff deleted]

|>
|> As I keep saying, dont compare the Falcon to a fastram-less A1200 as
|> its simply not a fair comparison. After all, what sort of a Falcon can you
|> get for the price of the base A1200?
|>
|> Gavan
|>
Amen.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

850. Re: `bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:32:59 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.223259.31273@rmece02.upr.clu.edu>
Source record: 18501

In article <1994Feb21.171226.16978@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|> > Oh sorry, I`ll ignore the fact then that you can get an A1200 with
|> > 32-bit FastRAM for the same price as a Falcon ..... NOT!
|> > Its a strong argument in favour of the Amiga architecture and if you
|> > dont like that, tough.
|> >
|> > Go on, compare ANY like-priced Falcon and A1200 setup and see how much
|> > processor power is delivered.
|>
|> It doesn't matter because most software will be developed for the base-systems,
|> which means that the F030 software will be better than the A1200 software.

Hmmm... but wouldn't the 1-meg Falcon be the base-system?

BTW, it does matter because a lot of software for the Amiga comes and
requires (or benefits immensely) from expanded machine.

Could you say Scala, Real 3D, Imagine, Caligari, Dpaint, Brilliance,
PageStrem 3, etc.?

If we get into that criteria, then the A1200 has by far better software
than the Falcon because it has sold far more (except for music).

|>
|> /
|> / Daniel
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

851. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:41:32 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.224132.40644@rmece02.upr.clu.edu>
Source record: 18502

In article <8489@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <9402211609.AA15840@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> > mdg@ukc.ac.uk (M.D.Griffiths) writes...

[stuff deleted]

|>
|> Gavan we were arguing about BASE systems and you just dug yourself a big
|> HOLE. You just admited that more Falcon owners(99.95%) would have 4meg/hd
|> and not as many (prob 50%) 1200 owners have FASTRAM, so do you want to
|> compare base models now?

Easy- just check out number of sales. Want to get practical? Let's get practical, why not. The base machine is the A1200 which has sold quite a few number of times more than the Falcon...

It's simply unfair to compare an over $1,000 machine (US) vs a $370 (US) machine. Let's compare what you can have for the same price, not just the machines...

Gee, my 486DX2 Super Turbo ($2,000) is faster than your Super Nintendo ($80)

:-)

|>
|>
|> :> Not that it matters, as the OS will automatically put executable code
|> :>in fastRAM unless otherwise specified, so there is no need to develop
|> :>specially for FastRAM.
|>
|> You need to be more careful when devoloping stuff that runs in Fastram
|> esp stuff which might be timing dependent. Gavan's stunning technical
|> knowledge shows through again.

Like? A desktop publisher? A ray-tracer? An imageprocessing program? A text editor? A wordprocessor?

Ah, probably m-media programs and some games... but it isn't as hard as it sounds....

|>
|> > Gavan.
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

852. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:44:29 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.224429.31596@rmece02.upr.clu.edu>
Source record: 18503

In article <8490@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <9402211604.AA15230@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> > mdg@ukc.ac.uk (M.D.Griffiths) writes...

[stuff deleted]

|> No Gavan you squirmy little brat, the argument was about whether you
|> could do this on an Amiga - the answer is NO - the miggy can only do
|> 16 colour dual playfields. So the Falcon can provide 2 * 256 colour
|> playfields at a reasonable frame rate and the Amiga can't.

The Falcon can't either, unless you reduce the screen size. And then,
probably you get some bus contention too.

I admit it would be nice for a 2/3 rds to 1/4th screen 'cinema' interlude
though.

|> Yes I have written the code, why didn't you try it? The answer is
|> because you don't have the know how either on a CPU or DSP.
|>
|> :> By the same token as you, I can do dual 512 colour playfields on my
|> :>A1200 using HAM8 - of course, the screen update isnt real-time leading to
|> :>jerky screens, but what the hell. According to you, theyre real dual
|> :>playfields.
|>
|> It wouldn't be real dual playfields at all, since the fringing would
|> be noticable and each pixel could not have an individual specifiable
|> colour - you just lost the argument by admitting that it would be
|> really slow to acheive - this is not the case on the Falcon.

It is. 15 to 25 fps (theoretical) doesn't sound that fast to me (for
a scrolling type game).

|>
|>
|> >Gavan
|>
|> Griff (the educator)

Defender of The Realms, what happened? You changed your title?

|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

853. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:45:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.224552.47573@rmece02.upr.clu.edu>
Source record: 18504

In article <8491@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

[stuff deleted]

|>
|> In the last three articles you posted, you changed the subject each
|> time - its you the one who squirms his way out. I have absolutely
|> no respect for you - haven't you noticed how many people flame you?
|> Doesn't this tell you that you speaketh through your BUM, at least
|> Raist makes me laugh - you are just plain annoying, but I guess that

Thanks for the compliment. You could spend the time in a better
way though, teaching me about 3d algorithms and such...

|> goes with your age. (ooopsss sorry, slagging you down again, its a
|> compulsion I have - guess I better see a shrink ;-)).

YEP!

|>
|> >Gavan
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

854. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:47:30 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.224730.37527@rmece02.upr.clu.edu>
Source record: 18505

In article <8492@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <9402211608.AA15729@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> > [lots of meaningless meandering rubbish]
|>
|> > You really dont like it when you are being `educated`, do you?
|>
|> The day you say something even half reasonable is the day I will take
|> you more seriously. Please educate me, I bow down to your almighty
|> knowledge!!! ;-).
|> Its funny about all your harkings on about HAM8, I saw some preview
|> docs for AAA today, they've ditched ham-8, for ham-10 instead, and AAA
|> WILL NOT BE COMPATABLE WITH AGA. So there you go, even Commodore agree
|> with me. HAM8 is a cheap kludge.

C'mon- HAM8 is awesome for VIDEO animation.

If I used your own words:

"This show you know nothing about the video market and Ham8 as it
works for real-time animation"

People will start saying ham-10 would be a kludge anyway...

|>
|> >Gavan.
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

855. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:50:28 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.225028.21533@rmece02.upr.clu.edu>
Source record: 18506

In article <1994Feb21.180846.6497@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> In article <8475@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|>
|> |> Raist the nob,
|> |> just opens his gob,
|> |> spouting louds of crap,
|> |> he should shut his trap!
|>
|> How beautifully put. I bow before your command of the English Language, and your
|> boundless tact and politness.
|>
|> --
|> Chris Brown

I bow to him too Chris.... after all he's the DEFENDER OF THE REALMS...
what else could we do? Call Dave Haynie? Call SuperMan? I dunno...

I feel helpless when I stand to the side of such an awesome junk of power ;-)

|>
|> --
|> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
|> --
|>
|> Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

856. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:55:26 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.225526.21660@rmece02.upr.clu.edu>
Source record: 18507

In article <9402211604.AA15230@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> mdg@ukc.ac.uk (M.D.Griffiths) writes...

[awesome holy Griff knowledge deleted]

|>
|> >Griff
|>
|> Oh, I see. You are simply calculating the screen manually before
|> rendering it to your actual display buffer - thats NOT the same as
|> providing dual playfields, its just a slow software emulation. The whole
|> idea of dual playfields is that they act as two totally independant
|> screens which you dont have to worry about or manipulate in any special
|> way - not that you play around with software manipulation to get a similar
|> *effect* at a reduced frame rate. This sort of software manipulation isnt
|> very effective - just look at some of the pathetic attempts to do parallax
|> on the PC - even a 486 produces dodgy results. Of course you HAVE
|> actually done this to see if you can achieve 17 FPS in 320x200x dual 256
|> playfields? What are the results like - smooth games or not? Just what is
|> supposed to do the processing for the game logic while your CPU is tied up
|> *emulating* the dual playfields. And what speed have you managed to get
|> the DSP to do it at? You *HAVE* actually tried writing the DSP code to
|> back up your claims havent you ?
|>
|> By the same token as you, I can do dual 512 colour playfields on my
|> A1200 using HAM8 - of course, the screen update isnt real-time leading to
|> jerky screens, but what the hell. According to you, theyre real dual
|> playfields.
|>
|> I can also achieve triple 64 colour playfields and both the A1200 and
|> Falcon can now do Alpha channel graphics courtesy of a bit of time
|> consuming software emulation! Who needs hardware any more, when you can
|> write a bit of software to achieve the same result albeit much slower???
|>
|> Gavan
|>

Not only that Gavan, but you could actually using copper tricks do
at least 3 playfields with the sprites. This extra playfield could be
4 or 16 colors - using AGA, of course ;-)

Would be far faster than what Griff proposes.

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2

\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

857. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 22:58:31 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.225831.48709@rmece02.upr.clu.edu>
Source record: 18508

In article <8524@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb22.144117.23005@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:

[stuff deleted]

|> 4.I'm glad commodore are making a clean break with the AAA, because AGA
|> is a quick bodge that was invented in a panic attack over the Falcon.

Nope, BZZZZT! Thanks for playing. It was panic attack over Macs and
Clones. Atari? What's Atari ;-)

And that little thingy has kicked Falcon's sales in the butt.

|> 5.Ask Stefen if Team-17 go through the OS for blitter calls etc, I'd
|> imagine one of the first OS calls would be forbid() ;-) ! (if they
|> even bother with that - more like lots of #$7fff's to the interrupt
|> /dma regs, ooppss sorry I'm just blatantly taking the Piss out of you
|> now Chris for your idealistic Amiga OS drivel really makes me laugh).

Do you know about the lowlevel.library and the iosomethingorother.library?

|>
|> >Chris Brown
|>
|> Griff (kicking ass yet again - cue sad reply boys)

Problem is that you don't acknowledge when you have been wrong... sad,
very sad...

|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

858. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 23:01:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.230112.20248@rmece02.upr.clu.edu>
Source record: 18509

In article <CLMw9u.J37@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> AARRRRGGGHHHH!!! Who gives a flying f*ck????
|>
|> Will you two stop trying to outdo each other? I know this is an advocacy group
|> but you've been saying the same stuff over and over, back and forth and it's
|> getting tedious!

Ok, Iain... I agree. Any suggestions? ;-)

|>
|> --
|> +-------------+---+
|> |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

859. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 23:02:24 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.230224.25429@rmece02.upr.clu.edu>
Source record: 18510

In article <k6P2Hc1w165w@frood.novalis.public.sub.org>,
nloeber@frood.novalis.public.sub.org (Nils) writes:
|>
|> Does anybody know how often the Falcon was sold? It would be interesting to
|> compare this to the number of 1200s sold.
|> And is there a list of (planned) Falcon games available?

The very latest I heard about the Falcon was around 20,000. The very
latest I heard about the A1200 was more than 250,000.

At least, I would expect those two numbers for both machines.

|>
|> !\!ils
|>
|> ....
|> | Nils Loeber (nloeber@frood.novalis.public.sub.org) |
|> --
|> | disclaimer: all opinions stated herein are solely mine. |
|> ....

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

860. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-22 23:08:53 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb22.230853.31304@rmece02.upr.clu.edu>
Source record: 18511

In article <8531@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <9402221645.AA11214@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> > ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes...

[stuff deleted]

|> :> Well, anyone wanting to do multimedia, animations, slideshows,
|> :>ray-tracing for starters.
|>
|> multimedia = mpeg/jpeg/real-time gfx/sound. Sounds like Falcon to me :-)

Multimedia sounds like memory, real-time animation, sound, QUICK response,
Decent CPU, low overhead OS, sounds like an Amiga to me.

|> raytracing = render in 24bit, then convert to HAM8, or TRUE Colour, which
|> conversion is easier ;-).

But which conversion is better?

[stuff deleted]

|>
|> 260000 (not individuable choosable). The Falcons 65k mode all the pixels
|> can be the colour you desire. I'm not gonna start this silly argument,
|> they are both very good modes for displaying pictures.

One of them has a 24-bit palette. Little exception.

|>
|> :>
|> :> memory/screen update requirements:
|> :>uses half the memory, and thus screen can be updated faster especially
|> :>considering A1200s wider memory access bus.
|>
|> Screen update is faster for block copying animations from a buffer, but
|> for DELTA ANIMATION, 16 bit truecolour would be quicker since no
|> recalculation (or blitting of recalculated sections) would be required.

Griff... hmmmm... you don't have to recalculate sections for delta
animation. The anim format doesn't do that. I could then ramble
about 'talking things and how you dug your grave there' but I won't.

|> Can't these Amiga heads get it into their heads that HAM8 is not FASTER,
|> it is not a question of BANDWIDTH, HAM8 is a lot of agro if you ask me.

Ham8 for delta animation is faster, and compresses more in memory.

|> :> resolution:
|> :>ham8 can be done at up to 1280x512 + overscan AS STANDARD by the operating
|> :>system. More is possible by tweaking the display drivers. How high can the
|> :>65k mode go? The Falcon has 4 mhz more video bandwidth, but dont forget
|> :>that a 65k screen takes TWICE the bandwidth of an equivelent ham8 screen.
|>
|> Actually Gavan I was working on 1600x600 util for the Falcon, but Uni-work
|> is taking precedence - yes that 1600x600 in 65536 colours, I got 800x600
|> working, and the screen didn't seem to lockup when I switched pixel
|> clocks to allow 1600x600, so don't harp on about HAM8.

I hope you have TT RAm... boy, that machine must be slow as hell!

|>
|>
|> >Gavan
|>
|> Griff
|> --
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

861. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 00:41:26 UTC
From: mdg@ukc.ac.uk
Message-ID: <8540@gos.ukc.ac.uk>
Source record: 18512

In article <1994Feb22.224429.31596@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> No Gavan you squirmy little brat, the argument was about whether you
:>|> could do this on an Amiga - the answer is NO - the miggy can only do
:>|> 16 colour dual playfields. So the Falcon can provide 2 * 256 colour
:>|> playfields at a reasonable frame rate and the Amiga can't.
:>
:> I admit it would be nice for a 2/3 rds to 1/4th screen 'cinema' interlude
:>though.

Thanks, more like 2/3rds.

:>|> It wouldn't be real dual playfields at all, since the fringing would
:>|> be noticable and each pixel could not have an individual specifiable
:>|> colour - you just lost the argument by admitting that it would be
:>|> really slow to acheive - this is not the case on the Falcon.
:>
:> It is. 15 to 25 fps (theoretical) doesn't sound that fast to me (for
:>a scrolling type game).

nearer 40fps with 2/3rds of a screen.

Griff
--

862. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 00:45:54 UTC
From: mdg@ukc.ac.uk
Message-ID: <8541@gos.ukc.ac.uk>
Source record: 18513

In article <1994Feb22.224552.47573@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:> Thanks for the compliment. You could spend the time in a better
:>way though, teaching me about 3d algorithms and such...

What do you want to know? ;-)

:>|> goes with your age. (ooopsss sorry, slagging you down again, its a
:>|> compulsion I have - guess I better see a shrink ;-)).
:> YEP!

Are you American? You obviously don't understand my sense of humour, opppps sorry I'm being English and superior now (something in common with Chris now!).

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griffy
--

863. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 00:49:15 UTC
From: mdg@ukc.ac.uk
Message-ID: <8542@gos.ukc.ac.uk>
Source record: 18514

In article <1994Feb22.225028.21533@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
:>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
:> \X/Opinions are my own, not of my college campus
^^

I remember your SAD comment about a disclaimer I wrote once, I could be
equally as SAD here, you probably don't even understand the word 'SAD'
in this context ever (doh! slagging Raist again, I *MUST* stop myself ;-)).

Griffy
--

864. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 00:55:45 UTC
From: mdg@ukc.ac.uk
Message-ID: <8543@gos.ukc.ac.uk>
Source record: 18515

In article <1994Feb22.225526.21660@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <9402211604.AA15230@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
:> Not only that Gavan, but you could actually using copper tricks do
:>at least 3 playfields with the sprites. This extra playfield could be
:>4 or 16 colors - using AGA, of course ;-)
:>
:> Would be far faster than what Griff proposes.

Read my lips - I said 2 x 256 colour playfields with seperate palettes. SEPERATE palettes, you talk about sprites - aren't those the things that disappear when you start opening up decent modes on the Amiga? The slightest bit of overscan means you start losing them. Sprite playfields are nice,(I think several demos/games have used them), but lets not change the argument again. BTW you are even wrong about the being able to do 3 playfields you could probably do 4/5 (sprites are 64 wide so there is enough copper time to change a lot of pointers). I guess I'm just slagging down the Amiga again though ;-).

Griff
--

865. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 01:04:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <8544@gos.ukc.ac.uk>
Source record: 18516

In article <1994Feb22.225831.48709@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>[stuff deleted]

stuff deleted that he had NO answer to.

:>|> 4.I'm glad commodore are making a clean break with the AAA, because AGA
:>|> is a quick bodge that was invented in a panic attack over the Falcon.
:> Nope, BZZZZT! Thanks for playing. It was panic attack over Macs and
:>Clones. Atari? What's Atari ;-)
:> And that little thingy has kicked Falcon's sales in the butt.

The Falcons price killed the Falcon. The 1200 is aimed at different people, come on lets face it 1200s are owned by ex A500 OWNERS, Falcons by ex-STE owners, the difference is STE owners could NOT affort 900 quid.

:>|> 5.Ask Stefen if Team-17 go through the OS for blitter calls etc, I'd
:>|> imagine one of the first OS calls would be forbid() ;-) ! (if they
:>|> even bother with that - more like lots of #$7fff's to the interrupt
:>|> /dma regs, ooppss sorry I'm just blatantly taking the Piss out of you
:>|> now Chris for your idealistic Amiga OS drivel really makes me laugh).
:> Do you know about the lowlevel.library and the iosomethingorother.library?

Your knowledge astonds me Raist please dooo tell me about the

'iosomethingorother.library'

it must be SUCH A STANDARD to be this well known.
I reckon the forbid() library call followed by a lot h/ware register writing is what is most popular with Amiga coders. Want to argue?

> Problem is that you don't acknowledge when you have been wrong... sad,
>very sad...

I acknowledge when I'm wrong, it just hasn't really happened yet on this group. I was recently wrong about something in DSP in the Falcon that I have been coding for months, I can give you more exact details if you want to hear me acknowledge something which I got wrong. ;-).

Griff
--

866. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 01:12:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <8545@gos.ukc.ac.uk>
Source record: 18517

In article <1994Feb22.230853.31304@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> :> Well, anyone wanting to do multimedia, animations, slideshows,
:>|> :>ray-tracing for starters.
:>|>
:>|> multimedia = mpeg/jpeg/real-time gfx/sound. Sounds like Falcon to me :-)
:>
:> Multimedia sounds like memory, real-time animation, sound, QUICK response,
:>Decent CPU, low overhead OS, sounds like an Amiga to me.
:>
:>|> raytracing = render in 24bit, then convert to HAM8, or TRUE Colour, which
:>|> conversion is easier ;-).
:>
:> But which conversion is better?

but you just wrote ' real-time animation, sound, QUICK response'
makes you look a bit silly again. Please stop contradicting yourself.

sound == falcon.
realtime == falcon (phong/gouraud blah blah).
Quick response == DSP has just processed a JPEG in 2 seconds (Dave
oldcorn the Author of one of the DSP Jpeg viewers mailed me back, after
me suggesting some DSP techniques for optimisation and the viewer is
now twice as fast).

:> Griff... hmmmm... you don't have to recalculate sections for delta
:>animation. The anim format doesn't do that. I could then ramble
:>about 'talking things and how you dug your grave there' but I won't.

Raist you have to store the parts that were recalculated when rendering
the animation. there the delta is BIGGER.

:> Ham8 for delta animation is faster, and compresses more in memory.

True colour would be as fast or faster - addressing this mode is very quick,
no complex address/mask calculations needed.

:>|> Actually Gavan I was working on 1600x600 util for the Falcon, but Uni-work
:>|> is taking precedence - yes that 1600x600 in 65536 colours, I got 800x600
:>|> working, and the screen didn't seem to lockup when I switched pixel
:>|> clocks to allow 1600x600, so don't harp on about HAM8.
:> I hope you have TT RAm... boy, that machine must be slow as hell!

Wrong again, lack of knowledge about the Falcon showing through, the
Falcon's video contention peaks at about 25%.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

867. Where can GEMulator be found?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 01:14:21 UTC
From: "Michael A. Monaco" <sasmam@unx.sas.com>
Message-ID: <CLnKrx.47u@unx.sas.com>
Source record: 18518

I'm looking for information on the GEMulator Emulator ..

Where can you get it?
How much does it cost?
What are the requirements ?
How fast is it?

thanks,
mike

sasmam@unx.sas.com

868. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 02:49:23 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1994Feb23.024923.10701@news.uit.no>
Source record: 18519
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <8533@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>:>So which assembler do you use?
>TASM 3.0 for 80x86 stuff.

Erm... I meant, what Amiga assembler did you use that the PC outpaced?

>Griff
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

869. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 03:04:04 UTC
From: mdg@ukc.ac.uk
Message-ID: <8546@gos.ukc.ac.uk>
Source record: 18520
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb23.024923.10701@news.uit.no> borgen@stud.cs.uit.no (Borge Noest) writes:
>In article <8533@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>:>So which assembler do you use?
:>>TASM 3.0 for 80x86 stuff.
>
>Erm... I meant, what Amiga assembler did you use that the PC outpaced?

Devpac Amiga v3 (of course!).
didn't really like Argasm or Seka.
Snasm or PDS on the PC is many times faster even than Argasm etc.

Griff
--

870. 256 colour dual playfields was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 10:21:44 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402231022.AA20865@nyx.cs.du.edu>
Source record: 18521

mdg@ukc.ac.uk (M.D.Griffiths) writes..

>> Of course you HAVE
>>:>actually done this to see if you can achieve 17 FPS in 320x200x >dual
256
>>:>playfields? What are the results like - smooth games or not? Just
>what is
>>:>supposed to do the processing for the game logic while your CPU is
>tied up
>>:>*emulating* the dual playfields. And what speed have you managed >to
get
>>:>the DSP to do it at? You *HAVE* actually tried writing the DSP >code to
>>:>back up your claims havent you ?

>No Gavan you squirmy little brat, the argument was about whether you
>could do this on an Amiga - the answer is NO - the miggy can only do
>16 colour dual playfields. So the Falcon can provide 2 * 256 colour
>playfields at a reasonable frame rate and the Amiga can't.
>Yes I have written the code, why didn't you try it? The answer is
>because you don't have the know how either on a CPU or DSP.

It all started when Rickard Troedsson claimed you could do 256 colour
dual playfields in the 65k colour mode on the Falcon. He actually said at
the time that you could use the two seperate display bytes to hold the
playfields. This is obviously crap. Now you come up with a `dual
playfield` display and all it is is software calculation of what the
display would look like, and rendering the result to a 65k screen.

Now, considering that the main use of dual playfields is parallax
scrolling, Lets see what you would need to do for each update (all the
pixels will change if scrolling):

Read both of the virtual playfields: 64k each = 128k data read
Use your lookup table to find the pixel value on each pair of pixels read
Write every pixel of a 320x200 hicolour screen = 128K data written.
Thats at least 256K of data shifted for EVERY screen update.

You claim 17FPS on an 030 which works out at a throughput of 4.3 megs
of data shifted by the CPU every second. Doesnt sound very realistic does
it, considering you claimed the max amount of screen memory shifted on the
Falcon was 3 megs in mono in a previous post. Even if the CPU could shift
this, where does that leave processing of other things like collision
detection and game logic. ie This is totally unviable. What about the DSP
then.....

Now, you can actually educate me here and tell me how the DSP interacts with the rest of the Falcon system. ie. Does the DSP share the main memory space, meaning that it could actually update the screen itself, rather than passing its results back to the 030 which would do the actual update.
If the DSP could do the reading of the `virtual playfields` and updating of the screen buffer then it might work, but a 25FPS update as you claim requires a throughput of 6.25 megs a second. This is going to cause massive contention problems between the CPU and the DSP (thats even assuming you can use the DSP in this way) and so I really doubt that this is going to be any use whatsoever.

The argument was never about whether it could be done on the Amiga or not, noone ever claimed it could do it, it was just about showing that the Falcon couldnt either. I really doubt your claims to have already tried this, you have been shown up by the post you made about screen switching on various computers to be unreliable in your claims.

Gavan.

871. Backwards compatibility was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 11:04:15 UTC
From: gmoran@nyx10.cs.du.edu
Message-ID: <9402231102.AA05891@nyx10.cs.du.edu>
Source record: 18522

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes....

>>>The Falcon is much more compatible than you would
>>>think, the reason most games fall down is because of the 030 and
>>>protection
>>>which on the ST was often particularly reliant of screen h/ware timing.
>>
>> OK. But from initial reports there was an all-new gfx system. What was
>>certain was that before this `magic` and 1backwards` business there was a
>>massive incompatibility of programs. Many Amiga games which didnt run on
>>the 1200 fell down on the same points, but in general older Amiga games
>>were a LOT more compatible with the A1200 than ST games were with the
>>Falcon which seemed to indicate a very high level of incompatibility.

>What you fail to mention is the 1200 got around this fact by building the
>'magic' and 'backwards' type utils into the ROMS. If I remember
correctly, to
>get a lot of older amiga games to run on a 1200 you can set up parameters
such
>as cache off, etc. upon boot-up, so having backwards/whatever is easily
>comparable, no!?

A lot of old games run on the A1200 with absolutely NO tweaking
whatsover. You just boot them up. Some seemed to have problems with the
new AGA chips causing corrupted screens and so C= provided an option to
emulate the older ECS chips in ROM via the boot menu. This was effective
on most of the problem software. Also, the processor cache causes problems
with many demos and games copy-protection systems and so this can be
disabled too.

Many people were reporting very high levels of incompatiblity with
non-OS legal ST software on the Falcon, so it would seem that the level of
incompatibility was higher than that of the A1200. Certainly all new Amiga
games for the ECS run without any modification on the A1200 as they are
now programmed according to the official guidelines for hardware level
compatiblity.

C= won`t release the hardware specs for the A1200, as they will not be
including AGA hardware compatibility in the next AAA set. But there is a
document available in the PD called `how to code the AGA chipset` which
has a lot of useful stuff in it. It shows how there is a very high level
of hardware compatibility with ECS in the AGA chipset. Its also obvious
that C= resorted to hardware kludging in order to maintain compatibility.
I`d say that the AGA chipset is just there to tide people over until AAA
is ready. The idea seems to have been to give people enhanced
functionality (more colours, higher rez, higher refresh rates etc) whilst

maintaining compatiblity with older stuff. AGA was probably forced out of C= as a response to improved PC and Mac gfx, as well as what was then the percieved threat of the Falcon.

Karl.

872. Re: Bodged AGA

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 12:28:24 UTC
From: m93kma@tdb.uu.se
Message-ID: <2kfi58$oob@columba.udac.uu.se>
Source record: 18523

SG Yardley (c2sgy@dmu.ac.uk) wrote:
: [mean stuff deleted]

Well, I'm not being aggressive towards the Atari Falcon. You are, however,
towards the Amiga. Why?
Just a hint: I've quite recently come to the conclusion, that instead of
bashing owners of other computers, I start coding great software for mine.
It works! You get another perspective and, at the same time, help to make
the situation better for the machine I love. Try it out for yourself!

* Motorola rules supreme! * /Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

873. Re: 256 colour dual playfields was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 13:25:37 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CLoIMp.Bpy@newcastle.ac.uk>
Source record: 18524

Admitedly you couldn't do a dual 256 colour easily without a high processing overhead, a dual 16 colour in 256 colour mode is easy.....

Craig.

874. Re: Subject: Re: Re:`bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 13:29:48 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLoItp.3HD@barclays.co.uk>
Source record: 18525

|> Well, its all subjective but tell me, are you comparing a standard PAL
|> display on the Amiga to your personal display which is probably on a nice
|> hi-rez monitor? If you are, a 640x480 NI is obviously going to outperform
|> a 640x256x4 colour TV image. The std 640x200x4col GEM desktop was
|> revolting -all that green, ugh!
I wouldn't disagree that the original GEM desktop was a bit of a pile of dingos kidneys.
I wasn't talking about display quality, I'm sure the Amiga is capable of some NI high res screens. I was more concerned about the general feel of WB. I read the manual and found some bits which were neat because they were built in but everything it offered was available in generally better and more intuiative forms with the ST via PD/commercial add-ons. Whilst I applaud CBM for putting so much in as standard, I just couldn't feel comfortable with it.

GEM allows a computer novice to use it although there is power there too if you want it. WB on the other hand struck me as requiring a certain level of understanding before it became usable. A case in point was the disk formatting, the dialogue had all sorts of options that Joe Public wouldn't immediately understand.

It may just be familiarity but WB just seemed to be a bit 'too much' ie it got in the way of what you were actually trying to achieve. For a seasoned user it may well be a joy to use but to a newbie ie me, it just felt hostile and not intuiative.

|> I`ll have to make do with my phillips 8833 until I can afford a nice
|> multisync.
I know the feeling. When I first got my Falcon I had a cm8833. I thought 'Oh shit, this is ust a more colorful ST and I've spent 900GBP on it.'. Only when I got a Multisync, NVDI (a screen accelerator) and MTOS up and running, did it start to show it's true colors (sic). Now with 968x700x16@70Hz, I have a nice display with lots of color (I can get the same res or higher at 256 colors but the frame rate drops to about 55 which does my eyes in). Software development is now a joy with my compiler running in one window, Resource editors in another, a tcsh or 2 open in other windows and the latest version of what I'm developing, running in another, all with minimal overlap of displays.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

875. Re: Brain contention (was Re:`bit-ness of processors')

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 14:02:28 UTC
From: m93kma@tdb.uu.se
Message-ID: <2kfnlk$31b@columba.udac.uu.se>
Source record: 18526

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: But how you explain you can add FAST RAM, a 50Mhz 68030 w/50Mzh FPU
: on an A1200 and still cost less than a Falcon?

: Hey, why not just put a 25Mhz68030 w/ 25Mzh FPU and the price
: is significatively less than a Falcon?

: People on the Falcon must see that since the A1200 is cheaper in price,
: it's easier to buy add-ons AND THEN compare to a Falcon.

: And in the Fast Ram case, a US $200 gets you 2 Megs FAST RAM, 25Mhz 68881
: FPU. I think it's even a bit less now.

Yes, yes, yes... This is correct. But who the f**k cares? The 'only' things that matter when discussing computers (especially 'stat-of-the-art' computers, as opposed to clones), are:

1. How good is the operating system? (Is it pre-emptively multitasking, etc.) How memory-effective is it? Is it 'beautiful'?
2. Is it possible to expand the computer as much as one might want to?
3. Is it specialized in some niche, and are the programs in this field for this computer good enough to support it? If not, isn't it time somebody started producing software for it!?

It is often not useful to discuss only things like speed, price, etc. For rendering jobs, most would argue that a CM2 beats most other machines. But it is not suited for word processing, desk top publishing or business applications like spreadsheets, vector drawing, etc. For those jobs, a Mac or a PC (and most certainly even an Atari Falcon or an Amiga, not though perhaps a bit off of their main niche) are better.
If we could be more tolerant, and start viewing different computer systems for what they are - systems - I think we would come to the conclusion that an Atari Falcon is indeed not a bad machine. The same, of course, would then apply to the Archimedes or the Amiga.

What we really have to fight is all the prejudice floating around about various computer brands, like: "The Ataris can only be used for MIDI work" and "The Amigas can only be used for playing games". We know that you can make stunning things with Calamus on an unexpanded 1040ST, and you can likewise do quite some heavy stuff with, for example, Imagine 2 on a stock Amiga 1200.

So, fight for individualism against the grey clone masses and, most importantly, fight the trend pointing towards gigantic hard disks and astronomical processor performances without even the faintest improvement in speed or flexibility! Let's reincarnate the old 8-bit tradition of making programs as small as possible!

[Pathetic? Maybe so. We'll see.]

Regards, Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

876. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 14:03:28 UTC
From: mdg@ukc.ac.uk
Message-ID: <8555@gos.ukc.ac.uk>
Source record: 18527

In article <1994Feb23.142458.33718@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <8545@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <1994Feb22.230853.31304@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> sound == falcon.
:>
:> and the A1200 too.

Which is better?

:>|> realtime == falcon (phong/gouraud blah blah).
:>
:> WRONG! phong/gouraud != multimedia (or should I say, USEFUL real-time
:>animation?)

real-time animation != HAM8. ok? Falcon == v.good at READ-TIME stuff.

:>|> Quick response == DSP has just processed a JPEG in 2 seconds (Dave
:>|> oldcorn the Author of one of the DSP Jpeg viewers mailed me back, after
:>|> me suggesting some DSP techniques for optimisation and the viewer is
:>|> now twice as fast).

> Quick response in accessing data, as in a database. Gee, I hope
>you use the DSP for that!

Ok... maybe the 1200 with fastram can access the database of pictures/sound
20% more quickly but it will take twice as long to display the piccy!.

:> Hey, how about making a C compiler for the Falcon's DSP, afterall
:>maybe ATARI made the DSP the CPU, and the 68030SX is just there to
:>read the mouse and joystick ports...

Raist your amazing lack of knowledge comes bursting through again -
I have Gcc for the DSP, this is quite a good C compiler is it not?
:>>:Also several other compilers too, but I myself code in assembler for
:the extra speed. Please don't write such statements they make you
:look rather silly.

:>|> :> Griff... hmmmm... you don't have to recalculate sections for delta
:>|> :>animation. The anim format doesn't do that. I could then ramble
:>|> :>about 'talking things and how you dug your grave there' but I won't.
:>|>
:>|> Raist you have to store the parts that were recalculated when rendering
:>|> the animation. there the delta is BIGGER.

> You have to store, you don't have to recalculate though.

Ahhh! you agree now! storing more data means more data to write, surely not?
;-) Doesn't it kill your argument that HAM8 is faster simply because it
is 8bits per pixel rather than 16 when you have to store lots more data
because it has been side-affected because of the nature of HAM8.

:>|> :> Ham8 for delta animation is faster, and compresses more in memory.
:>|>
:>|> True colour would be as fast or faster - addressing this mode is very quick,
:>|> no complex address/mask calculations needed.
:>
:> Takes more memory, that's the problem- takes more memory it should be
:>slower.

opppsss, but you just told me above that you have to store the recalculated
parts that were sideaffected by changes to surrounding pixels == more
memory if you ask me.

:>|> :>|> Actually Gavan I was working on 1600x600 util for the Falcon, but Uni-work
:>|> :>|> is taking precedence - yes that 1600x600 in 65536 colours, I got 800x600
:>|> :>|> working, and the screen didn't seem to lockup when I switched pixel
:>|> :>|> clocks to allow 1600x600, so don't harp on about HAM8.
:>|> :> I hope you have TT RAm... boy, that machine must be slow as hell!
:>|>
:>|> Wrong again, lack of knowledge about the Falcon showing through, the
:>|> Falcon's video contention peaks at about 25%.
:> Oh, yeah... I can imagine that... maybe was it Black and White?

Nice to see an amazing reply there Raist,i want to argue about the Falcon
video system then? I'm a little (just a tad) more educated on this
subject than you, if your only reply is as above then it kind of sums
you up really.

>|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

877. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 14:15:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLoKyM.4AL@barclays.co.uk>
Source record: 18528

In article <9402211608.AA15729@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu
|> fact that you can also get bugger all games on the Falcon,
There aren't many games for the Falcon but they are available. Ishar 1&2, Transartica and 3 new ones from Atari that use the extended controllers from the Jag. There are others in the works.
Considering the number of units out there, there is a surprising amount of bits for Falcons. Memory boards, accelerator cards, samplers, video digitisers, D2D packages, art/graphics, updated WPs, telephone answering systems, screen res enhancers, PC emulator, updated languages, huge amounts of PD, NVDI and much more.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

878. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 14:24:58 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb23.142458.33718@rmece02.upr.clu.edu>
Source record: 18529

In article <8545@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb22.230853.31304@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:

[stuff deleted]

|> :>
|> :> But which conversion is better?
|>
|> but you just wrote ' real-time animation, sound, QUICK response'

Yep.

|> makes you look a bit silly again. Please stop contradicting yourself.

Nope.

|>
|> sound == falcon.

and the A1200 too.

|> realtime == falcon (phong/gouraud blah blah).

WRONG! phong/gouraud != multimedia (or should I say, USEFUL real-time
animation?)

|> Quick response == DSP has just processed a JPEG in 2 seconds (Dave
|> oldcorn the Author of one of the DSP Jpeg viewers mailed me back, after
|> me suggesting some DSP techniques for optimisation and the viewer is
|> now twice as fast).

Quick response in accessing data, as in a database. Gee, I hope
you use the DSP for that!

Hey, how about making a C compiler for the Falcon's DSP, afterall
maybe ATARI made the DSP the CPU, and the 68030SX is just there to
read the mouse and joystick ports...

|>
|> :> Griff... hmmmm... you don't have to recalculate sections for delta
|> :>animation. The anim format doesn't do that. I could then ramble
|> :>about 'talking things and how you dug your grave there' but I won't.
|>
|> Raist you have to store the parts that were recalculated when rendering
|> the animation. there the delta is BIGGER.

You have to store, you don't have to recalculate though.

|>
|> :> Ham8 for delta animation is faster, and compresses more in memory.
|>
|> True colour would be as fast or faster - addressing this mode is very quick,
|> no complex address/mask calculations needed.

Takes more memory, that's the problem- takes more memory it should be
slower.

|>
|> :>|> Actually Gavan I was working on 1600x600 util for the Falcon, but Uni-work
|> :>|> is taking precedence - yes that 1600x600 in 65536 colours, I got 800x600
|> :>|> working, and the screen didn't seem to lockup when I switched pixel
|> :>|> clocks to allow 1600x600, so don't harp on about HAM8.
|> :> I hope you have TT RAm... boy, that machine must be slow as hell!
|>
|> Wrong again, lack of knowledge about the Falcon showing through, the
|> Falcon's video contention peaks at about 25%.

Oh, yeah... I can imagine that... maybe was it Black and White?

|>
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

879. was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 16:39:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6b86da@secom.ct.se>
Source record: 18530

In a message of 22 Feb 94 17:44:55, Gavan Moran wrote:

GM> >Who cares about pre-rendered graphics?
GM>
GM> Well, anyone wanting to do multimedia, animations, slideshows,
GM> ray-tracing for starters.

<laughter>

Pre-rendered raytracing?

Pre-rendered multimedia?

Pre-rendered animations?

Wow .. and I who thought it was vice versa ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

880. Re: ACTION!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 16:41:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6b874e@secom.ct.se>
Source record: 18531

In a message of 15 Feb 94 11:41:34, Sg Yardley wrote:

SY> > Who cares who's right in the Griff vs. Everyone_else match??????
SY> >
SY> > It's just great reading!!!!
SY> >
SY> > Alan (se1ap@dmu.ac.uk)
SY> >
SY>
SY> Well I'd say Griff is by a mile ...

Seconded .. he backs up his statements, posts code etc .... the Amigoids just keep saying "I didn't mean that, I meant xxxxx" (which they think is harder to do ..)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

881. Re: Falcon Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 16:59:16 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94054.115916STIRRE31@MAINE.MAINE.EDU>
Source record: 18532

Pete, if you read the post that I responded to, you'll see that
it did not say "Mac LC" anywhere in it! It asked about the
Falcon, yes, the Falcon, and I gave him the answer to his question.
Why do you insist on posting flames here? I have read the Mac group
and did not see any posts from Atari owners. I guess Atari owners
are too busy enjoying their computers....
-scott tirrell

882. Re: Falcon Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 17:03:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94054.120329STIRRE31@MAINE.MAINE.EDU>
Source record: 18533

Pete, are you selling the duo that you just bought? Why? Didn't
live up to your expectations?
-scott tirrell

883. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 17:05:32 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94054.120532STIRRE31@MAINE.MAINE.EDU>
Source record: 18534

Raist, I've been hearing 35,000 for the number of Falcons sold.
Also, sales have increased dramatically since Cubase Audio was
released in the UK according to posts in the ST section. Not
that I'm making an argument that the Falcon sold anywhere near
as well as the 1200, just trying to clear things up.
-scott tirrell

884. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 17:06:23 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb23.170623.26488@infodev.cam.ac.uk>
Source record: 18535
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb20.112735.23217@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <1994Feb20.164022.27362@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> > In article <1994Feb18.194359.23151@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> >
|> > |> Commodore Amiga - 'Non existant'
|> >
|> > Ever been to the UK? What's a Mac?
|>
|> Ever been to the United Staes? What's an Omega?

Funny, because when I went there to stay with some friends before Christmas, everyone I mentioned that I had an Amiga to said that they'd always wanted to have/use one.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

885. Re: Where can GEMulator be found?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 17:08:34 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94054.120834STIRRE31@MAINE.MAINE.EDU>
Source record: 18536

Call Branch Always at (206) 369-5513 or e-mail them at BRASOFT@GENIE.
GEIS.COM. Toad at (800) 448-TOAD lists the Gemulator at $209.95
which includes TOS 2.06 ROMS. For that price, you could just buy
a used STe which would run just as well, if not better....
-scott tirrell

886. Re: Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-23 21:56:52 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb23.155652.23448@cobra.uni.edu>
Source record: 18537
Cross-posted to: comp.sys.ibm.pc.soundcard,comp.sys.atari.advocacy

In article <CL66K0.AJH@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
> In message <1994Feb11.192135.21255@yuma>, wenzel@CS.ColoState.EDU said:
>>in lieu of this, the only practical selling point of the falcon (that it
>>can do HD recording at a low cost) seems moot. The Falcon is finished..
> Would you care to explain why the sales of Falcons have gone up 5 fold in
> the last few months - caused by Cubase Audio being released?
>

You mean Atari has sold five more FalconS? Atari is indeed on a roll. Apple will have 100,000 Power PC macs on dealer shelves on the March 14 intro date.

>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

887. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 00:24:40 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2kgs48$dcq@news.dmpe.CSIRO.AU>
Source record: 18538

>How beautifully put. I bow before your command of the English Language, and your
>boundless tact and politness.
^^^^^^^^^

Please explain to me where I would find this in an English dictionary, oh He
Who Has Such Good Command Of The English Language ....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

888. Comm software?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 05:53:10 UTC
From: clays@panix.com
Message-ID: <2khfc6$d86@panix.com>
Source record: 18539

I am doing research for a book on e-mail and I want to include the names and manufacturers of telecommunications software for as many platforms as I can. Is there a list of comm software for the Atari that someone could point me to? If not, what software do people here use?

Thanks in advance.

Responses via e-mail please

--
Clay Shirky clays@panix.com
--
Clay Shirky

889. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 08:27:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6c64e6@secom.ct.se>
Source record: 18540

In a message of 23 Feb 94 00:02:24, Ricardo Hernandez wrote:

RH> The very latest I heard about the Falcon was around 20,000. The very
RH> latest I heard about the A1200 was more than 250,000.
RH>
RH> At least, I would expect those two numbers for both machines.

You've quoted "20,000" Falcons sold since more than 6 months ... during that time sales have picked up, with the release of Cubase Audio and other quality soft.

I'd say it has to be over 35,000 , but I admit it's a guess.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

890. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 10:47:51 UTC
From: s1180252@giaeb.cc.monash.edu.au
Message-ID: <2ki0kn$q2h@harbinger.cc.monash.edu.au>
Source record: 18541
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

>Does C= and Atari have a future in the computer market?

>Atari is dead as far as their computer division is. But Atari droids cannot
>see the light.

It makes you wonder about the falcon doesn't it.

>Lets face it C= and Atari will never do well in the North American market and
>various parts of the world such as Australia.

Amiga's do OK is Australia, esp the CD32.

>Once the Power PC macs come out on the market world wide on March 14 or sooner,
>the price/performance ratio will widen. A $2000 Power PC system($1700- my
>price) will be competing against a $1500 Amiga 4000/030 with out monitor and $1500
>Falcon HD system with monitor(I am being generous with price)

If power pc macs are $2000US how the hell to you justify having to pay
$8000AUS for a bloody Q840? Then you have to add costly apple accessories.

>Peter Sinclair-Day
>Univ. of Northern Iowa
>Cedar Falls, Iowa USA

>Commodore Amiga - 'Non existant'

Apple MacIntosh - About to lose its identity forever.

--
Noel Ashford	_--_	\	If windows were the only OS
s1180252@giaeb.cc.monash.edu.au	/ \	for the PC
s1180252@giaec.cc.monash.edu.au	_.--._/	There wouldn't be so many PC's
chuggles@yoyo.cc.monash.edu.au	v	in the world!

891. Re: was Re: "Bit-ness" of Processors Now: ham8

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 12:13:36 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb24.121336.24629@t.hfb.se>
Source record: 18542

```
>>Who cares about pre-rendered graphics?
>
> Well, anyone wanting to do multimedia, animations, slideshows,
> ray-tracing for starters.

Have you ever heard of packing? Like JPEG and MPEG?
Pictures with lots of colors take to much memory not to be
packed! This means that you cannot store them pre-rendered!

/
/ Daniel
```

892. Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 12:53:18 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb24.125318.13087@dmu.ac.uk>
Source record: 18543

I've been reading with interest the slagging match of Griff vs. 1200 owners.
I've come to the conclusion that most 1200 owners are very paranoid, they seem to thing that us Atari folk are saying, 'look your machine is shite'. I happen to think that the 1200 is very good value for money and a good step up from the a500/+. The fact is though that even a Falcon without fastram is 'better' than a 1200 with fastram. How do I define 'better'? Well, it's simply got a lot more hardware under the cover, but then again you pay a hell of alot more for it.... This is the way things go in life.

... Also alot of 1200 owners like to go on about how crap Atari is at supporting their machines etc. All I can say to that is, 'Really? Ooooh we never noticed before, thanx for telling us....' BTW that last sentence was sarcastic :-)

OK so the 1200(with fastram) might be able to write to memory faster than a Falcon(without fastram), but does that make it overall a better computer?? I just would love to hear one 1200 owner write, 'OK, the falcon's better than the 1200, but I decided to get a 1200 coz I had a Amiga before and it was good value for money'. That's a fair comment, and that's why many St owner but Falcons, coz that's what they're used to. OK, they're used to Atari's quirky little ways, but this is what makes Atari machines s

o 'interesting'. You have to really delve deep into the hardware to find all the little secrets(just look at some of the stuff that was done on the ST)..See thing is all you 1200 owners, the Amiga market is very BIG, and in a way this has spoiled things, OK you get a lot more software, but sometimes it seems there's just too much to keep track of. The Falcon is the complete opposite, there's not enough software, but for coders like me (and Griff (who happens to be an excelent coder(to all those who keep sa

ying he's wrong)) will find the Falcon far more interesting, and if there's something we want we can probably write it and it will benefit other Falcon users, which is a nice feeling. Owning a Falcon is like being a memeber of an exclusive London Club.....

BTW I don't actually own a Falcon yet but I intend to get one, and a 1200 too!

I'm sure I'll get slagged by Moran or Brown for this, but I think I make sense, OK?

Alan. (se1ap@dmu.ac.uk)

893. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 13:06:30 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb24.130630.13662@dmu.ac.uk>
Source record: 18544

In article <9402221053.AA28668@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> dg@ukc.ac.uk (M.D.Griffiths) writes......
>
> >> the PC,MAC and Atari Falcon/STE are all capable of changing the screen
> address
> >> on the fly. This 'real world' enough for you. BTW I have programmed
> such things
>
>
> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes...
>
> >SInce when could Macs change the screen address??? I remember >one >of
> the
> >problems game designers have on the mac is the fact that the fixed >VRAM
> >prevents any sort of page flipping or scrolling from happening...
>
> > ~CHris
> --
>
> ktessner@isle.waterloo-rdp.on.ca (Kevin Tessner) writes...
>
> >Actually, the PC can't change the screen address on an HBL. It
> >generates VBL's
> >if you're lucky (typically you have to poll a bit, as some network >cards
> use
> >the IRQ that the video cards like, and the video cards have the VBL
> >interrupt
> >generation off by default), and no HBLs. You can sort of sync to an >HBL
> by
> >programming a timer and keeping it sync'd via VBL's, but the process >is
> messy
> >and innacurate. That, and the screen addresses don't latch until >the
> next VBL,
> >so even if you did try to change the image source on the fly, the >changes
> >woudln't take effect until the next VBL. At least according to the >VGA
> hard-
> >ware specs that I've got...
>
>
> Enjoying your `education` Griff ? :-)
>
> Gavan
>
Well done Gavan, maybe Griff has made a mistake, but not NEARLY as many as you lot have

whilst Griff kicks your ass.... ;-)
You must be having a real buzz now Gavan, eh?

Never mind boys.....

Alan.

894. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 13:39:54 UTC
From: se1pt@dmu.ac.uk
Message-ID: <1994Feb24.133954.15046@dmu.ac.uk>
Source record: 18545

I have got an A1200 (you could slag me off for that) but :

HAM8 is shit for programming games/demos with, it is only useful for still pictures, and then only if they are good quality.

You cannot have 2, 512 colour pictures in HAM8 without fringing because HAM8 works by modifying the previous colour - it takes two steps to get from say white to blank, thus causing fringing.

Now, with regard to the 1200 and Falcon debate!! (slagging match)

Both of the computers are better than the other in some aspects

eg the A1200 with it's 24bit palette, and the Falcon with it's DSP

I don't think that it is fair for people to slag other computers off, even when most of the people slagging of the Falcon won't have seen one, let alone used one.

I have used a Falcon for about half an hour (I don't think I am an expert on the subject) and from what I saw that worked with the VGA monitor it was very good (What's this, an Amiga owner saying that an Atari is good, oh no he must be shot, go on I don't care). If it had been linked up to a Multisync (You need one of those to get the best out of the A1200 as well) then I'm sure a lot more of the software that Alan (se1ap@dmu.ac.uk) and I tried on it would have run.

Please stop slagging each others computers off, they are both as good as each other in their own respects.

I was actually going to buy a Falcon (after my Amiga 500) but the price was just too much for me so I bought a 1200, I am happy with my purchase, but I would have been happy if I had bought a Falcon)

I have never owned an Atari, so why do I say that a Falcon is good??
Because it is, on paper it is a lot better than the 1200, in reality the A1200 has been more popular so people have learnt more about it, but in time I think that the Falcon will catch up, and then leave the 1200 for dead when it comes to demo's and sound.

-------------------------------- __ --------------------------------
Amiga 1200 HD - 80 /// Paul Toyne
6Mb, 68881-20 __ ///
1942 Multisync \\\/// Internet : se1pt@dmu.ac.uk
\XX/ Fidonet : Coming soon.....
----

895. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 13:43:27 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402241343.AA18109@nyx.cs.du.edu>
Source record: 18546

kstevens@srs.gov (Ken Stevens) writes ....

[quotes from Edge magazine about Jaguar at CES deleted]

>Right, and I didn't see Commodore, Sega or Nintendo getting as many
>awards
>as Atari did at the CES. Not only did they get best game at CES with
>Tempest 2000, the got at least 2 best technology for 1993 awards and a
>couple others I don't remember the titles of (I guess commordore was >too
>scared to show up at the CES........)

I was illustrating how Atari is cocking up the Jaguar marketing, not
trying to make a C= vs Atari point. I frankly couldnt care what C= did or
didnt do at it. Just look at how Atari have (mis)marketted past machines
and ask yourself `is the Jaguar a surefire bet for my money?` before
urging people to buy one.

Gavan

896. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 13:44:16 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402241344.AA18235@nyx.cs.du.edu>
Source record: 18547

mdg@ukc.ac.uk (M.D.Griffiths) writes....

>The Falcons price killed the Falcon. The 1200 is aimed at different
people,
>come on lets face it 1200s are owned by ex A500 OWNERS, Falcons by ex-STE
>owners, the difference is STE owners could NOT affort 900 quid.

Yep, thats what sank the Falcon - it was just too expensive to upgrade
to and if you had the money a 486PC looked a better bet for many. Thats
where the A1200 scores by not being as well specified initially, but could
be updgraded as the user could afford it.

Gavan.

897. was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 13:45:27 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402241345.AA18320@nyx.cs.du.edu>
Source record: 18548

>> Actually Gavan I was working on 1600x600 util for the Falcon, but
Uni-work
>> is taking precedence - yes that 1600x600 in 65536 colours, I got 800x600
>> working, and the screen didn't seem to lockup when I switched pixel
>> clocks to allow 1600x600, so don't harp on about HAM8.
>> I hope you have TT RAm... boy, that machine must be slow as hell!

>Wrong again, lack of knowledge about the Falcon showing through, the
>Falcon's video contention peaks at about 25%.

>Griff

1600x600x655365 colours = 1.83 MBytes per screen update.

You are talking about 91 MBytes sec for just 50Hz update, or as much as
128Mbytes second for a stable 70Hz screen. I really doubt the Falcon has
that much video bandwidth AT ALL, never mind that it could do it with only
25% contention to the CPU.

Gavan

898. was Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 13:47:18 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402241347.AA18481@nyx.cs.du.edu>
Source record: 18549

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...

>GM> Ie. You get slowdown of program execution when you up the
resolution
>GM> on a Falcon, unless you spend *even MORE* money on adding a card to
your
>GM> machine which gives you fastRAM, since the machine itself has only a
16
>GM> bit CPU bus to memory. How much do these cards cost and how easy are
they
>GM> to get. I`ll bet for the cost of a Falcon plus fastram card, you can
>GM> easily get a nice A1200 50Mhz, 882, RAM , SCSI-2 `combo` card system.

>Falcon030, 4Mb RAM, 85Mb HD: 9995 SEK
>Eagle Sonic TT-Ram expansion card: 700SEK

How much RAM is on this TT-RAM card? You dont mention ANY amount at
all, which makes it sort of useless.

>Total: 10695 SEK

>A1200, 2Mb RAM, 80Mb HD: 6895 SEK
>+ 2Mb RAM: 1200 SEK

>Total: 8095 SEK

Thats an incredibly cheap Falcon setup an an incredibly expensive A1200
setup. maybe thats the way it is in Sweden, but not it would seem in the
rest of Europe or the US. Then again, prices are really high in Sweden
generally.

>That leaves 2600 SEK for the SCSI-II, DSP, 16bit sound (oops), 030 etc ...

>FORGET IT!

>(2600 minus Swedish V.A.T = 2080:, which is $260)

I`ll have to accept your figures for Sweden (even though they sound a
little unrealistic), but please clarify if the TTRAM card actually has
any RAM on it, and how much an A1200 with 80Meg HD and a
GVP-SCSI-RAM-882FP card would cost if you have the figures. Here, you can
get an A1200 with 2 megs chip, 4 megs fast, SCSI controller, 80 Meg IDE
HD, 25MHz 882FPU and MIDI ports for only a fiver more than a Falcon 4/65
machine.

How much do these setups cost in the US?

Gavan.

899. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:01:47 UTC
From: mdg@ukc.ac.uk
Message-ID: <8583@gos.ukc.ac.uk>
Source record: 18550

In article <9402241345.AA18320@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
:>>> Actually Gavan I was working on 1600x600 util for the Falcon, but
:>Uni-work
:>>> is taking precedence - yes that 1600x600 in 65536 colours, I got 800x600
:>>> working, and the screen didn't seem to lockup when I switched pixel
:>>> clocks to allow 1600x600, so don't harp on about HAM8.
:>>> I hope you have TT RAm... boy, that machine must be slow as hell!
:>
:>>Wrong again, lack of knowledge about the Falcon showing through, the
:>>Falcon's video contention peaks at about 25%.
:>
:>>Griff
:>
:>1600x600x655365 colours = 1.83 MBytes per screen update.
:>You are talking about 91 MBytes sec for just 50Hz update, or as much as
:>128Mbytes second for a stable 70Hz screen. I really doubt the Falcon has
:>that much video bandwidth AT ALL, never mind that it could do it with only
:>25% contention to the CPU.

I'll say one word - 'interlace'.

It all experimental at the moment anyway.

>Gavan

Griff
--

900. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:21:00 UTC
From: teler@bagel.cs.huji.ac.il
Message-ID: <2kid4c$hs7@pretzel.cs.huji.ac.il>
Source record: 18551
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <8474@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> Lets face it boys and girls, we may argue about Falcons, St's and Amiga's
|> - but in the real world PCs and Macs ruleth.
|>
|> Griff (owner of Falcon,486 PC,Amiga,MegaSte).

In the real world there are wars and murders and earthquakes and so on.
Who wants to live there anyway?

ET

--
Unlike some other ETs, I can really phone home

901. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:30:15 UTC
From: teler@bagel.cs.huji.ac.il
Message-ID: <2kidln$hs7@pretzel.cs.huji.ac.il>
Source record: 18552
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb18.194359.23151@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Does C= and Atari have a future in the computer market?
|>
|> Atari is dead as far as their computer division is. But Atari droids cannot
|> see the light.
|>
|> Lets face it C= and Atari will never do well in the North American market and
|> various parts of the world such as Australia.
|>
|> Once the Power PC macs come out on the market world wide on March 14 or sooner,
|> the price/performance ratio will widen. A $2000 Power PC system($1700- my
|> price) will be competing against a $1500 Amiga 4000/030 with out monitor and $1500
|> Falcon HD system with monitor(I am being generous with price)

What I don't understand is what Sinclair actually wants to tell us.
Suppose he is right, and C= will never do well in North America.
So what? I'm not saying that I don't care, but I can't see why Sinclair
should. Is he trying to tell us something? Perhaps he wants American Amiga
owners to move to Europe?
Please, Sinclair, it's very nice (not) to read your educated opinions,
but could you please explain why you actually post them?
(Take me for example. Why do I even answer this? Because I have to write
a robotics project and I'm too lazy to do it.)

ET

--
Unlike some other ETs, I can really phone home

902. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:31:11 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.143111.37626@rmece02.upr.clu.edu>
Source record: 18553

In article <8555@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb23.142458.33718@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> :>In article <8545@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>|> In article <1994Feb22.230853.31304@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> :>|> sound == falcon.
|> :>
|> :> and the A1200 too.
|>
|> Which is better?

The Falcon. True. But there's more to multmedia though.

|>
|> :>|> realtime == falcon (phong/gouraud blah blah).
|> :>
|> :> WRONG! phong/gouraud != multimedia (or should I say, USEFUL real-time
|> :>animation?)
|>
|> real-time animation != HAM8. ok? Falcon == v.good at READ-TIME stuff.

real-time animation = Ham8. For multimedia, showing movie type thingies
Ham8 is great.

|>
|> :>|> Quick response == DSP has just processed a JPEG in 2 seconds (Dave
|> :>|> oldcorn the Author of one of the DSP Jpeg viewers mailed me back, after
|> :>|> me suggesting some DSP techniques for optimisation and the viewer is
|> :>|> now twice as fast).
|>
|> > Quick response in accessing data, as in a database. Gee, I hope
|> >you use the DSP for that!
|>
|> Ok... maybe the 1200 with fastram can access the database of pictures/sound
|> 20% more quickly but it will take twice as long to display the piccy!.

Yeah, right.

|>
|> :> Hey, how about making a C compiler for the Falcon's DSP, afterall
|> :>maybe ATARI made the DSP the CPU, and the 68030SX is just there to
|> :>read the mouse and joystick ports...
|>
|> Raist your amazing lack of knowledge comes bursting through again -
|> I have Gcc for the DSP, this is quite a good C compiler is it not?

Nope, al I said was that maybe you should make one... and then
use the Falcon DSP as CPU... you can even stick a label on it
and say the Falcon is a true 32-bit computer!

(Ah, I love marketing :-|)

|> :>>:Also several other compilers too, but I myself code in assembler for
|> :the extra speed. Please don't write such statements they make you
|> :look rather silly.
|>
|> :>|> :> Griff... hmmmm... you don't have to recalculate sections for delta
|> :>|> :>animation. The anim format doesn't do that. I could then ramble
|> :>|> :>about 'talking things and how you dug your grave there' but I won't.
|> :>|>
|> :>|> Raist you have to store the parts that were recalculated when rendering
|> :>|> the animation. there the delta is BIGGER.
|>
|> > You have to store, you don't have to recalculate though.
|>
|> Ahhh! you agree now! storing more data means more data to write, surely not?
|> ;-) Doesn't it kill your argument that HAM8 is faster simply because it
|> is 8bits per pixel rather than 16 when you have to store lots more data
|> because it has been side-affected because of the nature of HAM8.

It is faster. You have to manipulate less memory.

|>
|> :>|> :> Ham8 for delta animation is faster, and compresses more in memory.
|> :>|>
|> :>|> True colour would be as fast or faster - addressing this mode is very quick,
|> :>|> no complex address/mask calculations needed.
|> :>
|> :> Takes more memory, that's the problem- takes more memory it should be
|> :>slower.
|>
|> opppsss, but you just told me above that you have to store the recalculated
|> parts that were sideaffected by changes to surrounding pixels == more
|> memory if you ask me.

You label it as much memory. However, I wonder 'how much memory' is that
vs 16-bit display.

|>
|> :>|> :>|> Actually Gavan I was working on 1600x600 util for the Falcon, but Uni-work
|> :>|> :>|> is taking precedence - yes that 1600x600 in 65536 colours, I got 800x600
|> :>|> :>|> working, and the screen didn't seem to lockup when I switched pixel
|> :>|> :>|> clocks to allow 1600x600, so don't harp on about HAM8.
|> :>|> :> I hope you have TT RAm... boy, that machine must be slow as hell!
|> :>|>
|> :>|> Wrong again, lack of knowledge about the Falcon showing through, the
|> :>|> Falcon's video contention peaks at about 25%.
|> :> Oh, yeah... I can imagine that... maybe was it Black and White?
|>

|> Nice to see an amazing reply there Raist,i want to argue about the Falcon
|> video system then? I'm a little (just a tad) more educated on this
|> subject than you, if your only reply is as above then it kind of sums
|> you up really.

OH, by all means Defender of The Realm- educate me.

After all, I am educating you about multimedia, and it seems like ham8 too...
I think it's a fair trade off.

|>
|>
|> >|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

903. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:32:42 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.143242.31809@rmece02.upr.clu.edu>
Source record: 18554

In article <94054.120532STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Raist, I've been hearing 35,000 for the number of Falcons sold.
|> Also, sales have increased dramatically since Cubase Audio was
|> released in the UK according to posts in the ST section. Not
|> that I'm making an argument that the Falcon sold anywhere near
|> as well as the 1200, just trying to clear things up.
|> -scott tirrell

Thanks Scott for the correction. The number about more than 250,000
A1200's is of last year though ;-)

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

904. Re: Bodged AGA

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:39:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.143956.55904@rmece02.upr.clu.edu>
Source record: 18555

In article <1994Feb11.140422.6829@dmu.ac.uk>, c2sgy@dmu.ac.uk (SG Yardley) writes:
|> I'm sure you all know the A1200 was released because Commodore crapped
|> their pants at the sight and sound of the Falcon.

Absolutely not. The A1200 was designed way before the Falcon came out.
They feared Clones and Macs though...

|> So they released a
|> rushed version of their new chipset (half finished) to try and cut off
|> the sales. Which it didn't as those who wanted a Falcon got one and those
|> who didn't didn't.

About cutting sales.... hmmmm... I wonder why the Falcon has sold
sooo much then.

|> Same with the Jaguar, which is quite a spectacular machine and the CD32
|> which is just a basic non upgradeable (bar FMV) A1,200 which is only just
|> ahead of the Nintendo/Sega current machines.

My my my... Get this: to do such a thing will require a bit of
intelligence. C= regarding management, has almost none (but same with
Atari). The reason they did the CD32 is because someone had it as
an idea and then someone high up there liked it because it will get the
company money. That's all there is.

|>
|> Also how can people just knock Ataris financial position when Commodork
|> are in the same if not worse position.

C= is not in the same position. Atari reported in their last report
that they lost 17-18 million dollars. Net sales of 4.4 million dollars?
That's a fraction of C='s.

And C= finally got steady... we'll have to see what happens to the next
ATARI report...

From the Jaguar mailing list, ATARI is looking now for support for
investors, so they can start advertising the Jaguar as they wanted +
the national rollout they wanted.

That doesn't sound like they have a lot of money...

Please, don't take is as a flame, I like the Jaguar too, but let's
say that we need to do a reality check here.

|> They had to lower the price of the
|> A1200 by a hundres quid just to shift some boxes and get some turnover.
|> Why wasn't CD32 originally planned for USA ??

Because C='s super-big market is in Europe, particularly UK and Germany.

Why release a machine where you are not famous? You release it where
you are well known first.

|>
|> The Jaguar will make piles of cash in the states and then will get the rest
|> of the world from there ...
|> With Commodore doing badly both in the States and Europe (bar the A1,200)
|> then whose looking good ????

The CD32 is doing awesome in Europe, same with the A1200.

The A4000 right now, even with its price, its in more demand that C=
can cope with because of the videotoaster.

If ATARI makes enough cash with the Jaguar, that's a thing that is still
up in the air. The Jaguar looks awesome, but unless ATARI gets the number
of units they planned to get....

|>
|> -Simon

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

905. Re: F030 - 32bit bus?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:42:30 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.144230.55469@rmece02.upr.clu.edu>
Source record: 18556

In article <2d686118@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 21 Feb 94 03:17:00, Ricardo Hernandez wrote:
|>
|> RH> The same way the 68030 is on a 16-bit bus? ;-)
|>
|> The 68030 can run on 8-32bit busses, the 040 HAS to use a 32bit bus.

Rickard... then explain me the variety of 68040 accelerators for the Amiga 2000, and the one more the A500....

|>
|> RH> 68040SX ;-)
|>
|> Where?

I was joking.

|>
|> RH> Actually, probably like my accelerator, it will have its own internal
|> RH> RAM, with 32-bit access and if well-designed, burst mode too.
|>
|> Sure, but how do you connect it to the normal bus?

Interface logic. It will slow down though. GVP was making one for the A1200, but (rumours, this is though) it overheated just way too much.

But like I said, there are a lot of different one for the A2000.

|>
|> RH> It might slow down for accessing internal memory though...
|> RH> (just like my accelerator :-(;-)).
|>
|> True.
|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

[stuff deleted]

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

906. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:43:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.144356.49664@rmece02.upr.clu.edu>
Source record: 18557

In article <1994Feb21.173229.17447@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|> > You dont need to read if you are simply blasting groups of pixels to
|> > the screen, rather than updating individual pixels. Since most ham8 stuff
|> > will be pre-rendered for fast play back, youll find that updating a screen
|> > ...
|>
|> Who cares about pre-rendered graphics?

I guess only the people that want to do multimedia animated movies,
and people that want to use their computers for making 3d graphic videos...
a small market right?

|>
|> /
|> / Daniel
|>
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

907. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:46:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.144634.55393@rmece02.upr.clu.edu>
Source record: 18558

In article <8540@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb22.224429.31596@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:

[stuff deleted]

|> :>
|> :> It is. 15 to 25 fps (theoretical) doesn't sound that fast to me (for
|> :>a scrolling type game).
|>
|> nearer 40fps with 2/3rds of a screen.

While making sound effects with the DSP? I mean, the DSP would be busy...
I think the DSP will have time for that, but I guess it will slow down...

|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

908. 3d stuff? was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:51:06 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.145106.37629@rmece02.upr.clu.edu>
Source record: 18559

In article <8541@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb22.224552.47573@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> :> Thanks for the compliment. You could spend the time in a better
|> :>way though, teaching me about 3d algorithms and such...
|>
|> What do you want to know? ;-)

I would like to know more about texture mapping and polygon rendering.
I with a friend of mine came up with a texture mapping algorithm recently,
but would like to optmize it, now if it really works ;-), and see
other possible ways to do it.

|>
|> :>|> goes with your age. (ooopsss sorry, slagging you down again, its a
|> :>|> compulsion I have - guess I better see a shrink ;-)).
|> :> YEP!
|>
|> Are you American?

Not actually. Lating american- I am from Puerto Rico (and now I am here
again), although we get some American influence here (well, I think everybody
does :-(:-)).

|> You obviously don't understand my sense of humour, opppps

Probably not. Just use ';-)' and I'll get it :-)

|> sorry I'm being English and superior now (something in common with Chris
|> now!).

he he. Well, that would be much better, if all this 'fight' was a lack
of inter-culture communication. I got the one about the shrink though...
but maybe I probably agree with the joke... :-)

|>
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griffy
|> --

Well, shall we have a new beginning here?

I like the Jaguar too after all.... let's check out texture mapping
algorithms then...

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

909. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:56:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.145633.36750@rmece02.upr.clu.edu>
Source record: 18560

In article <8543@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb22.225526.21660@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> :>In article <9402211604.AA15230@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> :> Not only that Gavan, but you could actually using copper tricks do
|> :>at least 3 playfields with the sprites. This extra playfield could be
|> :>4 or 16 colors - using AGA, of course ;-)
|> :>
|> :> Would be far faster than what Griff proposes.
|>
|> Read my lips - I said 2 x 256 colour playfields with seperate palettes.
|> SEPERATE palettes, you talk about sprites - aren't those the things that
|> disappear when you start opening up decent modes on the Amiga?

He he... they won't dissapear in 320x200. I am not sure, but I think
they won't either in 640x400 as long as it is interlaced and not double-ntsc.

|> The
|> slightest bit of overscan means you start losing them.

Why, I mean, it is a bandwitdh problem, and AGA supplies quite a bit
of bandwidth compared to before...

My idea about sprite playfields is that you wouldn't have to make
calculations, but that it will be fast. If you use sprites on AGA too,
the palettes will be separate from those of the screen (you can choose
the 16-color palette sprite bank from the 256 color registers).

|> Sprite playfields
|> are nice,(I think several demos/games have used them), but lets not
|> change the argument again. BTW you are even wrong about the being able to
|> do 3 playfields you could probably do 4/5 (sprites are 64 wide so there
|> is enough copper time to change a lot of pointers).

I guess I don't understand your comment here. I mean, if you have
enough copper time, that's precisely why you should be able to do it.

|>I guess I'm just
|> slagging down the Amiga again though ;-).

He he...

|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

910. Re: ACTION!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 14:58:11 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.145811.55244@rmece02.upr.clu.edu>
Source record: 18561

In article <2d6b874e@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 15 Feb 94 11:41:34, Sg Yardley wrote:
|>
|> SY> > Who cares who's right in the Griff vs. Everyone_else match??????
|> SY> >
|> SY> > It's just great reading!!!!

He he he... the 'Griff vs Everyone else match'... I admit I like that title.

|> SY> >
|> SY> > Alan (se1ap@dmu.ac.uk)
|> SY> >
|> SY>
|> SY> Well I'd say Griff is by a mile ...

Whatever you may say.

|> Seconded .. he backs up his statements, posts code etc .... the Amigoids just
|> keep saying "I didn't mean that, I meant xxxxx" (which they think is harder to
|> do ..)

And what do you say Master Rickard? He hehe.. good humour!

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

911. Re: 256 colour dual playfields was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 15:02:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.150212.33597@rmece02.upr.clu.edu>
Source record: 18562

In article <9402231022.AA20865@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> mdg@ukc.ac.uk (M.D.Griffiths) writes..
|>

[stuff deleted]

|> You claim 17FPS on an 030 which works out at a throughput of 4.3 megs
|> of data shifted by the CPU every second. Doesnt sound very realistic does
|> it, considering you claimed the max amount of screen memory shifted on the
|> Falcon was 3 megs in mono in a previous post. Even if the CPU could shift
|> this, where does that leave processing of other things like collision
|> detection and game logic. ie This is totally unviable. What about the DSP
|> then.....
|>
|> Now, you can actually educate me here and tell me how the DSP
|> interacts with the rest of the Falcon system. ie. Does the DSP share the
|> main memory space, meaning that it could actually update the screen
|> itself, rather than passing its results back to the 030 which would do the
|> actual update.
|> If the DSP could do the reading of the `virtual playfields` and updating
|> of the screen buffer then it might work, but a 25FPS update as you claim
|> requires a throughput of 6.25 megs a second. This is going to cause
|> massive contention problems between the CPU and the DSP (thats even
|> assuming you can use the DSP in this way) and so I really doubt that this
|> is going to be any use whatsoever.

Yep, that's one of my big questions too.. that's why I labeled Griff's
numbers as theoretical. But like you said Gavan, let's see Griff explain
the DSP-Falcon relation... must be interesting ;-)

|>
|> The argument was never about whether it could be done on the Amiga or
|> not, noone ever claimed it could do it, it was just about showing that the
|> Falcon couldnt either. I really doubt your claims to have already tried
|> this, you have been shown up by the post you made about screen switching
|> on various computers to be unreliable in your claims.
|>
|> Gavan.
|>
|>

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

912. Re: Vapourware.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 15:04:13 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.150413.24205@rmece02.upr.clu.edu>
Source record: 18563

In article <2d67ce72@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 20 Feb 94 05:10:36, Ricardo Hernandez wrote:
|>
|> RH> |> I never said Atari had firm plans to do anything.
|> RH>
|> RH> Hmmmm... you talked and said that ATARI had plans for a PowerPC
|> RH> computer
|>
|> Yup, now you removed "firm". Thankyou.

You are welcome.

|>
|> Read some Bob Brodie transcripts, he does say "looking into the PPC chip" ... I
|> cannot reveal my other sources though .. they might get sacked .. ;)

I have read it too.

|>
|> RH> "PowerPC of course!" or something like that...
|>
|> What else?

Your 'Power PC, what else?' answer is what makes it sound like it is
"firm."

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

913. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 15:05:48 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb24.150548.33777@rmece02.upr.clu.edu>
Source record: 18564

In article <2d6904de@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 21 Feb 94 17:07:51, Gavan Moran wrote:
|>

[stuff deleted]

|>
|>
|> That leaves 2600 SEK for the SCSI-II, DSP, 16bit sound (oops), 030 etc ...
|>
|> FORGET IT!
|>
|> (2600 minus Swedish V.A.T = 2080:, which is $260)

Rickard.. you are forgetting the sun doesn't revolve around your place again ;-)

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

914. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 15:20:16 UTC
From: mdg@ukc.ac.uk
Message-ID: <8586@gos.ukc.ac.uk>
Source record: 18565

In article <1994Feb24.144634.55393@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <8540@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <1994Feb22.224429.31596@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> :>
:>|> :> It is. 15 to 25 fps (theoretical) doesn't sound that fast to me (for
:>|> :>a scrolling type game).
:>|>
:>|> nearer 40fps with 2/3rds of a screen.
:>
:> While making sound effects with the DSP? I mean, the DSP would be busy...
:>I think the DSP will have time for that, but I guess it will slow down...

Sad reply, ever programmed sound stuff on the DSP? obviously not judging by
your reply, 4 channel interpolated sound (24bit volume,48 linear interpolation) takes
about 8% DSP time. Kind of makes you look silly again. Please do not
make sweeping statements which you cannot back up.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

915. Re: 3d stuff? was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 15:24:59 UTC
From: mdg@ukc.ac.uk
Message-ID: <8587@gos.ukc.ac.uk>
Source record: 18566

In article <1994Feb24.145106.37629@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <8541@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <1994Feb22.224552.47573@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> :> Thanks for the compliment. You could spend the time in a better
:>|> :>way though, teaching me about 3d algorithms and such...
:>|>
:>|> What do you want to know? ;-)
:>
:> I would like to know more about texture mapping and polygon rendering.
:>I with a friend of mine came up with a texture mapping algorithm recently,
:>but would like to optmize it, now if it really works ;-), and see
:>other possible ways to do it.

The secret to all 'realistic' types of modelling like gouraud,phong
and tmapping is interpolation, most 'tmapping' is not true texture mapping
it is more of an approximation, since proper texture mapping needs to
take perspective into account which is expensive in terms of cpu usage.
Most 'texture mapping' simply 'squashes' a texture onto a polygon.

:>|> :>|> goes with your age. (ooopsss sorry, slagging you down again, its a
:>|> :>|> compulsion I have - guess I better see a shrink ;-)).
:>|> :> YEP!
:>|>
:>|> Are you American?
:>
:> Not actually. Lating american- I am from Puerto Rico (and now I am here
:>again), although we get some American influence here (well, I think everybody
:>does :-(:-)).
:>|> You obviously don't understand my sense of humour, opppps
:>
:> Probably not. Just use ';-)' and I'll get it :-)
:>
:>|> sorry I'm being English and superior now (something in common with Chris
:>|> now!).
:>
:> he he. Well, that would be much better, if all this 'fight' was a lack
:>of inter-culture communication. I got the one about the shrink though...
:>but maybe I probably agree with the joke... :-)

:-) (;-))

> Well, shall we have a new beginning here?

Well I try to be slightly less patronising in future.

> I like the Jaguar too after all.... let's check out texture mapping
>algorithms then...

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff (MODE-X coming at ya!!)
--

916. Re: 256 colour dual playfields was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 15:34:47 UTC
From: mdg@ukc.ac.uk
Message-ID: <8588@gos.ukc.ac.uk>
Source record: 18567

In article <1994Feb24.150212.33597@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> Yep, that's one of my big questions too.. that's why I labeled Griff's
>numbers as theoretical. But like you said Gavan, let's see Griff explain
>the DSP-Falcon relation... must be interesting ;-)

20k/vbl (1meg/s) by SOUND DMA.
60k/vbl (3meg/s) via the HOST PORT.

you can use both at once, the SOUNDDMA is literally free, it doesn't seem
to add to contention at all (hardwired perhaps?)

DSP has 32kwords of 0 wait state ram,
can transfer something 48 meg/s or 96 meg/s from on-chip ram.
(thats 2 24 bit reads every 2 cycles at 32mhz.)

The DSP does not have access to CPU memory, it is not designed for this
really anyway, its address space is only 65kwords in X,Y,P memory.

Griff
--

917. Re: was Re: "Bit-ness" of Processors Now: h

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 15:53:27 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb24.155327.28173@t.hfb.se>
Source record: 18568

```
> Multimedia sounds like memory,

Like 4Mb vs 2Mb ?

> real-time animation,

Like 16Mhz blitter vs 7MHz blitter ?

> sound,

Like 16 bit vs 8 bit samples ?

> QUICK response, Decent CPU,

Like 16Mhz M68030 vs 14MHz M68EC020 ?

> low overhead OS, sounds like an Amiga to me.

NOT!

/
/ Daniel
```

918. Re: Brain contention (was Re:`bit-ness of p

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 16:03:14 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb24.160314.28399@t.hfb.se>
Source record: 18569

```
> So, fight for individualism against the grey clone masses and, most
> importantly, fight the trend pointing towards gigantic hard disks and
> astronomical processor performances without even the faintest improvement
> in speed or flexibility! Let's reincarnate the old 8-bit tradition of
> making programs as small as possible!

Amen.

/
/ Daniel
```

919. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 16:48:18 UTC
From: mdg@ukc.ac.uk
Message-ID: <8598@gos.ukc.ac.uk>
Source record: 18570

In article <1994Feb24.130630.13662@dmu.ac.uk> se1ap@dmu.ac.uk (Alan Parker) writes:
>In article <9402221053.AA28668@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>> dg@ukc.ac.uk (M.D.Griffiths) writes......
>> >> the PC,MAC and Atari Falcon/STE are all capable of changing the screen
>> address
>> >> on the fly. This 'real world' enough for you. BTW I have programmed
>> such things

I'm pretty sure newer Macs can, but then again I don't profess to be a
MAC expert... (I hate them!).

:>> >Actually, the PC can't change the screen address on an HBL. It
:>> >generates VBL's
:>> >if you're lucky (typically you have to poll a bit, as some network >cards
:>> use
:>> >the IRQ that the video cards like, and the video cards have the VBL
:>> >interrupt
:>> >generation off by default), and no HBLs. You can sort of sync to an >HBL
:>> by
:>> >programming a timer and keeping it sync'd via VBL's, but the process >is
:>> messy
:>> >and innacurate. That, and the screen addresses don't latch until >the
:>> next VBL,
:>> >so even if you did try to change the image source on the fly, the >changes
:>> >woudln't take effect until the next VBL. At least according to the >VGA
:>> hard-
:>> >ware specs that I've got...
:>> Enjoying your `education` Griff ? :-)
:>>
:>Well done Gavan, maybe Griff has made a mistake, but not NEARLY as many as you lot have
whilst Griff kicks your ass.... ;-)
:>You must be having a real buzz now Gavan, eh?

the key word here is VGA hardware specs. VGA is a very old standard, but
a standard it is, there are lots of video cards out there capable of far
more than any Amiga or Falcon, (including 5x faster bitblitters on these
Cards). I can post some docs for my PCs video card if you really want,
but it gets a bit tiresome with me posting all the source and h/ware
FACTS all the time.

As for Gavan, gloating over someone who he thought had corrected me, it
kind of says alot about him, because he can't actually acheive this
himself.

Griffy (I hate OUT and ES and DS , blah blah blah!)
--

920. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 16:53:25 UTC
From: mdg@ukc.ac.uk
Message-ID: <8599@gos.ukc.ac.uk>
Source record: 18571

In article <1994Feb24.125318.13087@dmu.ac.uk> se1ap@dmu.ac.uk (Alan Parker) writes:

[lots of intelligent stuff about the Falcon and 1200]

Well done Alan! (its nice to here someone who is vaguely objective for
a change.)

>Alan. (se1ap@dmu.ac.uk)

Griff
--

921. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 17:49:06 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1994Feb24.174906.22369@news.uit.no>
Source record: 18572
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <8546@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>Erm... I meant, what Amiga assembler did you use that the PC outpaced?
>Devpac Amiga v3 (of course!).

There are times when I wish those UK magazines would pull their heads out
of the sand and not blindly recommend DevPac...

>didn't really like Argasm or Seka.

What was wrong with ArgAsm? (Long dead btw.)

>Snasm or PDS on the PC is many times faster even than Argasm etc.

Give us some numbers then: lines/minute, time to assemble a an xxx lines
big file with yyy output size.

>Griff
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

922. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 19:03:39 UTC
From: whitema@rtsg.mot.com
Message-ID: <2kitmb$gfu@delphinium.cig.mot.com>
Source record: 18573

In article <1994Feb24.143111.37626@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
[Previous quotes deleted]
>
> OH, by all means Defender of The Realm- educate me.
>
> After all, I am educating you about multimedia, and it seems like ham8 too...
>I think it's a fair trade off.
>
>
>|>
>|>
>|> >|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>|>
>|> Griff
>|> --
>
>--
>--
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Oh please, multimedia? An Atari 2600 can do
multi(more than one)media. A newspaper is multimedia (written
words and photographs). I hate that word. Please explain what
you mean by multimedia. The only definition I've seen of
"electronic multimedia" was in Engineering Times and required
a moderate to high end workstation.

Michael
whitema@rtsg.mot.com

923. Re: [BINARY HUGE] -> Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-24 23:01:54 UTC
From: lhmaddox@bnr.ca
Message-ID: <2kjbl2$f6e@crchh342.bnr.ca>
Source record: 18574
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy

In article <1994Feb22.162237.28408@infodev.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>Right, I've recieved numerous requests to post a GIF of my WB, and no-one
>complaining about the potential bandwidth, so I will post it later tonight when
>the network is a little less loaded. It's 290K uuencoded, and I will split it
>into about 5 files.
>
>--
>Chris Brown
>
>---
> Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
>---
>
>Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

It's been a while since I used my Amiga, and even then, I have an
Amiga 1000 running Workbench 1.2 or 1.3. My question is, is the
toolbar at the bottom of your screen part of Workbench, or an add-on?

Thanks!

Ren

PS: Nice looking desktop!
--

Nothing I say really means anything anyway.... Ren Maddox
Email address --> lhmaddox@bnr.ca

924. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 01:03:54 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb25.010354.33105@rmece02.upr.clu.edu>
Source record: 18575

In article <1994Feb15.155212.8084@dmu.ac.uk>, c2sgy@dmu.ac.uk (SG Yardley) writes:
|> In article <1994Feb14.151914.21167@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T
ep93) writes:
|> > > Alright, exactly what can you do on a single floppy Falcon with 1 megabyte?
|> >
|> > They don't sell 1Mb F030s in Sweden. At least not that I know of...
|> > But since you asked...
|> >
|> > Realtime true color Goraud shaded 3D.
|> > Realtime true color fractal zoom.
|> > Realtime Phong shading.
|> > Realtime true color texture mapped 3D.
|>
|> Those are what we have come to expect though from the computers of today ...

Like a 24-bit palette and a lot of 3rd party software support?

|>
|> I also was unaware that you could get a 1 meg Falcon in the UK as 1 meg
|> should of been dropped and most developers will not look at the 1 meg limit
|> as a problem but look to develop for 4 megs or even more .....
|> (but if you knew anything about a Falcon you would know this already !!!)

He he he.
|>
|>
|> Simon
|> c2sgy@dmu.ac.uk

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

925. Re: `bit-ness of processors`

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 01:07:28 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb25.010728.37043@rmece02.upr.clu.edu>
Source record: 18576

In article <8488@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <9402211555.AA14308@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran)
writes:
|> :>mdg@ukc.ac.uk (M.D.Griffiths) writes..

[stuff deleted]

|> FASTRAM FASTRAM FASTRAM - Gavan thats your only argument, I can add this
|> to my Falcon too, and get a 32mhz 030 at the same time for about 200 pounds.
|> I'm notr trying to say that the Falcon is cheaper, you get much more for
|> your money.

You can add things like a 50Mhz accelerator and still be cheaper than
the Falcon.

|>
|> :> If you dont need more than 2 megs RAM, then you are unlikely to
|> :>complain about the slowness of chipRAM. Owners who just play arcade games
|> :>will never know the difference, but any users wanting to do programming,
|> :>3-d graphics work , dtp etc. WILL want fastRAM and they`ll automatically
|> :>get it when they upgrade from 2 megs.
|>
|> Yes and over 50% of 1200 owners will not have fastram, says a lot about
|> Amiga owners does it not?

Ah, but is that at least 150,000 machines? Maybe more.

[stuff deleted]

|>
|> >Gavan.
|>
|> Griffy
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

926. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 01:11:07 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb25.011107.24881@rmece02.upr.clu.edu>
Source record: 18577

In article <8586@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb24.144634.55393@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> :>In article <8540@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>|> In article <1994Feb22.224429.31596@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> :>|> :>
|> :>|> :> It is. 15 to 25 fps (theoretical) doesn't sound that fast to me (for
|> :>|> :>a scrolling type game).
|> :>|>
|> :>|> nearer 40fps with 2/3rds of a screen.
|> :>
|> :> While making sound effects with the DSP? I mean, the DSP would be busy...
|> :>I think the DSP will have time for that, but I guess it will slow down...
|>
|> Sad reply, ever programmed sound stuff on the DSP? obviously not judging by
|> your reply, 4 channel interpolated sound (24bit volume,48 linear interpolation)
|> takes about 8% DSP time. Kind of makes you look silly again. Please do not
|> make sweeping statements which you cannot back up.

"Ham8 is not great for multimedia animation? Sad reply, ever used
Scala on the A1200? Obviously not judging by your reply. 8-bitplanes
with the Scala Anim32x format is realy fast. Kind of make you look
silly again. Please do not make sweeping statements which you cannot back up."

Griff, I thought we were starting to get past this shit. Get a shrink, please.

BTW, 8% takes a bit of time right? is like 25 fps goes down to 22 frames
or so... (with 4 channels of sound).

|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

927. Re: 3d stuff? was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 01:12:54 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb25.011254.34670@rmece02.upr.clu.edu>
Source record: 18578

In article <8587@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb24.145106.37629@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> >In article <8541@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >|> In article <1994Feb22.224552.47573@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:

[stuff deleted]

|> :>
|> :> I would like to know more about texture mapping and polygon rendering.
|> :>I with a friend of mine came up with a texture mapping algorithm recently,
|> :>but would like to optmize it, now if it really works ;-), and see
|> :>other possible ways to do it.
|>
|> The secret to all 'realistic' types of modelling like gouraud,phong
|> and tmapping is interpolation, most 'tmapping' is not true texture mapping
|> it is more of an approximation, since proper texture mapping needs to
|> take perspective into account which is expensive in terms of cpu usage.
|> Most 'texture mapping' simply 'squashes' a texture onto a polygon.

I'll continue this via e-mail.

[stuff deleted]

|>
|> > Well, shall we have a new beginning here?
|>
|> Well I try to be slightly less patronising in future.
^^^^^^^^^^^^^^^^^
/
I don't understand this word. Can you explain it,
my first language is not English.

|>
|> > I like the Jaguar too after all.... let's check out texture mapping
|> >algorithms then...
|>
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griff (MODE-X coming at ya!!)
|> --

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2

\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

928. Re: 256 colour dual playfields was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 01:27:26 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb25.012726.33853@rmece02.upr.clu.edu>
Source record: 18579

In article <8588@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb24.150212.33597@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> > Yep, that's one of my big questions too.. that's why I labeled Griff's
|> >numbers as theoretical. But like you said Gavan, let's see Griff explain
|> >the DSP-Falcon relation... must be interesting ;-)
|>
|> 20k/vbl (1meg/s) by SOUND DMA.
|> 60k/vbl (3meg/s) via the HOST PORT.
|>
|> you can use both at once, the SOUNDDMA is literally free, it doesn't seem
|> to add to contention at all (hardwired perhaps?)
|>
|> DSP has 32kwords of 0 wait state ram,
|> can transfer something 48 meg/s or 96 meg/s from on-chip ram.
|> (thats 2 24 bit reads every 2 cycles at 32mhz.)
|>
|> The DSP does not have access to CPU memory, it is not designed for this
|> really anyway, its address space is only 65kwords in X,Y,P memory.

Question: how then are you supposed to do the 25fps with the 256
dualplayfield mode?

No flames... so the DSP in the Falcon can't access the other RAM
directly.... Is like having a chip with 'a big cache' and the 68030
as an interface to the real memory... :-)

|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

929. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 01:28:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb25.012852.36478@rmece02.upr.clu.edu>
Source record: 18580

In article <8493@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb21.173229.17447@t.hfb.se> ep93dha@t.hfb.se writes:
|> :>> You dont need to read if you are simply blasting groups of pixels to
|> :>> the screen, rather than updating individual pixels. Since most ham8 stuff
|> :>> will be pre-rendered for fast play back, youll find that updating a screen
|> :>> ...
|> :>Who cares about pre-rendered graphics?
|> :> /
|> :>/ Daniel
|>
|> Exactly my point Daniel, people these days want these to happen in realtime,
|> not watch the Amiga struggle to calculate a ham8 screen.
|> The Amiga has the mighty accolade of being able to clear the screen more
|> quickly though! ;-)

Well, the little problem is that the "small" market of people that love
3d graphics video, and multimedia stuff probably won't agree with you.
Presenting a Ham8 screen or animation is not a problem at all.

|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

930. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 01:30:47 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb25.013047.36316@rmece02.upr.clu.edu>
Source record: 18581

In article <8494@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb21.173636.4599@infodev.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:

[stuff deleted]

|> :>
|> :>No idea. Why don't you patch the FP instructions yourself? You keep telling
|> :>us all what a good coder you are.
|>
|> yes I could probably write a DSP FP library for Gcc, unfortunately degree
|> work takes precedence. BTW Do you doubt my programming ability? Ask any
|> Falcon owners about this.

Why? You didn't seem to reckon I knew how to program when I told you I have
worked for IBM three times.... why should we?

(Think before you reply)

|>
|> >Chris Brown
|>
|> Griff
|> --
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

931. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 01:49:31 UTC
From: mdg@ukc.ac.uk
Message-ID: <8609@gos.ukc.ac.uk>
Source record: 18582
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb24.174906.22369@news.uit.no> borgen@stud.cs.uit.no (Borge Noest) writes:
:>In article <8546@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>>Erm... I meant, what Amiga assembler did you use that the PC outpaced?
:>>Devpac Amiga v3 (of course!).
:>There are times when I wish those UK magazines would pull their heads out
:>of the sand and not blindly recommend DevPac...

Sorry but Devpac is my preferred Falcon/Amiga assembler, its relatively bug-free and updated regularly. I also use a very good assembler on the Falcon called Turbo-assembler (this does 1,000,000 lines per minute but does not have macros :( ).

:>>didn't really like Argasm or Seka.
:>What was wrong with ArgAsm? (Long dead btw.)

it doesn't assemble to memory, only to disk... which is rather annoying.

:>>Snasm or PDS on the PC is many times faster even than Argasm etc.
:>Give us some numbers then: lines/minute, time to assemble a an xxx lines
:>big file with yyy output size.

I don't have Snasm or PDS, I have only seen them, but they looked faster and more powerful (esp. macro wise) than the ST/AMIGA equivalents. Perhaps someone who uses one of these two could comment.

Griff
--

932. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 01:52:59 UTC
From: mdg@ukc.ac.uk
Message-ID: <8610@gos.ukc.ac.uk>
Source record: 18583

In article <2kitmb$gfu@delphinium.cig.mot.com> whitema@rtsg.mot.com (Michael A. White) writes:
:>In article <1994Feb24.143111.37626@rmece02.upr.clu.edu>,
:>Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
:>[Previous quotes deleted]
:>>
:>> OH, by all means Defender of The Realm- educate me.
:>>
:>> After all, I am educating you about multimedia, and it seems like ham8 too...
:>>I think it's a fair trade off.
:>>
;>>
:>>|> >|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
:>>|> Griff
:>Oh please, multimedia? An Atari 2600 can do
:>multi(more than one)media. A newspaper is multimedia (written
:>words and photographs). I hate that word. Please explain what
;>you mean by multimedia. The only definition I've seen of
:>"electronic multimedia" was in Engineering Times and required
:>a moderate to high end workstation.

Yup I totally agree, it also appears Raist has a different interpretation
of the word 'real-time' to me, but thats another argument ;-).

>Michael

Griff
--

933. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 02:53:58 UTC
From: mdg@ukc.ac.uk
Message-ID: <8611@gos.ukc.ac.uk>
Source record: 18584

In article <1994Feb25.011107.24881@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> :> While making sound effects with the DSP? I mean, the DSP would be busy...
:>|> :>I think the DSP will have time for that, but I guess it will slow down...
:>|>
:>|> Sad reply, ever programmed sound stuff on the DSP? obviously not judging by
:>|> your reply, 4 channel interpolated sound (24bit volume,48 linear interpolation)
:>|> takes about 8% DSP time. Kind of makes you look silly again. Please do not
:>|> make sweeping statements which you cannot back up.
:>
:> "Ham8 is not great for multimedia animation? Sad reply, ever used
:> Scala on the A1200? Obviously not judging by your reply. 8-bitplanes
:> with the Scala Anim32x format is realy fast. Kind of make you look
:> silly again. Please do not make sweeping statements which you cannot back up."

'pre-rendered multimeda animation'. ok?
where did I mention HAM8?
for real-time stuff the Falcon is better (real-time == generate on the fly).

> Griff, I thought we were starting to get past this shit. Get a shrink, please.

sorry I'm not American ;-). (bitchy huh?!!! (sorry))
I'll be less patronising to you in future.

> BTW, 8% takes a bit of time right? is like 25 fps goes down to 22 frames
>or so... (with 4 channels of sound).

pro-tracker on an a500 takes 9-13% (or more?) , so the same goes for the
Amiga, the Falcon can sequence and calculate music in parallel.
yawn

>|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griffy kins.
--

934. Re: 3d stuff? was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 02:55:56 UTC
From: mdg@ukc.ac.uk
Message-ID: <8612@gos.ukc.ac.uk>
Source record: 18585

In article <1994Feb25.011254.34670@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> I wrote:
:>|> Well I try to be slightly less patronising in future.
:> ^^^^^^^^^^^^^^^^
:> /
:> I don't understand this word. Can you explain it,
:> my first language is not English.

I'm not sure if spelt it correctly, but it basically means that I will
try not to treat you like a child in future (sorry). ;-)

:>|> > I like the Jaguar too after all.... let's check out texture mapping
:>|> >algorithms then...
:>|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

935. Re: 256 colour dual playfields was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 03:02:34 UTC
From: mdg@ukc.ac.uk
Message-ID: <8613@gos.ukc.ac.uk>
Source record: 18586

In article <1994Feb25.012726.33853@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>In article <8588@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <1994Feb24.150212.33597@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> > Yep, that's one of my big questions too.. that's why I labeled Griff's
:>|> >numbers as theoretical. But like you said Gavan, let's see Griff explain
:>|> >the DSP-Falcon relation... must be interesting ;-)
:>|>
:>|> 20k/vbl (1meg/s) by SOUND DMA.
:>|> 60k/vbl (3meg/s) via the HOST PORT.
:>|>
:>|> you can use both at once, the SOUNDDMA is literally free, it doesn't seem
:>|> to add to contention at all (hardwired perhaps?)
:>|>
:>|> DSP has 32kwords of 0 wait state ram,
:>|> can transfer something 48 meg/s or 96 meg/s from on-chip ram.
:>|> (thats 2 24 bit reads every 2 cycles at 32mhz.)
:>|>
:>|> The DSP does not have access to CPU memory, it is not designed for this
:>|> really anyway, its address space is only 65kwords in X,Y,P memory.
:> Question: how then are you supposed to do the 25fps with the 256
:>dualplayfield mode?
:> No flames... so the DSP in the Falcon can't access the other RAM
:>directly.... Is like having a chip with 'a big cache' and the 68030
:>as an interface to the real memory... :-)

25fps using the CPU, because in general doing the table lookup
gets a lot of cache hits (because of blank spots on the screen etc), however
the worst case is 17fps, u can get about 25 using the dsp too, but it is
waste, since most of its time is spent waiting on the transfer.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

936. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 03:04:50 UTC
From: mdg@ukc.ac.uk
Message-ID: <8614@gos.ukc.ac.uk>
Source record: 18437

In article <1994Feb25.012852.36478@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> Well, the little problem is that the "small" market of people that love
>3d graphics video, and multimedia stuff probably won't agree with you.
>Presenting a Ham8 screen or animation is not a problem at all.

yes I totally agree, but lets not bend the meaning of 'realtime' multimedia
- you are talking about pre-rendered presentations. For realtime stuff
true is better.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

937. Re: Power PC Mac specs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 03:39:57 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb24.213957.23515@cobra.uni.edu>
Source record: 18438

In article <2d67cd96@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
> In a message of 19 Feb 94 02:13:37, Sinclap2954 wrote:
>
> S> From: sinclap2954@cobra.uni.edu
> S>
> S> Look for these models to be available on March 14 or sooner. These models
> S> are
> S> comming off the assembly line now!!!
> S>
> S> Power Macintosh 6100/60
> S>
> Thankyou Peter, we'll soon have you off the net again.

Oh realy. How are you going to do that?

>
> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
> + SYNC -------- Opinions expressed are those of my employee! --------+
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls,Iowa USA

Commodore Amiga & Atari Corp - Non existent just Bullshit

938. Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-25 19:08:36 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1994Feb25.190836.27682@news.uit.no>
Source record: 18439
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <8609@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>bug-free and updated regularly. I also use a very good assembler on the
>Falcon called Turbo-assembler (this does 1,000,000 lines per minute but
>does not have macros :( ).

Couldn't live without macros. The stupid NOP test with ArgAsm did 15mio
lines/minute on my 040...

>:>What was wrong with ArgAsm? (Long dead btw.)
>it doesn't assemble to memory, only to disk... which is rather annoying.

Aren't you ashamed to admit this in public? :)
I couldn't give a toss about assembling to memory.

>Griff
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

939. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 00:52:07 UTC
From: mdg@ukc.ac.uk
Message-ID: <8654@gos.ukc.ac.uk>
Source record: 18440
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb25.190836.27682@news.uit.no> borgen@stud.cs.uit.no (Borge Noest) writes:
:>In article <8609@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>bug-free and updated regularly. I also use a very good assembler on the
:>>Falcon called Turbo-assembler (this does 1,000,000 lines per minute but
:>>does not have macros :( ).
:>
:>Couldn't live without macros. The stupid NOP test with ArgAsm did 15mio
:>lines/minute on my 040...
:>

Turbo asm assembles the source to protracker in about 3 seconds, devpac
takes about 25seconds on my falcon...

:>>:>What was wrong with ArgAsm? (Long dead btw.)
:>>it doesn't assemble to memory, only to disk... which is rather annoying.

>Aren't you ashamed to admit this in public? :)
>I couldn't give a toss about assembling to memory.

assembling to memory is that vital bit faster ;-).

obviously if you are remotely debugging then it is more practical to assemble
to disk and upload the file to the host machine, but I guess with me its
just a throwback of when I had no Hard-drive on my STFM back in the good
old days ;-). (assembling to disk would be soooo slloowww!).

Griff
--

940. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 00:54:35 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb25.185435.23568@cobra.uni.edu>
Source record: 18441
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2ki0kn$q2h@harbinger.cc.monash.edu.au>, s1180252@giaeb.cc.monash.edu.au (Chuggles (N.Ashford)) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Does C= and Atari have a future in the computer market?
>
>>Atari is dead as far as their computer division is. But Atari droids cannot
>>see the light.
>
> It makes you wonder about the falcon doesn't it.
>
>>Lets face it C= and Atari will never do well in the North American market and
>>various parts of the world such as Australia.
>
> Amiga's do OK is Australia, esp the CD32.
>
>>Once the Power PC macs come out on the market world wide on March 14 or sooner,
>>the price/performance ratio will widen. A $2000 Power PC system($1700- my
>>price) will be competing against a $1500 Amiga 4000/030 with out monitor and $1500
>>Falcon HD system with monitor(I am being generous with price)
>
> If power pc macs are $2000US how the hell to you justify having to pay
> $8000AUS for a bloody Q840? Then you have to add costly apple accessories.

In the United States, the Q840 sells for $2900 and up. I don't know were you got the $8000 figure from...

>
>>Peter Sinclair-Day
>>Univ. of Northern Iowa
>>Cedar Falls, Iowa USA
>
>>Commodore Amiga - 'Non existant'
>
> Apple MacIntosh - About to lose its identity forever.

No.

Apple - The power to crush the competition'

>

Peter Sinclair-Day
University of northern Iowa
Cedar Falls, Iowa USA

Commodore Amiga & Atari Corp - Non existent just Bullshit

>
>
> --
> | Noel Ashford | _--_|\ | If windows were the only OS |
> | s1180252@giaeb.cc.monash.edu.au | / \ | for the PC |
> | s1180252@giaec.cc.monash.edu.au | _.--._/ | There wouldn't be so many PC's |
> | chuggles@yoyo.cc.monash.edu.au | v | in the world! |

Australia! That would explain it..

941. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 03:44:17 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2kmgih$e77@harbinger.cc.monash.edu.au>
Source record: 18442
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

So where are all the Atari Mint/Multi-Tos, etc, ec interfaces?

Last time I looked at an Atari ST, it was running some Mac-a-like interface, but had really awful colour scheme. About as bad as the orange and blue scheme on AmigaDOS 1.3, but using greens instead.

- Jim

942. So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 04:12:38 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2kmi7m$e77@harbinger.cc.monash.edu.au>
Source record: 18443
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

I've heard lots of geeze, AmigaDOS looks ugly, Acorn has a much nicer GUI.

How about posting a few GIFS of the out of the box Archimedes desktop? Also a spruced up one would be nice, with various windows open, menus being pulled/popped down?

CP Brown has posted his in amiga.advocacy, if anybody wants to have a look at the current AmigaDOS desktop (well, most people have it, even though it's third-party).

- Jim

943. Re: Bodged AGA

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 07:33:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6efb30@secom.ct.se>
Source record: 18444

In a message of 24 Feb 94 15:39:56, Ricardo Hernandez wrote:

RH> The CD32 is doing awesome in Europe, same with the A1200.

Commodore Sweden has closed down all business. (Atari Sweden does exist)

(Sweden = part of Europe)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

944. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 07:34:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6efb8a@secom.ct.se>
Source record: 18445

In a message of 24 Feb 94 15:43:56, Ricardo Hernandez wrote:

RH> I guess only the people that want to do multimedia animated movies,
RH> and people that want to use their computers for making 3d graphic
RH> videos...
RH> a small market right?

So when they're going to do the movie they say "Hey! Let's load file anim1.ani,
and THEN anim4.ani (pre-rendered files!) ... WOW .. whatta great movie!!!)

I think they'll say something to the effect of: "Hey, I can change the path of
this raytraced ball using the mouse!"

Pre-rendered? Don't make me LAUGH!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

945. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 07:36:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6efc06@secom.ct.se>
Source record: 18446

In a message of 24 Feb 94 16:05:48, Ricardo Hernandez wrote:

RH> |> That leaves 2600 SEK for the SCSI-II, DSP, 16bit sound (oops), 030 etc
RH> |>
RH> |> FORGET IT!
RH> |>
RH> |> (2600 minus Swedish V.A.T = 2080:, which is $260)
RH>
RH> Rickard.. you are forgetting the sun doesn't revolve around your place
RH> again ;-)

And you seem to forget that it shines here too ...

(BTW, The Eagle is not just a TT-Ram expansion as I wrote originally, it's also
a 32Mhz accelerator ..)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

946. was Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 07:39:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6efcba@secom.ct.se>
Source record: 18447

In a message of 24 Feb 94 14:47:18, Gavan Moran wrote:

GM> >Falcon030, 4Mb RAM, 85Mb HD: 9995 SEK
GM> >Eagle Sonic TT-Ram expansion card: 700SEK
GM>
GM> How much RAM is on this TT-RAM card? You dont mention ANY amount at
GM> all, which makes it sort of useless.

Since the A1200 below hasn't got FastMem (or are those two extra meg that?)
it's unpopulated ... I forgot one thing though, this TT-Ram expansion is also a
32Mhz accelerator ..

GM> >Total: 10695 SEK
GM>
GM> >A1200, 2Mb RAM, 80Mb HD: 6895 SEK
GM> >+ 2Mb RAM: 1200 SEK
GM>
GM> >Total: 8095 SEK
GM>
GM> Thats an incredibly cheap Falcon setup an an incredibly expensive A1200
GM> setup. maybe thats the way it is in Sweden, but not it would seem in the
GM> rest of Europe or the US. Then again, prices are really high in Sweden
GM> generally.

This was a cheap Falcon and a CHEAP A1200!

GM> >That leaves 2600 SEK for the SCSI-II, DSP, 16bit sound (oops), 030 etc
GM> ...
GM>
GM> >FORGET IT!
GM>
GM> >(2600 minus Swedish V.A.T = 2080:, which is $260)
GM>
GM> I`ll have to accept your figures for Sweden (even though they sound a
GM> little unrealistic), but please clarify if the TTRAM card actually has
GM> any RAM on it, and how much an A1200 with 80Meg HD and a
GM> GVP-SCSI-RAM-882FP card would cost if you have the figures. Here, you can
GM> get an A1200 with 2 megs chip, 4 megs fast, SCSI controller, 80 Meg IDE
GM> HD, 25MHz 882FPU and MIDI ports for only a fiver more than a Falcon 4/65
GM> machine.

I've never seen such a card here .. A1200 owners play games, nothing else.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +

```
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

947. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 12:58:32 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2knh1o$nfp@harbinger.cc.monash.edu.au>
Source record: 18448
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: >Atari Australia closed shop a long time ago. They are distributed
: >by some third party, future tech or something or other. The Atari
: >Jaguar probably appear in New Zealand/Australia until 1995.

: Pure and utter bollox again Jim ... reminds me about that 'there are no Atari
: BBS's (running Atari's for the BBS server)' thing a while back ....

: Atari is alive in OZ, they operate out of Sydney, and are alive and well.
: About 3 weeks ago I called up because they were having a clearance sale, and
: the guy who I spoke to had recently moved from Commodore .... :^)

Wouldn't be suprising, as they're both on the same street.
I'm mistaken then, I always thought they shut up shop when they moved
out of their huge UFO shaped headquarters.

: The Jag is to be released about June 94 I think.... Atari are just waiting on
: stock to start selling .....

Is that from Atari Australia, or just net-generated speculation?

- Jim

948. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 13:33:55 UTC
From: laa12@cc.keele.ac.uk
Message-ID: <2knj43$6p3@gabriel.keele.ac.uk>
Source record: 18449
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:

: I've heard lots of geeze, AmigaDOS looks ugly, Acorn has a much nicer
: GUI.

Personally, I don't think that the GUI on the Arch looks any more prettier
than any other one I have seen - but it has one attraction - it is
blazingly fast. I have seen things done on an Arch with 4mb ram that cannot
be done on a 468dx/66 with 16mb ram. IMHO the Arch is a far better machine
than any 486 can ever hope to be. However, Acorn marketing folks are a bit
wierd with their marketing strategy, and the machine will probably never be
more than a niche one.

--
The Chief

Dr. Abimbola Olowofoyeku (The African Chief)
Keele University (All opinions are *not* personal and *do*)
England. (reflect the views of the whole world.)

Email: laa12@keele.ac.uk
Tel : (0782) 621111
Fax : (0782) 583228

"A whip for the horse, and a bridle for the ass, and a rod for the
fool's back".
"Even a fool, when he holds his peace, is counted wise". King Solomon.
---

949. Re: [BINARY HUGE] -> Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 17:45:18 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <1994Feb26.174518.21751@infodev.cam.ac.uk>
Source record: 18450
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy

In article <2kjbl2$f6e@crchh342.bnr.ca>, lhmaddox@bnr.ca (Ren Maddox) writes:
|> In article <1994Feb22.162237.28408@infodev.cam.ac.uk>,
|> C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
|> >Right, I've recieved numerous requests to post a GIF of my WB, and no-one
|> >complaining about the potential bandwidth, so I will post it later tonight when
|> >the network is a little less loaded. It's 290K uuencoded, and I will split it
|> >into about 5 files.

|>
|> It's been a while since I used my Amiga, and even then, I have an
|> Amiga 1000 running Workbench 1.2 or 1.3. My question is, is the
|> toolbar at the bottom of your screen part of Workbench, or an add-on?

That's the PD program tool manager, which does all sorts of cool things, icon docks being just one of them. I modelled the dock at the bottom on the Archimedes' computers icon bar, which is a similar idea and quite neat.

|>
|> Thanks!

You're welcome :-)

|>
|> Ren
|>
|> PS: Nice looking desktop!

I do my best :-)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

950. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 19:01:47 UTC
From: buzz@dcs.qmw.ac.uk
Message-ID: <CLuI70.Fwp@dcs.qmw.ac.uk>
Source record: 18451
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

```
: No.. the argument was over whether the Falcon could even do dual-playfield
^^^^^^^^
!!!!

Falcon? Ho ho ho ho ho hoh o haha hahahahah.
I'm sorry, I can't help it!

H
H
H
==============
H
H
H
H
H
H

RIP - FALCON
1992 - 1992

-buzz
```

951. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 19:19:11 UTC
From: buzz@dcs.qmw.ac.uk
Message-ID: <CLuJ00.G71@dcs.qmw.ac.uk>
Source record: 18452
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <1994Feb21.175303.5554@infodev.cam.ac.uk>
cpb1001@hermes.cam.ac.uk writes:
: :>In article <8471@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
: :>|> The Amiga can clear the screen faster than a Falcon - what an accolade.
: :>|> The could copy a static bitmap (a picture) faster than a Falcon.
: :>|>
: :>|> Enter the REAL WORLD:
: :>
: :>Why not? For real world Apps, what's the maximum resoloution you can use
your
: :>chunky mode in? I run most stuff in 800*600. Do you have windows, or do
you spend
: :>all day drawing lines?

: Windows are made up of lines and polys.

Ha hahahhahahahahahahahahahahahahah - more like your heads made of lines and
polys :-o

: :>|> Lets compare stuff like line drawing/ poly filling etc
: :>|>
: ;>|> THE FALCON CAN DRAW LINES ABOUT 3 TIMES IN TRUE COLOUR MODE THAN A 1200
^^^^^^^^^^^^^^^^
Wow TRUE COLOUR MODE! How come Atari never mentioned this in thier press
releases?
OH hang on! They did mention TRUE COLOUR - Surely they were talking about 16
000 000 colours - right? WRONG! >:-{

IN
: :>|> 256 COLOUR MODE. Each pixel is plotted with:
: :>
: :>Say I'm using 1 bit screen, or even an 8 bit screen, drawing lines. How
much
: :>faster is the Falcon then? I'm running a GUI with large rectangular blocks
of
: :>memory (You know, windows, those things people use to run useful software
in.)
: :>care to explain how you can render into a window (ie writing lots of
horizontal
: :>pixels) faster along a 16 MHz 16 bit bus than you can along a 14.3 MHz 32
bit
: :>bus? Answer, you can't.

: WRONG! OH SO WRONG! You need read and writes to mask polys onto a bitmapped
: screen (lack of experience there Chrissy boy), drawing polys on TRUE COLOUR
: screens are oh so simple so messing about with masks, edge masks and stuff.
: Also don't change the argument - we are arguing about 8bitplanes vs
: TRUE COLOUR ? ok?

: >|> Thats why the Falcon has a DSP. 20++ MIPS IN TOTAL.

: :>Don't quote DSP speeds as though they were integer general purpose CPU's.
The
: :>Falcon does not process at 20 MIPS. Don't pretend it does.

: You harked on about parallel processing in the last post, one rule for one
: machine, another for the Falcon?

: :>|> As for 486 being crap, yes it is a badly bodged chip, however it is a
: :>|> fast bodge!!!
: :>|> You harp on about parallelism and stuff yet the 486 can outperform an
: :>|> Amiga anything real world except the odd shoot 'em up (which lets face
: :>
: :>Lets see a 486 outperform an A4000-040 on, hmmm, say raytracing. Is that
real
: :>world enough for you?

: Ok.. lets compare 486-DX66 vs A4000-40(25mhz?), the results would be
: quite similar, the PC has very good compilers, also some of the clone 486s
: are far better at FP than the intel one. By the arguments in this group
: shall we compare prices too? *yawn*.

An 25mhz 040 is in most cases faster than a 486-DX66 OK?
An Amiga 4000/040 is not a 040 - It is an 040+4 other custom
chips.
An A1200 can run Workbench as fast and MUCH more efficiently
than Windows on a 486.

: >(and the PC was designed to compete with the VIC-20, btw)

: I'll leave that sentence in, because it shows the naive attitude of this
: guy.
:
: >Chris Brown

: Griff
: --
PS. Did you know that moving the mouse around the screen really fast on a PC
can snatch up to 30% of the processor time? That's what my Computer Graphics
Lecturer said - I confirmed it on my Friends 386DX-33.

-buzz

952. Re: `bit-ness of processors`

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 19:31:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6fa38e@secom.ct.se>
Source record: 18453

In a message of 25 Feb 94 02:07:28, Ricardo Hernandez wrote:

RH> You can add things like a 50Mhz accelerator and still be cheaper than
RH> the Falcon.

Running in chipram? <grin>

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

953. Re: `bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 23:15:18 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb26.231518.19307@mnemosyne.cs.du.edu>
Source record: 18454

In article <9402211505.AA09513@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>mdg@ukc.ac.uk (M.D.Griffiths) writes....
>>>You still have contention when READING/WRITING CHIPRAM, if you actually
>>>read
>>>what I wrote you would realise this. As for FASTRAM, the A1200 and CD32
>>>don't
>>>have FASTRAM as standard just like the Falcon. Gavan, even the Amiga
>>>people
>>>on this group ignore your posts.
>
> So what? When you are carry out COMPUTING tasks, you are executing code
>and processing data. All of this is carried out with zero contention, and
>32 bits at a time) in fastRAM. When the CPU does access the screen it can
>do it 32 bits at a time. Take a look at things like compilers - how much
>time do they spend accessing the screen? By your arguement, the only sort
>of software that is going to benefit is games (of which there is a notable
>absence of the F030), so where does that leave the Falcon for computing?

I think the original argument was referring to fastramless machines,
which there are probably quite a few of out there... but obviously if
you run any kind of processing hungry apps you will have fastram. As
for the Falcon, what are you trying to say? If I get a TT-RAM type
upgrade, I get all of tyhe benefits you mentioned above. If I do not,
I can still run everything, just a bit slower.

>>Yeah.. sure it will run faster from FASTRAM, if I run stuff from TTRAM on
>>my Falcon it will run faster than an 1200 with FASTRAM. ok? Would you
>>like me to give you some lessons on sarcasm? You are really bad at it!
>>As for the Falcon being inefficient, thats why it has more video
>>bandwidth,
>>less contention, 20++ mips etc.
>
> I can be sarcastic if I want to, but i prefer to use facts to back my
>arguments up. I dont need to resort to insults like you so obviously do.
> If you want to include a TT RAM expansion for the Falcon then fine, but
>let me include a 50MHz 030 expansion for the A1200 then. After all, at any
>given price level, the A1200 will outperform the Falcon CPU and its price
>levels that are important. C= COULD have sold A1200s with a min of 6 megs
>FastRAM and an 80 meg HD, but then they would have sold precisely as many
>as Atari have sold Falcons - sod all. This way, there are hundreds of
>thousands of A1200 owners and a few tens of thousands of Falcon owners.
>Which computer has the most software support, which has most hardware
>add-ons, which has the cheapest expansion options? I think that the
>computer buying public have spoken.

The main problem for the Falcon is twofold - Atari has not advertised
it fairly well, and they have restricted the sale of Falcons such that
you had to seek permission from Atari to byuy by mail order!!! I
think there would be a lot more Falcons running around (though still
up to a1200 sales probably) if they had not made that foolish choice.
When you try to say the a1200 sold more becoase of expandibility, you
are just plain wrong.

>
>>The 1200 is far more games orientated than the Falcon, hence the h/ware
>>sprites and copper , which are primarly used for games. I would happily
>>admit that a 1200 is better for platform games. Gosh what at accolade!
>>better at 3d games , *no way*, Falcon is at least 3 times better for this
>>simply because of the DSP.
>
> The hardware sprites are useful for things like pointers and the copper
>allows really easy multiple screens. Of course, they also make for good
>games but theres nothing wrong with that since YOU are always screaming
>about how great the 65k colour mode on the Falcon is for games (except
>that there dont seem to be many available.....)
>

There are more games than I can afford to buy - but then, I've
forgotten - you don't include any of the 70-80% of ST games that work
on the Falcon, do you?

>
>>your rantings make me laugh, you have such weak arguments. FASTRAM FASTRAM
>>FASTRAM... this is your only answer - do we want to compare Falcon with
>>FASTRAM to 1200 to FASTRAM? come on I dare you.
>
> Oh sorry, I`ll ignore the fact then that you can get an A1200 with
>32-bit FastRAM for the same price as a Falcon ..... NOT!
> Its a strong argument in favour of the Amiga architecture and if you
>dont like that, tough.
>

The only argument in favor is the lower price - but there are many
other features I like about my Falcon, some of which cannot even be
had on the a1200.

> Go on, compare ANY like-priced Falcon and A1200 setup and see how much
>processor power is delivered.

Price isn't everything, though it matters to the mass market.
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

954. Re: `bit-ness of processors'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 23:20:21 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb26.232021.19533@mnemosyne.cs.du.edu>
Source record: 18455

In article <1994Feb22.223259.31273@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <1994Feb21.171226.16978@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93)
writes:
>|> It doesn't matter because most software will be developed for the base-systems,
>|> which means that the F030 software will be better than the A1200 software.
>
> Hmmm... but wouldn't the 1-meg Falcon be the base-system?

Nope - tehre is a difference between the lowest system you can buy,
and the "base" system. I can get a 486 motherboard with no case, ram,
HD, or PS - is that the "base" pc config?

>
> BTW, it does matter because a lot of software for the Amiga comes and
>requires (or benefits immensely) from expanded machine.
>

I'd agree with that - most apps would have to assume fastram.

> Could you say Scala, Real 3D, Imagine, Caligari, Dpaint, Brilliance,
>PageStrem 3, etc.?
>
> If we get into that criteria, then the A1200 has by far better software
>than the Falcon because it has sold far more (except for music).
>

I don't know about that - I'd say Calamus has also done really well on
the ST, better than PGS (which I also use on my Falcon, and would like
a v3 for...)

But I also don't think that sales mean anything about software
quality. The best terminal program on the face of the earth today is
Connect. Also, there are some very professional equivilents to most
of the software you have mentioned above... about the only thing I
would say there is a real lead on is video-type software.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

955. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 23:29:33 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb26.232933.19799@mnemosyne.cs.du.edu>
Source record: 18456

In article <9402211614.AA16361@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
> Following my comments on Ataris crap marketting being in danger of
>killing the Jaguar, I thought you might be interested to see what the
>`Edge` magazine (an upmarket UK games mag) had to say about the CES show.

Quoting game mags, eh? A new low. I will respond...

>
> Edge has always been supportive of the Jaguar hardware, and given it a
>lot of coverage and `til now, the benefit of the doubt. Heres what they
>have to say...
>
>"Ataris stand was conveniently out of spitting distance from both Nintendo
>and Sega`s booths - not that either party would have had just cause to do
>so. Without Rebellion`s Aliens vs Predator and ATD`s Cybermorph, the
>Jaguar stand would have been a wasteland of Ill-concieved software.
>However, it was worth the trip to their stand if only to see their
>promotional video - an unfortunate example of the Atari marketing machine
>in full flow. Scratch that, full ebb."
>

But there was software there that looked interesting. Sure, the
software has not come out as fast as I would have liked, but some of
the upcoming titles look really impressive - as even they admit.

>(from Edge Magazine , march 1994)
>
>Above the article was a picture of the Atari stand with the caption
>"Velvet catsuited girls, Rebellions smart Aliens vs Predator and
>Cybermorph were the only valid reasons to visit Atari`s stand."
>
> Also in that issue they reviewed Raiden for the Jaguar, heres some
>quotes...
>
>"In a move typical of the company, Atari have taken one step forward with
>the 64 bit Jaguar hardware - and two steps back in their choice of
>software."
>
>"The graphics are two-dimensional and many a Commodore 64 owner would
>sneer at the supposed `CD quality` music."
>
>Rating Five/10

IT'S A CONVERSION IT'S A CONVERSION.

Of course it could have looked better. That's becouse it's an almost exact replica of the arcade game, and the best version done so far!!!!

Raiden is a LOT of fun to play, and is one of the major influences in my early purchase of the Jaguar. It's a lot of fun to play two players, or just one...

Also, the music is EXACTLY like the arcade version. That is what I wanted... that is wht I got. And it does soud really good in stereo...

>
>(from Edge Magazine , march 1994)
>
>
> Edge gave extensive coverage to the new machines coming from the Sega
>and Sony - the Saturn and the PS-X. They looked really awesome! I`m
>talking mindblowing here. Given the marketing muscle of these two giants,
>Atari would have their work cut out even if they were any good at
>marketing and software support, which experience has shown us they most
>certainly aren`t.

Now theres a good laugh - middle next year before the US even sees the Saturn, and .advocacy groups will be sweetness and light by the time PS-X comes into being (they were looking at a 300,000 SGI machine displaying pre-rendered graphics...)

Geez, quoting game mags - really!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

956. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 23:34:00 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb26.233400.20114@mnemosyne.cs.du.edu>
Source record: 18457

In article <9402241343.AA18109@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>kstevens@srs.gov (Ken Stevens) writes ....
>
>[quotes from Edge magazine about Jaguar at CES deleted]
>
>>Right, and I didn't see Commodore, Sega or Nintendo getting as many
>>awards
>>as Atari did at the CES. Not only did they get best game at CES with
>>Tempest 2000, the got at least 2 best technology for 1993 awards and a
>>couple others I don't remember the titles of (I guess commordore was >too
>>scared to show up at the CES........)
>
> I was illustrating how Atari is cocking up the Jaguar marketing, not
>trying to make a C= vs Atari point. I frankly couldnt care what C= did or
>didnt do at it. Just look at how Atari have (mis)marketted past machines
>and ask yourself `is the Jaguar a surefire bet for my money?` before
>urging people to buy one.

Indeed, in what way were you showing how Atari had "cocked up" the
marketing? They had a large booth next to the big players, and they
won a number of awards at the show... The only thing they could have
done better was have more games on line, but that is a seperate
matter. I believe they start TV adverts soon in the top ten US
markets, and the machines start rooling out then. The article was
really only critical (and rightly so) of the low number of games on
hand. That is the only basis they gave for their claim of "ebbing"
Atari marketing.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

957. Re: Falcon Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 23:39:23 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb26.233923.20341@mnemosyne.cs.du.edu>
Source record: 18458

In article <94052.115119STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Falcon prices in the US are $1299 for the 4/84 version about
>everywhere that I've seen. Don't worry about mail order
>restrictions- I ordered my Falcon from North Carolina and I live
>in Maine. The dealer handled things with Atari. Hope this
>helps. Oh, and get your hands on Current Notes or ST Informer
>(unless you're outside of the US- can't tell by your address).
>sincerely,
>scott tirrell

Recently, Atari has dropped the mail-order restriction. You can now order from any mail order dealer you like... The only restriction is that the dealer has to adverstise the Falcon at list price in all ads. You never know what they might throw in extra in a combo package, though...

Just another example of Atari waking up and smelling the napalm.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

958. Re: Falcon Prices

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 23:40:43 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb26.234043.20543@mnemosyne.cs.du.edu>
Source record: 18459

In article <1994Feb22.161607.23392@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <94052.115119STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>> Falcon prices in the US are $1299 for the 4/84 version about
>> everywhere that I've seen. Don't worry about mail order
>> restrictions- I ordered my Falcon from North Carolina and I live
>> in Maine. The dealer handled things with Atari. Hope this
>> helps. Oh, and get your hands on Current Notes or ST Informer
>> (unless you're outside of the US- can't tell by your address).
>> sincerely,
>> scott tirrell
>
>The Falcon is still $1299!!!! For $300 more I can get a multimedia power
>house.
>
>Mac LC 575
>-33mhz 040
>-5/160
>-keyboard
>-integrated trinitron display
>-dual speed cdrom
>-Power PC ready
>

Yeah, but it's a mac... Go for it, I'm sure YOU will be quite pleased
with YOUR Mac.
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

959. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 23:44:27 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb26.234427.39214@rmece02.upr.clu.edu>
Source record: 18460

In article <1994Feb24.133954.15046@dmu.ac.uk>, se1pt@dmu.ac.uk (Paul Toyne) writes:
|> I have got an A1200 (you could slag me off for that) but :
|>
|> HAM8 is shit for programming games/demos with, it is only useful for still
|> pictures, and then only if they are good quality.

It's also excellent for delta frame animations, not just pictures.
Also for painting, as long as the program keeps an internal 24-bit representation,
like Brilliance.

|>
|> You cannot have 2, 512 colour pictures in HAM8 without fringing because
|> HAM8 works by modifying the previous colour - it takes two steps to get
|> from say white to blank, thus causing fringing.

That is not necesarily true. If you have 512 color pictures, a good
Ham8 renderer (like ImageFX, Render 24, AdPro, even Dpaint IV) will try
to make colors by making a delta in the color before. It's when this
approximation is not accurate than the program 'decides' to choose
one of the base 64 colors.

|>
|> Now, with regard to the 1200 and Falcon debate!! (slagging match)
|>
|> Both of the computers are better than the other in some aspects
|>
|> eg the A1200 with it's 24bit palette, and the Falcon with it's DSP
|>
|> I don't think that it is fair for people to slag other computers off, even
|> when most of the people slagging of the Falcon won't have seen one, let
|> alone used one.
|>
|> I have used a Falcon for about half an hour (I don't think I am an expert
|> on the subject) and from what I saw that worked with the VGA monitor it
|> was very good (What's this, an Amiga owner saying that an Atari is good, oh
|> no he must be shot, go on I don't care). If it had been linked up to a
|> Multisync (You need one of those to get the best out of the A1200 as well)
|> then I'm sure a lot more of the software that Alan (se1ap@dmu.ac.uk) and I
|> tried on it would have run.
|>
|> Please stop slagging each others computers off, they are both as good as
|> each other in their own respects.

This is exactly what I have said about both computers, I agree with you.

|>
|> I was actually going to buy a Falcon (after my Amiga 500) but the price was
|> just too much for me so I bought a 1200, I am happy with my purchase, but
|> I would have been happy if I had bought a Falcon)
|>
|> I have never owned an Atari, so why do I say that a Falcon is good??
|> Because it is, on paper it is a lot better than the 1200, in reality the
^^^^^^^^^^^^^^^^^^^^^^^^^^
/
On paper, even Windows 3.1 is awesome ;-)

|> A1200 has been more popular so people have learnt more about it, but in time
|> I think that the Falcon will catch up, and then leave the 1200 for dead
|> when it comes to demo's and sound.

Hmmmm.... guess that all depends.

|>
|> --------------------------------- __ ---------------------------------
|> Amiga 1200 HD - 80 /// Paul Toyne
|> 6Mb, 68881-20 __ ///
|> 1942 Multisync \\\/// Internet : se1pt@dmu.ac.uk
|> \XX/ Fidonet : Coming soon.....
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

960. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-26 23:56:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb26.235633.29533@rmece02.upr.clu.edu>
Source record: 18461

In article <1994Feb24.125318.13087@dmu.ac.uk>, se1ap@dmu.ac.uk (Alan Parker) writes:
|> I've been reading with interest the slagging match of Griff vs. 1200 owners.
|> I've come to the conclusion that most 1200 owners are very paranoid, they seem
to thing that us Atari folk are saying, 'look your machine is shite'. I happen to
think that the 1200 is very good value for money and a good step up from the a500/+.
The fact |> is though that even a Falcon without fastram is 'better' than a 1200
with fastram.

That above is very subjective.

How do I define 'better'? Well, it's simply got a lot more hardware
under the cover, but then again you pay a hell of alot more for it.... This is the
way things go in

Again it all depends. A Cray I should be better than al microcomputers
together (almost ;-)), but how much do you pay for it?

|>
|> ... Also alot of 1200 owners like to go on about how crap Atari is at
supporting their machines etc. All I can say to that is, 'Really? Ooooh
we never noticed before, thanx for telling us....' BTW that last sentence
was sarcastic :-)

He he he.... ;-)

|>
|> OK so the 1200(with fastram) might be able to write to memory faster
than a Falcon(without fastram), but does that make it overall a better
computer??

It all depends for what you want to use it. The thing to remember though,
is that by the time you buy a Falcon, you have an A1200 with a 50Mhz '030,
FPU and fast ram.

I still think it all depends on what you want. For music, I would say
absolutely a Falcon.

I just would love to hear one 1200 owner write, 'OK, the falcon's
better than the 1200, but I decided to|> get a 1200 coz I had a Amiga before
and it was good value for money'.

Problem is though, that the A1200 is indeed better than the Falcon at
some things. But of course, this is all relative...

That's a fair comment, and that's why many
St owner but Falcons, coz that's what they're used to. OK, they're used to
Atari's quirky little ways, but this is what makes Atari mach
|>

|> o 'interesting'.

When I had ATARI's and I was thining about buying an ST I wished ATARI
for being different... one of the resons I jumped to an Amiga. C= isn't
that much different though :-(:-)

You have to really delve deep into the hardware to find al
l the little secrets(just look at some of the stuff that was done on the ST)..See
thing is all you 1200 owners, the Amiga market is very BIG, and in a way this has
spoiled things, |> OK you get a lot more software, but sometimes it seems there's
just too much to keep track of.

Alan, sorry to disagree with you so strongly here, but this is indeed
a very lame reason. I mean, seriously though, it's way better when you
computer has a lot of software support for it. You can sit with a computer X
running demos all day if you want, but if there's no software support for it...
I wish the Amiga had things like Word, AmiPro and others, but fortunately
my needs are satisfied by powerfull Amiga software, and my requirements for
publishing are not huge. If they were, I'll probably would have chosen a PC or
Mac (Uggh! ;-)).

The Falcon is the complete opposite, there's not
enough software, but for coders like me (and Griff (who happens to be an excelent
coder(to all those who k
|>
|> ying he's wrong)) will find the Falcon far more interesting,
and if there's something we want we can probably write it and i
t will benefit other Falcon users, which is a nice feeling. Owning
a Falcon is like being a memeber of an exclusive London Club....|> .

Well, then write some applications for it! ;-) I know this '
'hacker feeling.' If I didn't had that, I would have bought
a PC. I just got mega-fed up by ATARI a long time ago.

|>
|> BTW I don't actually own a Falcon yet but I intend to get one, and
a 1200 too!

Good :-) (just kidding)

|>
|> I'm sure I'll get slagged by Moran or Brown for this, but I think I make
sense, OK?

It makes sense Alan.

|>
|> Alan. (se1ap@dmu.ac.uk)

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus

Department of Electrical and Computer Engineering

961. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 01:57:37 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1994Feb27.015737.19069@news.uit.no>
Source record: 18462
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <8654@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>Turbo asm assembles the source to protracker in about 3 seconds, devpac
>takes about 25seconds on my falcon...

Hm... found a source for PT1.2e: 363890 bytes, 22000 lines, executable
around 148000 bytes.
Macro68 used 3.02s to assemble.
BAsm used 2.485s to assemble.
(Both iternal timings from the assembler itself. Loading/saving to ram disk
and BAsm uses its own file caching(sp?).)
On my 4000/040. (With the dog slow memory...)

>Griff
--
/// borgen@stud.cs.uit.no (Boerge Noest)	Amiga B2000 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

962. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 04:29:43 UTC
From: mdg@ukc.ac.uk
Message-ID: <8663@gos.ukc.ac.uk>
Source record: 18463
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <CLuJ00.G71@dcs.qmw.ac.uk> buzz@dcs.qmw.ac.uk (Nadi Antoniades) writes:

:>>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>> Windows are made up of lines and polys.
:>
:>Ha hahahhahahahahahahahahahahahah - more like your heads made of lines and
:>polys :-o

Is that you only SAD reply?

:>: :>|> Lets compare stuff like line drawing/ poly filling etc
:>: :>|>
:>: ;>|> THE FALCON CAN DRAW LINES ABOUT 3 TIMES IN TRUE COLOUR MODE THAN A 1200
:> Wow TRUE COLOUR MODE! How come Atari never mentioned this in thier press
:>releases?
:> OH hang on! They did mention TRUE COLOUR - Surely they were talking about 16
:>000 000 colours - right? WRONG! >:-{

another SAD reply, I am right so the only thing you can say is to slag of
the defination of true colour. SAD SAD SAD. You can't argue with me on
the technical details of such stuff so you resort to pathetic tactics like
this.

:>: You need read and writes to mask polys onto a bitmapped
:>: screen (lack of experience there Chrissy boy), drawing polys on TRUE COLOUR
:>: screens are oh so simple so messing about with masks, edge masks and stuff.
:>: Also don't change the argument - we are arguing about 8bitplanes vs
:>: TRUE COLOUR ? ok?
:>: >|> Thats why the Falcon has a DSP. 20++ MIPS IN TOTAL.
:>: :>Don't quote DSP speeds as though they were integer general purpose CPU's.
:>The
:>: :>Falcon does not process at 20 MIPS. Don't pretend it does.
:>
:>: You harked on about parallel processing in the last post, one rule for one
:>: machine, another for the Falcon?
:>: :>|> As for 486 being crap, yes it is a badly bodged chip, however it is a
:>: :>|> fast bodge!!!
:>: :>|> You harp on about parallelism and stuff yet the 486 can outperform an
:>: :>|> Amiga anything real world except the odd shoot 'em up (which lets face
:>: :>
:>: :>Lets see a 486 outperform an A4000-040 on, hmmm, say raytracing. Is that
:>real
:>: :>world enough for you?
:>: Ok.. lets compare 486-DX66 vs A4000-40(25mhz?), the results would be
:>: quite similar, the PC has very good compilers, also some of the clone 486s

:>: are far better at FP than the intel one. By the arguments in this group
:>: shall we compare prices too? *yawn*.

>An 25mhz 040 is in most cases faster than a 486-DX66 OK?

No it is not, a DX-66 is faster than a 25mhz 040.

>An Amiga 4000/040 is not a 040 - It is an 040+4 other custom
>chips.

>An A1200 can run Workbench as fast and MUCH more efficiently
>than Windows on a 486.

Thats complete bollox, you have a really naive common amiga/atari owner
view of windows, i only have a 486sx-25, it runs 800x600 about as fast
as my falcon (mainly because of its 8mhz isa bus), however with a local
bus machine it is about 2 to 3 times faster, since my falcon draws the
screen loads faster than workbench then a pc will crap on an a1200.
I'm sorry but have you seen any PCs lately? About 3 months ago I had this
'windows' is crap idea too, admittedly it does not take true advantage
of the full power of a 486 but don't think your little 1200 can do
better.

>PS. Did you know that moving the mouse around the screen really fast on a PC
>can snatch up to 30% of the processor time? That's what my Computer Graphics
>Lecturer said - I confirmed it on my Friends 386DX-33.

30% on a DX-33, it takes about 15% on a Falcon? why is this then?
mainly because on these two machines the mouse reports are relative so
the more you move the mouse the more interrupts that are generated.
This allows for high resolution devices - the amiga on the other hand
polls the mouse/joystick (you need to do it twice per frame to handle
reasonable resolution mice) - hence move the mouse a lot and you don't
get the same interrupt loading problem. The Amiga would have exactly
the same problem if it used interrupts with the mouse. (BTW you can
report mouse positions in either absolute or relative mode on the falcon,
can the same be said of the amiga?).

The actual drawing of the mouse is trivial compared to the overhead
of the device driver interupts.

You can slag down the archiac architecture of the PC ,blah blah blah
but it does most stuff far faster than the Amiga even with its custom
chips.

Griff
--

963. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 04:37:16 UTC
From: mdg@ukc.ac.uk
Message-ID: <8664@gos.ukc.ac.uk>
Source record: 18464
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Feb27.015737.19069@news.uit.no> borgen@stud.cs.uit.no (Borge Noest) writes:
>In article <8654@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>Turbo asm assembles the source to protracker in about 3 seconds, devpac
:>>takes about 25seconds on my falcon...
:>Hm... found a source for PT1.2e: 363890 bytes, 22000 lines, executable
:>around 148000 bytes.
:>Macro68 used 3.02s to assemble.
:>BAsm used 2.485s to assemble.
:>(Both iternal timings from the assembler itself. Loading/saving to ram disk
:>and BAsm uses its own file caching(sp?).)
:>On my 4000/040. (With the dog slow memory...)

With Turbo-asm on a Falcon it takes about 3 seconds to assemble (so this assembler assembles as quickly on a 16mhz 030 as yours on a 25mhz 040!!) It also takes only 4 seconds on an STE (8mhz 68000!), because about 90% of the assembly time is reading the include files (about 50 files totaling about 300k). Thats Turbo-asm for you, shame it doesn't do macros otherwise it would be the only choice..

Griff
--

964. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 07:21:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d704a0a@secom.ct.se>
Source record: 18465

In a message of 25 Feb 94 18:17:54, Ricardo Hernandez wrote:

RH> Thanks for the correction. I read from other people too. 15,000
RH> machines
RH> in 6 months is really not very good though :-(

True, but sales are going upwards. (Even magazines here admit the "Atari
Community" is moving .... a PC magazine ... in the same article they declare C=
as DEAD .. :-/ ...)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

965. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 08:11:54 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <2kpkka$8n5@haegar2.uni-paderborn.de>
Source record: 18466
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>With Turbo-asm on a Falcon it takes about 3 seconds to assemble (so this
>assembler assembles as quickly on a 16mhz 030 as yours on a 25mhz 040!!)
>It also takes only 4 seconds on an STE (8mhz 68000!), because about 90%
>of the assembly time is reading the include files (about 50 files totaling
>about 300k). Thats Turbo-asm for you, shame it doesn't do macros otherwise
>it would be the only choice..

It prolly precompiles it during loading...some ST assemblers do that.
I don't like that feature.
Well..as it looks the basm test wasn't done with precompiled includes
and only with cached includes so it could be faster.
I *seriously* doub that an assembler on a 030/16Mhz/16Bitram can be
faster with normal parsing....with tokenizing(sp?) it could be
possible but this concept makes only sense in enviroments and not
in seperate programs(Editor,Assembler,Debugger,Make).

Regards
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

966. The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 09:25:57 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2kpov5INN55f@tom.rz.uni-passau.de>
Source record: 18467
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

In article <8663@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>In article <CLuJ00.G71@dcs.qmw.ac.uk> buzz@dcs.qmw.ac.uk (Nadi Antoniades) writes:
>>An 25mhz 040 is in most cases faster than a 486-DX66 OK?
>
>No it is not, a DX-66 is faster than a 25mhz 040.

Additionally, the A4000/040 has the worst CPUtoRAM interface one can
imagine. It should be the slowest 040/25 machine available.

>>An Amiga 4000/040 is not a 040 - It is an 040+4 other custom
>>chips.

With the other custom chips being able to block the CPU, I can't see
the advantage of that. Ever used 640*480*256colours in an acceptable
refresh rate on the 4000/040? The GUI is than slower than the slowest
Mac's one :-).

>>PS. Did you know that moving the mouse around the screen really fast on a PC
>>can snatch up to 30% of the processor time? That's what my Computer Graphics
>>Lecturer said - I confirmed it on my Friends 386DX-33.

Did you know that reading PC-formatted HD-disks eats up to 30% of the
processor time on a 4000/040 (according to DirOpus' status line)?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

967. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 11:57:43 UTC
From: s1180252@giaeb.cc.monash.edu.au
Message-ID: <2kq1rn$oqe@harbinger.cc.monash.edu.au>
Source record: 18468
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

>In article <2ki0kn$q2h@harbinger.cc.monash.edu.au>, s1180252@giaeb.cc.monash.edu.au
(Chuggles (N.Ashford)) writes:
>> sinclap2954@cobra.uni.edu writes:
>>
>>>Once the Power PC macs come out on the market world wide on March 14 or sooner,
>>>the price/performance ratio will widen. A $2000 Power PC system($1700- my
>>>price) will be competing against a $1500 Amiga 4000/030 with out monitor and $1500
>>>Falcon HD system with monitor(I am being generous with price)
>>
>> If power pc macs are $2000US how the hell to you justify having to pay
>> $8000AUS for a bloody Q840? Then you have to add costly apple accessories.

>In the United States, the Q840 sells for $2900 and up. I don't know were you
>got the $8000 figure from...

Thats $8000 AUSTRALIAN, there's an A before US above or did you miss it.
>>
>> Apple MacIntosh - About to lose its identity forever.

>No.
Yes, it will just be another NT platform.

>Apple - The power to crush the competition'
Apple - Only enough power to be crushed by the competition.
>>

>Peter Sinclair-Day

--
Noel Ashford	_--_	\	If windows were the only OS
s1180252@giaeb.cc.monash.edu.au	/ \	for the PC
s1180252@giaec.cc.monash.edu.au	_.--._/	There wouldn't be so many PC's
chuggles@yoyo.cc.monash.edu.au	v	in the world!

968. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 13:39:43 UTC
From: sys1@exnet.com
Message-ID: <CLvxy8.1CG@exnet.com>
Source record: 18469

My contact at Silicon graphics has told me the Falcon was doing suprisingly well. I pushed him to be precise, after much umming and ahhing he said they were selling at about (drum roll) 10 a week.

I almost fell over laughing---that is not `well' at all. However, he then pointed out to me that just three months ago they were selling just 3 a week, if that.

He also told me that he had been specifically told to `gen up' on the Falcon as they were going to have (gasp) display machines.

Most impressive.

Which reminds me, he asked me to FTP him some good demos, anyone got ant suggestions?

Xavier.

969. Re: Brain contention (was Re:`bit-ness of processors')

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 14:48:41 UTC
From: sys1@exnet.com
Message-ID: <CLw158.59s@exnet.com>
Source record: 18470

In article <2kfnlk$31b@columba.udac.uu.se> m93kma@tdb.uu.se (Kristofer Maad) writes:
>
>What we really have to fight is all the prejudice floating around about
>various computer brands, like: "The Ataris can only be used for MIDI work"
>and "The Amigas can only be used for playing games". We know that you can
>make stunning things with Calamus on an unexpanded 1040ST, and you can
>likewise do quite some heavy stuff with, for example, Imagine 2 on a stock
>Amiga 1200.

Well said.

>
>So, fight for individualism against the grey clone masses and, most
>importantly, fight the trend pointing towards gigantic hard disks and
>astronomical processor performances without even the faintest improvement
>in speed or flexibility! Let's reincarnate the old 8-bit tradition of
>making programs as small as possible!

Yes and no..Huge hard disc are OK by me.

However the tradition of compact coding and programs that squeeze every ounce
of perfomance from the computer should be reborn and flaunted. Doen with
20 megabyte wordprocessors!

>
>[Pathetic? Maybe so. We'll see.]

Far from it.

>
>Regards, Kristofer.
>

Ditto, Xavier

970. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 14:57:10 UTC
From: mdg@ukc.ac.uk
Message-ID: <8682@gos.ukc.ac.uk>
Source record: 18471
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2kpkka$8n5@haegar2.uni-paderborn.de> laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>With Turbo-asm on a Falcon it takes about 3 seconds to assemble (so this
;>>assembler assembles as quickly on a 16mhz 030 as yours on a 25mhz 040!!)
:>>It also takes only 4 seconds on an STE (8mhz 68000!), because about 90%
:>>of the assembly time is reading the include files (about 50 files totaling
:>>about 300k). Thats Turbo-asm for you, shame it doesn't do macros otherwise
:>>it would be the only choice..
:>
:>It prolly precompiles it during loading...some ST assemblers do that.
:>I don't like that feature.
;>Well..as it looks the basm test wasn't done with precompiled includes
:>and only with cached includes so it could be faster.
:>I *seriously* doub that an assembler on a 030/16Mhz/16Bitram can be
:>faster with normal parsing....with tokenizing(sp?) it could be
:>possible but this concept makes only sense in enviroments and not
:>in seperate programs(Editor,Assembler,Debugger,Make).

Turbo-asm stores the assembler file pre-assembled with the actual
object code embedded. Each line is assembled as you type it, hence
the 'assembly' process only has to deal with relocation,symbols etc.

>Ralph Schmidt laire@uni-paderborn.de

Griff
--

971. Falcon/'040 board

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 15:58:52 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Feb27.155852.2316@bay.cc.kcl.ac.uk>
Source record: 18472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Well, I rang system solutions yesterday (Saturday), and asked them about the "afterburner" '040 board. He said they were looking at 3 different '040 boards for the Falcon at the moment (!)

I mentioned price, and he said that wasn't decided, but then I said "Well, MAC '040 boards are around #1500 aren't they", and he said it oughtn't be that much for the board. (He said he liked the easy way you can upgrade the processor in the Falcon as well. Strange, I thought it was difficult, esp. since an '040 *must* be on a 32-bit bus...)

Oh yes, he mentioned that one of the boards was based around the Medusa system...

Still, Falcon/210Mb HD/32MHz 040/SVGA monitor/Blow-Up ought to cost around #2300 all in (assuming '040 costs around #1000). Better deal than the Amiga '040 at any rate :-)

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

972. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 16:10:11 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <2kqgl3$97h@haegar2.uni-paderborn.de>
Source record: 18473
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>Turbo-asm stores the assembler file pre-assembled with the actual
>object code embedded. Each line is assembled as you type it, hence
>the 'assembly' process only has to deal with relocation,symbols etc.

As i assumed...well you can't compare this method to real assemblers
and imho it's not useful for big projects and i don't wanna be forced
to use another editor. Besides the other limitations...lacking powerful
Macro support.

Regards
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

973. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 16:20:14 UTC
From: mflex@perth.DIALix.oz.au
Message-ID: <2kqh7u$p6$1@perth.dialix.oz.au>
Source record: 18474
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:

: I've heard lots of geeze, AmigaDOS looks ugly, Acorn has a much nicer
: GUI.

Well, it does look nice, it can do more menus/sub menus than the current
amiga intuition could ever do, and can have gadgets in sub/menus too..
as far as i can remember, it is fast tooo, and generaly looks better, but
then you can change the GUI gadgets look too, a PD program can change
all the gadgets in the system in a flash, and in all it operates like EGS
Hint C=, get to work, make your 4.0 GUI the best , light years a head
not just upto 1993 standard.
-raul

974. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 16:32:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <8684@gos.ukc.ac.uk>
Source record: 18475
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2kqgl3$97h@haegar2.uni-paderborn.de> laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>Turbo-asm stores the assembler file pre-assembled with the actual
:>>object code embedded. Each line is assembled as you type it, hence
:>>the 'assembly' process only has to deal with relocation,symbols etc.
:>
:>As i assumed...well you can't compare this method to real assemblers
:>and imho it's not useful for big projects and i don't wanna be forced
:>to use another editor. Besides the other limitations...lacking powerful
:>Macro support.

It has NO limitations apart from lack of macro support.
The editor is very very good and very fast.

I think a one-pass 'back-patching' assembler would be the fastest 'proper'
assembler you could do, but thats another debate...

>Ralph Schmidt laire@uni-paderborn.de

Griff
--

975. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 17:14:43 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb27.171443.47256@rmece02.upr.clu.edu>
Source record: 18476
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1994Feb27.155852.2316@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
|> Well, I rang system solutions yesterday (Saturday), and asked them
|> about the "afterburner" '040 board. He said they were looking at 3
|> different '040 boards for the Falcon at the moment (!)
|>
|> I mentioned price, and he said that wasn't decided, but then I said
|> "Well, MAC '040 boards are around #1500 aren't they", and he said it
|> oughtn't be that much for the board. (He said he liked the easy way
|> you can upgrade the processor in the Falcon as well. Strange, I
|> thought it was difficult, esp. since an '040 *must* be on a 32-bit
|> bus...)

Remember Simon that probably what they'll do is what other people
have done in the Amiga. Put some memory directly accesible in the
expansion for the '040 and then some logic to access the other
memory stuff... Although it slows down accesing the internal Falcon
stuff, it will still be really fast.

[stuff deleted]

|> Simon.
|>
|> --
|> ____
|> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
|> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
|> ~~~~~~

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

976. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 17:37:31 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Feb27.173732.2320@bay.cc.kcl.ac.uk>
Source record: 18477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1994Feb27.171443.47256@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
} |> I mentioned price, and he said that wasn't decided, but then I said
} |> "Well, MAC '040 boards are around #1500 aren't they", and he said it
} |> oughtn't be that much for the board. (He said he liked the easy way
} |> you can upgrade the processor in the Falcon as well. Strange, I
} |> thought it was difficult, esp. since an '040 *must* be on a 32-bit
} |> bus...)
}
} Remember Simon that probably what they'll do is what other people
} have done in the Amiga. Put some memory directly accesible in the
} expansion for the '040 and then some logic to access the other
} memory stuff... Although it slows down accesing the internal Falcon
} stuff, it will still be really fast.

Yeah, I expected that, what I meant was that the '030 has only 16 data lines to it, so presumably they'll have to bridge from the co-pro slot (not a problem, I suppose), but this doesn't reall make for "an easy processor upgrade" ...)

The other Falcon memory will be still @16MHz anyway, I expect, so that'll be slow as .... but like you say, I'd expect the thing to go like greased lightning, compared to my 8MHz STe :-)))))

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

977. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 17:59:19 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <2kqn1n$9at@haegar2.uni-paderborn.de>
Source record: 18478
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>:>>Turbo-asm stores the assembler file pre-assembled with the actual
>:>>object code embedded. Each line is assembled as you type it, hence
>:>>the 'assembly' process only has to deal with relocation,symbols etc.
>:>
>:>As i assumed...well you can't compare this method to real assemblers
>:>and imho it's not useful for big projects and i don't wanna be forced
>:>to use another editor. Besides the other limitations...lacking powerful
>:>Macro support.

>It has NO limitations apart from lack of macro support.
>The editor is very very good and very fast.
Ok...let's assume i have a project with a lot includes and
that stuff..if you change some files disk your assembler
has to update everything...te whole concept makes only sense
if you use 1 source and edit it top down.

Well...the editor is prolly one of the most subjective issues after
machine and OS:-B. Any system that forces somebody not to use your
favourite editor is imho worthless.

>I think a one-pass 'back-patching' assembler would be the fastest 'proper'
>assembler you could do, but thats another debate...

That's the approach i implemented.

Regards
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

978. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 18:12:58 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2kqnra$s37@lyra.csx.cam.ac.uk>
Source record: 18479

In article <1994Feb22.124310.2263@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
|> In article <1994Feb20.024231.11786@infodev.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> }
|> } Read a book on the Amiga Shell, it would take too long to explain, but basically
|> } imagine a system of passing arguments where you can specify the type of each
|> } argument (ie argument, switch etc.), get help on the syntax to pass to the
|> } command just by typing command ?, and pass arguments in any order.
|>
|> Hmm - It osunds quite useful, although very similar to getopt. For example:

[example deleted]

Ok, here's an example of a command temlate to show what I mean:

You can get the template for an AmigaDOS command by typing the command name, followed by a question mark, it then goes into interactive mode. The template for copy is something like:

Copy FROM/A,TO/A,ALL/S,CLONE/S,QUIET/S
there are probably other options, but I'm not near my Amiga at the moment (using a UNIX workstation in the Lab), but this will suffice for my example. The following all do the same thing.

Copy df0:#? df1: all

Copy from df0:#? to df1: all

Copy all to df1: from df0:#?

Copy all from=df0:#? to=df1:

etc.

The #? is a regexp pattern match, btw. # means the following pattern repeated any number of times, ? is any character. Equivalent to the grep regexp .*

Other symbols used in pattern matching:

? any character

zero or more of the following pattern

| either pattern (eg a|b matches a or b)

(pattern) makes the pattern between the brackets behave as if it were one pattern, eg a#(bc)d matches ad, abcd, abcbcd, but not abd.

[a-b] matches anything in the range a to b (eg [0-9] matches 1,2,3,4,5,6,7,8 or 9)

~ inverts the following pattern, eg ~((foo)|(bar)) matches all files apart
from foo and bar.

There are a couple more, but those are the ones used most of the time.

|> } The Amiga shell has an AREXX port, do any of your shells have anything remotely
|> } like this?
|> }
|> Nope, just the perl language. Still, from what little I understand of arexx it
|> seems to me it's used as a scripting language for other applications. Since MiNT
|> has (t)fork(), you can just fork /bin/sh and call that. I expect arexx can do
|> more than that though - tell me about it.

Um, I probably won't explain this brilliantly, since I don't profess to be an
Arexx expert, but here goes:

Arexx programs are executed by sending the program to the Arexx port of the Arexx
interpreter. You don't necessarilly have to wait for the command to finish, so
you can fork off another thread by using the interpreters Arexx port. You can
talk to the shell in a similar way, only instead of sending Arexx commands to the
Arexx interpreter, you send shell commands to the shell's port.
That explanation is a bit dodgy, and if you want a better one, ask and I'll go
and fetch my manual :-)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

979. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 18:15:06 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2kqnva$s37@lyra.csx.cam.ac.uk>
Source record: 18480

In article <2kcf92INNra8@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <1994Feb21.003549.29542@infodev.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> >In article <2k4ujnINNcov@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
|> >
|> >|> And what is a BOB? A Blitter animated OBject, right? This is a piece of
|> >|> graphic smaller than the screen area replacing a part of the background.
|> >|> BOBs are rectangular, aren't they? And even if they are not, where is the
|> >|> fundamental difference between BOBs and other deltas?
|> >
|> >A delta animation is one in which the changes between frames (the frame-delta)
|> >are saved, and has nothing to do with BOBs, MOBs or any other kind of sprite.
|>
|> And what is a delta?????
|>
|> Come on, Mr. Brown, delta is the greek symbol for the DIFFERENCE between two
|> things (used in maths usually) What is the difference between picture n
|> and picture n+1 in an Eric Schwartz cartoon? Yep, it's the BOBs.

Quite, the difference, hence a delta animation is one where you store the pixels that have changed between frames, and update only those.

|>
|> And once again: BOBs are NO SPRITES!!!!!!!!

Not quite. They aren't hardware sprites (those are MOB's, and we have 8 64 pixel wide MOB's). BOB's are software sprites.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

980. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 18:34:28 UTC
From: mdg@ukc.ac.uk
Message-ID: <8685@gos.ukc.ac.uk>
Source record: 18481
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2kqn1n$9at@haegar2.uni-paderborn.de> laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>It has NO limitations apart from lack of macro support.
:>>The editor is very very good and very fast.
:>Ok...let's assume i have a project with a lot includes and
:>that stuff..if you change some files disk your assembler
:>has to update everything...te whole concept makes only sense
:>if you use 1 source and edit it top down.

TRUE, Turbo assembler has a folding editor which means this is not a problem though.

:>Well...the editor is prolly one of the most subjective issues after
:>machine and OS:-B. Any system that forces somebody not to use your
:>favourite editor is imho worthless.

Yup, just personal opinion, I don't mind either command-line or integrated packages.

>>I think a one-pass 'back-patching' assembler would be the fastest 'proper'
>>assembler you could do, but thats another debate...
>That's the approach i implemented.

I'll discuss this furthur in e-mail, I am very interested in this type of assembler.

>Ralph Schmidt laire@uni-paderborn.de

Cheers
Griff
--

981. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 21:33:06 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb27.153306.23607@cobra.uni.edu>
Source record: 18482
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1994Feb27.155852.2316@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
> Well, I rang system solutions yesterday (Saturday), and asked them
> about the "afterburner" '040 board. He said they were looking at 3
> different '040 boards for the Falcon at the moment (!)
>
> I mentioned price, and he said that wasn't decided, but then I said
> "Well, MAC '040 boards are around #1500 aren't they", and he said it
> oughtn't be that much for the board. (He said he liked the easy way
> you can upgrade the processor in the Falcon as well. Strange, I
> thought it was difficult, esp. since an '040 *must* be on a 32-bit
> bus...)

Actualy, the lowest 040 board in the Mac market is from Mobius Technologies.
25mhz with out FPU is $399 and with fpu is $499
33mhz with out fpu is $499 and with fpu is $799

Than again, you can get a new(!) Quadra 605 4/80 with KB for $900

On March 14 Apple will intro and sell their PDS Power PC upgrade for $699 that blows away the 040 boards.

>
> Oh yes, he mentioned that one of the boards was based around the
> Medusa system...
>
> Still, Falcon/210Mb HD/32MHz 040/SVGA monitor/Blow-Up ought to cost
> around #2300 all in (assuming '040 costs around #1000). Better deal
> than the Amiga '040 at any rate :-)

A Power PC system will be cheaper!!!

>
> Simon.
>
> --
> --
> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
> ~~~~~~

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Commodore Amiga and Atari Corp will be crushed by the Power PC!!

982. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-27 23:31:15 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2krag3$f3i@vixen.cso.uiuc.edu>
Source record: 18483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

>Than again, you can get a new(!) Quadra 605 4/80 with KB for $900

Where????!!?!?! From who? That would be, well, really, really nice.

~Adam
--

Adam Aulick || This .signature file contains absolutely no
a-aulick@uiuc.edu || references to buffers, whatsoever.
---

983. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 02:04:06 UTC
From: mdg@ukc.ac.uk
Message-ID: <8688@gos.ukc.ac.uk>
Source record: 18484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1994Feb27.153306.23607@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <1994Feb27.155852.2316@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
:>On March 14 Apple will intro and sell their PDS Power PC upgrade for $699 that
:>blows away the 040 boards.

Indeed it does.

:>Peter Sinclair-Day
:>University of Northern Iowa
:>Cedar Falls, Iowa USA
:>Commodore Amiga and Atari Corp will be crushed by the Power PC!!

While the Power PC indeed has a lot of power, it is marketed by Apple,
REAL computer users (i.e. Unix/real OS users) do not like Apple, because
like it or not Apple computers are for stupid people !! U can say what
you like to this, but real users find the apple GUI gets in the way
of what they want to achieve. (Sorry to make such generalistions but
its true).

It will sell well though, I'm glad too, because the processor architecture
is very good - a giant leap for PC kind..... (all it needs now is a decent
OS!)

Griff (slagging down the MAC OS!)
--

984. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 05:15:01 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2krukl$5v5@darkstar.UCSC.EDU>
Source record: 18485

In <CLvxy8.1CG@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:

>My contact at Silicon graphics has told me the Falcon was doing suprisingly
>well. I pushed him to be precise, after much umming and ahhing he said
>they were selling at about (drum roll) 10 a week.

>I almost fell over laughing---that is not `well' at all. However, he
>then pointed out to me that just three months ago they were selling just
>3 a week, if that.

I assume you mean for one specific dealer... If the sales motion has more than
tripled in the past 3 months, that looks like good news to me...

~Chris
>Xavier.

985. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 05:22:12 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb28.052212.4849@mnemosyne.cs.du.edu>
Source record: 18486
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2kmgih$e77@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>So where are all the Atari Mint/Multi-Tos, etc, ec interfaces?
>
>Last time I looked at an Atari ST, it was running some Mac-a-like
>interface, but had really awful colour scheme. About as bad as the
>orange and blue scheme on AmigaDOS 1.3, but using greens instead.
>

Well, you'd probably hate my MTOS desktop then... I went to a lot of
work to make sure all of my grey colors had a nice green tinge to
them...

What colors do you think look better than Blue & Green?
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

986. Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 05:54:41 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ks0v1$2nt@news.dmpe.CSIRO.AU>
Source record: 18387

Ok Griff, Raist, Finger Me (Oops sorry Chris!), and all the rest....

How about stopping the crap about contention due to the 16 bit bus, and start doing something useful - like teaching us some 3d stuff. I started doing some research last year into this, but it was using <gasp> PASCAL .....

C'mon guys, let's see really who can code now ....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

987. atari.ADVOCACY?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 07:24:30 UTC
From: quinlan@gemini.csil.sfu.ca
Message-ID: <quinlan.762420270@sfu.ca>
Source record: 18388

I thought that this was an advocacy group. A lot of people have been
telling people to go else where with their Mac, Commadore or (gasp) close
propaganda. Isn't it your duty to correct them? It's it your moral duty to
show the the error of their ways and not just ask them to leave? Just wondering.
Tha't why the mac is better: their advocacy groups... :)

--
Brian Quinlan
quinlan@sfu.ca

This sig wasted 125 bytes

988. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 07:51:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d71a298@secom.ct.se>
Source record: 18389

In a message of 26 Feb 94 20:01:47, Nadi Antoniades wrote:

NA> Falcon? Ho ho ho ho ho hoh o haha hahahahah.
NA> I'm sorry, I can't help it!
NA>
NA> H
NA> H
NA> H
NA> ==========
NA> H
NA> H
NA> H
NA> H
NA> H
NA> H
NA>
NA> RIP - FALCON
NA> 1992 - 1992

When will children stop posting here ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

989. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 07:54:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d71a328@secom.ct.se>
Source record: 18390

In a message of 27 Feb 94 00:56:33, Ricardo Hernandez wrote:

RH> It all depends for what you want to use it. The thing to remember
RH> though,
RH> is that by the time you buy a Falcon, you have an A1200 with a 50Mhz '030,
RH> FPU and fast ram.

Please post the exact price of such a config, and I'll look up the Falcon price
in UK.

I already proved you wrong here in Sweden atleast.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

990. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 07:58:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d71a430@secom.ct.se>
Source record: 18391

In a message of 27 Feb 94 14:39:43, Xavier Gallagher wrote:

XG> Which reminds me, he asked me to FTP him some good demos, anyone got ant
XG> suggestions?

Yep! :-)

"Papa was a Bladerunner" by Eko
"ChromeDragon" by ... umm .. sorry ...

Those are the ones I like the most at the moment, ask again if he needs moe
names .. (I've used up 100 of 170Mb on my Falcon with demos .. :-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

991. Re: 256 colour dual playfields was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 11:28:55 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402281129.AA09528@nyx.cs.du.edu>
Source record: 18392

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>In article <1994Feb24.150212.33597@rmece02.upr.clu.edu>
>raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>> Yep, that's one of my big questions too.. that's why I labeled
>>Griff's
>>numbers as theoretical. But like you said Gavan, let's see Griff
>>explain
>>the DSP-Falcon relation... must be interesting ;-)

>20k/vbl (1meg/s) by SOUND DMA.
>60k/vbl (3meg/s) via the HOST PORT.

>you can use both at once, the SOUNDDMA is literally free, it doesn't seem
>to add to contention at all (hardwired perhaps?)

>DSP has 32kwords of 0 wait state ram,
>can transfer something 48 meg/s or 96 meg/s from on-chip ram.
>(thats 2 24 bit reads every 2 cycles at 32mhz.)

>The DSP does not have access to CPU memory, it is not designed for this
>really anyway, its address space is only 65kwords in X,Y,P memory.

Right, so lets get this clear. The CPU must pass data to the DSP via the HOST PORT which has a 3meg/s bandwidth. So how on earth do you propose to xfer the 6.25 Meg/s needed for your 25FPS `256colour dual playfield` claim?

You have the CPU reading/writing 6.25Megs/s to/from memory AND then passing that data on to the DSP through a bus. And you said that you had already written the code to do it - you really have no credibility!!

Could this be yet another case of you making something up just coz you cant admit you are WRONG!?

Just look at the case you have cited. Not only do you make claims that exceed the capacity of the host port, but you also exceed the capacity of the CPU for data throughput. Furthermore, all your method involved was reading/writing memory and doing a simple lookup - virtually no processing. Yet you still had to throw in a line saying how the DSP would speed it up blah blah when in this case its precisely the sort of thing that WOULDNT be sped up by the DSP - the limit is CPU memory accessing and it requires MORE of this is you use the DSP. I cant beleive you claim to have already coded such a routine, unless you mean something like 100x50 pixels playfields.

Since you always cite the DSP as bumping up the performance, perhaps you can also explain what happens if you have two programs using the DSP

for different things. eg. one wants to decompress a JPEG and the other want to do your dodgy sounding floating point multiply routine. Is there a part of the OS which lets you manage program/data memory space within the DSP and how do you deal with pre-emptive multitasking - does the OS interrupt a program running in the DSP , execute your new code and then return to the other program? I doubt it somehow - the DSP is a **LOT** less useful for general computing than you make out. It is a very effective processor of digital signals (as the name implies) but for general purpose computing on a pre-emptive mulititasking OS its very ineffective.

>Griff

Gavan.

992. Re: was Re: "Bit-ness" of Processors Now: ham8

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 11:30:02 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402281130.AA09566@nyx.cs.du.edu>
Source record: 18393

ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes...

>>>Who cares about pre-rendered graphics?
>>
>> Well, anyone wanting to do multimedia, animations, slideshows,
>> ray-tracing for starters.

>Have you ever heard of packing? Like JPEG and MPEG?
>Pictures with lots of colors take to much memory not to be
>packed! This means that you cannot store them pre-rendered!

Most comercial multimedia apps are distributed now on CD-ROM, which is easy on the Amiga since you have a nice cheap multimedia console in the form of the CD32 to run them on. Here, you dont need to JPEG fgx since even a hi-res ham8 pic will take around 256k with no IFF compression and you have 650 megs plus on CD. Thats pre-rendered.

Of course if you were making a MM app to be played on a Falcon, chances are it would have to fit into a relatively cramped hard disk space, so here JPEG makes sense. Strange how I`ve never seen the Falcon being used for such a thing. Where is that Falcon MM software to compete with Scala/Infochannel, MediaPoint, AmigaVision, CanDO, VideoStage Pro, Helm or HyperBook?

Gavan.

993. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 11:32:08 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402281132.AA09616@nyx.cs.du.edu>
Source record: 18394

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>the key word here is VGA hardware specs. VGA is a very old standard, but
>a standard it is, there are lots of video cards out there capable of far
>more than any Amiga or Falcon, (including 5x faster bitblitters on these
>Cards). I can post some docs for my PCs video card if you really want,
>but it gets a bit tiresome with me posting all the source and h/ware
>FACTS all the time.

>As for Gavan, gloating over someone who he thought had corrected me, it
>kind of says alot about him, because he can't actually acheive this
>himself.

Oh dear, I`ve been happy to disprove your claims about dual playfields
and hi-res screens and all your crap about the DSP being better for
everything. You come out with something like your 256 dual playfields
since you are so desperate to make the Falcon look good, but you dont
spend any time thinking about whether it is possible given the
limitiations of the bus widths etc. Even though using a LUT to do 256DP on
a 65k screen sounded feasible, a little thought soon reveals it to be
impossible in anything but an incredibly low resoulution. Didnt stop you
from claiming you had already done it though.
In fact, any time someone educates you you simply claim you have done it
since you know they probably wont have had access to the Falcon hardware
to try it themselves - Pathetic! The `Dual 256 colour playfields` and
1600x600 65k colour screens were cases in point, you made claims that
exceeded the physical limits of the memory bus and screen DMA.

Here you claimed you claimed both the PC and MAC could do screen
switching and that you had done it yourself and you got it WRONG. Dont
give me that guff about individual cards doing it. You implied that all
PCs could do it as standard. You seem to have got the MAC claim totally
wrong - AND lied about programming it youself.

Gavan

994. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 11:32:59 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402281133.AA09643@nyx.cs.du.edu>
Source record: 18395

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

[quotes from Edge magazine deleted]

>> I was illustrating how Atari is cocking up the Jaguar marketing, not
>>trying to make a C= vs Atari point. I frankly couldnt care what C= did or
>>didnt do at it. Just look at how Atari have (mis)marketted past machines
>>and ask yourself `is the Jaguar a surefire bet for my money?` before
>>urging people to buy one.

>Indeed, in what way were you showing how Atari had "cocked up" the
>marketing? They had a large booth next to the big players, and they
>won a number of awards at the show... The only thing they could have
>done better was have more games on line, but that is a seperate
>matter. I believe they start TV adverts soon in the top ten US
>markets, and the machines start rooling out then. The article was
>really only critical (and rightly so) of the low number of games on
>hand. That is the only basis they gave for their claim of "ebbing"
>Atari marketing.

They werent just slagging the lack of software (which Atari have
alsways been poor at) but the quote referred also to the pathetic attempts
at advertising (another traditional Atari weak-point). This magazine is
unbiased, so they really were reflecting the state of things as they were.
If anything, they would be biased towards the Jaguar as they really favour
hi-tec systems, even if they are comparitively unknown. eg they gave the
Neo-Geo a lot of coverage and also the PC-Engine which is unknown here.

>Geez, quoting game mags - really!

Well, since the Jaguar is a GAMES CONSOLE, I think its fair to quote
games mags which will be read by anyone considering buying the thing. Edge
seems to be quite well respected, especially by people looking for
`cutting edge` systems as it is very upmarket and aimed toward new
technology. Its just the sort of opinion-forming publication that can make
the difference to anyone considering buying a system like the Jaguar.

Gavan.

995. The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 11:35:05 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402281135.AA09668@nyx.cs.du.edu>
Source record: 18396

uenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes....

>Additionally, the A4000/040 has the worst CPUtoRAM interface one can
>imagine. It should be the slowest 040/25 machine available.

Second worst - the *WORST* CPU-RAM interface has to be the FALCON ;-)

try an A3000 or A2000 with 040 card for better speed. How does the
Falcon 040 compare ;-p

>With the other custom chips being able to block the CPU, I can't see
>the advantage of that. Ever used 640*480*256colours in an acceptable
>refresh rate on the 4000/040? The GUI is than slower than the slowest
>Mac's one :-).

Ever heard of fastRAM? All A4000s have this. Here, the custom chips
have no access and cant block the CPU.

The 640x480x256 NI screen is slow because it is PLANAR. Any likeways
arranged screen will be the same. I dont think the Falcons 256 colour
screen will be much faster since it uses the same basic architecture.
Also, how does MTOS in the Falcon running a screen in this mode compare to
AmigaDos, the MAC or Windows for speed of screen updates?

>Did you know that reading PC-formatted HD-disks eats up to 30% of the
>processor time on a 4000/040 (according to DirOpus' status line)?

Thats because the Amiga runs the PC filing system as a mounted file
system. The basic Amiga disk format is far superior to the PC/TOS - long
file names, soft and hard links, more on a disk etc. If you want to access
PC disks you simply mount a PC file system (eg CrossDos comes with
AmigaDos 3) and you can access them transparently. Sure theres a little
processor overhead when reading writing, but it not like you are accessing
the floppies more than about 2-3% of the time. Are there any programs on
the PC or Atari that let them read Amiga disks?

Gavan.

996. Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 11:36:12 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402281136.AA09703@nyx.cs.du.edu>
Source record: 18397

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...

>I've never seen such a card here .. A1200 owners play games, nothing else.

A typically stupid Atari viewpoint. I notice that there is a campaign on this group to get PageStream 3.0 on the Atari - its already out for the Amiga. Obviously the manunfacturers of this program recognise that the market for SERIOUS software is much greater on the Amiga than the Atari.

Wheres all the Atari Multimedia software? I dont see anything like Scala, MediaPoint, Helm , CanDo etc on the Falcon. How about image processing, what does the Atari have to match AdPro/MorphPlus, ImageFX/Cinemorph or ImageMaster? How about 3-D rendering, where are Real-3D, Imagine, LightWave, Aladdin? Wheres productivity software like WordWorth3 or Final Copy2 on the ST? DTP has Calamus is suppose, but Amiga owners have PageStream3 AND ProPage4.

Face it, the A1200 has a wider user base and therefore much more SERIOUS software available *AS WELL AS * all the best games.

Gavan.

997. Re: The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 12:50:57 UTC
From: m93kma@tdb.uu.se
Message-ID: <2kspbh$ngc@columba.udac.uu.se>
Source record: 18398
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.advocacy

Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:
: Additionally, the A4000/040 has the worst CPUtoRAM interface one can
: imagine. It should be the slowest 040/25 machine available.

: In article <8663@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
: >>An Amiga 4000/040 is not a 040 - It is an 040+4 other custom
: >>chips.

: With the other custom chips being able to block the CPU, I can't see
: the advantage of that. Ever used 640*480*256colours in an acceptable
: refresh rate on the 4000/040? The GUI is than slower than the slowest
: Mac's one :-).

That's correct, unfortunately. So the hardware side of the Amiga might
not be the best. (Remember, though, that the processor can run other
tasks while the foreground task is waiting for the blitter. We have
both pre-emtive multitasking and fast mem. When a Mac is waiting for
something, so is the user. :)

: >>PS. Did you know that moving the mouse around the screen really fast on a PC
: >>can snatch up to 30% of the processor time? That's what my Computer Graphics
: >>Lecturer said - I confirmed it on my Friends 386DX-33.

: Did you know that reading PC-formatted HD-disks eats up to 30% of the
: processor time on a 4000/040 (according to DirOpus' status line)?

Obviously, the slowdown is directly related to the word 'PC'. :)

Seriously, who cares about either of these statements!? They are obviously
software artifacts or, most hesitantly, possibly some indication of a
hardware limitation. This has very little to do with the overall system
performance. (I don't spend most of my time by a PC furiously shoving
the mouse around, and I don't use PC formatted floppy disks on my Amiga
unless I plan to transfer data to or from a PC or a Mac. And then I'm
waiting for the drive to complete the reads or writes, so I'll have to
wait, anyway.)

Regards, Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

998. Re: was Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 13:02:06 UTC
From: m93kma@tdb.uu.se
Message-ID: <2ksq0e$ngc@columba.udac.uu.se>
Source record: 18399

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
: I've never seen such a card here .. A1200 owners play games, nothing else.

What's your problem?

My A1200 has a 120MB hard, 10MB memory (8MB fast), a 40MHz MC68030 and a
40MHz MC68882.

Why on earth would I buy such a system for just playing games on it!!?

Think again. /Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

999. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 13:11:57 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Feb28.131204.2331@bay.cc.kcl.ac.uk>
Source record: 18400

In article <2kqnra$s37@lyra.csx.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
}
} You can get the template for an AmigaDOS command by typing the command name,
} followed by a question mark, it then goes into interactive mode. The template for
} copy is something like:
[deletia]

Hmm, seems to me that the template thing is just the usage method. The
interactive part sounds useful, though. Does it (if you type in too
few arguments, say) ask you for the remainder, telling you what they
are ? That would be useful for beginners. Un*x doesn't do anything
like that, but zsh (an enhanced sh clone) does. If you type (for
example) ls [help] and you have [help] bound to the help-keyword
function, it'll put up an entire page of help for you inc. examples,
press [return] and it goes away to what you had on the screen before.
Still, no interactivity as described above.

I think the regexp stuff is pretty much common to both. Any shell
worth the name can do the sort of matchings you were talking about.

}
} Arexx programs are executed by sending the program to the Arexx port of the Arexx
} interpreter. You don't necessarilly have to wait for the command to finish, so
} you can fork off another thread by using the interpreters Arexx port. You can
} talk to the shell in a similar way, only instead of sending Arexx commands to the
} Arexx interpreter, you send shell commands to the shell's port.
} That explanation is a bit dodgy, and if you want a better one, ask and I'll go
} and fetch my manual :-)

Right. So I could do a popen("/bin/sh", "w") or to any shell, and just
fprintf() the string containing the program to it, then do an fread()
on the file pointer returned by popen() to get the results.

I think the real advantage (I've been told) of Arexx is that it's
graphical. It can do GUI things. That's much harder under normal TOS
(easiest way I can think of is to have an accessory running, and talk
via the GEM tube, getting the acc. to do the gui stuff)

Under MultiTOS of course, it's as simple as X.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1000. Re: 256 colour dual playfields was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 13:43:01 UTC
From: mdg@ukc.ac.uk
Message-ID: <8701@gos.ukc.ac.uk>
Source record: 18401

In article <9402281129.AA09528@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes...
>
>>In article <1994Feb24.150212.33597@rmece02.upr.clu.edu>
>>raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>>> Yep, that's one of my big questions too.. that's why I labeled
:>>>Griff's
:>>>numbers as theoretical. But like you said Gavan, let's see Griff
:>>>explain
:>>>the DSP-Falcon relation... must be interesting ;-)
:>
:>>20k/vbl (1meg/s) by SOUND DMA.
:>>60k/vbl (3meg/s) via the HOST PORT.
:>
:>>you can use both at once, the SOUNDDMA is literally free, it doesn't seem
:>>to add to contention at all (hardwired perhaps?)
:>
:>>DSP has 32kwords of 0 wait state ram,
:>>can transfer something 48 meg/s or 96 meg/s from on-chip ram.
:>>(thats 2 24 bit reads every 2 cycles at 32mhz.)
:>
:>>The DSP does not have access to CPU memory, it is not designed for this
:>>really anyway, its address space is only 65kwords in X,Y,P memory.
:>Right, so lets get this clear. The CPU must pass data to the DSP via the
:>HOST PORT which has a 3meg/s bandwidth. So how on earth do you propose to
:>xfer the 6.25 Meg/s needed for your 25FPS `256colour dual playfield` claim?
:> You have the CPU reading/writing 6.25Megs/s to/from memory AND then
:>passing that data on to the DSP through a bus. And you said that you had
:>already written the code to do it - you really have no credibility!!

Please do not say crap like this, the dual playfield using DSP is acheived
as follows:

DSP holds 256 colour RGB lookup for playfield 1
" " 2
DSP holds playfield 1

The Cpu sends playfield 1, and the dsp combines them (using the two
palettes).

This as I said acheives 25fps++. You HAVE NO CREDIBILITY GAVAN, please
don't think you can beat me on a technical argument like this, I think
and have the know how to post such stuff.
Kind of makes you silly again.

:> Could this be yet another case of you making something up just coz you
:>cant admit you are WRONG!?

I don't make things up, anyone with who owns a Falcon will be laughing at
you right NOW. BTW I just proved you wrongm if you didn't notice already.

:> Just look at the case you have cited. Not only do you make claims that
:>exceed the capacity of the host port, but you also exceed the capacity of
:>the CPU for data throughput. Furthermore, all your method involved was
:>reading/writing memory and doing a simple lookup - virtually no
:>processing. Yet you still had to throw in a line saying how the DSP would
:>speed it up blah blah when in this case its precisely the sort of thing
:>that WOULDNT be sped up by the DSP - the limit is CPU memory accessing and
:>it requires MORE of this is you use the DSP. I cant beleive you claim to
:>have already coded such a routine, unless you mean something like 100x50
:>pixels playfields.

In this case I am *correct* because the DSP can loose the need for a
colour lookup table because it can calculate the combined colour very
easily.

:> Since you always cite the DSP as bumping up the performance, perhaps
:>you can also explain what happens if you have two programs using the DSP
:>for different things. eg. one wants to decompress a JPEG and the other
:>want to do your dodgy sounding floating point multiply routine. Is there a
:>part of the OS which lets you manage program/data memory space within the
:>DSP and how do you deal with pre-emptive multitasking - does the OS
:>interrupt a program running in the DSP , execute your new code and then
:>return to the other program? I doubt it somehow - the DSP is a **LOT**
:>less useful for general computing than you make out. It is a very
:>effective processor of digital signals (as the name implies) but for
:>general purpose computing on a pre-emptive mulititasking OS its very
:>ineffective.

Yes the OS provides such stuff, and Yes I can play 4 channel sound while
the DSP does other stuff if I put my mind to it.

>Gavan.

Griff
--

1001. Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 13:49:27 UTC
From: mdg@ukc.ac.uk
Message-ID: <8703@gos.ukc.ac.uk>
Source record: 18402

In article <9402281132.AA09616@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes...

:> Oh dear, I`ve been happy to disprove your claims about dual playfields
:>and hi-res screens and all your crap about the DSP being better for
:>everything. You come out with something like your 256 dual playfields
:>since you are so desperate to make the Falcon look good, but you dont
:>spend any time thinking about whether it is possible given the
:>limitiations of the bus widths etc. Even though using a LUT to do 256DP on
:>a 65k screen sounded feasible, a little thought soon reveals it to be
:>impossible in anything but an incredibly low resoulution. Didnt stop you
:>from claiming you had already done it though.

Oh dear, my last post killed this one stone dead.

:>In fact, any time someone educates you you simply claim you have done it
:>since you know they probably wont have had access to the Falcon hardware
:>to try it themselves - Pathetic! The `Dual 256 colour playfields` and
:>1600x600 65k colour screens were cases in point, you made claims that
:>exceeded the physical limits of the memory bus and screen DMA.

From the start I said 1600x600 x 65536 was theoretical, at the moment
it certainly does not crash. At least I have the ability to experiment
and take the machine to its limits, you do not.

:> Here you claimed you claimed both the PC and MAC could do screen
:>switching and that you had done it yourself and you got it WRONG. Dont
:>give me that guff about individual cards doing it. You implied that all
:>PCs could do it as standard. You seem to have got the MAC claim totally
:>wrong - AND lied about programming it youself.

I never claimed I had programmed MACs, (I wouldn't want to), I could be
totally wrong, I would be suprised if the newer MACs did not have the
video h/ware to do this. As for the PC, you will have to wait for my
first demo.

>Gavan

Griff
--

1002. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 14:34:43 UTC
From: marmoset@garnet.msen.com
Message-ID: <2ksve3$n5m@nigel.msen.com>
Source record: 18403
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Chuggles (N.Ashford) drove Bus #<2kq1rn$oqe@harbinger.cc.monash.edu.au>
onto the Information Highway:

: >> Apple MacIntosh - About to lose its identity forever.

: >No.
: Yes, it will just be another NT platform.

Eh? Motorola has announced that they are collaborating with Microsoft on
a port to the PREP platform, but Apple isn't building PREP machines (yet)
anyway, and there has _definitely_ been no announced intention of porting
NT to the PowerMacs.

Besides, how many non-Intel machines are _currently_ running NT anyway.
Wasn't the rumor that DEC had only shipped <1000 Alpha PC's with NT
installed? Methinks anyone who still believes "NT will take over the
world" has, at the very least, a long wait ahead.

--
| Dave Walker, Detroit Art Services (DAS) |
| |
| marmoset@msen.com My name is (zxqygbblkddfg) and I am funky. |

1003. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 14:47:41 UTC
From: c4bw@dmu.ac.uk
Message-ID: <1994Feb28.144741.25573@dmu.ac.uk>
Source record: 18404
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

> : I've heard lots of geeze, AmigaDOS looks ugly, Acorn has a much nicer
> : GUI.

> Personally, I don't think that the GUI on the Arch looks any more prettier
> than any other one I have seen - but it has one attraction - it is
> blazingly fast. I have seen things done on an Arch with 4mb ram that cannot
> be done on a 468dx/66 with 16mb ram. IMHO the Arch is a far better machine
> than any 486 can ever hope to be. However, Acorn marketing folks are a bit
> wierd with their marketing strategy, and the machine will probably never be
> more than a niche one.

Personally I have always found that Windows on the PC a very slow and cumbersome
piece of software. The desktop environment is also too slow for proper use,
catalogue a disk and you'll see.

I think it is about time PC's were dropped from the market in favour of a more
modern machine (pref. the Arc!). PC design is about 20 years old, and yes I do
know that the 486 whatever speed /2.... and Pentium are modern processors. But
why oh why put them in a box where the base architecture has to be compatible
with the 8086? Surely there is some progress in PC design, but alas not.
(Please no flames about VESA and the like).

Also Pentium - waste of space. One machine I saw had a price tag of 3000 ukp,
had two 450W power supplies, had 5 cooling fans, and was unable to run without
the case on it. ==> Intel have guffed up here! It's almost cheeper to run a
1KW electric fire than this pentium based PC.

Bryan.

1004. was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 14:48:56 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9402281449.AA08446@nyx.cs.du.edu>
Source record: 18405

c2sgy@dmu.ac.uk (SG Yardley) writes....

>>> Alright, exactly what can you do on a single floppy Falcon with 1
megabyte?
>>
>> They don't sell 1Mb F030s in Sweden. At least not that I know of...
>> But since you asked...
>>
>> Realtime true color Goraud shaded 3D.
>> Realtime true color fractal zoom.
>> Realtime Phong shading.
>> Realtime true color texture mapped 3D.

>Those are what we have come to expect though from the computers of today
>...

Actually, thats what we have come to expect from the GAMES CONSOLES of
today!

Still, I have to admit that the Panther (ooops, sorry, I meant the
Falcon) has GREAT games console specs. Too bad there isnt much in the way
of games for it. They all seem to have been developed for the more
popular, serious ;-) , computers like the Amiga and PC.

>I also was unaware that you could get a 1 meg Falcon in the UK as 1 meg
>should of been dropped and most developers will not look at the 1 meg
>limit
>as a problem but look to develop for 4 megs or even more .....
>(but if you knew anything about a Falcon you would know this already !!!)

Yes, you CAN buy 1 Meg Falcons in the UK at least. I say Ladbroke
computing ads for 570UKP and Silica Shop selling them for 500UKP. I think
Atari are trying to make it affordable for ST owners to upgrade, even if
the resultant computer isnt much use as configured, you can always use it
as a fast ST until you can afford more mem and a HD.

All serious software developers develop for Amigas with 4 meg+ of RAM,
most new products need such a config and a HD to even work. The limit of 2
megs chipram only on the cheapest A1200/CD32 is really only there for
games developers.

Gavan.

1005. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 15:08:15 UTC
From: se2dal@dmu.ac.uk
Message-ID: <1994Feb28.150815.26459@dmu.ac.uk>
Source record: 18406
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Bryan Wells (c4bw@dmu.ac.uk) wrote:
> Personally I have always found that Windows on the PC a very slow and cumbersome
> piece of software. The desktop environment is also too slow for proper use,
> catalogue a disk and you'll see.

Just to make a point:

A person I live with used to have a 386 PC with only 2 Megs. He downloaded a load of JPEGs and the only viewer he had (CorelDraw) could only display GIFs So I got out my copy of ArcJPEG (not the faster program ever) and sort of set up a processing line - I would convert the JPEG to GIF - chuck it to him (by disc of course) and he would copy them to his HD and display them - I had to use RAM disc (my HD is 150 mile away) and an ARM2 and I managed to convert the JPEGs to GIF AND get them on disc (which is *very* slow) before he could even display the GIFs...

> I think it is about time PC's were dropped from the market in favour of a more
> modern machine (pref. the Arc!). PC design is about 20 years old, and yes I do
> know that the 486 whatever speed /2.... and Pentium are modern processors. But
> why oh why put them in a box where the base architecture has to be compatible
> with the 8086? Surely there is some progress in PC design, but alas not.
> (Please no flames about VESA and the like).

Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old chip...

Dave

--
Dave Lodge, se2dal@dmu.ac.uk

"... Organised Religions make a mockery of humanity
Our Governments are dangerous and out of control
The Garden of Eden is just another Graveyard ..."
- from 'Garden of Eden' by Slash/Rose

1006. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 15:41:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <8707@gos.ukc.ac.uk>
Source record: 18407

In article <9402281449.AA08446@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
:> Yes, you CAN buy 1 Meg Falcons in the UK at least. I say Ladbroke
:>computing ads for 570UKP and Silica Shop selling them for 500UKP. I think
^^^^^^

A convenient typo Gavan, I assume you mean't 470, there are certainly
no places left selling 1mb Falcons for more than 499UKP.

:>Atari are trying to make it affordable for ST owners to upgrade, even if
:>the resultant computer isnt much use as configured, you can always use it
:>as a fast ST until you can afford more mem and a HD.

yes it certainly runs Frontier faster than the 1200.

:> All serious software developers develop for Amigas with 4 meg+ of RAM,
:>most new products need such a config and a HD to even work. The limit of 2
:>megs chipram only on the cheapest A1200/CD32 is really only there for
:>games developers.

4mb is more of a standard on the Falcon.
95% of Falcon s/ware will require 4mb, I would imagine the figure would
be closer to 70% or less for the Amiga.
>Gavan.

Griff
--

1007. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 15:52:55 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Feb28.155255.12907@t.hfb.se>
Source record: 18408

```
> a0=address of sprite data in above format
> a1=screen address(at current x,y pos of sprite)
>
> move.w (a0)+,d0 ;get number of structures needed to make sprite
>spr_draw_loop:
> add.w (a0)+,a1 ;add offset to screen address
> move.w (a0)+,d1 ;get number of words to draw
> jmp draw_tab(pc,d1.w)
>draw_tab:
> REPT max_spr_width
> move.w (a0)+,(a1)+ ;put data on screen
> ENDR
> dbf d0,spr_draw_loop
```

I think this would be faster, the F030 has got a cache you know...

```
a0=address of sprite data in above format
a1=screen address(at current x,y pos of sprite)

move.w (a0)+,d0 ;get number of structures needed to make sprite
spr_draw_loop:
add.w (a0)+,a1 ;add offset to screen address
move.w (a0)+,d1 ;get number of words to draw MINUS ONE
loop: move.w (a0)+,(a1)+ ;put data on screen
dbf d1,loop
dbf d0,spr_draw_loop
```

It's just a thought.

```
/
/ Daniel
```

1008. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 16:06:20 UTC
From: mdg@ukc.ac.uk
Message-ID: <8709@gos.ukc.ac.uk>
Source record: 18409

```
In article <1994Feb28.155255.12907@t.hfb.se> ep93dha@t.hfb.se writes:
:>I think this would be faster, the F030 has got a cache you know...
:>
:>a0=address of sprite data in above format
:>a1=screen address(at current x,y pos of sprite)
:>
:> move.w (a0)+,d0 ;get number of structures needed to make sprite
:>spr_draw_loop:
:> add.w (a0)+,a1 ;add offset to screen address
:> move.w (a0)+,d1 ;get number of words to draw MINUS ONE
:>loop: move.w (a0)+,(a1)+ ;put data on screen
:> dbf d1,loop
:> dbf d0,spr_draw_loop
>It's just a thought.

Yes that would be faster than the routine suggested by Alan,
however I think code generation would result in faster sprites, without
that much overhead in memory , heres my rout.

; a1=screen address(at current x,y pos of sprite)
move.w #$ffff,2(a1)
move.l #$ffffffff,320*2*1(a1)
move.w #$ffff,(320*2*2)+2(a1)
rts

would be the code generated for a '2x2' star.
the sprite code generator could optimise for consequetive writes by
using post-increment addressing or lea's where appropriate, the same
technique was used on the ST for 'pre-shifted sprite data' which resulted
in double the amount of sprites able to be drawn. (The record was 22
32x32 16 colour sprites which is more than the Amiga blitter can do).

>/ Daniel

Griff
--
```

1009. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 16:10:05 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLxzKt.5Bx@barclays.co.uk>
Source record: 18410
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Feb28.150815.26459@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:

|> Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old
And the z80 is based on a chip designed for constrolling washing machines...
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1010. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 16:35:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <022894163529Rnf0.77b8@blackhl.hacktic.nl>
Source record: 18411

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>In a message of 25 Feb 94 18:17:54, Ricardo Hernandez wrote:
>
>RH> Thanks for the correction. I read from other people too. 15,000
>RH> machines
>RH> in 6 months is really not very good though :-(
>
>True, but sales are going upwards. (Even magazines here admit the "Atari
>Community" is moving .... a PC magazine ... in the same article they declare C=
>as DEAD .. :-/ ...)

Don't get me wrong i hope the falcon will sell to as many people who want
one but the rise is normal its/was winter time in europe which should mean
higher sales. Secondly its kind of stupid to state 'atari is moving and
C= is dead' when its very clear that both the a1200 & cd32 & falcon sales
are up and the a1200 & cd32 are still outselling the falcon & jag at 10:1
or more. Dave is posting new releases for the cd32/a1200 all the time and
some of the steam seems to be out of the jag ..... i like the jag & the
falcon but claiming that atari is doing better than C= is not shown in
the number of units sold or the programs released.

does anyone have any new numders on the jag sold to date & the release of
jagCD unit ?

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
>+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
>+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are those of my employee! --------+
>

Daniel.

....
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . ockeloen@fys.ruu.nl ..
.. Utrecht, The Netherlands . Tel +31-30-940197 (300-14400) ..
....

1011. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 16:38:41 UTC
From: mdg@ukc.ac.uk
Message-ID: <8712@gos.ukc.ac.uk>
Source record: 18412
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <CLxzKt.5Bx@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>In article <1994Feb28.150815.26459@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:
>|> Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old
>And the z80 is based on a chip designed for constrolling washing machines...

Well you can slag down PCs all you want, however a 386/486 in protected
mode is semi-decent. And the compilers for the architecture are really
good. Yeah sure on-paper the architecture is crap, but it does what people
want and does it fast! I honestly think the the 80x86 architecture is
better to compile for than the 680x0 series, I'd be interested in someone
arguing otherwise.

I really hate this kind of mindless slagging down of any computer, you
can say exactly the same of the 68000 series , the 8 bit processor
series (m6809 etc) which was the fore runner to the 68k.

>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |

Griff
--

1012. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 16:49:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <022894164954Rnf0.77b8@blackhl.hacktic.nl>
Source record: 18413

sinclap2954@cobra.uni.edu writes:

>In article <1994Feb27.155852.2316@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon
Gornall) writes:
>
>A Power PC system will be cheaper!!!
>
>>
>> Simon.
>>
>> --
>> ____
>> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
>> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
>> ~~~~~~
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>
>Commodore Amiga and Atari Corp will be crushed by the Power PC!!
>

No they won't both the C= and the Atari line are outperformed for years
but there will always be people who don't want to turn to a perfect system
that expects its users to be stupid & PR driven. This may be a big shock
to you but there are still people out here who have simple fun in hacking
around with there hardware & writing software for it. We all heard it
before didn't we (mac,mac-ii,mac-gs, quadra's, mac-av and now the powerpc)
and we are still here still getting machines that in your eyes are
overprices underpowered and dead.

atleast in my area there seem to be more and more people getting pissed
of about new hardware/bigger software and the 'perfect' OS and turning
to other systems just for the fun of it (like running linux). The question
is not will the powerpc kill C= & atari but will C= & atari kill themselfs
by screwing over there very loyal users again and again or will they just
keep it down to a level that we blaim them for everything but still buy
there machines enough to keep them going like the last 10 years.

Daniel.

....
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . ockeloen@fys.ruu.nl ..

.. Utrecht, The Netherlands . Tel +31-30-940197 (300-14400) ..
.....

1013. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 17:07:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLy298.AJH@barclays.co.uk>
Source record: 18414
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8712@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> Well you can slag down PCs all you want, however a 386/486 in protected
|> mode is semi-decent. And the compilers for the architecture are really
|> good. Yeah sure on-paper the architecture is crap, but it does what people
|> want and does it fast! I honestly think the the 80x86 architecture is
|> better to compile for than the 680x0 series, I'd be interested in someone
|> arguing otherwise.
PCs work because they have brute processing power and a mountain of kludges
to cover up and inherently slow and dated architecture - even in 82 or
whenever they appeared, they were hardly leading edge. Local bus and such
have helped but at the end of the day, the PC is not a nice machine.

Luckily, there is some very nice software for it. I'll buy one later on in
the year because I need to to practice/learn (more) DOS/Windows/BSD etc. to
make myself more marketable and to have a system at home like I have at
work. Well, close anyway.

We have a PC laptop at work with full BSD, X, Ingres, Ingres Windows 4GL and
a load of support software. Now, that I would like at home :-)

I have used PCs a lot over many years and all I know is they aren't very
compatable, add-ons rarely work first time and getting multiple add-ons
working together is a true voodoo art. Windows is less than pleasent. On the
upside, Word for Windows and Excel are truly wonderful products.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1014. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 17:34:50 UTC
From: mdg@ukc.ac.uk
Message-ID: <8715@gos.ukc.ac.uk>
Source record: 18415
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <CLy298.AJH@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>In article <8712@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> Well you can slag down PCs all you want, however a 386/486 in protected
:>|> mode is semi-decent. And the compilers for the architecture are really
:>|> good. Yeah sure on-paper the architecture is crap, but it does what people
:>|> want and does it fast! I honestly think the the 80x86 architecture is
:>|> better to compile for than the 680x0 series, I'd be interested in someone
:>|> arguing otherwise.

:>PCs work because they have brute processing power and a mountain of kludges
:>to cover up and inherently slow and dated architecture
:>- even in 82 or
:>whenever they appeared, they were hardly leading edge. Local bus and such
:>have helped but at the end of the day, the PC is not a nice machine.

Not as nice as modern processor architectures, however the PC is
not as bad as you might think, the instruction set with its limited
number of registers is easier to optimise for than the 680x0 series (IMO)
for example I can write code that is 2-3 times faster than a compiler
on a 68k based machine, however I half to work really hard to beat the
compiler (say Watcom) on an Intel.
DOS is the why there are still kludges left in the chip, however 386
protected mode gives a memory model that is as good as the 68k series.

:>Luckily, there is some very nice software for it. I'll buy one later on in
:>the year because I need to to practice/learn (more) DOS/Windows/BSD etc. to
:>make myself more marketable and to have a system at home like I have at
:>work. Well, close anyway.
:>We have a PC laptop at work with full BSD, X, Ingres, Ingres Windows 4GL and
>a load of support software. Now, that I would like at home :-)
:>
:>I have used PCs a lot over many years and all I know is they aren't very
:>compatable, add-ons rarely work first time and getting multiple add-ons
:>working together is a true voodoo art. Windows is less than pleasent. On the
:>upside, Word for Windows and Excel are truly wonderful products.

Word for Windows is truely brilliant, and s/ware is what counts at
the end of the day for most users.

>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |

Griff
--

1015. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 18:37:55 UTC
From: Charles William Swiger <infidel+@CMU.EDU>
Message-ID: <4hQXc3y00iV1E5ANgn@andrew.cmu.edu>
Source record: 18416
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Excerpts from netnews.comp.os.ms-windows.advocacy: 28-Feb-94 Re: So what does the Acorn .. by M.D.Griffiths@ukc.ac.uk
> >|> Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old
> >And the z80 is based on a chip designed for constrolling washing machines...
>
> Well you can slag down PCs all you want, however a 386/486 in protected
> mode is semi-decent. And the compilers for the architecture are really
> good. Yeah sure on-paper the architecture is crap, but it does what people
> want and does it fast! I honestly think the the 80x86 architecture is
> better to compile for than the 680x0 series, I'd be interested in someone
> arguing otherwise.

To put it simply, no. Not even close.

The ideal architecture for a compiler designer is one consisting of lots of equal registers, where "equal" means that you can perform instructions on any register you wish rather than a subset of the registers. The Intel x86 has 4 general purpose registers, the Motorola 68k has 16 general purpose registers. (This is with a loose definition of general purpose; better examples of CPUs with equivalent registers include the MIPS Rx000, the Sun SPARC, the Alpha AXP, etc.) The whole point behind RISC CPU design is to produce CPUs that are well suited for good compiler design.

The Intel line has so few registers available that it is very difficult to perform global code optimization because there simply aren't enough registers available to hold temporary values without spilling them to memory. However, people have spent a lot more time, money, and effort designing x86 compilers, so they have a lot of special-purpose code that performs local optimizations ("peephole" optimizations) that aren't needed or useful on more RISC-like CPU's.

An experienced assembly language programmer can write better code then an optimizing compiler on the x86; but the compiler will typically produce better code than an experienced assembly programmer can on a RISC-like CPU, such as the Sun SPARC. This is especially true on newer CPUs where you have to start dealing with hazards, as human programmers are very bad at anticipating pipeline stalls. Would you rather write code in assembly for a Pentium or in C for a RISC CPU? Note that C code is portable, and your assembly code is not.

Reference: "Compilers: Principles, Techniques, and Tools" by Aho, Sethi, & Ullman

-Chuck

Charles William Swiger - WhiteLight Systems | "All the world's a stage, and"
---+ "we are merely players...."
AMS & normal mail: infidel@cmu.edu |
NeXTmail: chuck@cswiger.slip.andrew.cmu.edu | "Semper ubi sub ubi."

1016. Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 19:18:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d724378@secom.ct.se>
Source record: 18417

In a message of 28 Feb 94 12:36:12, Gavan Moran wrote:

GM> >I've never seen such a card here .. A1200 owners play games, nothing
GM> else.

GM> Face it, the A1200 has a wider user base and therefore much more
GM> SERIOUS software available *AS WELL AS * all the best games.

Then how come all A1200 owners play games? ('coz THEY DO!)

(Maybe the software is written with the higher end Amigas in mind .. not 2Mb
ChipRam no-HD A1200:s ... can it really be??)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1017. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 19:26:45 UTC
From: mdg@ukc.ac.uk
Message-ID: <8718@gos.ukc.ac.uk>
Source record: 18418
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <4hQXc3y00iV1E5ANgn@andrew.cmu.edu> Charles William Swiger <infidel+@CMU.EDU> writes:
>Excerpts from netnews.comp.os.ms-windows.advocacy: 28-Feb-94 Re: So what
>does the Acorn .. by M.D.Griffiths@ukc.ac.uk
:>> Well you can slag down PCs all you want, however a 386/486 in protected
:>> mode is semi-decent. And the compilers for the architecture are really
:>> good. Yeah sure on-paper the architecture is crap, but it does what people
:>> want and does it fast! I honestly think the the 80x86 architecture is
:>> better to compile for than the 680x0 series, I'd be interested in someone
:>> arguing otherwise.
:>

:>To put it simply, no. Not even close.
:>The ideal architecture for a compiler designer is one consisting of lots
:>of equal registers, where "equal" means that you can perform
:>instructions on any register you wish rather than a subset of the
:>registers.

Yes for 'on-the-fly' code generation an orthogonal instruction set is
better, however I am talking about optimisation here. A RISC based
machine is better to compile for, however we are comparing the 68000
and 808x6 here.

:> The Intel x86 has 4 general purpose registers, the Motorola
:>68k has 16 general purpose registers. (This is with a loose definition
:>of general purpose; better examples of CPUs with equivalent registers
:>include the MIPS Rx000, the Sun SPARC, the Alpha AXP, etc.) The whole
:>point behind RISC CPU design is to produce CPUs that are well suited for
:>good compiler design.

The 680x0 is very CISC, it has some very very complicated addressing modes
, far more complex than the 80x86, I have *never* seen any compiler that
takes advantage of any of the more complex modes.

You can argue that with less registers there are less registers to
try and optimise for, hence it is easier to optimise 80x86 code. In my
experience I have found this to be true, you can spend all day trying
to save an extra register to get extra speed, register optimisation is
a subject of research. (there are many suggested strategies).

:>The Intel line has so few registers available that it is very difficult
:>to perform global code optimization because there simply aren't enough
:>registers available to hold temporary values without spilling them to
:>memory. However, people have spent a lot more time, money, and effort
:>designing x86 compilers, so they have a lot of special-purpose code that

:>performs local optimizations ("peephole" optimizations) that aren't
:>needed or useful on more RISC-like CPU's.

Function level optimisation, is the most important IMO, peephole optimisation
is particularly well suited to the 80x86, as well as all the other text
book methods like 'strength reduction', 'loop invariance' etc.

:>An experienced assembly language programmer can write better code then
:>an optimizing compiler on the x86; but the compiler will typically

what I am saying is that people can beat the compilers by a great
distance on a 680x0, now this is either the fault of the compiler on
the 680x0 OR the 80x86 compilers are a lot better. In a way I am
trying to suggest the the 68000 is more 'N-complete' ;-) than the
80x86, hence there are more possibilities for optimisation on a 680x0,
hence it is harder to optimise for.

:>produce better code than an experienced assembly programmer can on a
:>RISC-like CPU, such as the Sun SPARC. This is especially true on newer
:>CPUs where you have to start dealing with hazards, as human programmers
:>are very bad at anticipating pipeline stalls. Would you rather write
:>code in assembly for a Pentium or in C for a RISC CPU? Note that C code
:>is portable, and your assembly code is not.

I write in C on my 486, assembler and DSP assembler on my Falcon.

>Reference: "Compilers: Principles, Techniques, and Tools" by Aho, Sethi,
>& Ullman

Good book that, sitting on my shelf but to argue that a compiler will be
able to beat an experienced human is madness, since a compiler cannot
have 'leaps of intuition' and suchlike which lead to optimisation. The
heuristics and knowledge which we can draw upon when optimising code
is very difficult to build into a machine. But I agree with you about
portability, writing assembler is generally not worthwhile esp. with decent
C compilers.

>Charles William Swiger - WhiteLight Systems | "All the world's a stage, and"

Griff
--

1018. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 19:34:02 UTC
From: Charles William Swiger <infidel+@CMU.EDU>
Message-ID: <EhQYQeS00iV1Q5ARx1@andrew.cmu.edu>
Source record: 18419
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy

Excerpts from netnews.comp.os.ms-windows.advocacy: 28-Feb-94 Re: So what does the Acorn .. by M.D.Griffiths@ukc.ac.uk

> Not as nice as modern processor architectures, however the PC is
> not as bad as you might think, the instruction set with its limited
> number of registers is easier to optimise for than the 680x0 series (IMO)
> for example I can write code that is 2-3 times faster than a compiler
> on a 68k based machine,

I don't believe you. Post the original C code, your assembly code, and compiler's generated code. Also post what compiler you're using and the complete set of compilation flags.

-Chuck

Charles William Swiger - WhiteLight Systems | "All the world's a stage, and"
---+ "we are merely players...."
AMS & normal mail: infidel@cmu.edu |
NeXTmail: chuck@cswiger.slip.andrew.cmu.edu | "Semper ubi sub ubi."

1019. Re: Bodged AGA

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:05:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.200544.38424@rmece02.upr.clu.edu>
Source record: 18420

In article <2d6efb30@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 24 Feb 94 15:39:56, Ricardo Hernandez wrote:
|>
|> RH> The CD32 is doing awesome in Europe, same with the A1200.
|>
|> Commodore Sweden has closed down all business. (Atari Sweden does exist)
|>
|> (Sweden = part of Europe)

True. It's not the biggest part of Europe though ;-)

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1020. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:07:13 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.200713.46237@rmece02.upr.clu.edu>
Source record: 18421

In article <2d6efb8a@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 24 Feb 94 15:43:56, Ricardo Hernandez wrote:
|>
|> RH> I guess only the people that want to do multimedia animated movies,
|> RH> and people that want to use their computers for making 3d graphic
|> RH> videos...
|> RH> a small market right?
|>
|> So when they're going to do the movie they say "Hey! Let's load file anim1.ani,
|> and THEN anim4.ani (pre-rendered files!) ... WOW .. whatta great movie!!!)
|>
|> I think they'll say something to the effect of: "Hey, I can change the path of
|> this raytraced ball using the mouse!"
|>
|> Pre-rendered? Don't make me LAUGH!

LAUGH *all* you want. This is the way Jurassic Park, The Abyss,
Babylon5, and pretty much every single movie with 3d graphics has been done.

Not even the SGI machines use their graphic cards for high quality
3d animation...

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

[stuff deleted]

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1021. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:08:10 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.200810.38628@rmece02.upr.clu.edu>
Source record: 18422

In article <2d6efc06@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 24 Feb 94 16:05:48, Ricardo Hernandez wrote:
|>

[stuff deleted]

|> RH> Rickard.. you are forgetting the sun doesn't revolve around your place
|> RH> again ;-)
|>
|> And you seem to forget that it shines here too ...
|>
|> (BTW, The Eagle is not just a TT-Ram expansion as I wrote originally, it's also
|> a 32Mhz accelerator ..)

No, I don't forget that. But then, I guess ATARI must be really
big and kiking butt all over the Swedish computer market...

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1022. Re: was Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:10:10 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.201010.37218@rmece02.upr.clu.edu>
Source record: 18423

In article <2d6efcba@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 24 Feb 94 14:47:18, Gavan Moran wrote:
|>
|> GM> >Falcon030, 4Mb RAM, 85Mb HD: 9995 SEK
|> GM> >Eagle Sonic TT-Ram expansion card: 700SEK
|> GM>
|> GM> How much RAM is on this TT-RAM card? You dont mention ANY amount at
|> GM> all, which makes it sort of useless.
|>
|> Since the A1200 below hasn't got FastMem (or are those two extra meg that?)
|> it's unpopulated ... I forgot one thing though, this TT-Ram expansion is also a
|> 32Mhz accelerator ..
|>

[stuff deleted]

|> GM>
|> GM> I`ll have to accept your figures for Sweden (even though they sound a
|> GM> little unrealistic), but please clarify if the TTRAM card actually has
|> GM> any RAM on it, and how much an A1200 with 80Meg HD and a
|> GM> GVP-SCSI-RAM-882FP card would cost if you have the figures. Here, you can
|> GM> get an A1200 with 2 megs chip, 4 megs fast, SCSI controller, 80 Meg IDE
|> GM> HD, 25MHz 882FPU and MIDI ports for only a fiver more than a Falcon 4/65
|> GM> machine.
|>
|> I've never seen such a card here .. A1200 owners play games, nothing else.

Oh, yeah, You must be right. I guess all these third party card
manufacturers are just lying. Hey, what's this that I got?
Oh, yeah, a SCSI 50Mhz w/ 50Mhz FPU accelerator just to play games. Yep.

(NOT!)

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2

\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1023. Re: `bit-ness of processors`

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:10:45 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.201045.30373@rmece02.upr.clu.edu>
Source record: 18424

In article <2d6fa38e@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 25 Feb 94 02:07:28, Ricardo Hernandez wrote:
|>
|> RH> You can add things like a 50Mhz accelerator and still be cheaper than
|> RH> the Falcon.
|>
|> Running in chipram? <grin>

Nope, with 4 megs of fast ram.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1024. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:12:04 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.201204.44547@rmece02.upr.clu.edu>
Source record: 18425

In article <2d704a0a@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 25 Feb 94 18:17:54, Ricardo Hernandez wrote:
|>
|> RH> Thanks for the correction. I read from other people too. 15,000
|> RH> machines
|> RH> in 6 months is really not very good though :-(
|>
|> True, but sales are going upwards.

Just like the A1200 and CD-32.

|> (Even magazines here admit the "Atari
|> Community" is moving .... a PC magazine ... in the same article they declare C=
|> as DEAD .. :-/ ...)

Yep. About 12 magazines here they don't even mention ATARI because
"what's that".

Rickard, you must really be smarter than this stupid attitude of yours.
(I really hope so).

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1025. Re: was Re: "Bit-ness" of Processors Now: ham8

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:14:39 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.201439.38220@rmece02.upr.clu.edu>
Source record: 18426

In article <9402281130.AA09566@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes...
|>
[stuff deleted]

|> being used for such a thing. Where is that Falcon MM software to compete
|> with Scala/Infochannel, MediaPoint, AmigaVision, CanDO, VideoStage Pro,
|> Helm or HyperBook?
|>

Exactly said Gavan. I wonder where is it.... But let's say to be fair:

Only against Scala/InfoChannel, MediaPoint, CanDo, Helm and Video Stage Pro...
;-)

|> Gavan.
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1026. Amiga for games? HA! was Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:20:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.202003.24285@rmece02.upr.clu.edu>
Source record: 18427

In article <9402281136.AA09703@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...
|>
|> >I've never seen such a card here .. A1200 owners play games, nothing else.
|>
|>
|> A typically stupid Atari viewpoint. I notice that there is a campaign
|> on this group to get PageStream 3.0 on the Atari - its already out for the
|> Amiga. Obviously the manunfacturers of this program recognise that the
|> market for SERIOUS software is much greater on the Amiga than the Atari.

Exaclty said Gavan. What is really funny is that maybe Rickard
doesn't grasp that there is a BIGGER image about ATARI being a
games company than a computer company.

|> Wheres all the Atari Multimedia software? I dont see anything like
|> Scala, MediaPoint, Helm , CanDo etc on the Falcon. How about image
|> processing, what does the Atari have to match AdPro/MorphPlus,
|> ImageFX/Cinemorph or ImageMaster? How about 3-D rendering, where are
|> Real-3D, Imagine, LightWave, Aladdin?

Hey! You for got PlayMation and Caligari! ;-)

|> Wheres productivity software like
|> WordWorth3 or Final Copy2 on the ST? DTP has Calamus is suppose, but Amiga
|> owners have PageStream3 AND ProPage4.
|>
|> Face it, the A1200 has a wider user base and therefore much more
|> SERIOUS software available *AS WELL AS * all the best games.

Yep. It's just funny how Rickard babbles so much. Maybe Griff
should correct, er, 'educate' him ;-) ;-) :-b :-b ;-)

(*ROTFL*)

|>
|> Gavan.
|>

I'll admit though, the Falcon is better for music. And *that's why*
Falcon sales went up recently- because of the realease of a music
application.

So Rickard... look forward to program music demos, not graphic demos...

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1027. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:24:30 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.202430.51815@rmece02.upr.clu.edu>
Source record: 18428

In article <8709@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb28.155255.12907@t.hfb.se> ep93dha@t.hfb.se writes:
|> :>I think this would be faster, the F030 has got a cache you know...

[stuff deleted]

|>
|> would be the code generated for a '2x2' star.
|> the sprite code generator could optimise for consequetive writes by
|> using post-increment addressing or lea's where appropriate, the same
|> technique was used on the ST for 'pre-shifted sprite data' which resulted
|> in double the amount of sprites able to be drawn. (The record was 22
|> 32x32 16 colour sprites which is more than the Amiga blitter can do).

But then the Amiga can have 4 64-bits 16 color sprites per horizontal
line with no CPU usage... .AH. it's nice to have *REAL* SPRITES!

:-)

|>
|> >/ Daniel
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1028. Re: 256 colour dual playfields was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 20:26:59 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb28.202659.48636@rmece02.upr.clu.edu>
Source record: 18429

In article <8701@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <9402281129.AA09528@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> >mdg@ukc.ac.uk (M.D.Griffiths) writes...
|> >
|> >>In article <1994Feb24.150212.33597@rmece02.upr.clu.edu>
|> >>raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

[stuff deleted]

|> Please do not say crap like this, the dual playfield using DSP is acheived
|> as follows:
|>
|> DSP holds 256 colour RGB lookup for playfield 1
|> " " 2
|> DSP holds playfield 1
|>
|> The Cpu sends playfield 1, and the dsp combines them (using the two
|> palettes).
|>
|> This as I said acheives 25fps++. You HAVE NO CREDIBILITY GAVAN, please
|> don't think you can beat me on a technical argument like this, I think
|> and have the know how to post such stuff.
|> Kind of makes you silly again.

I would say Gavan has far more credibility than Rickard. Why don't you
correct Rickard, Griff?

[stuff deleted]

|>
|> Yes the OS provides such stuff, and Yes I can play 4 channel sound while
|> the DSP does other stuff if I put my mind to it.

That sounds like the OS actually doesn't provide it ;-)
|>
|> >Gavan.
|>
|> Griff
|> --
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2

\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1029. Re: Amiga for games? HA! was Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 22:52:57 UTC
From: renfro@bnr.ca
Message-ID: <2ktsk9$3an@crchh610.bnr.ca>
Source record: 18430

In article <1994Feb28.202003.24285@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

[bunch o stuff about serious apps deleted]

|>
|> I'll admit though, the Falcon is better for music. And *that's why*
|> Falcon sales went up recently- because of the realease of a music
|> application.
|>
|> So Rickard... look forward to program music demos, not graphic demos...
|>
|> --
|> Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|> I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
|> \X/Opinions are my own, not of my college campus
|> Department of Electrical and Computer Engineering

Not trying to defend Rickard here, but just because the Falcon is 'better' for music and just because the Amiga is well known and established in the video arena, does this mean that the Falcon can not be any good at graphics?

It would be nice if people would stop argueing over things they know nothing about. If you want to advocate your favorite machine that's fine, but stop putting down others when you have not even used them. And please stop using something you 'heard' on the net as a basis for your arguements. Things can get really out of hand when you propagate some of the crap that shows up here.

(Hey I can wish can't I :)

BTW, I have been using Ataris since 1980 and have never even seen an Amiga computer. From my perspective they are a non-existant (niche) computer with no software or support. But do you see me saying anything (good or bad) about them? NO, because I'd be talking here-say and posting what someone else had said about them and I'd have no personal experience to back any of it up (like a number of other Gavan Moran types around here). I therefore keep quite until I can talk about something I know.

Of course, that would make this advocacy group really boring and I doubt anybody would listen to me anyway... so carry on.

RandyH

1030. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 23:11:21 UTC
From: davew@creative.demon.co.uk
Message-ID: <762477081snz@creative.demon.co.uk>
Source record: 18431
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <8682@gos.ukc.ac.uk> mdg@ukc.ac.uk "M.D.Griffiths" writes:

> In article <2kpkka$8n5@haegar2.uni-paderborn.de> laire@haegar2.uni-paderborn.de
> (Ralph Schmidt) writes:
> >mdg@ukc.ac.uk (M.D.Griffiths) writes:
> :>>With Turbo-asm on a Falcon it takes about 3 seconds to assemble (so this
> ;>>assembler assembles as quickly on a 16mhz 030 as yours on a 25mhz 040!!)
> :>>It also takes only 4 seconds on an STE (8mhz 68000!), because about 90%
> :>>of the assembly time is reading the include files (about 50 files totaling
> :>>about 300k). Thats Turbo-asm for you, shame it doesn't do macros otherwise
> :>>it would be the only choice..

We use PSY-Q for our A1200 stuff, its the Psygnosis Cross-Development Env`nt,
On a 486-50 with a Cached I/O card it assembles 38,186 lines of code (not
counting expanded macros) with 26 included source files, 40ish bin files in
around 5 seconds, and a further 3 seconds to download and Run 1.8mb of
data. anything else just wont do 8-)

--
Dave Wightman
Creative Edge

1031. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 23:18:40 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2ktu4g$pnr@lyra.csx.cam.ac.uk>
Source record: 18432
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <4hQXc3y00iV1E5ANgn@andrew.cmu.edu>, Charles William Swiger <infidel+@CMU.EDU> writes:

|> An experienced assembly language programmer can write better code then
|> an optimizing compiler on the x86; but the compiler will typically
|> produce better code than an experienced assembly programmer can on a
|> RISC-like CPU, such as the Sun SPARC. This is especially true on newer
|> CPUs where you have to start dealing with hazards, as human programmers
|> are very bad at anticipating pipeline stalls. Would you rather write
|> code in assembly for a Pentium or in C for a RISC CPU? Note that C code
|> is portable, and your assembly code is not.

Agreed. Some RISC CPU's are really nasty to write code for. Things such as the Branch Delay Slot, for example, on the MIPS RISC series make it sometimes fairly difficult to see the best way of ordering instructions to the assembly coder. Optimising compilers designed for a certain type of CPU will generally produce faster code, and, of course, it means that the programmer does not have to learn the assembly language for a lots of different CPU's, as well as having to learn the best way to order instructions (which is sometimes far from obvious.) I'd say that very few things should be written in assembler at all on a modern system. (Exceptions would be parts of the task switcher, lowlevel filesystem etc.)

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

1032. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 23:49:22 UTC
From: sglass@sglass.demon.co.uk
Message-ID: <6re7hvj024n@sglass.demon.co.uk>
Source record: 18433
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <CLxzKt.5Bx@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

> And the z80 is based on a chip designed for constrolling washing machines...

A market that ARM are no-doubt keen to take over :-) Yes there are a lot of w/m's out there...

Overkill? Yes, but at the price an ARM 6 sells for, why not spoil your w/m programmer :-) Maybe top of the line ones will have a serial port for programming from a computer. Maybe even a vidc?

--
Simon

Sig line trunca

1033. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 23:52:45 UTC
From: sglass@sglass.demon.co.uk
Message-ID: <6reBGxj024n@sglass.demon.co.uk>
Source record: 18434
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8712@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

> Well you can slag down PCs all you want, however a 386/486 in protected
> mode is semi-decent.

No it isn't.

And the compilers for the architecture are really
> good.

Not really. They make use of 386 instructions, but very few make use of 486
instructions. As for optimisation for Pentium.

-manic laughter

Yeah sure on-paper the architecture is crap, but it does what people
> want and does it fast! I honestly think the the 80x86 architecture is
> better to compile for than the 680x0 series, I'd be interested in someone
> arguing otherwise.

I'd prefer 68000 just because it was designed a little more. But for
compilers, RISC is better

> I really hate this kind of mindless slagging down of any computer, you
> can say exactly the same of the 68000 series , the 8 bit processor
> series (m6809 etc) which was the fore runner to the 68k.

The reason Acorn people say it is that the ARM 2 is a clean-slate chip, with
no bagage. Very rare these days...

> >|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |

Er, wot's that?

--
Simon

Sig line trunca

1034. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-02-28 23:58:23 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb28.235823.27837@mnemosyne.cs.du.edu>
Source record: 18435

In article <9402281133.AA09643@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>
>[quotes from Edge magazine deleted]
>
>>> I was illustrating how Atari is cocking up the Jaguar marketing, not
>>>trying to make a C= vs Atari point. I frankly couldnt care what C= did or
>>>didnt do at it. Just look at how Atari have (mis)marketted past machines
>>>and ask yourself `is the Jaguar a surefire bet for my money?` before
>>>urging people to buy one.
>
>
>>Indeed, in what way were you showing how Atari had "cocked up" the
>>marketing? They had a large booth next to the big players, and they
>>won a number of awards at the show... The only thing they could have
>>done better was have more games on line, but that is a seperate
>>matter. I believe they start TV adverts soon in the top ten US
>>markets, and the machines start rooling out then. The article was
>>really only critical (and rightly so) of the low number of games on
>>hand. That is the only basis they gave for their claim of "ebbing"
>>Atari marketing.
>
> They werent just slagging the lack of software (which Atari have
>alsways been poor at) but the quote referred also to the pathetic attempts
>at advertising (another traditional Atari weak-point). This magazine is
>unbiased, so they really were reflecting the state of things as they were.
>If anything, they would be biased towards the Jaguar as they really favour
>hi-tec systems, even if they are comparitively unknown. eg they gave the
>Neo-Geo a lot of coverage and also the PC-Engine which is unknown here.

But all they said was that Atari's marketing was lame - with no reason
why beyond limited titles... and even then they had to grudgingly
admit that AvP was really interesting. Why didn't they even mention
T2000?

Really, the fact that they were focusing on more neo-geo coverage says
it all about that mag...

>
>
>>Geez, quoting game mags - really!
>
> Well, since the Jaguar is a GAMES CONSOLE, I think its fair to quote
>games mags which will be read by anyone considering buying the thing. Edge

>seems to be quite well respected, especially by people looking for
>`cutting edge` systems as it is very upmarket and aimed toward new
>technology. Its just the sort of opinion-forming publication that can make
>the difference to anyone considering buying a system like the Jaguar.

But GAME MAGS produce some of the worst sort of favortism and
incorretness of any possible magazine, and have almost nothing useful
that hasn't already been discussed to death here for months. I don't
know why they were attacking the Jaguars advertising, but they really
presented no logical reason for doing so. Thus is the danger in
quoting game mags, you loose hold of reality.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1035. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 00:00:55 UTC
From: sglass@sglass.demon.co.uk
Message-ID: <6reHFMj024n@sglass.demon.co.uk>
Source record: 18436
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8715@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

> Not as nice as modern processor architectures, however the PC is
> not as bad as you might think, the instruction set with its limited
> number of registers is easier to optimise for than the 680x0 series (IMO)
> for example I can write code that is 2-3 times faster than a compiler
> on a 68k based machine, however I half to work really hard to beat the
> compiler (say Watcom) on an Intel.

I have to really work hard to write Intel code at all. It's a bloody
nightmare, particularly when you start getting into the 386 instruction set.
You have about 59 bytes of escape codes before you even get into the native
op codes, by which time you've give up and are reaching for a large gun to
end it all...

I truely pity 386 compiler writers. It's a dog's life.

Anyway, I suppose a compiler for a stack machine would be easy to write, and
hard to beat. It all depends how low you're prepared to go, doesn't
it...persoanlly I don't think ax, bx, bc, dx, ex, pc, si, di, pi, qi, zi,
redi.... are so nice. General purpose regs might be better. The 8086 was a
super-expanded z80, not a good basis for a 12-year product line.

> Word for Windows is truely brilliant, and s/ware is what counts at
> the end of the day for most users.

Yep, shame about windoze though

--
Simon

Sig line trunca

1036. Re: The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 00:02:54 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar1.000254.28327@mnemosyne.cs.du.edu>
Source record: 18337

In article <9402281135.AA09668@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>uenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes....
>
>>Additionally, the A4000/040 has the worst CPUtoRAM interface one can
>>imagine. It should be the slowest 040/25 machine available.
>
> Second worst - the *WORST* CPU-RAM interface has to be the FALCON ;-)

Nah, the Falcon overcomes thsi dificulty fairly well...

>
> try an A3000 or A2000 with 040 card for better speed. How does the
>Falcon 040 compare ;-p
>

I'll have to get an 040 card and find out!

<some stuff deleted>
>>Did you know that reading PC-formatted HD-disks eats up to 30% of the
>>processor time on a 4000/040 (according to DirOpus' status line)?
>
> Thats because the Amiga runs the PC filing system as a mounted file
>system. The basic Amiga disk format is far superior to the PC/TOS - long
>file names, soft and hard links, more on a disk etc. If you want to access
>PC disks you simply mount a PC file system (eg CrossDos comes with
>AmigaDos 3) and you can access them transparently. Sure theres a little
>processor overhead when reading writing, but it not like you are accessing
>the floppies more than about 2-3% of the time. Are there any programs on
>the PC or Atari that let them read Amiga disks?
>

Gee, I have loadable file systems, and my non-native UNIX like file
system with all of the benefits you describe is faster than the nasty
MS-DOS type filesystem...

I have no need to read Amiga disks. How many SCSI CD-ROM drivers are
there for the A1200?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1037. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 00:08:12 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar1.000812.28498@mnemosyne.cs.du.edu>
Source record: 18338

In article <9402281449.AA08446@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
> c2sgy@dmu.ac.uk (SG Yardley) writes....
>
>
>>>> Alright, exactly what can you do on a single floppy Falcon with 1
>megabyte?
>>>
>>> They don't sell 1Mb F030s in Sweden. At least not that I know of...
>>> But since you asked...
>>>
>>> Realtime true color Goraud shaded 3D.
>>> Realtime true color fractal zoom.
>>> Realtime Phong shading.
>>> Realtime true color texture mapped 3D.
>
>>Those are what we have come to expect though from the computers of today
>>...
>
> Actually, thats what we have come to expect from the GAMES CONSOLES of
>today!
>
> Still, I have to admit that the Panther (ooops, sorry, I meant the
>Falcon) has GREAT games console specs. Too bad there isnt much in the way
>of games for it. They all seem to have been developed for the more
>popular, serious ;-) , computers like the Amiga and PC.

Confusing the Panther (oops - you mean Jaguar) and Falcon? Which is
the more serious machine- the one that has 4MB memory and 85MB HD +
real ports standard, or the one that doesn't?

>
>>I also was unaware that you could get a 1 meg Falcon in the UK as 1 meg
>>should of been dropped and most developers will not look at the 1 meg
>>limit
>>as a problem but look to develop for 4 megs or even more .....
>>(but if you knew anything about a Falcon you would know this already !!!)
>
> Yes, you CAN buy 1 Meg Falcons in the UK at least. I say Ladbroke
>computing ads for 570UKP and Silica Shop selling them for 500UKP. I think
>Atari are trying to make it affordable for ST owners to upgrade, even if
>the resultant computer isnt much use as configured, you can always use it
>as a fast ST until you can afford more mem and a HD.
>

Possibly, but like I said that is not the base configuration. I can
buy a 486 MB all by itself, do you consider that the "base" pc config?

> All serious software developers develop for Amigas with 4 meg+ of RAM,
>most new products need such a config and a HD to even work. The limit of 2
>megs chipram only on the cheapest A1200/CD32 is really only there for
>games developers.

That's good, that they keep up with serious Falcon developers that
also assume 4MB+ of memory.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1038. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 01:14:54 UTC
From: mdg@ukc.ac.uk
Message-ID: <8719@gos.ukc.ac.uk>
Source record: 18339
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy

In article <EhQYQeS00iV1Q5ARx1@andrew.cmu.edu> Charles William Swiger <infidel+@CMU.EDU> writes:
>Excerpts from netnews.comp.os.ms-windows.advocacy: 28-Feb-94 Re: So what
>does the Acorn .. by M.D.Griffiths@ukc.ac.uk
:>> Not as nice as modern processor architectures, however the PC is
:>> not as bad as you might think, the instruction set with its limited
:>> number of registers is easier to optimise for than the 680x0 series (IMO)
:>> for example I can write code that is 2-3 times faster than a compiler
:>> on a 68k based machine,
:>
:>I don't believe you. Post the original C code, your assembly code, and
:>compiler's generated code. Also post what compiler you're using and the
:>complete set of compilation flags.

Most graphical stuff is 2-3 times faster in assembler for example

gouraud/phong/tmapping/sprites etc

>-Chuck

Griff
--

1039. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 04:02:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kuep8$2n8@uqcspe.cs.uq.oz.au>
Source record: 18340

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

> But then the Amiga can have 4 64-bits 16 color sprites per horizontal
>line with no CPU usage... .AH. it's nice to have *REAL* SPRITES!

You think so? Look at all the performance tradeoffs that have been made
to support those sprites. For a start, the clock is slower.

Take the TT for example - they didn't put a Blitter in it, because the
blitter was slower than an 32MHz 030. Fortunately not too much sw makes
assumptions about extra hardware like that.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1040. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 07:10:18 UTC
From: laire@haegar2.uni-paderborn.de
Message-ID: <2kupoq$mbn@haegar2.uni-paderborn.de>
Source record: 18341
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

davew@creative.demon.co.uk (Dave Wightman) writes:

>We use PSY-Q for our A1200 stuff, its the Psygnosis Cross-Development Env`nt,
>On a 486-50 with a Cached I/O card it assembles 38,186 lines of code (not
>counting expanded macros) with 26 included source files, 40ish bin files in
>around 5 seconds, and a further 3 seconds to download and Run 1.8mb of
>data. anything else just wont do 8-)

You seemed to be pretty sure....

(A4000/40 Enforcer active and a lot other utilities)

```
BASM 1.92 (28-Feb-94)
Barfly Assembler (REG.)
Copyright Ralph Schmidt 1990-94

Assembling : Debugger/debugger4.s

PASS 1
PASS 2

42421 Lines assembled in 2.470 Seconds and 0 Minutes.
This is a quote of 1030133 Lines per Minute!
Debugger/debugger4.s contains 9652 Lines.
90 Symbol(s) declared global.
286 Symbol(s) referenced external.
81 Macros(s) defined.
4155 Macros(s) called.
0 Includes added to the Cache
67 Includes found in the Cache
2 Hunk(s) created.
Optimizing saved 246 Bytes Code.
Hunk: 0 Name=``
Start:0 End:$7288 29320 Bytes Reloc:453 Mode:CODE Memory:PUBLIC
Hunk: 1 Name=``
Start:0 End:$B2C 2860 Bytes Reloc:0 Mode:BSS Memory:PUBLIC

Output : Debugger/debugger4.o

Errors: 0 Warnings: 0
Assembling Ok! No Errors found.
Code type is position relocatable.Output file size 40408 bytes.
File saved in 0.154 Seconds and 0 Minutes.
This is a quote of 261.652 KB/s!
```

Regards
--
Ralph Schmidt laire@uni-paderborn.de
University of Paderborn (Germany)

1041. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 09:08:43 UTC
From: sys1@exnet.com
Message-ID: <CLzAqL.Dp3@exnet.com>
Source record: 18342

In article <2krukl$5v5@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <CLvxy8.1CG@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:
>
>
>>My contact at Silicon graphics has told me the Falcon was doing suprisingly
>>well. I pushed him to be precise, after much umming and ahhing he said
>>they were selling at about (drum roll) 10 a week.
>
>>I almost fell over laughing---that is not `well' at all. However, he
>>then pointed out to me that just three months ago they were selling just
>>3 a week, if that.
>
>I assume you mean for one specific dealer... If the sales motion has more than
>tripled in the past 3 months, that looks like good news to me...

He talking about Silicon Systems mail order. He couldn't comment on anyone else. I also agree that the increase was impresive, but it was starting from a low base.

It is intersting what level of sales was needed ti get the shops even to have a display model. I think their ssales would have been much higher if they had put a demo model up months ago.

>
> ~Chris
>>Xavier.
>

xavier

1042. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 10:15:45 UTC
From: jtn@ukc.ac.uk
Message-ID: <8721@gos.ukc.ac.uk>
Source record: 18343
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

cpb1001@hermes.cam.ac.uk writes in article <2ktu4g$pnr@lyra.csx.cam.ac.uk>
>Agreed. Some RISC CPU's are really nasty to write code for. Things such as
>the Branch Delay Slot, for example, on the MIPS RISC series make it
>sometimes fairly difficult to see the best way of ordering instructions
>to the assembly coder.

One exception to this rule is the ARM. You don't have to worry about
ordering conditional instructions, and all instructions can be conditional.

As an aside, I read somewhere that ARM code on average tends to be only
about 80% of the size of equivalent SPARC machine code.

Jim
--
Jim Noble. 3rd year Computer Systems Engineering. University of Kent.

What I just said is probably wrong.
Heck! Everybody knows I only open my mouth to change feet. :-)

1043. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 10:19:24 UTC
From: se2dal@dmu.ac.uk
Message-ID: <1994Mar1.101924.24782@dmu.ac.uk>
Source record: 18344
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
> In article <CLxzKt.5Bx@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
> >In article <1994Feb28.150815.26459@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:
> >|> Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old
> >And the z80 is based on a chip designed for constrolling washing machines...

> Well you can slag down PCs all you want, however a 386/486 in protected
> mode is semi-decent. And the compilers for the architecture are really
> good. Yeah sure on-paper the architecture is crap, but it does what people
> want and does it fast! I honestly think the the 80x86 architecture is
> better to compile for than the 680x0 series, I'd be interested in someone
> arguing otherwise.

Just to mention again - the 80x86 is out of date - CISC is deadend - nearly
every major IC producer makes RISC chips now.

Also, the main problem with the PCs is the operating system is apalling
written. It is basically the same as it was 10 years ago, when the PC's main
competition was the Commordore Pet! And as IBM make every machine downwardly
compatible, the usefulness of the chip is stopped by the limitations decided
10 years ago, based on a time when 256k was thought to be more memory than you
ever needed, and the average WP occupied 5k of program memory... (Though nowadays
WP's occupy about 4M of memory and do very little more :)

Also the 80x86 loves power. I notice that they have made a Cray 2-type cooling
system for PCs now - you need it with anything more powerful than a 386 :)
Compare this to the low wattage of the ARM. Though this does mean that if you
own a pentium you don't need to by a heater for your room - the chip'll do it
for you :)

> I really hate this kind of mindless slagging down of any computer, you
> can say exactly the same of the 68000 series , the 8 bit processor
> series (m6809 etc) which was the fore runner to the 68k.

Yes you can :)

> >|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
^^^^^^^
don't you mean downgrade? (from a ZX81
- now THAT was a class computer :)

Dave

--
Dave Lodge
BSc (hons) Soft. Eng. yr. 2

Email: se2dal@dmu.ac.uk

1044. I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 10:21:54 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2kv502$r1f@cc.tut.fi>
Source record: 18345

Damit, I have to admit that Amiga has one thing I envy:

Functional multitasking fileoperations (whereas Atari ones hog a *lot*
of CPU time for them). One DOS type looked mouth open while my friend
opened a zipfile on his harddrive and copied some jpegs to my floppy
at the same time (and of course there was a mod playing at the backround
as usual).

On the programming side Amiga is a bit more modular (being multitasking
from a start, it has had quite a lot of time for improvement), but lack
good Resource editors.

Amiga also lacks desktop replacements (yes there are Magic WB etc., but
those only affect looks, not functionality). There are separate utilities
for specific purposes (filemanagement etc.), but that's a clumsy way to
do it.

- ET -

1045. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 10:58:58 UTC
From: jtn@ukc.ac.uk
Message-ID: <8724@gos.ukc.ac.uk>
Source record: 18346
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes in article <8718@gos.ukc.ac.uk>
>The 680x0 is very CISC, it has some very very complicated addressing modes
>, far more complex than the 80x86, I have *never* seen any compiler that
>takes advantage of any of the more complex modes.

Very few compilers do. That's why we have RISC :*)

>You can argue that with less registers there are less registers to
>try and optimise for, hence it is easier to optimise 80x86 code. In my
>experience I have found this to be true, you can spend all day trying
>to save an extra register to get extra speed, register optimisation is
>a subject of research. (there are many suggested strategies).

Of course it's easier! If you had no registers it would be easier still!
It's easier because you are restricted in the amount of optomisation that
you can do.

Jim
--
Jim Noble. 3rd year Computer Systems Engineering. University of Kent.

What I just said is probably wrong.
Heck! Everybody knows I only open my mouth to change feet. :-)

1046. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:17:18 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Mar1.111718.26619@dmu.ac.uk>
Source record: 18347

In article <1994Feb28.155255.12907@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:

```
> > a0=address of sprite data in above format
> > a1=screen address(at current x,y pos of sprite)
> >
> > move.w (a0)+,d0 ;get number of structures needed to make sprite
> >spr_draw_loop:
> > add.w (a0)+,a1 ;add offset to screen address
> > move.w (a0)+,d1 ;get number of words to draw
> > jmp draw_tab(pc,d1.w)
> >draw_tab:
> > REPT max_spr_width
> > move.w (a0)+,(a1)+ ;put data on screen
> > ENDR
> > dbf d0,spr_draw_loop
>
>
> I think this would be faster, the F030 has got a cache you know...
>
> a0=address of sprite data in above format
> a1=screen address(at current x,y pos of sprite)
>
> move.w (a0)+,d0 ;get number of structures needed to make sprite
> spr_draw_loop:
> add.w (a0)+,a1 ;add offset to screen address
> move.w (a0)+,d1 ;get number of words to draw MINUS ONE
> loop: move.w (a0)+,(a1)+ ;put data on screen
> dbf d1,loop
> dbf d0,spr_draw_loop
>
>
> It's just a thought.
>
> /
> / Daniel
```

I'm no 030 expert, I just thought that the best thing to do was to fill the cache with as much code as possible and then loop within the cache.....

Alan.

1047. was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:24:03 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403011124.AA27603@nyx.cs.du.edu>
Source record: 18348

mdg@ukc.ac.uk (M.D.Griffiths) writes...

:>>20k/vbl (1meg/s) by SOUND DMA.
:>>60k/vbl (3meg/s) via the HOST PORT.
:>
:>>you can use both at once, the SOUNDDMA is literally free, it doesn't
seem
:>>to add to contention at all (hardwired perhaps?)
:>
:>>DSP has 32kwords of 0 wait state ram,
:>>can transfer something 48 meg/s or 96 meg/s from on-chip ram.
:>>(thats 2 24 bit reads every 2 cycles at 32mhz.)
:>
:>>The DSP does not have access to CPU memory, it is not designed for this
:>>really anyway, its address space is only 65kwords in X,Y,P memory.

:>Right, so lets get this clear. The CPU must pass data to the DSP via the
:>HOST PORT which has a 3meg/s bandwidth. So how on earth do you propose to
:>xfer the 6.25 Meg/s needed for your 25FPS `256colour dual playfield`
claim?
:> You have the CPU reading/writing 6.25Megs/s to/from memory AND then
:>passing that data on to the DSP through a bus. And you said that you had
:>already written the code to do it - you really have no credibility!!

>Please do not say crap like this, the dual playfield using DSP is
>acheived
>as follows:

>DSP holds 256 colour RGB lookup for playfield 1
> " " 2

The lookup table was 64kbytes long, wasnt it?

>DSP holds playfield 1

Assuming playfield 1 is the standard 320x200x8bitplanes then this also
needs 64kbytes.

Thats 128kbytes needed to hold your LUT and one of the playfields.
Didnt you say above that the `DSP has 32kwords of 0 wait state ram` -
thats 64kbytes isnt it? (Or maybe you are counting words as being 32 bit-
thats fair as the DSP is 32bit - so lets assume the DSP does have the
128kbytes needed to hold both your LUT and playfield lets cut the
playfield down a bit to incorporate the DSP code though)

>The Cpu sends playfield 1, and the dsp combines them (using the two
>palettes).

uh-huh. The CPU still has to transfer a 320x200x8bitplanes playfield
25 times a second to the host port. Thats ~1.5 megs a second. How fast can
the CPU shift memory? AND thats assuming that its just a matter of
shifting the memory (16 bits?) at a time to the memory mapped I/O address
of the host port - thats 3 million seperate transfers a second (only 16
bits moved on each transfer). Can a 16Mhz 030 shift data at that rate?
Maybe you can use the blitter to do it (but I doubt it)

Anyway, even assuming this is possible, once the DSP gets the other
playfield and combines it , you have to send 320x200x16bitplanes back to
the CPU 25 times every second - thats ~3 megs per second. Didnt you quote
the DSP host port as having a 3meg/s bandwidth? You have a total of 4.5
megs a second moving here.

>This as I said acheives 25fps++. You HAVE NO CREDIBILITY GAVAN, please
>don't think you can beat me on a technical argument like this, I think
>and have the know how to post such stuff.
>Kind of makes you silly again.

Of course, the CPU now has to take that 3 meg/s coming from the DSP
and put that into the screen area for the 65k colour mode. Thats about
another 6 million 16-bit word transfers per second.

* You now have the CPU doing 9 million memory transfers a second - are you
saying a 16 MHz processor can do this? *

Especially when the memory can only be accessed 16 bits at a time by the
processor and is shared with screen and IO DMA.

AND we havent even started to talk about how we go about updating the
playfield held in the DSP - thats going to need additional code at the DSP
end to handle playfield updates and of course, even more CPU memory xfers.
Plus, where does that leave the CPU any time to execute your other game
code?

I may not be a Falcon/DSP programmer, but I dont need to be in order
to disprove your fantastic claims. I`ve a Masters Degree in Electronics so
I know enough to say that your claims often exceed what the hardware is
actually capable of.

>:> Could this be yet another case of you making something up just coz
>>you
>:>cant admit you are WRONG!?

>I don't make things up, anyone with who owns a Falcon will be laughing >at
>you right NOW. BTW I just proved you wrongm if you didn't notice >already.

You just kept spouting on. Never mind, maybe if you cut down the rez to
160x100 you MIGHT be able to physically shift enough memory to make a
display, even if there was absolutely no processor time to do anything
else.

>:> Just look at the case you have cited. Not only do you make claims
>>that
>:>exceed the capacity of the host port, but you also exceed the

>>capacity of
>:>the CPU for data throughput. Furthermore, all your method involved >>was
>:>reading/writing memory and doing a simple lookup - virtually no
>:>processing. Yet you still had to throw in a line saying how the DSP
>>would
>:>speed it up blah blah when in this case its precisely the sort of
>>thing
>:>that WOULDNT be sped up by the DSP - the limit is CPU memory
>>accessing and
>:>it requires MORE of this is you use the DSP. I cant beleive you claim
>>to
>:>have already coded such a routine, unless you mean something like
>>100x50
>:>pixels playfields.

>In this case I am *correct* because the DSP can loose the need for a
>colour lookup table because it can calculate the combined colour very
>easily.

Well, that gets rid of my `dsp not having enough memory to hold the LUT
and playfield niggle, but you did *say in your post*:

"DSP holds 256 colour RGB lookup for playfield 1"
" " " 2"

Now please `educate` me on how you are going to even manage all those
memory transfers.

BTW Didn`t someone post here a while ago that the Host port was only eight
bits wide with 2 megs/s bandwidth? You claimed at the time that this was
not a limitation and no-one was likely to exceed this amount.

Gavan.

1048. was: "Bit-ness" of Processors Now: DSP multitasking

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:25:07 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403011125.AA27684@nyx.cs.du.edu>
Source record: 18349

dg@ukc.ac.uk (M.D.Griffiths) writes...

:> Since you always cite the DSP as bumping up the performance, perhaps
:>you can also explain what happens if you have two programs using the DSP
:>for different things. eg. one wants to decompress a JPEG and the other
:>want to do your dodgy sounding floating point multiply routine. Is there
a
:>part of the OS which lets you manage program/data memory space within the
:>DSP and how do you deal with pre-emptive multitasking - does the OS
:>interrupt a program running in the DSP , execute your new code and then
:>return to the other program? I doubt it somehow - the DSP is a **LOT**
:>less useful for general computing than you make out. It is a very
:>effective processor of digital signals (as the name implies) but for
:>general purpose computing on a pre-emptive mulititasking OS its very
:>ineffective.

>>Yes the OS provides such stuff, and Yes I can play 4 channel sound
>>while
>>the DSP does other stuff if I put my mind to it.

That sounds like `No, the OS doesnt provide support for multitasking
and memory management with the DSP` - please elaborate.

I didnt ask if you could play 16bit sound whilst using the DSP anyway
- the 16 dit sound is DMAd seperately from the DSP surely? You only need
to use the DSP if you want more than four channels.

What I **DID** want to know was what happens if two programs try to
use the thing at the same time. You were claiming you could use the DSP
for FP multiplies etc - well, this means it is quite likely that if
programs *were* to use the DSP extensively on the Falcon (which they
mainly DONT anyway due to lack of software development), then we would see
tasks clashing over DSP use. How is this handled? It sounds like you could
be spending a lot of time sending programs to and from the DSP.

Gavan

1049. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:31:25 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2kv92d$b6u@harbinger.cc.monash.edu.au>
Source record: 18350
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Dave Lodge (se2dal@dmu.ac.uk) wrote:
: Bryan Wells (c4bw@dmu.ac.uk) wrote:
: > Personally I have always found that Windows on the PC a very slow and cumbersome
: > piece of software. The desktop environment is also too slow for proper use,
: > catalogue a disk and you'll see.

: Just to make a point:

: A person I live with used to have a 386 PC with only 2 Megs. He downloaded a
: load of JPEGs and the only viewer he had (CorelDraw) could only display GIFs
: So I got out my copy of ArcJPEG (not the faster program ever) and sort of set
: up a processing line - I would convert the JPEG to GIF - chuck it to him (by
: disc of course) and he would copy them to his HD and display them - I had to
: use RAM disc (my HD is 150 mile away) and an ARM2 and I managed to convert

I'm suprised he even got CorelDraw loaded on a two meg 386. Was this
the current Windows incarnation, or something pre-Windows? If he was
smart, he would have used Qpeg under DOS, blazingly fast JPEG displays,
but it does use a quicker, but lower quality display algorithm.

Give a competent tool to an incompetent and you'll still get incompetence. ;)
This isn't such a great example of Interface vs Interface.

- Jim

1050. Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:31:54 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403011132.AA28021@nyx.cs.du.edu>
Source record: 18351

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>:>In fact, any time someone educates you you simply claim you have done
>>it
>:>since you know they probably wont have had access to the Falcon
>>hardware
>:>to try it themselves - Pathetic! The `Dual 256 colour playfields` and
>:>1600x600 65k colour screens were cases in point, you made claims that
>:>exceeded the physical limits of the memory bus and screen DMA.

>From the start I said 1600x600 x 65536 was theoretical, at the moment
>it certainly does not crash. At least I have the ability to experiment
>and take the machine to its limits, you do not.

ho ho! When I said that the A1200 could do 1280x512x260000 colours you
implied that the Falcon could do the 1600x600x65000 colours. You did say
you were working on it, and had to do something else, but your post
definitely suggested that the it was just a matter of getting round to
doing it.

>:> Here you claimed you claimed both the PC and MAC could do screen
>:>switching and that you had done it yourself and you got it WRONG. >>Dont
>:>give me that guff about individual cards doing it. You implied that
>>all
>:>PCs could do it as standard. You seem to have got the MAC claim
>>totally
>:>wrong - AND lied about programming it youself.

>I never claimed I had programmed MACs, (I wouldn't want to), I could be
>totally wrong, I would be suprised if the newer MACs did not have the
>video h/ware to do this. As for the PC, you will have to wait for my
>first demo.

You DID claim to have programmed them. Your post said something like
`try PCs and Macs - is that real world enough for you? I have actually
programmed these systems so I know what I`m talking about`.

Gavan

1051. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:32:57 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403011133.AA28093@nyx.cs.du.edu>
Source record: 18352

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>:> Yes, you CAN buy 1 Meg Falcons in the UK at least. I say Ladbroke
>:>computing ads for 570UKP and Silica Shop selling them for 500UKP. I
>think
> ^^^^^^

>A convenient typo Gavan, I assume you mean't 470, there are certainly
>no places left selling 1mb Falcons for more than 499UKP.

Not a typo. That was the price advertised by Ladbroke. They were also
selling 4/65 Falcons at 870 UKP. Silica shop were selling at 499UKP with
the 4/65 config at 799UKP. I`m glad you admit that there are places
selling 1mb Falcons though - its a fact hotly denied by many on this group.

>:>Atari are trying to make it affordable for ST owners to upgrade, even
>>if
>:>the resultant computer isnt much use as configured, you can always
>>use it
>:>as a fast ST until you can afford more mem and a HD.

>yes it certainly runs Frontier faster than the 1200.

It probably does. How does it compare on Hired Guns, Wing Commander,
Space Hulk, Indy 500, Cool Spot, Beneath a Steel Sky etc. You get my
drift...

Gavan.

1052. Re: The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:33:55 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403011134.AA28158@nyx.cs.du.edu>
Source record: 18353

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

>>>Additionally, the A4000/040 has the worst CPUtoRAM interface one can
>>>imagine. It should be the slowest 040/25 machine available.
>>
>> Second worst - the *WORST* CPU-RAM interface has to be the FALCON
>>;-)

>Nah, the Falcon overcomes thsi dificulty fairly well...

Falcon owners often claim that the 256byte caches in the Falcon go a
long way towards nullifying the 16 bit memory access (ha ha ha). The 040
has twin 4Kbyte caches - slightly more effective in this area I would have
said. Especially since the problem is with bus timing and the CPU of
course has full 32 bit access.

>I have no need to read Amiga disks. How many SCSI CD-ROM drivers are
>there for the A1200?

I`ve no idea as I dont yet have a CDROM drive. I do know that there are
a couple of low level CDROM device drivers about, including a PD one.
There are also a couple of complete CD filesystems which I think have
their own SCSI drivers. The 3.1 os revision (as found in the CD32) has a
CDROM filesystem and there is also the Babel CDROMFS plus others.

Gavan.

1053. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:35:20 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403011135.AA28239@nyx.cs.du.edu>
Source record: 18354

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

>> They werent just slagging the lack of software (which Atari have
>>alsways been poor at) but the quote referred also to the pathetic
>>attempts
>>at advertising (another traditional Atari weak-point). This magazine >>is
>>unbiased, so they really were reflecting the state of things as they
>>were.
>>If anything, they would be biased towards the Jaguar as they really
>>favour
>>hi-tec systems, even if they are comparitively unknown. eg they gave
>>the
>>Neo-Geo a lot of coverage and also the PC-Engine which is unknown >>here.

>But all they said was that Atari's marketing was lame - with no reason
>why beyond limited titles... and even then they had to grudgingly
>admit that AvP was really interesting. Why didn't they even mention
>T2000?

Probably because Tempest is a 13 year old arcade game and having it on
a brand new console system is nothing to shout about.

>Really, the fact that they were focusing on more neo-geo coverage says
>it all about that mag...

They didnt focus more on the Neo Geo, they just have been very good at
supporting all Formats. The previous month they had a BIG feature on the
Jaguar.

>But GAME MAGS produce some of the worst sort of favortism and
>incorretness of any possible magazine, and have almost nothing useful
>that hasn't already been discussed to death here for months. I don't
>know why they were attacking the Jaguars advertising, but they really
>presented no logical reason for doing so. Thus is the danger in
>quoting game mags, you loose hold of reality.

Thats the video games business for you. If you want to sell games
consoles then you are competing in this arena. Prospective buyers of the
Jaguar will read a lot of these mags. They dont slag off nintendo or Sega
for naff marketting or software support - They slagged the Jaguar
advertising since they considered it to be naff.

They should know, they see a wide spectrum of products and promotions and
are probably the best informed of anyone on these matters.

Gavan.

1054. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:36:34 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403011137.AA28295@nyx.cs.du.edu>
Source record: 18355

>> Still, I have to admit that the Panther (ooops, sorry, I meant the
>>Falcon) has GREAT games console specs. Too bad there isnt much in the
>>way
>>of games for it. They all seem to have been developed for the more
>>popular, serious ;-) , computers like the Amiga and PC.

>Confusing the Panther (oops - you mean Jaguar) and Falcon? Which is
>the more serious machine- the one that has 4MB memory and 85MB HD +
>real ports standard, or the one that doesn't?

No, I just think that the Jaguar seems to bear an uncanny resemblance
to what Atari had announced for the Panther specs - 16 bit sound, DSP, 65k
colour mode, `32-bit` processor. The Falcon arcitecture seems geared more
to video DMA (32 Mhz/32 bit access) than it does with providing max CPU
power - only a 16Mhz CPU with 16 bit memory access.

As for the Falcon having that 4 meg and 85Meg HD as standard, you can
buy A1200s with 6 megs and an 80 meg HD from Power Computing in the UK for
a LOT less than the Falcon costs here.

>> Yes, you CAN buy 1 Meg Falcons in the UK at least. I say Ladbroke
>>computing ads for 570UKP and Silica Shop selling them for 500UKP. I
>>think
>>Atari are trying to make it affordable for ST owners to upgrade, even
>>if
>>the resultant computer isnt much use as configured, you can always use
i>t
>>as a fast ST until you can afford more mem and a HD.
>>

>Possibly, but like I said that is not the base configuration. I can
>buy a 486 MB all by itself, do you consider that the "base" pc config?

No. I consider the `base` PC config to be 4/170/SVGA. The Falcon is
4/65 or 80 and for serious purposes the A1200 is 6/80 (which I and the
Majority of A1200 owners on UseNet have).

Gavan.

1055. was Re: "Bit-ness" of Processors Now: ham8

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:37:23 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403011137.AA28341@nyx.cs.du.edu>
Source record: 18356

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes...

>|> being used for such a thing. Where is that Falcon MM software to
>>compete
>|> with Scala/Infochannel, MediaPoint, AmigaVision, CanDO, VideoStage
>>Pro,
>|> Helm or HyperBook?

> Exactly said Gavan. I wonder where is it.... But let's say to be
>fair:

> Only against Scala/InfoChannel, MediaPoint, CanDo, Helm and Video
>Stage Pro...;-)

Yes, when you have *SO MUCH* high quality MM software for your machine, some of it doesnt make the grade like AmigaVision or HyperBook. Mind you, hyperbook is OK for simpler tasks. I got my copy off the front of a UK magazine and I`m not complaining!

Gavan

1056. Re: Chunky Pixels are cool

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:38:27 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403011138.AA28383@nyx.cs.du.edu>
Source record: 18357

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes...

[stuff deleted]

>|>in double the amount of sprites able to be drawn. (The record was 22
>|>32x32 16 colour sprites which is more than the Amiga blitter can do).

> But then the Amiga can have 4 64-bits 16 color sprites per horizontal
>line with no CPU usage... .AH. it's nice to have *REAL* SPRITES!

> :-)

It certainly is fun to watch Falcon owners try to emulate Amiga
features when we know that AMIGA DOES IT BETTER (in hardware!)

Gavan.

1057. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 11:38:47 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Mar1.113847.27303@dmu.ac.uk>
Source record: 18358
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Mar1.101924.24782@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:
>
> Just to mention again - the 80x86 is out of date - CISC is deadend - nearly
> every major IC producer makes RISC chips now.
>
> Also, the main problem with the PCs is the operating system is apalling
> written. It is basically the same as it was 10 years ago, when the PC's main
> competition was the Commordore Pet! And as IBM make every machine downwardly
> compatible, the usefulness of the chip is stopped by the limitations decided
> 10 years ago, based on a time when 256k was thought to be more memory than you
> ever needed, and the average WP occupied 5k of program memory... (Though nowadays
> WP's occupy about 4M of memory and do very little more :)
Everyone knows about PC's and their limitations coz of backwards compatibilty
so don't harp on about it. Then again why do you think PC's more or less rule the computing
world?????
>
> Also the 80x86 loves power. I notice that they have made a Cray 2-type cooling
> system for PCs now - you need it with anything more powerful than a 386 :)
> Compare this to the low wattage of the ARM. Though this does mean that if you
> own a pentium you don't need to by a heater for your room - the chip'll do it
> for you :)
>
Again, we all know this....
> > I really hate this kind of mindless slagging down of any computer, you
> > can say exactly the same of the 68000 series , the 8 bit processor
> > series (m6809 etc) which was the fore runner to the 68k.
>
> Yes you can :)
>
> > >|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
> ^^^^^^^
> don't you mean downgrade? (from a ZX81
Another person who hasn't seen or used a Falcon that is configured in a good way. Well,
have you SEEN or USED one?
> - now THAT was a class computer :)
>
> Dave
>
> --
> Dave Lodge
> BSc (hons) Soft. Eng. yr. 2
> Email: se2dal@dmu.ac.uk

1058. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 12:03:26 UTC
From: A G Jackson <A.G.Jackson@durham.ac.uk>
Message-ID: <2kvaue$fks@mercury.dur.ac.uk>
Source record: 18359
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8712@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <CLxzKt.5Bx@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|> >In article <1994Feb28.150815.26459@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:
|> >|> Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old
|> >And the z80 is based on a chip designed for constrolling washing machines...
|>
|> Well you can slag down PCs all you want, however a 386/486 in protected
|> mode is semi-decent. And the compilers for the architecture are really
|> good. Yeah sure on-paper the architecture is crap, but it does what people
|> want and does it fast! I honestly think the the 80x86 architecture is
|> better to compile for than the 680x0 series, I'd be interested in someone
|> arguing otherwise.

It may be semi-decent at the moment, but it's not going to go much further. Given how wonderful the Pentium isn't, any 686 is really going to be scraping the barrel. What's more, students won't be allowed to use them due to restrictions on room-heating equipment im most UK universities...

However, other chips do have the potential to progress a long way. They should start to take over from the 80x86 machines as soon as possible.

Adrian

+---+
| Adrian Jackson | a.g.jackson@durham.ac.uk | 27 North Bailey, DURHAM |
+---+
| Vote YES for comp.sys.acorn.games... |
| ...you know it makes sense. |
+---+

1059. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 13:18:12 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2kvfak$ahh@lyra.csx.cam.ac.uk>
Source record: 18360

In article <2kuep8$2n8@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|>
|> > But then the Amiga can have 4 64-bits 16 color sprites per horizontal
|> >line with no CPU usage... .AH. it's nice to have *REAL* SPRITES!
|>
|> You think so? Look at all the performance tradeoffs that have been made
|> to support those sprites. For a start, the clock is slower.

The clock is slower then what? The Amiga pixel clock is 28MHz for various reasons
to do with the PAL and NTSC video standards, I believe, and the provision of
MOB's has nothing whatsoever to do with it.

|>
|> Take the TT for example - they didn't put a Blitter in it, because the
|> blitter was slower than an 32MHz 030. Fortunately not too much sw makes
|> assumptions about extra hardware like that.

Wasn't the reason the CPU was faster on the TT something to do with the STE
blitter being useless at shifting?

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

1060. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 13:30:33 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.762528633@unix1.tcd.ie>
Source record: 18361

In <1994Feb28.202430.51815@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <8709@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <1994Feb28.155255.12907@t.hfb.se> ep93dha@t.hfb.se writes:
>|> :>I think this would be faster, the F030 has got a cache you know...

>[stuff deleted]

>|>
>|> would be the code generated for a '2x2' star.
>|> the sprite code generator could optimise for consequetive writes by
>|> using post-increment addressing or lea's where appropriate, the same
>|> technique was used on the ST for 'pre-shifted sprite data' which resulted
>|> in double the amount of sprites able to be drawn. (The record was 22
>|> 32x32 16 colour sprites which is more than the Amiga blitter can do).

> But then the Amiga can have 4 64-bits 16 color sprites per horizontal
>line with no CPU usage... .AH. it's nice to have *REAL* SPRITES!

> :-)

And no CPU lock-out either, I suppose?
No CPU usgae is not necessarily a good thing.

:-)

>|>
>|> >/ Daniel
>|>
>|> Griff
>|> --

>--
>---
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

--
Mark

1061. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 14:23:48 UTC
From: mdg@ukc.ac.uk
Message-ID: <8732@gos.ukc.ac.uk>
Source record: 18362

In article <9403011124.AA27603@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes...
:>>DSP holds 256 colour RGB lookup for playfield 1
:>> " " 2
:>
:> The lookup table was 64kbytes long, wasnt it?
:>
:>>DSP holds playfield 1
:>
:> Assuming playfield 1 is the standard 320x200x8bitplanes then this also
:>needs 64kbytes.

:> Thats 128kbytes needed to hold your LUT and one of the playfields.

The LUT is only 256x3 dsp words for each playfield (R,G,B words ? ok)
The cpu sends only one of the playfields (64k)

:> Anyway, even assuming this is possible, once the DSP gets the other
:>playfield and combines it , you have to send 320x200x16bitplanes back to
:>the CPU 25 times every second - thats ~3 megs per second. Didnt you quote
:>the DSP host port as having a 3meg/s bandwidth? You have a total of 4.5
:>megs a second moving here.

ooppss you forgot about the sound dma, answer your question for you!

> [lots of stuff deleted]
:> AND we havent even started to talk about how we go about updating the
:>playfield held in the DSP - thats going to need additional code at the DSP
:>end to handle playfield updates and of course, even more CPU memory xfers.
:>Plus, where does that leave the CPU any time to execute your other game
:>code?

if the playfield was 2/3 screen size, there would be a reasonable amount
of time for such updating. The dsp can scroll such a playfield in
about 40,000 clock cycles (about 10%?).

:> I may not be a Falcon/DSP programmer, but I dont need to be in order
:>to disprove your fantastic claims. I`ve a Masters Degree in Electronics so
:>I know enough to say that your claims often exceed what the hardware is
:>actually capable of.

Read above: The only argument is to exactly how fast it goes, I just proved
above that it is nearer 25fps. With this claim I am right.

:> You just kept spouting on. Never mind, maybe if you cut down the rez to
:>160x100 you MIGHT be able to physically shift enough memory to make a
:>display, even if there was absolutely no processor time to do anything

:>else.

actually for the 1600x600, mode I have it displaying 128x600 at the
moment ;-). I always said this was theoretical, but 1600x600 in other
modes have been acheived,

:>>In this case I am *correct* because the DSP can loose the need for a
:>>colour lookup table because it can calculate the combined colour very
:>>easily.
:> Well, that gets rid of my `dsp not having enough memory to hold the LUT
:>and playfield niggle, but you did *say in your post*:

Yeah, perhaps you should have read the whole post before replying and
jumping to slagging me off so quickly. You just went back on everything
you said. I'd prefer not to argue about this, its going to end up
with me saying something like 'ok.. i'm wrong it goes at 24fps and not
25fps. ok? pedantic pedantic pedantic.'

Griff
--

1062. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 14:28:34 UTC
From: mdg@ukc.ac.uk
Message-ID: <8733@gos.ukc.ac.uk>
Source record: 18363

In article <2ks0v1$2nt@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
:>Ok Griff, Raist, Finger Me (Oops sorry Chris!), and all the rest....
:>How about stopping the crap about contention due to the 16 bit bus, and start
:>doing something useful - like teaching us some 3d stuff. I started doing some
:>research last year into this, but it was using <gasp> PASCAL .....
:>C'mon guys, let's see really who can code now ....

Yes Karl, what would you like to know, fire away with your questions, I
think I'm upto answering most things about 3d, I don't know about the
others though ;-).

:>Karl.

Griff
--

1063. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 14:38:55 UTC
From: se2dal@dmu.ac.uk
Message-ID: <1994Mar1.143855.4711@dmu.ac.uk>
Source record: 18364
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Alan Parker (se1ap@dmu.ac.uk) wrote:
> Everyone knows about PC's and their limitations coz of backwards compatibilty
> so don't harp on about it. Then again why do you think PC's more or less rule the computing world?????

Hate to tell you but PCs DON'T rule - More Workstations are used than PCs
The only reason why PCs are bought, is that people are easily conned into
buying sub-standard equipment

Dave

--
Dave Lodge, se2dal@dmu.ac.uk

"... Organised Religions make a mockery of humanity
Our Governments are dangerous and out of control
The Garden of Eden is just another Graveyard ..."
- from 'Garden of Eden' by Slash/Rose

1064. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 14:41:53 UTC
From: ajb1011@cus.cam.ac.uk
Message-ID: <1994Mar1.144153.11174@infodev.cam.ac.uk>
Source record: 18365
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8715@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>Not as nice as modern processor architectures, however the PC is
>not as bad as you might think, the instruction set with its limited
>number of registers is easier to optimise for than the 680x0 series (IMO)
>for example I can write code that is 2-3 times faster than a compiler
>on a 68k based machine, however I half to work really hard to beat the
>compiler (say Watcom) on an Intel.

I'd be inclined to disagree. May be having fewer registers makes optimisation
simpler, but having dedicated registers as opposed to general purpose makes
it harder, and from what I've seen, compilers tend not to make use of the
x86's CISC functions, such as string functions (block memory transfers).

Have you considered the possibilty that maybe Watcom have put a lot more
effort into the optimsations than the people who wrote your 680x0 compiler?
(I'm assuming that you are accomplished enough in the art of x86 programming
to justify your statement that you found it difficult to beat the code
produced by the compiler, Griff).

>Griff
>--

Andrew

1065. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 14:53:23 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Mar1.145323.5605@dmu.ac.uk>
Source record: 18366
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Mar1.143855.4711@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:
> Alan Parker (se1ap@dmu.ac.uk) wrote:
> > Everyone knows about PC's and their limitations coz of backwards compatibilty
> > so don't harp on about it. Then again why do you think PC's more or less rule the computing world????? ^^^^^^^^^^^^
>
> Hate to tell you but PCs DON'T rule - More Workstations are used than PCs
> The only reason why PCs are bought, is that people are easily conned into
> buying sub-standard equipment
>
SEE ABOVE ARROWS. Not that many people can afford workstations of any kind and if they could it wouldn't be much use to them(where would they get the software from let alone afford it?)
Everyone else in the world uses:

1) PCs
2) Macs
3) Commodore Machines (Amiga)
4) Atari Machines (ST, Falcon)

Maybe that list is in order of no. of owners, maybe not?????

> Dave
>

BTW, I have an STe, which I am not proud to own, but then again I bought it over four years ago when it weren't too bad....

Alan.

1066. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 15:20:03 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Mar1.152003.4988@t.hfb.se>
Source record: 18367

```
>however I think code generation would result in faster sprites, without
>that much overhead in memory , heres my rout.
>
>; a1=screen address(at current x,y pos of sprite)
> move.w #$ffff,2(a1)
> move.l #$ffffffff,320*2*1(a1)
> move.w #$ffff,(320*2*2)+2(a1)
> rts
>
>would be the code generated for a '2x2' star.
>the sprite code generator could optimise for consequetive writes by
>using post-increment addressing or lea's where appropriate, the same
>technique was used on the ST for 'pre-shifted sprite data' which resulted
>in double the amount of sprites able to be drawn. (The record was 22
>32x32 16 colour sprites which is more than the Amiga blitter can do).

Yes that is faster, but it takes twice as much memory. I did some pre-
calculated sprites on the ST too, but I didn't quite reach the speed
of the Electra ones... :-(

/
/ Daniel
```

1067. "THE WAR OF THE WORLDS" by :

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 15:47:07 UTC
From: avarum@cs.vu.nl
Message-ID: <CLzt6L.LIq@cs.vu.nl>
Source record: 18368

My organisation probably know neither Amiga 1200 nor Atari Falcon!

Okay.... I've had enough of this... Please excuse me my untactfulness/unpoli-
teness or whatever foul language I may start using, but these conversations
here on the net sometimes are very 'uncool'. The only positive thing about
all this crap is that you learn a lot about your own machine, and a couple
of other machines, but for the rest...

Anyway, I'll enlighten you with some of my personal views on the matters that
have been occuring on this adv.

First of all, the Amiga 1200 vs Falcon 030 debate....
This debate is the most interesting one (for me anyway) because I get a clear
view (well, after a bit of weeding) of the limitations and advantages of both
machines...
It is a pity though, that this has to be brought in this silly and utterly
childish manner, especially the psychology bit... I 'do' psychology and this
simply makes me sick...
Anyhow, my point of view is that both computers are quite good value for mone
the Amiga 1200 because of the nice software available and the hardware provis
ions for games, which has lead to some really excellent games (for the Standard Am
iga at any rate) and a very good perspective for the machine on that (game) front
.
The Falcon on the other hand, has some very attractive hardware to offer. It
is certainly more expensive than an Amiga 1200 (though that's becoming less and
less now that Falcon prices are dropping), but you get every penny paid more back
twice and the hardware is really exciting to use. In my opinion, the DSP really doe
s it . I don't know if you ever have viewed a couple of JPEG's with the BrainStorm
/Atari co-production, but it is blisteringly fast, and certainly beats CorelDr
aw 4 on a 486 DX/II 66 (I have checked). Or have you ever tried plugging your guit
ar straight into your Falcon and add flanging, hall, reverb etc. realtime to you
r sounds! Absolutely wild. And the True Color modes are pretty great too, espec
ially because of their pixel-packed nature. Great to play around with.
True, the software is a bit sparse, but not as sparse as many (even Atari own
ers) think. One of the programs that should satisfy the Atari users that want the
quality of programs like Imagine, should take a look at InShape. That is an
extremely powerfull package that is as great as anything.
As for Image Processing, there are about four packages available, the best at
the moment probably being Studio Photo, which is almost a port of the CorelDraw m
odule with the same name.
If you are on the Lexicor mailing list, you'll know that a lot more software
is available. Like Xenomorph/Phoenix 2 and programs like that. And the most exit
ing bit of software on the Graphics front (probably) is CHROMA STUDIO 24, which w
ill be released about next month. It is a full animation package, that does all k
inds of things, includes a full morphing studio and uses the DSP for all the more

intensive tasks (!!). That program could well be an eye opener to a lot of pe
ople. Anyway, I can't wait to buy it.
The sound front, well, I think we can agree that there's not really a lack of
software on that side, so I'll just skip it.
The Games scene.
This is probably the most disappointing bit at the moment, as software houses
seem to have realized that a lot of people buy the Falcon for 'serious' usage
,which is true, but that doesn't mean that they don't want to play games on it
.Had the ST been the leading computer in the current (non-console) games marke
t, it would have made quite a difference, but unfortunately the Amiga owners hav
e that great advantage.
A bit of comfort is the support of Atari on that scene, who themselves have b
een responsible for three (as far as I know not yet available) games of quite goo
d quality, namely LLAMAZAP (Jeff Minter), HUMANS and RAIDEN .
Also a couple of independent houses have released some games, but these mostl
y were PC ports (with the exception of Golden Island, anyone seen it? and a Wol
f-enstein clone in 65536 colors).
Anyhow, the discussion shouldn't be 'Can the Falcon do it', but 'Will someone
make the Falcon do it.
In my opinion, with current pricing, the Falcon still is better value for
money than the Amiga, except when you want to play games. Because any other
application than that really hasn't the processing power available to do
interesting things with it..Agreed, the Falcon's 030 doesn't have much more,
but the DSP is there, and we have seen how capable it is of Compression,
Dithering, and other types of manipulation..
If the almighty PC doesn't throw us all out of business, then maybe we will
see which of the two will be the most successfull. Remember, it took the
superior Amiga quite a bit of time before they actually overtook the old ST.
Anyway, that's an old overused argument, but all I am saying is that the war
aint over yet, and that the battle will have to be fought by Games and Demo-
programmers.
As for the serious side, I really believe both computers will be amply sup-
plied with all most users need. With the current developments in WordProcessi
ng, you can see that programs on the PC start using Graphics instead of the TEXT
modes, which makes them lose their advantage over the Commodore/Atari machine
s and with the current method of programming, porting will be pretty easy to do
. Possibly, some other company will program a similar program that can handle
the datafiles and has the same functional abilities (as Papyrus has done,
almost copying MS-Word 6).

Anyway, I have had both computers, ST and Amiga, in the end, I think I liked
the Amiga better. I had the choice of upgrading to a Falcon or an AGA machine
(the A1200), and after a couple of months I decided to go for the Falcon,
because of the DSP and the TC modes, amongst others.

I didn't consider PC's, nobody should, unless they have way too much money.
PC's devaluate too quickly, if you bought a 286 some time ago, well...
if you bought a 386 some time ago... well.. If you bought a 486 without VESA
LB, well.... well... you get my point. In that respect, I'd rather have an
Amiga 600 than a 386 (in just about every other aspect as well).
There will also be happy Amiga/St users, who simply want to upgrade to a new

faster system, without having to learn much new stuff... They'll go for their own company, probably. And then you have coders. Well, they should simply choose the system that seems most interesting to code on. I reckon PC's are out here again, so it simply comes down to what you like to do...

There will be Musicians, who should (in my opinion) buy an Atari, and there will be Graphicians, who can buy anything they like, just depends what power they need.

So, to conclude the Amiga1200 vs Falcon debate, I myself think the Falcon the better machine (remember, built in 16bit sampling, MIDI ports, SCSI-2, DSP, easy and very fast desktop (with NVDI especially), flexible and power-full Graphics chip (even more so with ScreenBlaster and things like that), GEM/VDI being able to handle different Graphics very well), well, you get the point). But that's for me. The Falcon has no Pinball Fantasies, for instance! (Does the Amiga version have a highres option, like the PC version does?). Anyway. I would like any wars to continue only on the DEMO/Games scene from now on, would be better for all of us. It would push our machines to the limits, making them more competitive with other machines.

PC vs the World....

Well... Let me put it this way. When I bought my Falcon, I could have afforde d a 386 PC at 33Mhz, a monitor, and a sound card. I would have been very unhapp y at this moment, for reasons most of you (even PC owners) would understand.

MAC vs the World....

I have seen only incredibly lame persons here bragging about their supposedly fabulous macs, so why even bother.

Archimedes....

Nice machine... Anyone who has it, probably is quite happy...

Jaguar....

THE GAMES MACHINE, on which games will finally deliver what you pay for.
Hard to beat for games.
The biggest problem I have with it is that it can't be used on 'eye-friendly' monitors...

Sega/Nintendo..

Japanese... :) Just kidding..

just old, basicly

Well, that's just about it. If anyone is interested in making games, especial ly strategic and shoot em up, please contact me...

Oh, and what I'd like to say right now to Gavan 'Moron' is, "Thank You".
As for Chris..... Get a shrink.

Greetings,
AvIvA (AvAF030 on IRC), avarum@keg.cs.vu.nl for email.
If you have an Atari, you can call me Arwin... . ;).

"War is great!!! (On computers)"

1068. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:07:33 UTC
From: gpalmer@cs.strath.ac.uk
Message-ID: <2kvp85$s0u@dunlop.cs.strath.ac.uk>
Source record: 18369
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8712@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

> Well you can slag down PCs all you want, however a 386/486 in protected
> mode is semi-decent. And the compilers for the architecture are really
> good.

Really??

I worked one summer with MessySoft C/C++ V7, and I'd pay what the
company payed for MessySoft's product, for the Acorn C Compiler.
Compared to MessySofts compiler, Acorn's is a lot better at finding
typo's (like a single '=' in a condition), which is what I look for in
a compiler. If the code optimiser isn't all that hot, hand edit the assembler
output. I'd rather pay good money for a compiler which warns you of incorrect
code than for a compiler with a shit hot optimiser which can't spot simple
typing mistakes, and runs out of memory even on a 4Mb m/c (it had a large memory
leak which means that consecutive runs gradually used up resources and didn't
free them, but that's a guess based on what it did, not an admission my microsoft)

If microsoft write all their products (word for win, excel, etc) in their
own C compiler, it's no wonder they are so useless.

Yours

Gary

P.S. I only had a quick look at borland's offering, and it looked much better,
ut my boss said i had to use messysofts :-(

--
JANET : gpalmer@uk.ac.strath.cs | Internet : gpalmer@cs.strath.ac.uk
Other Nets : gpalmer%cs.strath.ac.uk@ plus one of :-
BITNET: UKACRL UUCP: ukc.uucp | #include <std.disclaimer>
Member of Arch-BSD development team.

1069. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:11:13 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Mar1.161113.6138@t.hfb.se>
Source record: 18370

>I'm no 030 expert, I just thought that the best thing to do was to fill the cache with >as much code as possible and then loop within the cache.....

It's not that easy.

Look at this two loops. They are equally fast!

```
move.w #7999,d0
.loop move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
dbra d0,.loop
```

```
move.w #3999,d0
.loop move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
dbra d0,.loop
```

I think it's because the "dbra" instruction is executed in parallell
with the bus-access required for the last "move".
Is this correct, anyone?

/
/ Daniel

1070. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:16:39 UTC
From: mdg@ukc.ac.uk
Message-ID: <8738@gos.ukc.ac.uk>
Source record: 18371
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Mar1.144153.11174@infodev.cam.ac.uk> ajb1011@cus.cam.ac.uk (A.J. Bolt) writes:
:>In article <8715@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
:>>Not as nice as modern processor architectures, however the PC is
:>>not as bad as you might think, the instruction set with its limited
:>>number of registers is easier to optimise for than the 680x0 series (IMO)
:>>for example I can write code that is 2-3 times faster than a compiler
:>>on a 68k based machine, however I half to work really hard to beat the
:>>compiler (say Watcom) on an Intel.

:>I'd be inclined to disagree. May be having fewer registers makes optimisation
:>simpler, but having dedicated registers as opposed to general purpose makes
:>it harder, and from what I've seen, compilers tend not to make use of the
:>x86's CISC functions, such as string functions (block memory transfers).

Perhaps, but the 680x0 series has many more addressing modes than the
80x86 and is more CISC in my opinion.
Having more general purpose registers means there is more combinations
of what is an optimum solution to a problem, hence this makes optimisation
more difficult than where register usage is fixed.

:>Have you considered the possibilty that maybe Watcom have put a lot more
:>effort into the optimsations than the people who wrote your 680x0 compiler?
:>(I'm assuming that you are accomplished enough in the art of x86 programming
:>to justify your statement that you found it difficult to beat the code
:>produced by the compiler, Griff).

Yeah sure, it could be that Watcom C is way ahead of 680x0 compilers, but
I don't think that this is the only reason.
An example of what I'm saying is this:
I coded a 3d translation routine in assembler and managed 1700 points per
vbl (70hz) on a 486dx-33. I wrote the same routine in C and managed about
1300 points. On the Falcon I tried it out and got over 500 points
in assembler and about 200 in C. I think I'm accomplished enough at
80x86 to justify my statement, and this test was a reasonably fair one.

>Andrew

Griff
--

1071. was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:27:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d736cd8@secom.ct.se>
Source record: 18372

In a message of 28 Feb 94 15:48:56, Gavan Moran wrote:

GM> Yes, you CAN buy 1 Meg Falcons in the UK at least. I say Ladbroke
GM> computing ads for 570UKP and Silica Shop selling them for 500UKP. I think
GM> Atari are trying to make it affordable for ST owners to upgrade, even if
GM> the resultant computer isnt much use as configured, you can always use it
GM> as a fast ST until you can afford more mem and a HD.

How many times must we tell you?

The 1/0 Falcon is for UPGRADING only! Most musicians doesn't care about an internal IDE HD since they're going to buy a 2G SCSI-II anyway!

You can't even boot a decent config on a 1/0 Falcon! All programs are designed with (and please .. for once .. try to understand ..) 4 MEG Ram and =>65Mb HD in mind!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1072. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:33:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d736e76@secom.ct.se>
Source record: 18373

In a message of 28 Feb 94 21:07:13, Ricardo Hernandez wrote:

RH> LAUGH *all* you want. This is the way Jurassic Park, The Abyss,
RH> Babylon5, and pretty much every single movie with 3d graphics has been
RH> done.

Do you think they worked with pre-rendered TEST-MODELS then? (Ofcourse not,
they used the fastest wire-vektor or <whatever> to SEE THE RESULTS before doing
the final rendering!)

A machine capable of real-time <whatever> is better suited for
multimedia/animations/<whatever>

RH> Not even the SGI machines use their graphic cards for high quality
RH> 3d animation...

Que?

If real-time wasn't important, how come people develope faster
machines/software all the time?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1073. Re: was Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:34:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d736e9e@secom.ct.se>
Source record: 18374

In a message of 28 Feb 94 21:10:10, Ricardo Hernandez wrote:

RH> |> I've never seen such a card here .. A1200 owners play games, nothing
RH> else.
RH>
RH> Oh, yeah, You must be right. I guess all these third party card
RH> manufacturers are just lying. Hey, what's this that I got?
RH> Oh, yeah, a SCSI 50Mhz w/ 50Mhz FPU accelerator just to play games. Yep.

Read the above again - "I've never seen such a card here"

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1074. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:35:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d736ed4@secom.ct.se>
Source record: 18375

In a message of 28 Feb 94 21:12:04, Ricardo Hernandez wrote:

RH> |> True, but sales are going upwards.
RH>
RH> Just like the A1200 and CD-32.

CD-32, what's that? (It's not anywhere to be found HERE)

RH> Yep. About 12 magazines here they don't even mention ATARI because
RH> "what's that".

Name them.

(one by one)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1075. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:38:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d736f9e@secom.ct.se>
Source record: 18376

In a message of 28 Feb 94 17:06:20, M.D.Griffiths wrote:

M> using post-increment addressing or lea's where appropriate, the same
M> technique was used on the ST for 'pre-shifted sprite data' which resulted
M> in double the amount of sprites able to be drawn. (The record was 22
M> 32x32 16 colour sprites which is more than the Amiga blitter can do).

Those were the days ... :-) .... Too bad self-coding routines are quite hard to
implement when you have a cache .. (not 256 bytes, but one has to think of
those with bigger caches - 040's and such ...)

I remember no-one ever beat my XY-distorter .. :-) .. 4 bitplanes, 8*1pix
"blocks" .. using MOVEP and EVERYTHING was self-coding ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1076. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:42:51 UTC
From: jtn@ukc.ac.uk
Message-ID: <8742@gos.ukc.ac.uk>
Source record: 18377
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes in article <8738@gos.ukc.ac.uk>
>Perhaps, but the 680x0 series has many more addressing modes than the
>80x86 and is more CISC in my opinion.

Why? One 'feature' of 'RISC-ness' is having a large number of general
purpose registers, which the 68k has (to a certain extent). Both have
incarnations that are pipelined, and minimal microcode. So you could
argue that the 68k series is more 'RISC' than the 80x86 series.

>Having more general purpose registers means there is more combinations
>of what is an optimum solution to a problem, hence this makes optimisation
>more difficult than where register usage is fixed.

Oh gee. Shall I use d0 or d1? Big difference. At least you have the
choice. By your argument, most RISC processors are hard to optomise for
(most have general purpose registers).

>An example of what I'm saying is this:
>I coded a 3d translation routine in assembler and managed 1700 points per
>vbl (70hz) on a 486dx-33. I wrote the same routine in C and managed about
>1300 points. On the Falcon I tried it out and got over 500 points
>in assembler and about 200 in C. I think I'm accomplished enough at
>80x86 to justify my statement, and this test was a reasonably fair one.

Perhaps you should consider more than just the processor in these systems
before you conclude that the 80486 is faster. How much cache (processor and
secondary)? What memory speed? Bus architecture? Processor speed? Compiler
used (including version number)? Compiler flags? Was the compiled code
optomised for space or speed? What about the assembly? Was the machine
multi-tasking at the time!? Etc. Etc.

Jim
--
Jim Noble. 3rd year Computer Systems Engineering. University of Kent.

What I just said is probably wrong.
Heck! Everybody knows I only open my mouth to change feet. :-)

1077. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:47:36 UTC
From: zcbtl29@ucl.ac.uk
Message-ID: <1994Mar1.164736.9077@ucl.ac.uk>
Source record: 18378
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <CLxzKt.5Bx@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>In article <1994Feb28.150815.26459@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:
>
>|> Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old
>And the z80 is based on a chip designed for constrolling washing machines...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

So a PC is basically a washing machine with a heap of kludges to make it do
a few things right....? Sounds about right.

BTW, although PCs are *NOT* good, I do admire the excellent flight sims on
them, with really realistic looking scenery, mountains, valleys, etc. When
are we going to get some of that on the Arc? I'm fed up with perfectly
geometrical pyramid mountains, a flat horizon, and swooping over fields to
be confronted by square sheep!

Cheers,
Brian.

1078. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:50:02 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Mar1.165002.9902@dmu.ac.uk>
Source record: 18379

In article <1994Feb22.230224.25429@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <k6P2Hc1w165w@frood.novalis.public.sub.org>, nloeber@frood.novalis.public.sub.org (Nils) writes:
> |>
> |> Does anybody know how often the Falcon was sold? It would be interesting to
> |> compare this to the number of 1200s sold.
> |> And is there a list of (planned) Falcon games available?
>
> The very latest I heard about the Falcon was around 20,000. The very
> latest I heard about the A1200 was more than 250,000.
>
> At least, I would expect those two numbers for both machines.

I expect the figure for A1200's sold is straight from Commodore. After all the figures that Amiga Format give out are bolstered up to make the sales look amazing.
Apparently 70,000 CD32's just in the UK at Xmas ???
That can't be right, the CD32 is technologically dead so no intelligent person would consider buying it, no Amiga owner would buy it as the cut down versions (i.e. no CD accompanying music) are available. That just leaves people who saw the adverts which even by Ataris standards were very small .....

Simon

1079. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 16:55:33 UTC
From: mdg@ukc.ac.uk
Message-ID: <8743@gos.ukc.ac.uk>
Source record: 18380
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8742@gos.ukc.ac.uk> jtn@ukc.ac.uk (Jim Noble) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes in article <8738@gos.ukc.ac.uk>
:>>Perhaps, but the 680x0 series has many more addressing modes than the
:>>80x86 and is more CISC in my opinion.
:>Why? One 'feature' of 'RISC-ness' is having a large number of general
:>purpose registers, which the 68k has (to a certain extent). Both have
:>incarnations that are pipelined, and minimal microcode. So you could
:>argue that the 68k series is more 'RISC' than the 80x86 series.

Yes 'ONE FEATURE', Risc machines have limited addressing modes , like
just load and store (or if your lucky on the archimedes load and store
with indexing and scaled indexing), the 80x86 has far less addressing
modes than the 680x0 series so you can argue that the 680x0 is less
RISCLIKE in this way.

:>>Having more general purpose registers means there is more combinations
:>>of what is an optimum solution to a problem, hence this makes optimisation
:>>more difficult than where register usage is fixed.
:>Oh gee. Shall I use d0 or d1? Big difference. At least you have the
:>choice. By your argument, most RISC processors are hard to optomise for
:>(most have general purpose registers).

Yes 'at least you have the choice' means the compiler has to decide
, hence it is more difficult because you have more solutions to a problem
, with human intuition and problem solving it means we are better able
to beat a compiler on a CISC machine. With Risc there are less options for
the compiler because there is less redundancy in the instruction set, hence
a sequence of instructions is more easily proven to be optimum.

:>>An example of what I'm saying is this:
:>>I coded a 3d translation routine in assembler and managed 1700 points per
:>>vbl (70hz) on a 486dx-33. I wrote the same routine in C and managed about
:>>1300 points. On the Falcon I tried it out and got over 500 points
:>>in assembler and about 200 in C. I think I'm accomplished enough at
:>>80x86 to justify my statement, and this test was a reasonably fair one.
:>Perhaps you should consider more than just the processor in these systems
:>before you conclude that the 80486 is faster. How much cache (processor and
:>secondary)? What memory speed? Bus architecture? Processor speed? Compiler
:>used (including version number)? Compiler flags? Was the compiled code
:>optomised for space or speed? What about the assembly? Was the machine
:>multi-tasking at the time!? Etc. Etc.

The argument is not over which CPU is faster but whether a compiler can
beat a human on each system, the compiler used is significant, on each
machine I can beat the compiler, however the 80x86 compiler is closer

to me. Now either the 80x86 compilers are X times better than 680x0 one or
there is something inherent in 80x86 which means there is less leway
for human intuition based optimisation.

>Jim

Griff
--

1080. Re: Backwards compatibility was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 18:08:04 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Mar1.180804.12105@dmu.ac.uk>
Source record: 18381

>
> Many people were reporting very high levels of incompatiblity with
> non-OS legal ST software on the Falcon, so it would seem that the level of
> incompatibility was higher than that of the A1200. Certainly all new Amiga
> games for the ECS run without any modification on the A1200 as they are
> now programmed according to the official guidelines for hardware level
> compatiblity.

But you are comparing STFM programs. The STFM didn't have DMA sound, blitter
or hardware scrolling, so programmers cheated to gain a better scrolling routine etc.
The Amiga software that trips on AGA is probably of a similar nature ...

>
> C= won`t release the hardware specs for the A1200, as they will not be
> including AGA hardware compatibility in the next AAA set. But there is a
> document available in the PD called `how to code the AGA chipset` which
> has a lot of useful stuff in it. It shows how there is a very high level
> of hardware compatibility with ECS in the AGA chipset. Its also obvious
> that C= resorted to hardware kludging in order to maintain compatibility.
> I`d say that the AGA chipset is just there to tide people over until AAA
> is ready. The idea seems to have been to give people enhanced
> functionality (more colours, higher rez, higher refresh rates etc) whilst
> maintaining compatiblity with older stuff. AGA was probably forced out of
> C= as a response to improved PC and Mac gfx, as well as what was then the
> percieved threat of the Falcon.
>
> Karl.
>

But with 250,000 A1200's in the UK alone it would be wise for C= to produce a few
books/kernals on the matter ???
How do all the A1200 coders feel about being duped into buying a machine with no support
from its producer ???

1081. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 18:18:38 UTC
From: jtn@ukc.ac.uk
Message-ID: <8746@gos.ukc.ac.uk>
Source record: 18382
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes in article <8743@gos.ukc.ac.uk>
>Yes 'ONE FEATURE', Risc machines have limited addressing modes , like
>just load and store (or if your lucky on the archimedes load and store
>with indexing and scaled indexing), the 80x86 has far less addressing
>modes than the 680x0 series so you can argue that the 680x0 is less
>RISCLIKE in this way.

Oh dear. I did not say that the 68k WAS more RISC like, I was just pointing
out that it cuts both ways. You could argue that the number of addressing
modes is just 'ONE FEATURE' too.

>Yes 'at least you have the choice' means the compiler has to decide
>, hence it is more difficult because you have more solutions to a problem
>, with human intuition and problem solving it means we are better able
>to beat a compiler on a CISC machine. With Risc there are less options for
>the compiler because there is less redundancy in the instruction set, hence
>a sequence of instructions is more easily proven to be optimum.

How can you argue that the 68k is harder to optomise for because it has
more general purpose registers, and yet a RISC processor is easier to
optomise for because it has more general purpose registers? You appear to
be contradicting yourself; please clarify your argument.

>The argument is not over which CPU is faster but whether a compiler can
>beat a human on each system, the compiler used is significant, on each
>machine I can beat the compiler, however the 80x86 compiler is closer
>to me. Now either the 80x86 compilers are X times better than 680x0 one or
>there is something inherent in 80x86 which means there is less leway
>for human intuition based optimisation.

Yes, I appear to have gotten hold of the wrong end of the stick. But, it is
still an issue. The compilers will not produce the same amount of code
(whether due to different optomisation goals or different code 'density'),
and there will also be a different ratio between compiled and assembled code
size.

Thus you must consider the architecture. Code size will make a difference
to the cache hit ratio. The processor speed, cache size and memory speed
will affect the performance loss associated with a cache miss. This could
be contributing (albeit either way) to the difference between compiled and
(hand) assembled performance.

Jim
--
Jim Noble. 3rd year Computer Systems Engineering. University of Kent.

What I just said is probably wrong.
Heck! Everybody knows I only open my mouth to change feet. :-)

1082. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 19:06:35 UTC
From: mdg@ukc.ac.uk
Message-ID: <8749@gos.ukc.ac.uk>
Source record: 18383
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

```
In article <8746@gos.ukc.ac.uk> jtn@ukc.ac.uk (Jim Noble) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes in article <8743@gos.ukc.ac.uk>
:>>Yes 'ONE FEATURE', Risc machines have limited addressing modes , like
:>>just load and store (or if your lucky on the archimedes load and store
:>>with indexing and scaled indexing), the 80x86 has far less addressing
:>>modes than the 680x0 series so you can argue that the 680x0 is less
:>>RISCLIKE in this way.

:>Oh dear. I did not say that the 68k WAS more RISC like, I was just pointing
:>out that it cuts both ways. You could argue that the number of addressing
:>modes is just 'ONE FEATURE' too.

Yes it does cut both ways, however the nature of the 68k instruction set
means that it is difficult for compilers to use every 'trick', the 80x86
with its less complex modes means that there is less redundancy, hence
it is easier to optimise for.

:>>Yes 'at least you have the choice' means the compiler has to decide
:>>, hence it is more difficult because you have more solutions to a problem
:>>, with human intuition and problem solving it means we are better able
:>>to beat a compiler on a CISC machine. With Risc there are less options for
:>>the compiler because there is less redundancy in the instruction set, hence
:>>a sequence of instructions is more easily proven to be optimum.
:>How can you argue that the 68k is harder to optomise for because it has
:>more general purpose registers, and yet a RISC processor is easier to
:>optomise for because it has more general purpose registers? You appear to
:>be contradicting yourself; please clarify your argument.

No a RISC processor is easier to optimise for because there is less
redundancy in its instruction set, therefore there are X registers and
less ways of doing a task, lets consider a fragment of 'C' code.

a = array[0];
b = array[1];
c = array[2];
array[0] = c;
array[1] = b;
array[2] = a;

ok.. on a risc machine (archmedies) a compiler might produce something like:

adr r12,array ; r12 -> array[0]
ldr r0,[r12] ; a = array[0]
ldr r1,[r12,#4] ; b = array[1]
ldr r2,[r12,#8] ; c = array[2]
```

```
str [r12],r1 ; array[0] = b
str [r12,#4],r2 ; array[1] = c
str [r12,#8],r0 ; array[2] = a
```

however on a 68000 a compiler might produce

```
lea array(a6),a0
move.l (a0),d0
move.l 4(a0),d1
move.l 8(a0),d2
move.l d1,(a0)
move.l d2,4(a0)
move.l d0,8(a0)
```

now the RISC machine code cannot be optimised, since it only has ATOMIC instructions, the archimedes is not even a good example since it has more addressing modes than most risc machines, however the 68000 code can be optimised to

```
move.l (a0),d0
move.l 4(a0),(a0)
move.l 8(a0),4(a0)
move.l d0,8(a0)
```

hence RISC is easier to optimise for because there are LESS ways of doing things, you don't have to worry about so many 'tricks' and things like peephole optimisation so much. Having more registers is not necessarily better on a CISC architecure, it is better however for writing demos ;-) because you can spend 3 hours optimising a routine to get an extra register , cut down on memory access and hence get that spinning cube running 1fps extra !!

```
:>>The argument is not over which CPU is faster but whether a compiler can
:>>beat a human on each system, the compiler used is significant, on each
:>>machine I can beat the compiler, however the 80x86 compiler is closer
:>>to me. Now either the 80x86 compilers are X times better than 680x0 one or
:>>there is something inherent in 80x86 which means there is less leway
:>>for human intuition based optimisation.
:>Yes, I appear to have gotten hold of the wrong end of the stick. But, it is
:>still an issue. The compilers will not produce the same amount of code
:>(whether due to different optomisation goals or different code 'density'),
:>and there will also be a different ratio between compiled and assembled code
:>size.
```

and the size of the library the compiler bolts on ;-).

```
:>Thus you must consider the architecture. Code size will make a difference
:>to the cache hit ratio. The processor speed, cache size and memory speed
:>will affect the performance loss associated with a cache miss. This could
:>be contributing (albeit either way) to the difference between compiled and
:>(hand) assembled performance.
```

but surely the compiler knows everything about the architecture and should be better than me?? ;-). How can I beat it? The answer is of course that a compiler is mechanical, WE are not, there is a certain flamboyance involved in hand coding assembler that compilers cannot match at present, RISC machines are simpler more powerful machines, hence compilers can compete better with people.

>Jim

Griff
--

1083. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 19:09:41 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2l03tl$gos@lyra.csx.cam.ac.uk>
Source record: 18384
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8721@gos.ukc.ac.uk>, jtn@ukc.ac.uk (Jim Noble) writes:
|> cpb1001@hermes.cam.ac.uk writes in article <2ktu4g$pnr@lyra.csx.cam.ac.uk>
|> >Agreed. Some RISC CPU's are really nasty to write code for. Things such as
|> >the Branch Delay Slot, for example, on the MIPS RISC series make it
|> >sometimes fairly difficult to see the best way of ordering instructions
|> >to the assembly coder.
|>
|> One exception to this rule is the ARM. You don't have to worry about
|> ordering conditional instructions, and all instructions can be conditional.

Doesn't the ARM flush the pipeline in the event of a branch taken? If so, then
the effect is similar to a BDS with a NOP inserted.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

1084. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 19:15:07 UTC
From: renfro@bnr.ca
Message-ID: <2l047r$ki6@crchh610.bnr.ca>
Source record: 18385

In article <9403011133.AA28093@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
[stuff deleted]
|>
|> Not a typo. That was the price advertised by Ladbroke. They were also
|> selling 4/65 Falcons at 870 UKP. Silica shop were selling at 499UKP with
|> the 4/65 config at 799UKP. I`m glad you admit that there are places
|> selling 1mb Falcons though - its a fact hotly denied by many on this group.
|>

Exactly who have denied that 1mb Falcons are sold??? Some have said that
their dealer does not sell them and many have said that it is not considered
the base unit for developers, but I don't recall anyone flat out saying that
such a configuration was not made or sold anywhere.

Just another case of your twisting what others have said to make things
look the way you want them to look.

RandyH

1085. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 19:23:36 UTC
From: renfro@bnr.ca
Message-ID: <2l04no$ki8@crchh610.bnr.ca>
Source record: 18386

In article <9403011137.AA28295@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
[stuff deleted]
|>
|> No. I consider the `base` PC config to be 4/170/SVGA. The Falcon is
|> 4/65 or 80 and for serious purposes the A1200 is 6/80 (which I and the
|> Majority of A1200 owners on UseNet have).
|>
|> Gavan.
|>

So now we are talking about the base config 'for serious purposes' and what
the 'majority of A1200 owners on UseNet' have. Gavan you are so full of BS.
This was certainly not how the arguement started. Now when it becomes apparent
that you can not win the 'which base config is better' war, you change gears
and start talking about a different base of users.

So how many typical consumers buying A1200s are going to have this 6/80 config???
I still think a greater percentage of Falcon owners will have the 4/85 config
compared to the percentage of A1200 owners that will have fast ram or any
other enhancements.

RandyH

1086. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 21:00:04 UTC
From: Charles William Swiger <infidel+@CMU.EDU>
Message-ID: <4hQunla00Uh7E6ikU6@andrew.cmu.edu>
Source record: 18287
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy

Excerpts from netnews.comp.os.ms-windows.advocacy: 1-Mar-94 Re: So what
does the Acorn .. by M.D.Griffiths@ukc.ac.uk
> :>> number of registers is easier to optimise for than the 680x0 series (IMO)
> :>> for example I can write code that is 2-3 times faster than a compiler
> :>> on a 68k based machine,
> :>
> :>I don't believe you. Post the original C code, your assembly code, and
> :>compiler's generated code. Also post what compiler you're using and the
> :>complete set of compilation flags.
>
> Most graphical stuff is 2-3 times faster in assembler for example
>
> gouraud/phong/tmapping/sprites etc

My point was not to imply that you write poor assembly code but to note
that it's often possible to improve the output code from the compiler by
having a solid understanding of the compiler options. On the m68k with
gcc, -fomit-frame-pointer does some good things, and there are other
tweaks that can be made.

-Chuck

Charles William Swiger - WhiteLight Systems | "All the world's a stage, and"
---+ "we are merely players...."
AMS & normal mail: infidel@cmu.edu |
NeXTmail: chuck@cswiger.slip.andrew.cmu.edu | "Semper ubi sub ubi."

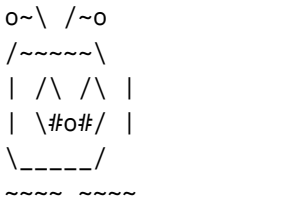
1087. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 23:19:02 UTC
From: awg1000@phx.cam.ac.uk
Message-ID: <2l0ih6$kb9@lyra.csx.cam.ac.uk>
Source record: 18288
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2l03tl$gos@lyra.csx.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> Doesn't the ARM flush the pipeline in the event of a branch taken? If so, then
|> the effect is similar to a BDS with a NOP inserted.

Sort of, but later chips can catch up the pipeline from the prefetch cache, and the conditional instruction set means that branches are less necessary than on other designs. Modern chips are tending away from the BDS (which is implementation-specific, because the pipeline size may change) and towards superscalar approaches.

Andrew Garrard



1088. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 23:41:22 UTC
From: awg1000@phx.cam.ac.uk
Message-ID: <2l0jr2$kb9@lyra.csx.cam.ac.uk>
Source record: 18289
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2kv92d$b6u@harbinger.cc.monash.edu.au>,
int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> I'm suprised he even got CorelDraw loaded on a two meg 386. Was this
|> the current Windows incarnation, or something pre-Windows? If he was
|> smart, he would have used Qpeg under DOS, blazingly fast JPEG displays,
|> but it does use a quicker, but lower quality display algorithm.

I got CorelDRAW! 2.0 to run on Windoze 3.0 on the PC Emulator. Of course, some of the sample clip-art took 10 hours to print, but then if I wanted it for practical use, I'd get ArtWorks. :-)

One advantage - at least you can see how CD's rendering algorithms work (in painstaking detail :-)).
Andrew Garrard

o~\ /~o
/~~~~~\
| /\ /\ |
| \#o#/ |
_____/
~~~~ ~~~~
~~~~

1089. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 23:43:35 UTC
From: mdg@ukc.ac.uk
Message-ID: <8753@gos.ukc.ac.uk>
Source record: 18290
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2kvaue$fks@mercury.dur.ac.uk> A G Jackson <A.G.Jackson@durham.ac.uk> writes:
:>In article <8712@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>It may be semi-decent at the moment, but it's not going to go much further. Given
:>how wonderful the Pentium isn't, any 686 is really going to be scraping the
:>barrel. What's more, students won't be allowed to use them due to restrictions on
:>room-heating equipment im most UK universities...
:>
:>However, other chips do have the potential to progress a long way. They should
:>start to take over from the 80x86 machines as soon as possible.

With multiprocessor OSs we could quite see PCs with several 486s or dual
pentiums in them.... Hmmmm... yet another way of keeping the architecture
going ;-).

>Adrian

Griff
--

1090. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 23:46:29 UTC
From: Charles William Swiger <infidel+@CMU.EDU>
Message-ID: <8hQxDJi00iV24=RhgY@andrew.cmu.edu>
Source record: 18291
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy,comp.sys.atari.advocacy

Excerpts from netnews.comp.os.ms-windows.advocacy: 1-Mar-94 Re: So what
does the Acorn .. by M.D.Griffiths@ukc.ac.uk
>>>I'd be inclined to disagree. May be having fewer registers makes
>>>optimisation simpler, but having dedicated registers as opposed to general
>>>purpose makes it harder, and from what I've seen, compilers tend not to
>>>make use of the x86's CISC functions, such as string functions (block
>>>memory transfers).
>
> Perhaps, but the 680x0 series has many more addressing modes than the
> 80x86 and is more CISC in my opinion. Having more general purpose
> registers means there is more combinations of what is an optimum solution
> to a problem, hence this makes optimisation more difficult than where
> register usage is fixed.

The strategies human programmers apply to optimizing code are very
different then what a compiler will do. Compilers *really* prefer to
have lots of registers available and tend to produce inefficient code
when they get deprived. Having more registers definitely does not make
optimizing code more difficult *if* the registers are equivalent.
Modern compilers start off by making the assumption that they have an
infinite number of registers available and then deal with the
limitations of the physically available registers.

>>> Have you considered the possibilty that maybe Watcom have put a lot more
>>> effort into the optimsations than the people who wrote your 680x0
>>> compiler? (I'm assuming that you are accomplished enough in the art of
>>> x86 programming to justify your statement that you found it difficult to
>>> beat the code produced by the compiler, Griff).
>
> Yeah sure, it could be that Watcom C is way ahead of 680x0 compilers, but
> I don't think that this is the only reason.
>
> An example of what I'm saying is this:
> I coded a 3d translation routine in assembler and managed 1700 points per
> vbl (70hz) on a 486dx-33. I wrote the same routine in C and managed about
> 1300 points. On the Falcon I tried it out and got over 500 points
> in assembler and about 200 in C. I think I'm accomplished enough at
> 80x86 to justify my statement, and this test was a reasonably fair one.

Perhaps. Want to post the C code and the compiler and flags used on the
Falcon?

-Chuck

Charles William Swiger - WhiteLight Systems | "All the world's a stage, and"
---+ "we are merely players...."
AMS & normal mail: infidel@cmu.edu |
NeXTmail: chuck@cswiger.slip.andrew.cmu.edu | "Semper ubi sub ubi."

1091. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-01 23:48:16 UTC
From: jtn@ukc.ac.uk
Message-ID: <8754@gos.ukc.ac.uk>
Source record: 18292
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes in article <8753@gos.ukc.ac.uk>
>With multiprocessor OSs we could quite see PCs with several 486s or dual
>pentiums in them.... Hmmmm... yet another way of keeping the architecture
>going ;-).

...and the heating off :*)

Jim
--
Jim Noble. 3rd year Computer Systems Engineering. University of Kent.

What I just said is probably wrong.
Heck! Everybody knows I only open my mouth to change feet. :-)

1092. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 00:09:51 UTC
From: jtn@ukc.ac.uk
Message-ID: <8756@gos.ukc.ac.uk>
Source record: 18293
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

jtn@ukc.ac.uk (Jim Noble) writes in article <8754@gos.ukc.ac.uk>
> ...and the heating off :*)

Oh; ...and the cost up :*)

Jim
PS. Apols. for the double posting...
--
Jim Noble. 3rd year Computer Systems Engineering. University of Kent.

What I just said is probably wrong.
Heck! Everybody knows I only open my mouth to change feet. :-)

1093. Re: Backwards compatibility was Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 00:58:47 UTC
From: mdg@ukc.ac.uk
Message-ID: <8758@gos.ukc.ac.uk>
Source record: 18294

In article <1994Mar1.180804.12105@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:
:>But with 250,000 A1200's in the UK alone it would be wise for C= to produce a few books/kernals on the matter ???
:>How do all the A1200 coders feel about being duped into buying a machine with no support from its producer ???

The same as us Falcon owners :-).

Griff
--

1094. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 02:11:24 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar1.201124.23740@cobra.uni.edu>
Source record: 18295

In article <2d71a328@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
> In a message of 27 Feb 94 00:56:33, Ricardo Hernandez wrote:
>
> RH> It all depends for what you want to use it. The thing to remember
> RH> though,
> RH> is that by the time you buy a Falcon, you have an A1200 with a 50Mhz '030,
> RH> FPU and fast ram.
>
> Please post the exact price of such a config, and I'll look up the Falcon price
> in UK.

Oh please. Who cares about the Falcon and the Amiga today!!! It's Power PC Mac and the Intel clones. In less than two weeks Power PC Macs will put the Amiga and Falcon to shame(the 040 Macs have already done so). Power Macs price wise will have no peers.

Lets end this Amiga and Falcon babble..

>
> I already proved you wrong here in Sweden atleast.
>

Who gives a sh t about a near nilch market in Sweden!! Your fellow Swedes will be using Power Macs not Falcons...

> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
> + SYNC -------- Opinions expressed are those of my employee! --------+
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

'Only 35,000 Falcons sold' - yea in two years!!!

1095. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 02:17:20 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar1.201720.23741@cobra.uni.edu>
Source record: 18296

In article <1994Mar1.165002.9902@dmu.ac.uk>, c2sgy@dmu.ac.uk (SG Yardley) writes:
> In article <1994Feb22.230224.25429@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
>> In article <k6P2Hc1w165w@frood.novalis.public.sub.org>,
nloeber@frood.novalis.public.sub.org (Nils) writes:
>> |>
>> |> Does anybody know how often the Falcon was sold? It would be interesting to
>> |> compare this to the number of 1200s sold.
>> |> And is there a list of (planned) Falcon games available?
>>
>> The very latest I heard about the Falcon was around 20,000. The very
>> latest I heard about the A1200 was more than 250,000.
>>
>> At least, I would expect those two numbers for both machines.
>
> I expect the figure for A1200's sold is straight from Commodore. After all
> the figures that Amiga Format give out are bolstered up to make the sales look
> amazing.
> Apparently 70,000 CD32's just in the UK at Xmas ???
> That can't be right, the CD32 is technologically dead so no intelligent person
> would consider buying it, no Amiga owner would buy it as the cut down versions
> (i.e. no CD accompanying music) are available. That just leaves people who saw
> the adverts which even by Ataris standards were very small .....

It's like saying no intelligent person would buy anything Atari makes!!! Atari
is a dead brain company. I wish it would just die!!!!!!

>
> Simon

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

'Only Power PC Macs make it possible'

1096. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 02:32:08 UTC
From: mdg@ukc.ac.uk
Message-ID: <8759@gos.ukc.ac.uk>
Source record: 18297
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2l03tl$gos@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <8721@gos.ukc.ac.uk>, jtn@ukc.ac.uk (Jim Noble) writes:
>Doesn't the ARM flush the pipeline in the event of a branch taken? If so, then
>the effect is similar to a BDS with a NOP inserted.

No the Arm only has pipeline flushes if a change of program counter occurs
, its interesting to note that all instructions are encoded with the
'AL' condition - 'execute always' - hence an instruction like:

str [r12],r0 (or whatever the exact syntax is)

is really

stral [r12],r0 (str ALWAYS)

you can also have

strcs [r12],r0

which means store if carry is set, takes 1 cycle if not taken or 4 cycles
if executed (store takes a few extra cycles...).

>Chris Brown

Griff (Hasn't programmed Arm for a few months... but did Gouraud at 50fps
Fullscreen which looked very impressive ... boast boast!!).
--

1097. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 02:34:45 UTC
From: mdg@ukc.ac.uk
Message-ID: <8760@gos.ukc.ac.uk>
Source record: 18298
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy

In article <4hQunIa00Uh7E6ikU6@andrew.cmu.edu> Charles William Swiger <infidel+@CMU.EDU> writes:
>Excerpts from netnews.comp.os.ms-windows.advocacy: 1-Mar-94 Re: So what
>does the Acorn .. by M.D.Griffiths@ukc.ac.uk
:>> Most graphical stuff is 2-3 times faster in assembler for example
:>>
:>> gouraud/phong/tmapping/sprites etc
:>
:>My point was not to imply that you write poor assembly code but to note
:>that it's often possible to improve the output code from the compiler by
:>having a solid understanding of the compiler options. On the m68k with
:>gcc, -fomit-frame-pointer does some good things, and there are other
:>tweaks that can be made.

-fomit-frame-pointer simply gets you one extra register, it just means
stack based variables are accessed using A7 instead of the link register
a6... which save a little bit of time... its nothing exciting really.
-O2 -fomit-frame-pointer is what i normally use with Gcc.

>-Chuck

Griff
--

1098. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 03:03:39 UTC
From: mdg@ukc.ac.uk
Message-ID: <8761@gos.ukc.ac.uk>
Source record: 18299

In article <1994Mar1.201124.23740@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
:>Oh please. Who cares about the Falcon and the Amiga today!!! It's Power PC
:>Mac and the Intel clones. In less than two weeks Power PC Macs will put the
:>Amiga and Falcon to shame(the 040 Macs have already done so). Power Macs
:>price wise will have no peers.

040 Macs... what an operating system, it manages to draw screens as fast as
my 16mhz 030... wow... I am impressed. (laugh)

>Lets end this Amiga and Falcon babble..
>Who gives a sh t about a near nilch market in Sweden!! Your fellow Swedes will
>be using Power Macs not Falcons...

Americans ... don't you love them? perhaps you should see your analyst MR
Sinclair ;-) !

:>Peter Sinclair-Day
:>University of Northern Iowa
:>Cedar Falls, Iowa USA

Well MR SINCLAIR , I would like to point that I spot two flaws in your
argument :

1. You are a wanker
2. You are a wanker

Now.. you might think that this is only one point... however I thought it
was such an important point that I better point it out twice :-).
(I'll understand if you don't get the joke, after all you are American).

>'Only 35,000 Falcons sold' - yea in two years!!!

so what? Go play on you MAC, after all stoopid people like MACs ;-).
(tut tut I'm making sweeping generalisations again).

the POWER PC CPU is nice, however Apple computers.... *yawn*

Griff (sorry to be abusive but the Stella is talking....).
--
Opinions expressed are my own.

1099. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 03:08:09 UTC
From: mdg@ukc.ac.uk
Message-ID: <8762@gos.ukc.ac.uk>
Source record: 18300

In article <1994Mar1.201720.23741@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>It's like saying no intelligent person would buy anything Atari makes!!! Atari
>is a dead brain company. I wish it would just die!!!!!!

Conversely the hardware is so boring in MACs you can argue that no
intelligent person would buy a MAC. Macs are only used for applications
for ease of use, (i.e. for people who are not so computer literate). There
is no 'TECH-SCENE' on the Mac because there is no real hardware to play with
and people who are interested in such stuff (i.e. intelligent people) will
go for something more stimulating.

>Peter Sinclair-Day
>'Only Power PC Macs make it possible'

I prefer the term 'power pc cpu'...

Griff
--

1100. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 04:52:00 UTC
From: henson@lando.hns.com
Message-ID: <1MAR199423524067@lando.hns.com>
Source record: 18301
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Mar1.143855.4711@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge)
writes...
>Hate to tell you but PCs DON'T rule - More Workstations are used than PCs
>The only reason why PCs are bought, is that people are easily conned into
>buying sub-standard equipment

I'm sure HP, Sun, and the other manufactureres of workstations will
be thrilled to hear this but they must be really wondering who their
secret competitor is who is selling all those workstations.

You really should have included a smiley or something. Nobody could
be that out of touch. 8-)

```
/*------------------------+--------------------------------------
| Carle C. Henson | Opinions expressed are my own and may
| Hughes Network Systems | not be shared by anyone else on the
| henson@lando.hns.com | planet, even if I am right. The
| Voice (301) 428-5917 | possible exception being Rush Limbaugh
| Fax (301) 428-1868 | who is always right.
+------------------------+-------------------------------------*/
```

1101. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 10:41:07 UTC
From: s1180252@giaeb.cc.monash.edu.au
Message-ID: <s1180252.762604867@giaeb>
Source record: 18302
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

marmoset@garnet.msen.com (Dave Walker) writes:

>Chuggles (N.Ashford) drove Bus #<2kq1rn$oqe@harbinger.cc.monash.edu.au>
>onto the Information Highway:

>: >> Apple MacIntosh - About to lose its identity forever.

>: >No.
>: Yes, it will just be another NT platform.

>Eh? Motorola has announced that they are collaborating with Microsoft on
>a port to the PREP platform, but Apple isn't building PREP machines (yet)
>anyway, and there has _definitely_ been no announced intention of porting
>NT to the PowerMacs.

I was unaware of this, I remember that there was a rumor on the net somewhere
that Apple would run NT sometime in the future.

>Besides, how many non-Intel machines are _currently_ running NT anyway.
>Wasn't the rumor that DEC had only shipped <1000 Alpha PC's with NT
>installed? Methinks anyone who still believes "NT will take over the
>world" has, at the very least, a long wait ahead.

Methinks that you are absolutely correct about NT, the "Godzilla" sized
operating system. Of course Godzilla wasn't just bells and whistles :-).

>--
>| Dave Walker, Detroit Art Services (DAS) |

1102. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 10:56:56 UTC
From: gmoran@nyx10.cs.du.edu
Message-ID: <9403021055.AA12863@nyx10.cs.du.edu>
Source record: 18303

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes..

>RH>It all depends for what you want to use it. The thing to remember
>RH> though,
>RH> is that by the time you buy a Falcon, you have an A1200 with a 50Mhz
>'030,
>RH> FPU and fast ram.

>Please post the exact price of such a config, and I'll look up the
>Falcon price
>in UK.

>I already proved you wrong here in Sweden atleast.

I`ve seen INDI in the UK selling A1200s with 80meg HD, 50MHz 030 and 4meg fastRAM for 879 UKP. This compares well with some Falcon prices I`ve seen (Ladbroke computing adverts quote 879 for a 4/65 F030). Silica shop sells this model for 800UKP though.

Its worth noting that you can get an A1200 with 6megs of RAM (4 megs of it fast) for the same price as the cheapest 1 meg Falcon I`ve seen. For the price of 4 meg f030 with HD wou can get an A1200/6megs/HD/SCSI/25Mhz 882 unit which I think is very competitive.

Gavan

1103. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 10:59:39 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Mar2.105939.21934@dmu.ac.uk>
Source record: 18304
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2kqn1n$9at@haegar2.uni-paderborn.de>, laire@haegar2.uni-paderborn.de (Ralph Schmidt) writes:
> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
> >:>>Turbo-asm stores the assembler file pre-assembled with the actual
> >:>>object code embedded. Each line is assembled as you type it, hence
> >:>>the 'assembly' process only has to deal with relocation,symbols etc.
> >:>
> >:>As i assumed...well you can't compare this method to real assemblers
> >:>and imho it's not useful for big projects and i don't wanna be forced
> >:>to use another editor. Besides the other limitations...lacking powerful
> >:>Macro support.
>
> >It has NO limitations apart from lack of macro support.
> >The editor is very very good and very fast.
> Ok...let's assume i have a project with a lot includes and
> that stuff..if you change some files disk your assembler
> has to update everything...te whole concept makes only sense
> if you use 1 source and edit it top down.
You ain't used Turbo ASM have you??? ;-)
>
> Well...the editor is prolly one of the most subjective issues after
> machine and OS:-B. Any system that forces somebody not to use your
> favourite editor is imho worthless.

No no no, the editor of TurboAssembler is excellent, you've obviously not used this program. Again including loadsa files etc. does NOT slow the system down, you can edit the file in any order you want. Don't make sweeping statements about a program unless you've used it.

OK, I still use Devpac, but only because this is what I'm used to, and also I want macros and assemble to memory(without having to use RAM disk). If only someone would make a cross between Turbo and Devpac ;-)
E.g Macros, PART system, Auto indent, assemble to memory, etc.

In a way I agree with your point about not being able to use your favourite editor, but both Devpac and Turbo have their own editors and it's would be silly to want to use another editor with a prog that already has one.... It's just a case of 'getting used to' the new editor....

>
> >I think a one-pass 'back-patching' assembler would be the fastest 'proper'
> >assembler you could do, but thats another debate...
Turbo assembler assembles programs, therefore it is a 'proper' assembler, it might not be

proper if it didn't actually work ;-)
>
> That's the approach i implemented.
Well done!
>
> Regards
> --
> Ralph Schmidt laire@uni-paderborn.de
> University of Paderborn (Germany)

Alan. (se1ap@dmu.ac.uk)

1104. Re: was Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 11:11:20 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CM1B2w.Ewt@news.Hawaii.Edu>
Source record: 18305

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
:#In a message of 28 Feb 94 21:10:10, Ricardo Hernandez wrote:

:#RH> |> I've never seen such a card here .. A1200 owners play games, nothing
:#RH> else.
:#RH>
:#RH> Oh, yeah, You must be right. I guess all these third party card
:#RH> manufacturers are just lying. Hey, what's this that I got?
:#RH> Oh, yeah, a SCSI 50Mhz w/ 50Mhz FPU accelerator just to play games. Yep.

:#Read the above again - "I've never seen such a card here"

Gee, Rickard getting foolish again. I leave the net for a couple of months
and come back to the same rantings.

Rickard, I've never seen you, prove you exist...8-).

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1105. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 12:17:32 UTC
From: se2dal@dmu.ac.uk
Message-ID: <1994Mar2.121732.25686@dmu.ac.uk>
Source record: 18306
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
> In article <4hQXc3y00iV1E5ANgn@andrew.cmu.edu>, Charles William Swiger
<infidel+@CMU.EDU> writes:

> |> An experienced assembly language programmer can write better code then
> |> an optimizing compiler on the x86; but the compiler will typically
> |> produce better code than an experienced assembly programmer can on a
> |> RISC-like CPU, such as the Sun SPARC. This is especially true on newer

> that very few things should be written in assembler at all on a modern system.
> (Exceptions would be parts of the task switcher, lowlevel filesystem etc.)

Its just a pity that ARM RISC is very easy to write optomised assembler for
due to it being a well thought out assembler. This makes the change, that on
the Arc pure Assembler code is a hell of a lot faster than C and more
efficient.

Dave

--
Dave Lodge se2dal@dmu.ac.uk

"Think you're god, but you've never had control
Think you're loved but there's no one there at all..."
- from "Psychophobia" by Butler/Iommi/Martin

1106. Re: The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 13:16:13 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Mar2.131613.29762@dmu.ac.uk>
Source record: 18307

> >Did you know that reading PC-formatted HD-disks eats up to 30% of the
> >processor time on a 4000/040 (according to DirOpus' status line)?
>
> Thats because the Amiga runs the PC filing system as a mounted file
> system. The basic Amiga disk format is far superior to the PC/TOS - long
> file names, soft and hard links, more on a disk etc. If you want to access
> PC disks you simply mount a PC file system (eg CrossDos comes with
> AmigaDos 3) and you can access them transparently. Sure theres a little
> processor overhead when reading writing, but it not like you are accessing
> the floppies more than about 2-3% of the time. Are there any programs on
> the PC or Atari that let them read Amiga disks?
>
> Gavan.
>

No, not to my knowledge .

But once question is WHY would anyone want to read an Amiga disk ???
You do know games run on specific Amiga hardware don't you ??

Simon

1107. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 13:24:48 UTC
From: jtn@ukc.ac.uk
Message-ID: <8772@gos.ukc.ac.uk>
Source record: 18308
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes in article <8749@gos.ukc.ac.uk>
>Yes it does cut both ways, however the nature of the 68k instruction set
>means that it is difficult for compilers to use every 'trick', the 80x86
>with its less complex modes means that there is less redundancy, hence
>it is easier to optimise for.

I don't think you can say that a processor is more RISC like just because
the instruction set makes optomisation easier. You are probably correct in
that the 80x86 instruction set is more compiler friendly though :-)

>ok.. on a risc machine (archmedies) a compiler might produce something like:
> adr r12,array ; r12 -> array[0]
> ldr r0,[r12] ; a = array[0]
> ldr r1,[r12,#4] ; b = array[1]
> ldr r2,[r12,#8] ; c = array[2]
> str [r12],r1 ; array[0] = b
> str [r12,#4],r2 ; array[1] = c
> str [r12,#8],r0 ; array[2] = a

...

>now the RISC machine code cannot be optimised, ...

(Assuming the array elements are word sized (which your code implies)
What about this for optomising the ARMcode?

```
ADR R12,array
LDMIA R12,{R0-R2}
STMIA R12!,{R1-R2}
STR [R12],R0
```

Perhaps you would not be able to do things like this with an instruction
set less agile than the ARM's, but there are other optomisations. Eg.
Making use of the larger number of registers (you could make sure 'array'
is kept in a register for example).

>hence RISC is easier to optimise for because there are LESS ways of doing
>things, you don't have to worry about so many 'tricks' and things like
>peephole optimisation so much. Having more registers is not necessarily
>better on a CISC architecure, it is better however for writing demos ;-)
>because you can spend 3 hours optimising a routine to get an extra register
>, cut down on memory access and hence get that spinning cube running 1fps
>extra !!

Having more registers is always better! (Unless your memory runs at a
ludicrous rate, or you have a cache with a 100% hit rate :*)

>and the size of the library the compiler bolts on ;-).

:-) Hmmm. If parts of the library are not used, they should end up in the cache!

>but surely the compiler knows everything about the architecture and should
>be better than me?? ;-). How can I beat it? The answer is of course that
>a compiler is mechanical, WE are not, there is a certain flamboyance
>involved in hand coding assembler that compilers cannot match at present,
>RISC machines are simpler more powerful machines, hence compilers can
>compete better with people.

A compiler only knows as much as it's programmer tells it :-) If you were to put all your optomisation knowledge into the compiler, you would not be able to beat it. The fact that you could get far better performance out of the hand assebled 68k code is more an indication of the competance of the compiler.

Jim
--
Jim Noble. 3rd year Computer Systems Engineering. University of Kent.

What I just said is probably wrong.
Heck! Everybody knows I only open my mouth to change feet. :-)

1108. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 14:03:08 UTC
From: jtn@ukc.ac.uk
Message-ID: <8773@gos.ukc.ac.uk>
Source record: 18309
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

sglass@sglass.demon.co.uk writes in article <6re7hvj024n@sglass.demon.co.uk>
>Overkill? Yes, but at the price an ARM 6 sells for, why not spoil your w/m
>programmer :-) Maybe top of the line ones will have a serial port for
>programming from a computer. Maybe even a vidc?

Ah, so that's how they do that advert with the (fresh smelling) rolling hills
in the door window... :-) Hmmm

Jim
--
Jim Noble. 3rd year Computer Systems Engineering. University of Kent.

What I just said is probably wrong.
Heck! Everybody knows I only open my mouth to change feet. :-)

1109. Re: The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 15:06:53 UTC
From: m93kma@tdb.uu.se
Message-ID: <2l2a2d$p1u@columba.udac.uu.se>
Source record: 18310

Gavan Moran (gmoran@nyx.cs.du.edu) wrote:
: Thats because the Amiga runs the PC filing system as a mounted file
: system. The basic Amiga disk format is far superior to the PC/TOS - long
: file names, soft and hard links, more on a disk etc. If you want to access
: PC disks you simply mount a PC file system (eg CrossDos comes with
: AmigaDos 3) and you can access them transparently. Sure theres a little
: processor overhead when reading writing, but it not like you are accessing
: the floppies more than about 2-3% of the time. Are there any programs on
: the PC or Atari that let them read Amiga disks?

I don't think it's the software's fault that an Atari ST or a PC can't
read Amiga disks. The physical sectors on the Amiga disks are much
too big for PC-type controllers to read in one go. The Amiga has a
controller that can do it, however. This makes it possible to cram
in some more data on each track. You can actually have abou 960kB on
a double density disk using an Amiga (see diskspare.device!).

Regards, Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

1110. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 15:11:27 UTC
From: ajb1011@cus.cam.ac.uk
Message-ID: <1994Mar2.151127.23468@infodev.cam.ac.uk>
Source record: 18311
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8743@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>In article <8742@gos.ukc.ac.uk> jtn@ukc.ac.uk (Jim Noble) writes:
>>mdg@ukc.ac.uk (M.D.Griffiths) writes in article <8738@gos.ukc.ac.uk>
>>>Perhaps, but the 680x0 series has many more addressing modes than the
>>>80x86 and is more CISC in my opinion.
>>Why? One 'feature' of 'RISC-ness' is having a large number of general
>>purpose registers, which the 68k has (to a certain extent). Both have
>>incarnations that are pipelined, and minimal microcode. So you could
>>argue that the 68k series is more 'RISC' than the 80x86 series.
>Yes 'ONE FEATURE', Risc machines have limited addressing modes , like
>just load and store (or if your lucky on the archimedes load and store
>with indexing and scaled indexing), the 80x86 has far less addressing
>modes than the 680x0 series so you can argue that the 680x0 is less
>RISCLIKE in this way.

The problem with the term RISC is that it no longer really means any one thing. With regard to the instruction set, a RISC processor doesn't need a small number of instructions, just well planned. (In the case of the ARM, there are no specific 'shift' instructions, but one operand to all data instructions (move, add, compare, etc) can be shifted in four different ways. Another 'feature' of the 68k is it's orthogonal instruction set, which gives it more 'RISC-ness' over the 80x86, which has a sort of spaghetti instruction set - certain addressing modes and operations can only be used with particular combinations of registers.

>Griff

Andrew

1111. Re: "THE WAR OF THE WORLDS" by :

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 16:44:30 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Mar2.164430.1888@t.hfb.se>
Source record: 18312

> The Falcon has no Pinball Fantasies, for instance!

A really great (so I've heard) Pinball game is beeing developed
for the STE/F030 at the moment. Not by DI though...

/
/ Daniel

1112. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 17:44:33 UTC
From: mdg@ukc.ac.uk
Message-ID: <8779@gos.ukc.ac.uk>
Source record: 18313
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <6reBGxj024n@sglass.demon.co.uk> sglass@sglass.demon.co.uk writes:
>In article <8712@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>> Well you can slag down PCs all you want, however a 386/486 in protected
:>> mode is semi-decent.
:>No it isn't.

it is 'semi-decent', thats not to imply that I think that is good compared
to modern RISC CPUs, however they did the best they could...

:> And the compilers for the architecture are really
:>> good.
:>Not really. They make use of 386 instructions, but very few make use of 486
:>instructions. As for optimisation for Pentium.
:>-manic laughter

Funny that, watcom c 9.5 has options to optimise for each architecture including
the pentium.

>I'd prefer 68000 just because it was designed a little more. But for
>compilers, RISC is better

yup, the 680x0 series was better to start with, just like the 6809e
was better than the z80 to start with.

>> I really hate this kind of mindless slagging down of any computer, you
>> can say exactly the same of the 68000 series , the 8 bit processor
>> series (m6809 etc) which was the fore runner to the 68k.
>The reason Acorn people say it is that the ARM 2 is a clean-slate chip, with
>no bagage. Very rare these days...

Its not perfect, the pipelineing can be agro sometimes and it has a major
problem doing DIVIDES since it has no divide instruction! doh! (a divide
takes 200++ cycles!).

>Simon

Griff
--

1113. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 18:26:51 UTC
From: bjgrier@bnr.ca
Message-ID: <CM1v8x.69x@nrtpa22.bnr.ca>
Source record: 18314

In article <2ks0v1$2nt@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
|> Ok Griff, Raist, Finger Me (Oops sorry Chris!), and all the rest....
|>
|> How about stopping the crap about contention due to the 16 bit bus, and start
|> doing something useful - like teaching us some 3d stuff. I started doing some
|> research last year into this, but it was using <gasp> PASCAL .....
|>
|> C'mon guys, let's see really who can code now ....
|>
|> Karl.

Now this is an advocacy group... :)

If you want to learn a lot about 3D algorithms I wouls start with the
book COMPUTER GRAPHICS (I think) by FOLEY, VAN DAM et al. I have both
editions at home. The first edition is a little easier to follow, while
the second edition is much more complete.

PASCAL is actually not a bad language to start doing graphics applications in.
I prefer using C, but used PASCAL for graphics applications for 5 years.
Though the library routines where mainly writen in PASCAL and assembler.
The rendering software was writen entirely in 68030 assembler.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1114. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 19:19:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d74e6d4@secom.ct.se>
Source record: 18315

In a message of 02 Mar 94 03:11:24, Sinclap2954 wrote:

S> Oh please. Who cares about the Falcon and the Amiga today!!! It's Power

Who cares about YOU?

S> Who gives a sh t about a near nilch market in Sweden!! Your fellow Swedes
S> will
S> be using Power Macs not Falcons...

Swedes using Macs? Where?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1115. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 21:36:07 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16F6DE97CS85.TOMM@cms.cc.wayne.edu>
Source record: 18316

In article <1994Mar1.201124.23740@cobra.uni.edu>
sinclap2954@cobra.uni.edu writes:

>
>In article <2d71a328@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson)
writes:
>
>Oh please. Who cares about the Falcon and the Amiga today!!! It's Power PC
>Mac and the Intel clones. In less than two weeks Power PC Macs will put the
>Amiga and Falcon to shame(the 040 Macs have already done so). Power Macs
>price wise will have no peers.
>
>Lets end this Amiga and Falcon babble..
>
>
>>
>> I already proved you wrong here in Sweden atleast.
>>
>
>Who gives a sh t about a near nilch market in Sweden!! Your fellow Swedes will
>be using Power Macs not Falcons...
>
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>'Only 35,000 Falcons sold' - yea in two years!!!
>
>
>
>
>
Who cares about your stupid opinions, Peter? In case you haven't noticed
this news group was set up to advocate the merits of Ataris. If that is
not a subject that interests you, you don't have to read it. It is
incredibly rude to get on a news group and post that no one should discuss
the thing that the group was set up for. You are a real jerk for flaming
people because of their interest in the news group.

Now you'll probably flame me because I tell you what an asshole you are.
So be it.

Grow up.

1116. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 22:23:07 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar2.162307.23789@cobra.uni.edu>
Source record: 18317

In article <8761@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
> In article <1994Mar1.201124.23740@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
> :>Oh please. Who cares about the Falcon and the Amiga today!!! It's Power PC
> :>Mac and the Intel clones. In less than two weeks Power PC Macs will put the
> :>Amiga and Falcon to shame(the 040 Macs have already done so). Power Macs
> :>price wise will have no peers.
>
> 040 Macs... what an operating system, it manages to draw screens as fast as
> my 16mhz 030... wow... I am impressed. (laugh)

Typical Ataridroid response!!! While you get your jollies on screen redraws, I
am using real software that works.. So if you Atarineeds to be repaired, how
long will it take?

>
>>Lets end this Amiga and Falcon babble..
>>Who gives a sh t about a near nilch market in Sweden!! Your fellow Swedes will
>>be using Power Macs not Falcons...
>
> Americans ... don't you love them? perhaps you should see your analyst MR
> Sinclair ;-) !

Yea, you Brits are to much of a wimp to do anything about the Serbs. You must
love those Brits(Actualy I am a dual citizen of the U.S. and the UK).

>
> :>Peter Sinclair-Day
> :>University of Northern Iowa
> :>Cedar Falls, Iowa USA
>
> Well MR SINCLAIR , I would like to point that I spot two flaws in your
> argument :
>
> 1. You are a wanker
> 2. You are a wanker
>

So what'a a wanker

> Now.. you might think that this is only one point... however I thought it
> was such an important point that I better point it out twice :-).
> (I'll understand if you don't get the joke, after all you are American).
>
>>'Only 35,000 Falcons sold' - yea in two years!!!
>
> so what? Go play on you MAC, after all stoopid people like MACs ;-).

> (tut tut I'm making sweeping generalisations again).
>
> the POWER PC CPU is nice, however Apple computers.... *yawn*
>
> Griff (sorry to be abusive but the Stella is talking....).
> --
> Opinions expressed are my own.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1117. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 22:25:57 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar2.162557.23790@cobra.uni.edu>
Source record: 18318

In article <8762@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
> In article <1994Mar1.201720.23741@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>It's like saying no intelligent person would buy anything Atari makes!!! Atari
>>is a dead brain company. I wish it would just die!!!!!!
>
> Conversely the hardware is so boring in MACs you can argue that no
> intelligent person would buy a MAC. Macs are only used for applications
> for ease of use, (i.e. for people who are not so computer literate). There
> is no 'TECH-SCENE' on the Mac because there is no real hardware to play with
> and people who are interested in such stuff (i.e. intelligent people) will
> go for something more stimulating.

what do you mean boring hardware? Atari's hardware is way behind!!!No 040 and
Power PC Atari's to speak of.

>
>>Peter Sinclair-Day
>>'Only Power PC Macs make it possible'
>
> I prefer the term 'power pc cpu'...
>
> Griff
> --

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1118. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 23:27:01 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2l37c5$jen@lyra.csx.cam.ac.uk>
Source record: 18319
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Mar2.121732.25686@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:

|> > that very few things should be written in assembler at all on a modern system.
|> > (Exceptions would be parts of the task switcher, lowlevel filesystem etc.)
|>
|> Its just a pity that ARM RISC is very easy to write optomised assembler for
|> due to it being a well thought out assembler. This makes the change, that on
|> the Arc pure Assembler code is a hell of a lot faster than C and more
|> efficient.

Would you not agree though, that an important difference between the CISC and RISC philosophies is that CISC processors are generally designed to be programmed directly by humans, wheras RISC machines are designed to have code written for them by optomising compilers? CISC machines generally have instruction sets that include higher level concepts than RISC machines (for example, the 680x0 series has a memory to memory copy, wheras most RISC's would implement this by loading and storing in two seperate instructions). The advantage you get with RISC is that they go so much faster, because their instruction sets are designed around speed and optimisation. The ARM falls somewhere inbetween in a lot of ways. It's instruction set is nice from an assembly programmers point of view (as is the 68000), but compared to RISC chips with instruction sets that are a lot less freindly (eg MIPS, Alpha), it is relativley slow. A CISC chip in general will have a nice user friendly instruction set, that will probably execute in a less than optimal manner (80x86 excepting of course), wheras a RISC chip will generally execute instructions using a sledgehammer approach. The first is elegant, the second is fast. The ARM falls somewhere inbetween IMHO.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

1119. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-02 23:35:24 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2l37rs$jen@lyra.csx.cam.ac.uk>
Source record: 18320
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8759@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <2l03tl$gos@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >In article <8721@gos.ukc.ac.uk>, jtn@ukc.ac.uk (Jim Noble) writes:
|> >Doesn't the ARM flush the pipeline in the event of a branch taken? If so, then
|> >the effect is similar to a BDS with a NOP inserted.
|>
|> No the Arm only has pipeline flushes if a change of program counter occurs

Er, shurely a branch taken will generally result in a change in the PC!

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen

---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

1120. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 00:56:02 UTC
From: mike@nsict.org
Message-ID: <2l3cj2$d7d@taki.nsict.org>
Source record: 18321
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2l37rs$jen@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <8759@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <2l03tl$gos@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>|> >In article <8721@gos.ukc.ac.uk>, jtn@ukc.ac.uk (Jim Noble) writes:
>|> >Doesn't the ARM flush the pipeline in the event of a branch taken? If so, then
>|> >the effect is similar to a BDS with a NOP inserted.
>|>
>|> No the Arm only has pipeline flushes if a change of program counter occurs
>
>Er, shurely a branch taken will generally result in a change in the PC!

Ah yes, but a not-branch taken won't. To explain this cryptic comment, consider
a (very) simple example:

```
r0=(r1==1) ? r2 : r3;
```

Without conditional instructions you need:

```
CMP r1,#1
BNE label1
MOV r0,r2
B label2
.label1 MOV r0,r3
.label2
```

...branches all over the place. Lots of code and lots of pipeline flushes.
Now add conditional instructions:

```
CMP r1,#1
MOVNE r0,r2
MOVEQ r0,r3
```

60% of the code, and no branches. Sort of. You could pretend that the
conditional instruction includes an implicit "Branch to next instruction if
condition fails". If you care to do such a thing then you'll notice that you
have a branch that doesn't flush the cache.

Conditional instructions on the ARM give rise to longer runs of sequential
code than on your average CPU. This tends to improve things on a number of
counts...

Mike.

\ ^ / Michael Williams N.S.I.C.T. Global Headquarters
|\/|\/\ mike@nsict.org Milton, Cambridge
| |(__)Cymdeithas Genedlaethol Traddodiad Troi Teigrod Mwythus Ben I Waered

1121. Commodore Amiga gives up and joins the 90's!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 01:01:33 UTC
From: tron1@shasti.xei.com
Message-ID: <2l3ctd$4ga@shasti.xei.com>
Source record: 18322
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy

I am posting this to the Mac/Windows/Amiga/Atari groups because let's face it they are mostly the same group (grin).

It look as if the folks at C= might have decided that a strategic withdrawl is the better part of valor.

I was looking through the Amiga magazines and saw the following tidbit (I still have and use my A1000 and so still buy Amiga mags) about the future of Amiga. The thrust of tha article was a (surprisingly honest) look at why the major players are aloof from the Amiga software market.

I will preface this clip with my predictions... (sprinkle smileys)

1) Future Amiga's will be PowerPC based.

2) We will se a lot more support for the virtue's of NT than we used to!

================ Begin Clip ======================

Amiga Shopper
(printed in England)
[from the makers of Amiga Format]
Issue 34
February 1994
Page 16 (Article is on pages 14-17, 20-21, 24, 26, & 28-29

David Pleasance, Commodore UK (recently installed) Managing Director

"I think in this country we've been spectacularly unsuccessful at properly positioning the A4000, A3000 or even the A2000, for that matter, as a serious machine."

To which he adds, bullishly: "I can absolutely promise you that is all set to change."

Seeing that Microsoft have more or less ignored the Amiga, how does he view the future? Given that the machine is going from strength-to-strength, it seems reasonable to suppose that the big guns cannot afford to ignore it for much longer. So is it likely that Microsoft will ever develop for the Amiga?

"No," he replies with confidence, "but they won't need to."

"The new generation of machines have a RISC core, will be DOS compatible and will run Windows NT. We're taking a 64-bit RISC processor, adding to it a 3D rendering engine with texture mapping and so on -- all included on

the chip -- and we're wrapping it with the AAA chip set. We're currently predicting a performance ratio compared to AA [AGA] chip set of somewhere between 10 & 20 times current speeds. This will form the heart of new high-end workstations and you'll have full compatibility with DOS -- no bridgeboards required."

It sounds to good to be true, but Pleasance claims the new machines will run all the current Amiga software too. "The head of Research and Development team, Lou Eggbrecht, is the best in the business. He was head of the design team that produced all the chips for the IBM PC; he also worked for Franklin computers [no connection with Steve Franklin], a company that very nearly produced a Macintosh clone, before going bankrupt a few years ago.

"Virtually anything you care to mention, he's been involved with. Moveover, the first-pass silicon on AAA was over 95% functional -- a performance that was previously unheard of."

================ End Clip ========================
--
Too tired to think of a funny .signature.
Kenneth Jamieson
tron1@shasti.xei.com / tron1@xei.jvnc.net / tron1@wisdom.bubble.org
Via Linux ALPHA 0.99 PL14l - Thanks Linus!

1122. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 01:52:49 UTC
From: jr7877@eehpx12
Message-ID: <2l3fth$kik@vixen.cso.uiuc.edu>
Source record: 18323
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Mar1.143855.4711@dmu.ac.uk> se2dal@dmu.ac.uk (Dave Lodge) writes:
>Alan Parker (se1ap@dmu.ac.uk) wrote:
>> Everyone knows about PC's and their limitations coz of backwards compatibilty
>> so don't harp on about it. Then again why do you think PC's more or less rule the
computing world?????
>
>Hate to tell you but PCs DON'T rule - More Workstations are used than PCs
>The only reason why PCs are bought, is that people are easily conned into
>buying sub-standard equipment

That is stupid. You are dead wrong and I don't understand how you could even
have been mislead into thinking that.
--
Jason Robertson
jroberts@uiuc.edu

Take my left olive and with the gun try to befit your proper place in this hall.

1123. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 02:24:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <8786@gos.ukc.ac.uk>
Source record: 18324

In article <1994Mar2.162307.23789@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
:>In article <8761@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>> In article <1994Mar1.201124.23740@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
:>> :>Oh please. Who cares about the Falcon and the Amiga today!!! It's Power PC
:>> :>Mac and the Intel clones. In less than two weeks Power PC Macs will put the
:>> :>Amiga and Falcon to shame(the 040 Macs have already done so). Power Macs
:>> :>price wise will have no peers.
:>>
:>> 040 Macs... what an operating system, it manages to draw screens as fast as
:>> my 16mhz 030... wow... I am impressed. (laugh)
:>Typical Ataridroid response!!! While you get your jollies on screen redraws, I
:>am using real software that works.. So if you Atarineeds to be repaired, how
:>long will it take?

I'm not particularly interested in customer support, I bought my Falcon
for the technical specifications of the machine, how many people buy
Macs for this reason - none, they are boring machines, an 040 is a
really powerful chip, I would have to try really hard to make the MAC
OS as slow as it is on such a powerful CPU.

:>>>Lets end this Amiga and Falcon babble..
:>>>Who gives a sh t about a near nilch market in Sweden!! Your fellow Swedes will
:>>>be using Power Macs not Falcons...
:>> Americans ... don't you love them? perhaps you should see your analyst MR
:>> Sinclair ;-) !
:>Yea, you Brits are to much of a wimp to do anything about the Serbs. You must
:>love those Brits(Actualy I am a dual citizen of the U.S. and the UK).

Serbs... why is it just OUR problem? After all - you are the country with
the belief 'truth, justice, freedom and the american way'...

(laughs at Mr Sinclair for his PATHETIC reply).

>> :>Peter Sinclair-Day
>> :>University of Northern Iowa
>> :>Cedar Falls, Iowa USA
>> Well MR SINCLAIR , I would like to point that I spot two flaws in your
>> argument :
>> 1. You are a wanker
>> 2. You are a wanker
>So what'a a wanker

hysterical laughter. I apologise to all readers for my language, but I
couldn't resist this 'Red dwarf' gag... You don't even have to have
seen the program to get the joke, shame Mr 'perceptive' Sinclair can't
understand it.

:>> Now.. you might think that this is only one point... however I thought it
:>> was such an important point that I better point it out twice :-).
:>> (I'll understand if you don't get the joke, after all you are American).
:>>>'Only 35,000 Falcons sold' - yea in two years!!!
>> so what? Go play on you MAC, after all stoopid people like MACs ;-).
>> (tut tut I'm making sweeping generalisations again).
>> the POWER PC CPU is nice, however Apple computers.... *yawn*

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

Griff (apologies for taking the mick).
--

1124. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 02:28:58 UTC
From: mdg@ukc.ac.uk
Message-ID: <8787@gos.ukc.ac.uk>
Source record: 18325

In article <1994Mar2.162557.23790@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <8762@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>> In article <1994Mar1.201720.23741@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
:>>>It's like saying no intelligent person would buy anything Atari makes!!! Atari
:>>>is a dead brain company. I wish it would just die!!!!!!
:>>
:>> Conversely the hardware is so boring in MACs you can argue that no
:>> intelligent person would buy a MAC. Macs are only used for applications
:>> for ease of use, (i.e. for people who are not so computer literate). There
:>> is no 'TECH-SCENE' on the Mac because there is no real hardware to play with
:>> and people who are interested in such stuff (i.e. intelligent people) will
:>> go for something more stimulating.
:>
:>what do you mean boring hardware? Atari's hardware is way behind!!!No 040 and
:>Power PC Atari's to speak of.

I'll explain it more slowly for you...

Just because a CPU is more powerful doesn't mean that a computer is more
exciting, the MAC h/ware is boring, the Falcon is sophisticated at a h/ware
level and very flexible and programmable - the MAC is not. Even though
the PC and MAC maybe more powerful for applications than a Falcon they
are *NOT* more exciting in terms of h/ware. My 486 can do most things
faster than my Falcon *however* it is not as modern and exciting in
terms of its h/ware. God help the world if everyone is as boring as you.

>Peter Sinclair-Day

Griff
--

1125. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 02:33:02 UTC
From: benkeen@aol.com
Message-ID: <2l3i8u$6q1@search01.news.aol.com>
Source record: 18326

-=====M.D Grifths wrote this:
040 Macs... what an operating system, it manages to draw screens as fast as
my 16mhz 030... wow... I am impressed. (laugh)
-======

I would like, as a person who has muchos hours on both machines, that the famed
speedy redraw rate on Falcons (even with ScreenBlaster) is only true for ST
High resolution - 2 bits deep. Try putting the sucker on 256 colors, single
line and fall asleep while the menus pop down. Most 040 macs are running a
640*480*8 screen, rather than a 640*400*1 - thats more than 8 times the video
throughput.

Besides, there aint much that runs on Falcons except in ST high anyhow. OK,
Works, but THAT is no killer app!

Benjamin Keen

1126. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 02:33:34 UTC
From: mdg@ukc.ac.uk
Message-ID: <8788@gos.ukc.ac.uk>
Source record: 18327
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2l37rs$jen@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <8759@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>|> In article <2l03tl$gos@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>|> >In article <8721@gos.ukc.ac.uk>, jtn@ukc.ac.uk (Jim Noble) writes:
>|> >Doesn't the ARM flush the pipeline in the event of a branch taken? If so, then
>|> >the effect is similar to a BDS with a NOP inserted.
>|>
>|> No the Arm only has pipeline flushes if a change of program counter occurs
>
>Er, shurely a branch taken will generally result in a change in the PC!

A condition being false may not result in a change of PC unless the
instruction is :

B<CC> addr (in which case the pipeline will be flushed)

if we have

STR<CC> and the condition is false then it is the same as executing a NOP.

sorry for the confusion, the change in PC I was referring to is if you
add or subtract to the PC (r15)...

Griff
--

1127. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 02:36:36 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2l3ifk$eqn@harbinger.cc.monash.edu.au>
Source record: 18328
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

Carle (henson@lando.hns.com) wrote:
: In article <1994Mar1.143855.4711@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge)
: writes...
: >Hate to tell you but PCs DON'T rule - More Workstations are used than PCs
: >The only reason why PCs are bought, is that people are easily conned into
: >buying sub-standard equipment

PC's rules the home and probably business markets now. Lots of typing
pools are being replaced by a few secretaries, PC's and automated
mailing list software.

: I'm sure HP, Sun, and the other manufactureres of workstations will
: be thrilled to hear this but they must be really wondering who their
: secret competitor is who is selling all those workstations.

: You really should have included a smiley or something. Nobody could
: be that out of touch. 8-)

It's probably only valid for educational environments, especially
Comp Sci and Electrical Engineering degrees. I doubt if London School
of Economics is stacked high with workstations, more likely PC's
with Word and Excel and perhaps Latex.

Workstations are ideal for multi-user setups and run Unix quite well.
Though, there are PC based Unix's around, Linux (free) and Coherent
(buyware) come to mind.

- Jim

1128. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 02:42:21 UTC
From: mdg@ukc.ac.uk
Message-ID: <8789@gos.ukc.ac.uk>
Source record: 18329
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2l37c5$jen@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <1994Mar2.121732.25686@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:
:>
:>|> > that very few things should be written in assembler at all on a modern system.
:>|> > (Exceptions would be parts of the task switcher, lowlevel filesystem etc.)
:>|>
:>|> Its just a pity that ARM RISC is very easy to write optomised assembler for
:>|> due to it being a well thought out assembler. This makes the change, that on
:>|> the Arc pure Assembler code is a hell of a lot faster than C and more
:>|> efficient.
>Would you not agree though, that an important difference between the CISC and
>RISC philosophies is that CISC processors are generally designed to be programmed
>directly by humans, wheras RISC machines are designed to have code written for
>them by optomising compilers?

Well I will defend Dave here... the Archimedes Risc CPU is a bit
of a special case, from my own experience it is EASY to thrash the compiler,
mainly because the Archimedes does not suffer from pipeline stalling and
instruction ordering problems which us humans are bad at spotting. You
are right in saying that RISC is generally better to leave to the compiler
however, it is wrong to generalise that a compiler will always be better
than a human, because machines cannot compete with us for intuitive problems
and do not have the same approach to optimisation as us. An expert human
in a field will always beat a machine (i.e. chess etc...).

:>CISC machines generally have instruction sets that
:>include higher level concepts than RISC machines (for example, the 680x0 series
:>has a memory to memory copy, wheras most RISC's would implement this by loading
:>and storing in two seperate instructions). The advantage you get with RISC is
:>that they go so much faster, because their instruction sets are designed around
:>speed and optimisation. The ARM falls somewhere inbetween in a lot of ways. It's
:>instruction set is nice from an assembly programmers point of view (as is the
:>68000), but compared to RISC chips with instruction sets that are a lot less
:>freindly (eg MIPS, Alpha), it is relativley slow. A CISC chip in general will
:>have a nice user friendly instruction set, that will probably execute in a less
:>than optimal manner (80x86 excepting of course), wheras a RISC chip will
:>generally execute instructions using a sledgehammer approach. The first is
:>elegant, the second is fast. The ARM falls somewhere inbetween IMHO.

Yes the ARM is best CPU I have ever programmed, it is not the most powerful,
the DSP 56001 in the Falcon is the most powerful single chip I have coded
myself (better than most 486s in my opinion but *much* more
difficult to program).

Even though the ARM is more RISC it is noteable that for MOST things you
can do more in one instruction than a 68000, an example of this is a
mandel-brot generator I wrote, which was half the codesize as a 68030,
yet 3 times as fast. MPYA etc...

>Chris Brown

Griff
--

1129. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 02:45:38 UTC
From: mdg@ukc.ac.uk
Message-ID: <8790@gos.ukc.ac.uk>
Source record: 18330
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

```
>>Alan Parker (se1ap@dmu.ac.uk) wrote:
>>> Everyone knows about PC's and their limitations coz of backwards compatibilty
>>> so don't harp on about it. Then again why do you think PC's more or less rule the
computing world?????
>>
>>Hate to tell you but PCs DON'T rule - More Workstations are used than PCs
>>The only reason why PCs are bought, is that people are easily conned into
>>buying sub-standard equipment

Alan, A PC is better value than a Falcon (I own both), for the majority
of people a PC will do what they want and do it more cheaply, the Falcon
is a more exciting machine, but it will always be a niche machine.

Griff
--
```

1130. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 04:10:42 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2l3o02$m62@darkstar.UCSC.EDU>
Source record: 18331

In <8786@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>> :>Peter Sinclair-Day
>>> :>University of Northern Iowa
>>> :>Cedar Falls, Iowa USA
>>> Well MR SINCLAIR , I would like to point that I spot two flaws in your
>>> argument :
>>> 1. You are a wanker
>>> 2. You are a wanker
>>So what'a a wanker

>*hysterical* laughter. I apologise to all readers for my language, but I
>couldn't resist this 'Red dwarf' gag... You don't even have to have
>seen the program to get the joke, shame Mr 'perceptive' Sinclair can't
>understand it.

Well this Falcon Owning American thinks that Mr. Sinclair is a bona fide
Smeg Head... :)

~Chris
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA

>Griff (apologies for taking the mick).
>--

1131. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 05:38:24 UTC
From: jaguar@claw.wimsey.com
Message-ID: <g2UdtAHFBh107h@claw.wimsey.com>
Source record: 18332
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <2ksve3$n5m@nigel.msen.com> marmoset@garnet.msen.com (Dave Walker) writes:
>Chuggles (N.Ashford) drove Bus #<2kq1rn$oqe@harbinger.cc.monash.edu.au>
>onto the Information Highway:
>: >> Apple MacIntosh - About to lose its identity forever.
>: >No.
>: Yes, it will just be another NT platform.

>Eh? Motorola has announced that they are collaborating with Microsoft on
>a port to the PREP platform, but Apple isn't building PREP machines (yet)
>anyway, and there has _definitely_ been no announced intention of porting
>NT to the PowerMacs.

No, Apple as usual intends to forge its own, incompatible and proprietary
path into the future (with cheezy software emulation as a fall-back) and
will not offer other operating systems on the PowerPC Macs other than
System 7.x.

>Besides, how many non-Intel machines are _currently_ running NT anyway.
>Wasn't the rumor that DEC had only shipped <1000 Alpha PC's with NT
>installed? Methinks anyone who still believes "NT will take over the
>world" has, at the very least, a long wait ahead.

The most-often quoted figure was 500 DEC Alpha/NT machines shipped. Demand
is just not that high. Much higher is the demand for OpenVMS and OSF-1
(64-bit Unix) on the same machines, which are quite snappy performers when
running real operating systems (grin)

How soon people forget the cries of "Windows NT everywhere!" that swamped
every single mainstream PC mag over the last two years...

--

Jeremy "OS/2ibo" Reimer

Promoting Better Netting Through Mediocrity since 1989.

"This is the snobbery of the people on the Mayflower looking down
their noses at the people who came over ON THE SECOND BOAT!"
- Mitch Kapor, on Usenet elitism

1132. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 05:43:40 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2l3tec$1tf@news.dmpe.CSIRO.AU>
Source record: 18333
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

```
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |
```

1133. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 05:44:50 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2l3tgi$1th@news.dmpe.CSIRO.AU>
Source record: 18334
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

```
>|> Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old
>And the z80 is based on a chip designed for constrolling washing machines...
So that's why we had to write a z80 asm program to control a washing machine in
my first year of comp-sci two years ago ;^)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |
```

1134. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 07:24:27 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar3.072427.19865@mnemosyne.cs.du.edu>
Source record: 18335

In article <9403011133.AA28093@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
> mdg@ukc.ac.uk (M.D.Griffiths) writes...
>
>>:> Yes, you CAN buy 1 Meg Falcons in the UK at least. I say Ladbroke
>>:>computing ads for 570UKP and Silica Shop selling them for 500UKP. I
>>think
>> ^^^^^^
>
>>A convenient typo Gavan, I assume you mean't 470, there are certainly
>>no places left selling 1mb Falcons for more than 499UKP.
>
>
> Not a typo. That was the price advertised by Ladbroke. They were also
>selling 4/65 Falcons at 870 UKP. Silica shop were selling at 499UKP with
>the 4/65 config at 799UKP. I`m glad you admit that there are places
>selling 1mb Falcons though - its a fact hotly denied by many on this group.

Incorrect as usual - no-one on this group for at least a month or two
has EVER denied that such machines are sold - the only statement made
is that they are not the "base" model Falcon for which all programs will
be developed. Just as 486 Motherboards are sold to those who wish to
add components seperatley to a machine, so are 1MB Falcons sold.

<rest deleted>
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1135. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 07:30:05 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar3.073005.20070@mnemosyne.cs.du.edu>
Source record: 18336

In article <9403011135.AA28239@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>>But all they said was that Atari's marketing was lame - with no reason
>>why beyond limited titles... and even then they had to grudgingly
>>admit that AvP was really interesting. Why didn't they even mention
>>T2000?
>
> Probably because Tempest is a 13 year old arcade game and having it on
>a brand new console system is nothing to shout about.

You obviously have not even seen the screen shots for this game - it
looks great, and is supposed to have great gameplay... also has a
two-player mode. Thisd is a far cry from the original temtest (though
it does include the original for those nostalgic). There has to be
some reason it was voted best game of the show...

>
>>Really, the fact that they were focusing on more neo-geo coverage says
>>it all about that mag...
>
> They didnt focus more on the Neo Geo, they just have been very good at
>supporting all Formats. The previous month they had a BIG feature on the
>Jaguar.
>

>>But GAME MAGS produce some of the worst sort of favortism and
>>incorretness of any possible magazine, and have almost nothing useful
>>that hasn't already been discussed to death here for months. I don't
>>know why they were attacking the Jaguars advertising, but they really
>>presented no logical reason for doing so. Thus is the danger in
>>quoting game mags, you loose hold of reality.
>
> Thats the video games business for you. If you want to sell games
>consoles then you are competing in this arena. Prospective buyers of the
>Jaguar will read a lot of these mags. They dont slag off nintendo or Sega
>for naff marketting or software support - They slagged the Jaguar
>advertising since they considered it to be naff.
>
> They should know, they see a wide spectrum of products and promotions and
>are probably the best informed of anyone on these matters.

But they are also farthest removed from the action... if they are
commenting on UK adverts, then I could see where they might think the
marketing to be less than optimal.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1136. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 07:31:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d759248@secom.ct.se>
Source record: 18237

In a message of 02 Mar 94 11:56:56, Gavan Moran wrote:

GM> I`ve seen INDI in the UK selling A1200s with 80meg HD, 50MHz 030 and
GM> 4meg fastRAM for 879 UKP. This compares well with some Falcon prices I`ve
GM> seen (Ladbroke computing adverts quote 879 for a 4/65 F030). Silica shop
GM> sells this model for 800UKP though.

This part of your letter says that an A1200 with an 80Mb HD, 4Mb FastRam and a
50Mhz accelerator can be had for 79GPB more than a base Falcon.

Nice to see the names, I will have to check this out.

GM> Its worth noting that you can get an A1200 with 6megs of RAM (4 megs of
GM> it fast) for the same price as the cheapest 1 meg Falcon I`ve seen. For
GM> the price of 4 meg f030 with HD wou can get an A1200/6megs/HD/SCSI/25Mhz
GM> 882 unit which I think is very competitive.

This part says that you can get A1200/6Mb RAM/HD (size?)/SCSI/25Mhz 68882 for
the SAME price.

...and yet you forgot to tell me WHERE!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1137. Re: The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 07:33:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7592d4@secom.ct.se>
Source record: 18238

In a message of 02 Mar 94 16:06:53, Kristofer Maad wrote:

KM> in some more data on each track. You can actually have abou 960kB on
KM> a double density disk using an Amiga (see diskspare.device!).

Dunno about the PC but so can the Atari. (11 sectors 82 tracks I think it is)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1138. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 08:41:45 UTC
From: ferrari@bologna.maraut.it
Message-ID: <2l47s9$bn1@sgi.iunet.it>
Source record: 18239
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <6re7hvj024n@sglass.demon.co.uk>, sglass@sglass.demon.co.uk (Simon Glass)
writes:
|> In article <CLxzKt.5Bx@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|>
|> > And the z80 is based on a chip designed for constrolling washing machines...
|>
|> A market that ARM are no-doubt keen to take over :-) Yes there are a lot of
|> w/m's out there...
|>
|> Overkill? Yes, but at the price an ARM 6 sells for, why not spoil your w/m
|> programmer :-) Maybe top of the line ones will have a serial port for
|> programming from a computer. Maybe even a vidc?

Well I wouldn't be surprised to see an ARM in a washing mashine.
1) There are industrial washing mashine that require a lot of sw control
2) Some standard bog washing machine include fuzzy logic controllers...
not that it's needed, but it sells a lot better!

--
Maurizio
Long live Acorn
Name and Address witheld by request.

1139. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 11:02:10 UTC
From: ajb1011@cus.cam.ac.uk
Message-ID: <1994Mar3.110210.14985@infodev.cam.ac.uk>
Source record: 18240
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2l37c5$jen@lyra.csx.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>Would you not agree though, that an important difference between the CISC and
>RISC philosophies is that CISC processors are generally designed to be programmed
>directly by humans, wheras RISC machines are designed to have code written for
>them by optomising compilers?
Hmm. True, a lot of old processors were designed with convenience of human
coding in mind, hence lots of instructions to do flashy things, and a
modern processors are designed with no thought of human convenience - this
becomes important when processors have huge pipelines which mean that
instructions have to be carefully scheduled for optimal performance.
However, this is more about incredibly fast modern pipelined architectures
than RISC-processor-ness (for example, the 586 is not a RISC chip, but
is best suited to an optimising compiler).

The ARM architecture could be implemented with huge pipelines and all sorts
of scheduling stuff to make it a super fast chip, just as a chip could be
designed based on the Alpha architecture having no flashy pipeline stuff.
Both would still be just as RISC (and probably about as likely).

> CISC machines generally have instruction sets that
>include higher level concepts than RISC machines (for example, the 680x0 series
>has a memory to memory copy, wheras most RISC's would implement this by loading
>and storing in two seperate instructions).
This is true, and this is the basis of the RISC concept: instructions that are
not entirely necessary are scrapped. Or rather the instruction set is designed
from scratch without them in. As I have said, this doesn't necessarily leave
you with a tiny instruction set, or mean that several instructions are always
needed to perform one equivalent CISC instruction - and often in cases where
more instructions are needed, compilers for the CISC architecture will
frequently not make use of the CISC instruction anyway (eg. x86 compilers
don't (in my experience) compile block memory transfer/fill loops into the
single 8086 instruction equivalent).

> The ARM falls somewhere inbetween in a lot of ways. It's
>instruction set is nice from an assembly programmers point of view (as is the
>68000), but compared to RISC chips with instruction sets that are a lot less
>freindly (eg MIPS, Alpha), it is relativley slow.
This is not necessarily because the ARM isn't as RISC, merely that the
people at ARM don't feel (probably justifiably) that there would be
sufficient demand for an ARM with all the modern processor optimisations:
all the ARMs advantages of power/speed, price and die size, would be
compromised.

> A CISC chip in general will
>have a nice user friendly instruction set, that will probably execute in a less
>than optimal manner (80x86 excepting of course), wheras a RISC chip will
>generally execute instructions using a sledgehammer approach. The first is
>elegant, the second is fast. The ARM falls somewhere inbetween IMHO.
I'd be inclined to consider the two separately: on an elegance scale, the ARM
instruction set is one of the best; on the speed scale it's middling. This
is, of course, all MHO.

Andrew

1140. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 12:15:39 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403031216.AA17806@nyx.cs.du.edu>
Source record: 18241

mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes ....

>> But then the Amiga can have 4 64-bits 16 color sprites per horizontal
>>line with no CPU usage... .AH. it's nice to have *REAL* SPRITES!

>> :-)

>And no CPU lock-out either, I suppose?
>No CPU usgae is not necessarily a good thing.

And what do you call dedicating your CPU to do routines to emulate
sprites? If that isn`t `locking out` the CPU I dont know what is.

Gavan

1141. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 12:18:50 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403031219.AA19538@nyx.cs.du.edu>
Source record: 18242

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>:> Thats 128kbytes needed to hold your LUT and one of the playfields.

>The LUT is only 256x3 dsp words for each playfield (R,G,B words ? ok)
>The cpu sends only one of the playfields (64k)

hmmm. I would have thought that there were 256*256 possible
combinations for any given pixel giving 65536 outcomes, each of which has
needs two bytes to decribe the chunky pixel. Of course, many of these will
be duplicates so you _might_ be able to get away with a half size table
making it only 64Kbytes in size. A friend of mine used a similar LUT
scheme to do digital noise reduction of old b&w films in hardware using an
EPROM.

>:> Anyway, even assuming this is possible, once the DSP gets the other
>:>playfield and combines it , you have to send 320x200x16bitplanes back to
>:>the CPU 25 times every second - thats ~3 megs per second. Didnt you
>>quote
>:>the DSP host port as having a 3meg/s bandwidth? You have a total of 4.5
>:>megs a second moving here.

>ooppss you forgot about the sound dma, answer your question for you!

No it doesnt. Even assuming the sound DMA isnt just hardwired to the
DACs to make the sound, it would only be able to fetch from memory to the
DSP, not help in sending any of the data back. How are you going to
syncronise all the data coming from the sound DMA and the host port? And
what about the additional access needed to make any updates to the
playfield held in the DSP? What about making sounds?

>> [lots of stuff deleted]
>:> AND we havent even started to talk about how we go about updating
>>the
>:>playfield held in the DSP - thats going to need additional code at the
>>.DSP
>:>end to handle playfield updates and of course, even more CPU memory
>>xfers.
>:>Plus, where does that leave the CPU any time to execute your other game
>:>code?

>if the playfield was 2/3 screen size, there would be a reasonable amount
>of time for such updating. The dsp can scroll such a playfield in
>about 40,000 clock cycles (about 10%?).

Yes, cutting down the screen size would eventually bring the amount of
memory needed to be shifted to a reasonable enough size to fit within bus

bandwidths, thats why I made the comment about cutting down the rez to 160x100 later in the post. It still doesnt leave the CPU with any time to do anything but shift memory. That will require further reductions in screen size/frame rate.

The real limit isnt DSP processor power, but instead the rate at which the CPU can do memory<->DSP xfers. Having quite a small amount of memory in the DSP wont help when trying to do scrolling either. Theres going to have to be a very repetitive scrolling background.

>:> I may not be a Falcon/DSP programmer, but I dont need to be in order
>:>to disprove your fantastic claims. I`ve a Masters Degree in Electronics
>>so
>:>I know enough to say that your claims often exceed what the hardware is
>:>actually capable of.

>Read above: The only argument is to exactly how fast it goes, I just
>proved
>above that it is nearer 25fps. With this claim I am right.

I havent seen any proof that you can achieve anything near 25FPS with any sort of usable screen size. All you have proved is that when you have 65k colours, you can use a software algorithm to work out the effect of two overlapping 256 colour screens. I`ve pointed out that this DOES NOT equate to providing twin 256 colour playfields as bus bandwidth and CPU time considerations mean that this is impossible at the 25FPS you claim. You can for example, use any high colour screen to emulate an alpha channel effect, but its not the same as providing a real alpha channel.

>:>You just kept spouting on. Never mind, maybe if you cut down the rez to
>:>160x100 you MIGHT be able to physically shift enough memory to make a
>:>display, even if there was absolutely no processor time to do anything
>:>else.

>actually for the 1600x600, mode I have it displaying 128x600 at the
>moment ;-). I always said this was theoretical, but 1600x600 in other
>modes have been acheived,

As I said above, I was talking about cutting the rez to make the `dual playfield` effect you describe be physically possible, not talking about your equally unfeasible 1600x600x65kcolour screen.

>:>>In this case I am *correct* because the DSP can loose the need for a
>:>>colour lookup table because it can calculate the combined colour very
>:>>easily.
>:> Well, that gets rid of my `dsp not having enough memory to hold the
>LUT
>:>and playfield niggle, but you did *say in your post*:

>Yeah, perhaps you should have read the whole post before replying and
>jumping to slagging me off so quickly. You just went back on everything
>you said.

I did see the whole post. You started off by talking about using an LUT and at the end changed it to `real time calculations`. Seems like you didnt think things out at the start. Thats why I pointed that out in my post.

> I'd prefer not to argue about this, its going to end up
>with me saying something like 'ok.. i'm wrong it goes at 24fps and not
>25fps. ok? pedantic pedantic pedantic.'

It going to end up with me proving something like `you can do 160x100 in 14 FPS with 100% CPU contention` or some such similar spec.

You should really think about things before you claim them. I could claim, for example, that you can get true 24 bit colour on an AGA Amiga. How? By setting up a 256 colour screen with 256 vertical bands of successive colours and reloading the colour registers on each hblank. In theory, very possible, in practice I suspect not. But I dont go around making such claims without thinking them out first.

>Griff

I`d still like to hear how many _BYTES_ of memory the DSP has, how wide the `Host port` is and the memory and task management facilities of the OS with regard to the DSP.

Gavan

1142. I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 12:22:52 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403031223.AA21448@nyx.cs.du.edu>
Source record: 18243

t150315@lehtori.cc.tut.fi (Tamminen Eero) writes...

>Amiga also lacks desktop replacements (yes there are Magic WB etc., but
>those only affect looks, not functionality). There are separate utilities
>for specific purposes (filemanagement etc.), but that's a clumsy way to
>do it.

I`d argue that the basic Amiga desktop is a lot more functional than
the basic GEM desktop. One of the reasons GEM users slag off intuition is
that GEM is a lot simpler to use, and that is a result of it having a lot
less features. Hence the need for replacement Desktops.

I think its better to have a powerful, standard, compatible desktop
than to have loads of seperate desktop add-ons. The features of the Amiga
such as screen switching and AREXX make integrating file-managament type
programs such as the excellent Directory Opus, very easy.

My only regret is that you need a VGA or Multisync to get the full
benefits of the Amiga desktop - after seeing a friends A4000 running
MagicWB on a multisync, its hard to go back to using a Phillips 8833. This
is probably true for most modern GUI systems though.

Gavan.

1143. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 12:23:39 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403031224.AA21865@nyx.cs.du.edu>
Source record: 18244

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

>>I`m glad you admit that there are places
>>selling 1mb Falcons though - its a fact hotly denied by many
>>on this group.

>Incorrect as usual - no-one on this group for at least a month or two
>has EVER denied that such machines are sold - the only statement made
>is that they are not the "base" model Falcon for which all programs will
>be developed. Just as 486 Motherboards are sold to those who wish to
>add components seperatley to a machine, so are 1MB Falcons sold.

Yes, recently Falcon owners have started to admit that you can
actually buy 1 Mb Falcons, although only after I stated I had seen
advertisements for them (an unusual occurence with the Falcon!). Before
that there was total denial. Now its the line `for expansion only`. I
presume when you buy such a machine that they surgically implant a bomb in
your chest that blows up if you dont immediately buy 3 more megs and a HD?
If they are for expansion only then why include any memory AT ALL?

Seems to me its a ploy to sell more as they`ve seen how the A1200 sold
loads of 2meg chip/no HD machines and they realise that people will buy
the cheapest machine and then upgrade with memory and HD later as they can
afford to. I ran my A1200 with only 2 megs and 2 floppies for 8 or 9
months until I could afford a HD and more memory, and was able to do C and
AMOS programming on it.

Gavan.

1144. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 12:40:28 UTC
From: ajb1011@cus.cam.ac.uk
Message-ID: <1994Mar3.124028.25748@infodev.cam.ac.uk>
Source record: 18245
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

```
In article <8749@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>In article <8746@gos.ukc.ac.uk> jtn@ukc.ac.uk (Jim Noble) writes:
>:>>, with human intuition and problem solving it means we are better able
>:>>to beat a compiler on a CISC machine. With Risc there are less options for
>:>>the compiler because there is less redundancy in the instruction set, hence
There are still a lot of optimisations available to a RISC compiler. You just
get good ones and bad ones.

>No a RISC processor is easier to optimise for because there is less
>redundancy in its instruction set, therefore there are X registers and
>less ways of doing a task, lets consider a fragment of 'C' code.
>
> a = array[0];
> b = array[1];
> c = array[2];
> array[0] = c;
> array[1] = b;
> array[2] = a;
I assume we can suppose you have a DWIM compiler which can translate this
code into what you actually meant.. (ie. array[0]=b;array[1]=c;array[2]=a;)

>ok.. on a risc machine (archmedies) a compiler might produce something like:
>
> adr r12,array ; r12 -> array[0]
> ldr r0,[r12] ; a = array[0]
> ldr r1,[r12,#4] ; b = array[1]
> ldr r2,[r12,#8] ; c = array[2]
> str [r12],r1 ; array[0] = b
> str [r12,#4],r2 ; array[1] = c
> str [r12,#8],r0 ; array[2] = a
Point below noted about ARM being an exception since it DOES have more
complex addressing modes. (Any idea if Norcroft C does handle this?)

>however on a 68000 a compiler might produce
[Functionally identical 68000 code]

>now the RISC machine code cannot be optimised, since it only has ATOMIC
>instructions, the archimedes is not even a good example since it has
>more addressing modes than most risc machines, however the 68000 code
>can be optimised to
>
> move.l (a0),d0
> move.l 4(a0),(a0)
> move.l 8(a0),4(a0)
```

> move.l d0,8(a0)
Yes - very clever optimisation... Any C compiler can only do so much to optimise poorly written code though. I wonder what the 68k compiler would make of:
t = array [0];
array[0] = array[1];
array[1] = array[2];
array[2] = t;

>hence RISC is easier to optimise for because there are LESS ways of doing
>things, you don't have to worry about so many 'tricks' and things like
>peephole optimisation so much. Having more registers is not necessarily
>better on a CISC architecure, it is better however for writing demos ;-)
>because you can spend 3 hours optimising a routine to get an extra register
>, cut down on memory access and hence get that spinning cube running 1fps
>extra !!
I think you've taken a deductive leap which may have lost some of us here. You've given an example of how a 68k compiler might not optimise poorly written code and taken this as proof that CISC is harder to optimise for.

Can you summarise what particular addressing modes the 68k has that make it so hard to optimise for, and what the x86 has that makes it easy to optimise for?

Btw, one fact I seem to remember hearing was that C code destined to be compiled on an x86 (and no doubt many other processors), can be optimised by defining the must used element of a structure as the first element. Does Watcom automatically rearrange structs for you to do this?

Andrew

1145. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 15:03:50 UTC
From: dano@srl01.cacs.usl.edu
Message-ID: <dano.762707030@srl01.cacs.usl.edu>
Source record: 18246
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

zcbtl29@ucl.ac.uk (Brian Neal Ruth) writes:

>In article <CLxzKt.5Bx@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>>In article <1994Feb28.150815.26459@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:
>>
>>|> Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old
>>And the z80 is based on a chip designed for constrolling washing machines...
>
>So a PC is basically a washing machine with a heap of kludges to make it do
>a few things right....? Sounds about right.

Hmm, I guess I've got a washing machine that preemptively multitasks and
offers 1024x768x8bit graphics. And a 'gentle cycle'. :-)

>BTW, although PCs are *NOT* good, I do admire the excellent flight sims on
>them, with really realistic looking scenery, mountains, valleys, etc. When
>are we going to get some of that on the Arc? I'm fed up with perfectly
>geometrical pyramid mountains, a flat horizon, and swooping over fields to
>be confronted by square sheep!

Hmm, like.... Falcon 3.0? Or maybe Strike Commander? Or F15 Strike
Eagle III? Or Stunt Island?

Sorry, had to do it, so shoot me.
:-)

>Cheers,
>Brian.
--

Dan Stephenson
dano@srl01.cacs.usl.edu

1146. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 15:06:39 UTC
From: dano@srl01.cacs.usl.edu
Message-ID: <dano.762707199@srl01.cacs.usl.edu>
Source record: 18247
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

int877w@lindblat.cc.monash.edu.au (William Fang) writes:

>Carle (henson@lando.hns.com) wrote:
>: In article <1994Mar1.143855.4711@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge)
>: writes...
>: >Hate to tell you but PCs DON'T rule - More Workstations are used than PCs
>: >The only reason why PCs are bought, is that people are easily conned into
>: >buying sub-standard equipment

>PC's rules the home and probably business markets now. Lots of typing
>pools are being replaced by a few secretaries, PC's and automated
>mailing list software.

Well, Dave Lodge is just plain wrong. There are far more 'PCs' used
than Workstations, PERIOD (I've always wanted to say that :-))

>- Jim
--

Dan Stephenson
dano@srl01.cacs.usl.edu

1147. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 20:33:55 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Mar3.203355.26494@t.hfb.se>
Source record: 18248

In article 23740@cobra.uni.edu, sinclap2954@cobra.uni.edu () writes:

>
>Lets end this Amiga and Falcon babble..
>
But isn't this a Newsgroup for ATARI Advocacy???

So mr Peter Sinclair-Day stop reading AND posting to this group, if you
hate it so much!!!

>Who gives a sh t about a near nilch market in Sweden!! Your fellow Swedes will
>be using Power Macs not Falcons...

Who gives a shit about a idiot in Iowa, USA????

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>'Only 35,000 Falcons sold' - yea in two years!!!

Yes, and how many PowerPC macs are sold???
Please give us some facts that you DIDN'T read on USENET!!!!

Please Flame me in a MAC newsgroup!!! I flamed you here!!!
And I wont read any MAC News!!!

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

1148. Re: why atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-03 22:01:36 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar3.160136.23870@cobra.uni.edu>
Source record: 18249

In article <1650@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> In article <1994Feb28.230507.23686@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>The price is even better if you are a student. My campus sells the 8/230 plus
>>cdrom for $1700. The Falcon can't touch it.
>
> How much is it if you are *NOT* a student (not everyone in this
> world can afford the $$$ to throw at school, just to get a computer
> discount)?

About $300 more at retail.

>
>
>>Oh, by the way what is Atari's education price on the Falcon?
>
> Oh, if you aren't aware, I don't believe Atari has *ever*
> had an education price (kinda hard to do for a smaller niche market).

to bad..

> So, to make sure we're not comparing "apples and oranges" (pun intended)
> what is the Mac price WITHOUT student discount (i.e. real world)...
>
>
>>"It does more, costs less and it's that simple'
>
> Good thing it's simple - I'd never be able to figure it out
> otherwise... :-)
>
>
>
> --
>>| "Some say the glass is half full,
> Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
> anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1149. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 00:33:00 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <CM46v1.Bp5@news.chalmers.se>
Source record: 18250

In article <2d74e6d4@secom.ct.se>,
Rickard Troedsson <rickard.troedsson@secom.ct.se> wrote:
>In a message of 02 Mar 94 03:11:24, Sinclap2954 wrote:
>
>S> Oh please. Who cares about the Falcon and the Amiga today!!! It's Power
>
>Who cares about YOU?
>
>S> Who gives a sh t about a near nilch market in Sweden!! Your fellow Swedes
>S> will
>S> be using Power Macs not Falcons...
>
>Swedes using Macs? Where?

I use them from time to time to fill my empty stomach.
(Erh, comp.sys... , and I thought this was rec.food... , oops soory)

/Patrick

1150. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 01:18:22 UTC
From: gt6977b@prism.gatech.EDU
Message-ID: <142668@hydra.gatech.EDU>
Source record: 18251
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

sglass@sglass.demon.co.uk (Simon Glass) writes:

> And the compilers for the architecture are really
>> good.

>Not really. They make use of 386 instructions, but very few make use of 486
>instructions. As for optimisation for Pentium.

>-manic laughter

I've had compilers which would optimize for a 486 for nearly a year. They
have been available much longer than that. My VC++ for NT will optimize
for a Pentium - plus it makes code on a 486 run much faster. There may be
better architectures, but you ought to know more about what you are maniacally
laughing about. As far as I know every major compiler will optimize for
a 486 (MS, Watcom, Borland, Symantec).

--
David Charles LeBlanc
Georgia Institute of Technology, Atlanta Georgia, 30332
Internet: gt6977b@acme.gatech.edu

1151. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 01:29:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <8815@gos.ukc.ac.uk>
Source record: 18252
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <1994Mar3.124028.25748@infodev.cam.ac.uk> ajb1011@cus.cam.ac.uk (A.J. Bolt) writes:
: I wrote:
:>> move.l (a0),d0
:>> move.l 4(a0),(a0)
:>> move.l 8(a0),4(a0)
:>> move.l d0,8(a0)
:>Yes - very clever optimisation... Any C compiler can only do so much to
:>optimise poorly written code though. I wonder what the 68k compiler would
:>make of:
:> t = array [0];
:> array[0] = array[1];
:> array[1] = array[2];
:> array[2] = t;
:>

You are suggesting that when we write code we should have an idea of what
the compiler will produce, however for MOST users this is not the case,
you can use knowledge about the compiler to improve code, but this is
as 'bad' as assembler hacks to prove code speed.

:>>hence RISC is easier to optimise for because there are LESS ways of doing
:>>things, you don't have to worry about so many 'tricks' and things like
:>>peephole optimisation so much. Having more registers is not necessarily
:>>better on a CISC architecure, it is better however for writing demos ;-)
:>>because you can spend 3 hours optimising a routine to get an extra register
:>>, cut down on memory access and hence get that spinning cube running 1fps
:>>extra !!

:>I think you've taken a deductive leap which may have lost some of us here.
:>You've given an example of how a 68k compiler might not optimise poorly
:>written code and taken this as proof that CISC is harder to optimise for.
:>Can you summarise what particular addressing modes the 68k has that make it
:>so hard to optimise for, and what the x86 has that makes it easy to
:>optimise for?

Its one of those things which is hard to prove (like Church's thesis and
Turing machines), but it is something that from my experience seems to be
true. I think the key issue is addressing modes, the 80x86 has less modes
and hences less 'tricks' us humans can use to beat the compiler with.

A generic problem with compilers is the insistance on using stack based
variables, GCC makes some attempt to cure this with -fomit-frame-pointer.
Humans are better at register allocation IMO.
The 68000 has more registers and we are better at register allocation

and avoiding memory access (i.e. using 'SWAP' etc). The 68k is very
slow on memory access and so we can gain more from avoiding memory access.

:>Btw, one fact I seem to remember hearing was that C code destined to be
:>compiled on an x86 (and no doubt many other processors), can be optimised
:>by defining the must used element of a structure as the first element.
:>Does Watcom automatically rearrange structs for you to do this?

This would be sensible on CPUs where indexed addressing has an overhead,
I presume Watcom does this, I was very impressed by this compiler but it
still can't beat me, mainly because using stack frames and its 'uncunning'
register usage in some situations.

>Andrew

Griff
--

1152. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 01:38:02 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CM49vG.CEJ@ecf.toronto.edu>
Source record: 18253

In article <8787@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>:>what do you mean boring hardware? Atari's hardware is way behind!!!No 040 and
>:>Power PC Atari's to speak of.
>
>I'll explain it more slowly for you...
>
>Just because a CPU is more powerful doesn't mean that a computer is more
>exciting, the MAC h/ware is boring, the Falcon is sophisticated at a h/ware
>level and very flexible and programmable - the MAC is not. Even though
>the PC and MAC maybe more powerful for applications than a Falcon they
>are *NOT* more exciting in terms of h/ware. My 486 can do most things
>faster than my Falcon *however* it is not as modern and exciting in
>terms of its h/ware. God help the world if everyone is as boring as you.
>
>Griff
>--

I don't know about you, but what excites me in terms of computers is actually
being able to buy decent software!

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

1153. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 01:38:11 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2l63e3$6sm@darkstar.UCSC.EDU>
Source record: 18254

In <9403031224.AA21865@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

> Yes, recently Falcon owners have started to admit that you can
>actually buy 1 Mb Falcons, although only after I stated I had seen
>advertisements for them (an unusual occurence with the Falcon!). Before
>that there was total denial. Now its the line `for expansion only`. I
>presume when you buy such a machine that they surgically implant a bomb in
>your chest that blows up if you dont immediately buy 3 more megs and a HD?
>If they are for expansion only then why include any memory AT ALL?

Please don't lie like that Gavan. NO ONE HAS EVER DENIED THE 1/0 FALCON!!
It has been stated from day one of the announced configs that 1/0 models would
be available for those who wish to do the upgrade themselves to 14 megs, rather
tan buy the 14 meg boards form Atari. That was the official Atari line since
the announcement.

> Seems to me its a ploy to sell more as they`ve seen how the A1200 sold
>loads of 2meg chip/no HD machines and they realise that people will buy
>the cheapest machine and then upgrade with memory and HD later as they can
>afford to. I ran my A1200 with only 2 megs and 2 floppies for 8 or 9
>months until I could afford a HD and more memory, and was able to do C and
>AMOS programming on it.

Had mothing to do with the Amiga. Give me a break. The reason it took time
for the 1/0 configs to show up is that there were not too many Falcons being
produced early on, and all of those were devoted to the 4/65 configs, since that
is the true base model. You are right about the "being able to upgrade later
when they can afford to" thing...` Same reaosn that there is memory in there
at all, so that it can be used minimally (No Falcon software will run,
guaranteed!) with older ST software.

~Chris
>Gavan.

1154. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 01:43:51 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2l63on$6v7@darkstar.UCSC.EDU>
Source record: 18255

In <9403031223.AA21448@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

> I`d argue that the basic Amiga desktop is a lot more functional than
>the basic GEM desktop. One of the reasons GEM users slag off intuition is
>that GEM is a lot simpler to use, and that is a result of it having a lot
>less features. Hence the need for replacement Desktops.

I disagree. The standard GEM desktop (TOS 2.0+) is as powerful as I have
ever needed. I run no enhancers (or even replacement file selectors!)
on my systems. Name some specific things I can't do...

> I think its better to have a powerful, standard, compatible desktop
>than to have loads of seperate desktop add-ons. The features of the Amiga
>such as screen switching and AREXX make integrating file-managament type
>programs such as the excellent Directory Opus, very easy.

Ugh. Screen switching is one of my biggest gripes about the Amiga, and
is a complete turn off for me... It works for this UNIX text based interface,
but If I have a GUI, I don't want multiple screens!

> My only regret is that you need a VGA or Multisync to get the full
>benefits of the Amiga desktop - after seeing a friends A4000 running
>MagicWB on a multisync, its hard to go back to using a Phillips 8833. This
>is probably true for most modern GUI systems though.

Same is true of the GEM desktop. Once you run in 800 x 600 + and have your
applications arranged neatly on the screen with plenty of room for windows,
there's no going back.

~Chris
>Gavan.

1155. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 01:46:59 UTC
From: mdg@ukc.ac.uk
Message-ID: <8816@gos.ukc.ac.uk>
Source record: 18256

In article <9403031219.AA19538@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes...
>>The LUT is only 256x3 dsp words for each playfield (R,G,B words ? ok)
>>The cpu sends only one of the playfields (64k)
:> hmmm. I would have thought that there were 256*256 possible
:>combinations for any given pixel giving 65536 outcomes, each of which has
:>needs two bytes to decribe the chunky pixel. Of course, many of these will
:>be duplicates so you _might_ be able to get away with a half size table
:>making it only 64Kbytes in size. A friend of mine used a similar LUT
:>scheme to do digital noise reduction of old b&w films in hardware using an
:>EPROM.

The whole point of using the DSP is that is fast enough to calculate the
data that might have 'pre-calculated' on the 68030. *yawn* Obviously
gavan has no idea about the power of this dsp.

:>>ooppss you forgot about the sound dma, answer your question for you!
:>
:> No it doesnt. Even assuming the sound DMA isnt just hardwired to the
:>DACs to make the sound, it would only be able to fetch from memory to the
:>DSP, not help in sending any of the data back. How are you going to
:>syncronise all the data coming from the sound DMA and the host port? And
:>what about the additional access needed to make any updates to the
:>playfield held in the DSP? What about making sounds?

Gavans STUNNING knowledge of the Falcon shows through, the 'SOUND' dma
can be connected to any of the devices and you can do simultaneous 1mb/s
transfer both reading and writing giving a total 2mb/s. Please don't
doubt my knowledge of the Falcon , you only make a fool of yourself.
To do sound while using sound dma, you simple connect DSP OUT -> DAC,
again gavan's knowledge is stunningly bad, ever heard of the falcon
sound matrix?

[rubbish deleted]

:> The real limit isnt DSP processor power, but instead the rate at which
:>the CPU can do memory<->DSP xfers. Having quite a small amount of memory
:>in the DSP wont help when trying to do scrolling either. Theres going to
:>have to be a very repetitive scrolling background.

yes the dsp cannot utilise all its power in some case because of the
transfer problem, but careful programming gets around this in most
cases.

:>>actually for the 1600x600, mode I have it displaying 128x600 at the
:>>moment ;-). I always said this was theoretical, but 1600x600 in other

:>>modes have been acheived,
:> As I said above, I was talking about cutting the rez to make the `dual
:>playfield` effect you describe be physically possible, not talking about
:>your equally unfeasible 1600x600x65kcolour screen.

You have no idea about what the Falcon is capable of, your lack of
knowledge about of its DMA h/ware and things in general prove this. It
is *painfully* obvious that you lack hard facts.

> It going to end up with me proving something like `you can do 160x100
>in 14 FPS with 100% CPU contention` or some such similar spec.

more like 22-27, I think I am in a better position to estimate than someone
with your lack of knowledge and experience, why would I lie?

:> I`d still like to hear how many _BYTES_ of memory the DSP has, how wide
:>the `Host port` is and the memory and task management facilities of the OS
:>with regard to the DSP.

96KBYTES.
The OS provides functions for transfer over host and using sound dma for
all data types, byte, word,long etc, there are well over 50 functions...
(its funny how you have to ASK me about such stuff yet you argue with
me about implementation details - makes you look very silly IMO).

>Gavan

Griff (kicking ass again)
--

1156. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 04:06:23 UTC
From: dano@srl03.cacs.usl.edu
Message-ID: <dano.762753983@srl03.cacs.usl.edu>
Source record: 18257
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

So any 'Acorn' user want to uuencode and post their screenshots?

I think the way to encode is

more infile.bin | uuencode infile.bin > outfile.bin

Or at least that works for me.
--

Dan Stephenson
dano@srl01.cacs.usl.edu

1157. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 04:26:08 UTC
From: banksie@khantazi.actrix.gen.nz
Message-ID: <6SZFzLj029n@khantazi.actrix.gen.nz>
Source record: 18258
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
[stuff savagely killed, mutilated and fed to the great bit bucket in the sky.]
> Doesn't the ARM flush the pipeline in the event of a branch taken? If so, then
> the effect is similar to a BDS with a NOP inserted.

This is not a major headache to optimisation though. Because all branches
cause the pipeline to be flushed and 'cost' you three instruction cycles it
gets down to a simple "can I do this in less than three conditional
instructions?". If the answer is yes then you make the code conditional
otherwise you branch around it.

As I understand it where BDS has it's biggest headache for optimising is in
the choice of the instruction to be inserted after the branch instruction as the
compiler often has little idea of how often the loop is going to be performed.

Philip

--
Philip R. Banks Syntax: mail < banks_p@kosmos.wcc.govt.nz > @@@@@/|
@@@@/#|
@@@/##|
I breathe the air, While they're running in a rat race, @@/---|
Way above it all, Standing on higher ground. ---A.P.P. @/ |

1158. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 04:42:23 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CM4IEn.B1A@freenet.carleton.ca>
Source record: 18259

In a previous article, benkeen@aol.com (BenKeen) says:

>-=====M.D Grifths wrote this:
>040 Macs... what an operating system, it manages to draw screens as fast as
>my 16mhz 030... wow... I am impressed. (laugh)
>-======
>
>I would like, as a person who has muchos hours on both machines, that the famed
>speedy redraw rate on Falcons (even with ScreenBlaster) is only true for ST
Screenblaster and Blowup030 are NOT accelerators but resolution
enchancement programs (which blow away the standard Mac graphic cards :)

>High resolution - 2 bits deep. Try putting the sucker on 256 colors, single
>line and fall asleep while the menus pop down. Most 040 macs are running a

When running in 640x480x16bit collor this can get a little slow under MTOS
but even there the Falcon is still faster than an ST in screen updates.

>640*480*8 screen, rather than a 640*400*1 - thats more than 8 times the video
>throughput.
>
>Besides, there aint much that runs on Falcons except in ST high anyhow. OK,

What a bunch of crap. Games are the only real problem and even with told
games you get about %70 compatability.

>Works, but THAT is no killer app!
>
>Benjamin Keen
>
BULL! My Falcon desktop has a much faster feel to it in 640x480x256 than
any 68030 Mac (LCIII etc.). And this is without Warp9 or NVDI.

The MAC OS is *CRAP* and is much slower than TOS/MTOS. It is true that you
can get an 040 Mac that makes it bearable but in that case you had better
be comparing it to a TT/TTclone.

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1159. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 04:48:46 UTC
From: barrett@iastate.edu
Message-ID: <2l6eje$h41@news.iastate.edu>
Source record: 18260
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <g2UdtAHFBh107h@claw.wimsey.com> jaguar@claw.wimsey.com (Jeremy Reimer) writes:
>In <2ksve3$n5m@nigel.msen.com> marmoset@garnet.msen.com (Dave Walker) writes:
>>Chuggles (N.Ashford) drove Bus #<2kq1rn$oqe@harbinger.cc.monash.edu.au>
>>onto the Information Highway:
>>: >> Apple MacIntosh - About to lose its identity forever.
>>: >No.
>>: Yes, it will just be another NT platform.
>
>>Eh? Motorola has announced that they are collaborating with Microsoft on
>>a port to the PREP platform, but Apple isn't building PREP machines (yet)
>>anyway, and there has _definitely_ been no announced intention of porting
>>NT to the PowerMacs.
>
>No, Apple as usual intends to forge its own, incompatible and proprietary
>path into the future (with cheezy software emulation as a fall-back) and
>will not offer other operating systems on the PowerPC Macs other than
>System 7.x.

Total, 100%, unprocessed BULLSHIT. The PowerMacs will run both System 7
and Windows 3.1. In fact, modifications are made to System 7 so that the
Sys7 and Win3.1 clipboards are compatible. IE: when running Mac and Windows
apps at the same time, you can cut and paste text and graphics between the
Mac and Windows applications.

Further, the PowerMacs WILL be able to run Taligent, when it debuts
next year. Chances are Taligent will beat Commodore's next-generation
Amiga systems to the market.

+++++++
++++ Marc Barrett -MB-
++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
+

1160. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 07:42:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d76e680@secom.ct.se>
Source record: 18261

In a message of 03 Mar 94 13:23:39, Gavan Moran wrote:

GM> Yes, recently Falcon owners have started to admit that you can
GM> actually buy 1 Mb Falcons, although only after I stated I had seen
GM> advertisements for them (an unusual occurence with the Falcon!). Before
GM> that there was total denial. Now its the line `for expansion only`. I

Complete BULLSHIT Gavan and tyou know it! Noone has denied the existance of 1/0 Falcons, though we may have pointed out that they are *RARE*! (...and only for explansion...) ..

YOU however has claimed that people buy them and use them as such, thus being the low-level machine ... a statement you have NOT been able to back up. AS USUAL.

GM> presume when you buy such a machine that they surgically implant a bomb in
GM> your chest that blows up if you dont immediately buy 3 more megs and a HD?
GM> If they are for expansion only then why include any memory AT ALL?

Ask Atari, we told them to sell 0/0 machines, I don't know why they included 1Mb. (Heck, I wouldn't be able to BOOT my Falcon if I only had 1Mb ...)

GM> Seems to me its a ploy to sell more as they`ve seen how the A1200 sold
GM> loads of 2meg chip/no HD machines and they realise that people will buy
GM> the cheapest machine and then upgrade with memory and HD later as they can
GM> afford to. I ran my A1200 with only 2 megs and 2 floppies for 8 or 9
GM> months until I could afford a HD and more memory, and was able to do C and
GM> AMOS programming on it.

The 1/0 doesn't sell aswell as the 4/0 which sells about as good as the 4/85 model. (Figures taken from Atari Sweden)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1161. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 10:08:05 UTC
From: thg@cam-orl.co.uk
Message-ID: <1994Mar4.100805.815@infodev.cam.ac.uk>
Source record: 18262
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

```
>ok.. on a risc machine (archmedies) a compiler might produce something like:
>
> adr r12,array ; r12 -> array[0]
> ldr r0,[r12] ; a = array[0]
> ldr r1,[r12,#4] ; b = array[1]
> ldr r2,[r12,#8] ; c = array[2]
> str [r12],r1 ; array[0] = b
> str [r12,#4],r2 ; array[1] = c
> str [r12,#8],r0 ; array[2] = a

Yes, it probably would produce that. What it *should* produce is

adr r12, array
ldmia r12,{r0,r1,r2}
mov r3,r0
stmia r12,{r1,r2,r3}

:-)

Tim.
```

1162. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 10:34:07 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403041034.AA22305@nyx.cs.du.edu>
Source record: 18263

renfro@bnr.ca (Randy Hoekstra) writes...

>|> No. I consider the `base` PC config to be 4/170/SVGA. The Falcon is
>|> 4/65 or 80 and for serious purposes the A1200 is 6/80 (which I and the
>|> Majority of A1200 owners on UseNet have).
>|>
>|> Gavan.

>So now we are talking about the base config 'for serious purposes' and
what
>the 'majority of A1200 owners on UseNet' have. Gavan you are so full of
BS.
>This was certainly not how the arguement started. Now when it becomes
apparent
>that you can not win the 'which base config is better' war, you change
gears
>and start talking about a different base of users.

>So how many typical consumers buying A1200s are going to have this 6/80
>config???
>I still think a greater percentage of Falcon owners will have the 4/85
config
>compared to the percentage of A1200 owners that will have fast ram or any
>other enhancements.

>RandyH

Of course the PERCENTAGE of F030 owners owning a system with at least 4 megs and a HD will be higher than the corresponding percentage of A1200 owners. However, its not the percentage that counts when software companies are deciding to make software for a machine - its the NUMBERS of people who will make up their target market. Thats why you get software like PageStream 3 on the Amiga and not the ST. You cant run this on a base 2 meg chip only machine, but there are enough owners out there with HD and 4 megs+ to mean that the market is bigger on the Amiga than the Atari. In this case, things are not so clear cut since the program is not a specific AGA/F030 program but can run on any model with enough RAM and HD - so the vast number of ECS Amigas vs STs also help swing the numbers argument. The numbers argument also explains why you get so much modern PC software needing a 486/33 even though the percentage of all installed PCs with this config must still be relatively small - the market is still large enough to support it.

As for talking BASE configs - and in this sense I take it you consider that the 2 meg chip only A1200 is the BASE A1200 since it is the lowest config sold, then the BASE FALCON is only 1 meg, no HD. Not a lot of

useability in the base Falcon config either I think. Thats why most Falcon owners opt to spend extra and get 4 megs and a HD and thats why serious A1200 owners will buy an extra 4 megs fastRAM and a HD (and still pay a lot less than for a Falcon).

You can actually buy A1200s here in a 6 meg (2 chip/4 fast) 85 megs HD configuration from several suppliers. You can even buy a preconfigured A1200 with 50MHz 030 card and 4 megs fastRAM and HD from another supplier. You may well say "but how many Amiga buyers will opt for this config" but I say
"how many buyers will opt for a Falcon AT ALL".

Gavan.

1163. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 11:15:46 UTC
From: A G Jackson <A.G.Jackson@durham.ac.uk>
Message-ID: <2l7592$7n8@mercury.dur.ac.uk>
Source record: 18264
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <dano.762753983@srl03.cacs.usl.edu>, dano@srl03.cacs.usl.edu (Dan Stephenson) writes:
|> So any 'Acorn' user want to uuencode and post their screenshots?
|>
|> I think the way to encode is
|>
|> more infile.bin | uuencode infile.bin > outfile.bin
|>
|> Or at least that works for me.

If nobody has any complaints about this I will post a screenshot. It's 140k uuencoded, though, and I know that quite a few people who read this group have to pay for their newsfeeds, so large binaries aren't particularly appreciated.

If anyone wants it, though, I can mail it to them.

Adrian

+---+
| Adrian Jackson | a.g.jackson@durham.ac.uk | 27 North Bailey, DURHAM |
+---+
| Vote YES for comp.sys.acorn.games... |
| ...you know it makes sense. |
+---+

1164. Re: The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 11:45:06 UTC
From: m93kma@tdb.uu.se
Message-ID: <2l7702$g4p@columba.udac.uu.se>
Source record: 18265

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
: In a message of 02 Mar 94 16:06:53, Kristofer Maad wrote:

: KM> in some more data on each track. You can actually have abou 960kB on
: KM> a double density disk using an Amiga (see diskspare.device!).

: Dunno about the PC but so can the Atari. (11 sectors 82 tracks I think it is)

Ok, but the Amiga does it with 12 sectors, 80 tracks. If I use 82 tracks,
I would actually get around 990kB. And the Amiga could still read these
specially formatted Atari ST/Falcon disks, but it wouldn't work the other
way around (unless, of course, you used some external hardware).

/Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

1165. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 12:02:18 UTC
From: robertde@htsa.aha.nl
Message-ID: <1994Mar4.120218.8287@htsa.aha.nl>
Source record: 18266
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Mar2.105939.21934@dmu.ac.uk>,
Alan Parker <se1ap@dmu.ac.uk> wrote:

>No no no, the editor of TurboAssembler is excellent, you've obviously not used this program. Again including loadsa files etc. does NOT slow the system down, you can edit the file in any order you want. Don't make sweeping statements about a program unless you've used it.
>
>OK, I still use Devpac, but only because this is what I'm used to, and also I want macros and assemble to memory(without having to use RAM disk). If only someone would make a cross between Turbo and Devpac ;-)
>E.g Macros, PART system, Auto indent, assemble to memory, etc.
>

You still haven't figured out how to assemble to memory ?
Turbo Assembler can assemble to memory if you have at least 2 meg. First
you must have loaded the debugger. If you then assemble you get the option
to jump to the debugger. Choose it and the program will be passed to the
debugger and you can run the program.
If you get a out of memory error you must rearrange the memory
under the menu option information and then you must choose reorganisieren.
Change the free memory number in a bigger one.(I can't remember the
german text of it.)

One of the better parts of turbo ass is the debugger Bugaboo.
(I think it's much better than monst 2)
You must do strange things to crash it.

Does someone know what the latest version is of turbo ass.
My version is v1.7.6 but I heard that there is V1.7.7 ???

Greetings,

Robert. (robertde@htsa.aha.nl)

1166. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 13:16:49 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2l7cc1$a6c@harbinger.cc.monash.edu.au>
Source record: 18267

Randy Hoekstra (renfro@bnr.ca) wrote:

: In article <9403011137.AA28295@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran)
writes:
: [stuff deleted]
: |>
: |> No. I consider the `base` PC config to be 4/170/SVGA. The Falcon is
: |> 4/65 or 80 and for serious purposes the A1200 is 6/80 (which I and the
: |> Majority of A1200 owners on UseNet have).

: So now we are talking about the base config 'for serious purposes' and what
: the 'majority of A1200 owners on UseNet' have. Gavan you are so full of BS.
: This was certainly not how the arguement started. Now when it becomes apparent
: that you can not win the 'which base config is better' war, you change gears
: and start talking about a different base of users.

What's the big deal about a "base config war". I'd expect value for money.
What happened to Atari's moto, "Power without price", or is it "price
without power"?
"
: So how many typical consumers buying A1200s are going to have this 6/80 config???
: I still think a greater percentage of Falcon owners will have the 4/85 config
: compared to the percentage of A1200 owners that will have fast ram or any
: other enhancements.

Who gives a sh*t about percentages? Nearly all software developers are
interested in the size of the market. I could easily say all 32MB PC's
have 32MB's of ram. BFD.

My brother has 5mb on his A500, with 340mb hard-drive. I've got 500mb
of HD space on my PC, 150mb tape drive, etc. I've also got 240mb on
each of the five NCR 32/600 towers, and another 380mb of HD space on
my NCR 32/650 tower. Does this mean I win the base config war?
The 32/600's cost me about $100 each, kitted out. Of course the NCR's
are so elderly, running Sys V, r3, that I can't really get any software
off-the-shelf and have to a bit of home-brew compiling now..

I'd bet there are more expanded Amiga 1200's than Falcons. The combined
A4000/30, A4000/40 and A1200 market would be an order of magnitude larger
than the Falcon market.s.

I would reckon there are more 68030 expanded Amiga 1200's than Falcons.
I would believe there are more Atari machines with DSP's than Atari 1200's.
I would believe there are more PC owners with DSP's than the combined
Amiga 1200 and Falcon user base..

- Jim

1167. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 13:27:13 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2l7cvh$a6c@harbinger.cc.monash.edu.au>
Source record: 18268

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <9403031223.AA21448@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

: > I think its better to have a powerful, standard, compatible desktop
: >than to have loads of seperate desktop add-ons. The features of the Amiga
: >such as screen switching and AREXX make integrating file-managament type
: >programs such as the excellent Directory Opus, very easy.

: Ugh. Screen switching is one of my biggest gripes about the Amiga, and
: is a complete turn off for me... It works for this UNIX text based interface,
: but If I have a GUI, I don't want multiple screens!

: Same is true of the GEM desktop. Once you run in 800 x 600 + and have your
: applications arranged neatly on the screen with plenty of room for windows,
: there's no going back.

Eeek, 800x600 is barely adequate if you ask me.

I run 1024x768x8bpp and still want screens. There's not enough memory
for the colour depths I want, and my ATI Graphics Ultra Pro doesn't have
enough zings/Xstones/whatever to push pixels quick enough for my liking
at 800x600x24bpp. I'd used 1280x1024 if my monitor could do it NI.

My desktop get sluggish at 24bpp, 16bpp is okay, but I much prefer 8bpp.
I prefer screens, as I don't want my monochrome DOS apps running on a
24bpp screen. I also hate having to shutdown and bring back Windows
to change resolutions and colour depths.

- Jim

1168. Re: Commodore Amiga gives up and joins the 90's!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 13:53:03 UTC
From: e91sg@efd.lth.se
Message-ID: <2l7efv$i7m@nic.lth.se>
Source record: 18269
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy

In article <2l3ctd$4ga@shasti.xei.com> tron1@shasti.xei.com (Kenneth Jamieson) writes:
> I am posting this to the Mac/Windows/Amiga/Atari groups because let's
>face it they are mostly the same group (grin).
>
> It look as if the folks at C= might have decided that a strategic
>withdrawl is the better part of valor.
>
> I was looking through the Amiga magazines and saw the following
>tidbit (I still have and use my A1000 and so still buy Amiga mags) about the
>future of Amiga. The thrust of tha article was a (surprisingly honest) look
>at why the major players are aloof from the Amiga software market.
>
> I will preface this clip with my predictions... (sprinkle smileys)
>
> 1) Future Amiga's will be PowerPC based.
>
> 2) We will se a lot more support for the virtue's of NT than we used to!
>
>================= Begin Clip ======================
>
>Amiga Shopper
>(printed in England)
>[from the makers of Amiga Format]
>Issue 34
>February 1994
>Page 16 (Article is on pages 14-17, 20-21, 24, 26, & 28-29
>
>David Pleasance, Commodore UK (recently installed) Managing Director

You know it, I know it...David Pleasance is full of shit, so don't
belive a word!

/stefan


```
_____________________________________________________________________________
|Stefan Gimeson / (e91sg@efd.lth.se) | Lund Institute Of Technology |
|Tunavagen 39 B660/ (dr_dream@df.lth.se)| _/ _/_/_/ _/ _/ |Ohh,baby, |
|S-223 63 Lund / L I F E | _/ _/ _/_/_/ |baby, it's|
|Sweden /*the ultimate VR experience*| _/_/ _/ _/ _/ |a WIRED |
|--------------|----------------------------|--------------------|world... |
|Phone (0)46-394280 | (XTCIZNRG4U) |Let's build a nightmare-nation |
|EC in '94 ! Vote YES!!! | |learn & work as never yet! |
|-----------------------------------------------------------------------------|
```

1169. Re: Assemblers here and there...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 16:32:45 UTC
From: ignatios@cantor.cs.uni-bonn.de
Message-ID: <2l7nrd$6ri@news.rhrz.uni-bonn.de>
Source record: 18270
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <8684@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes about Turbo assemler:

>
> It has NO limitations apart from lack of macro support.

Hear, hear! NO limitations apart from lack of macro support.

--
Ignatios Souvatzis
-
Solaris 2.1: it's slow, needs 200M of disk space and comes without C compiler, which makes it remarkably close to MS-Windows. oleg@gd.cs.csufresno.edu

1170. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 19:18:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d77899a@secom.ct.se>
Source record: 18271

In a message of 03 Mar 94 03:33:02, Benkeen wrote:

B> I would like, as a person who has muchos hours on both machines, that the
B> famed
B> speedy redraw rate on Falcons (even with ScreenBlaster) is only true for
B> ST
B> High resolution - 2 bits deep. Try putting the sucker on 256 colors,
B> single
B> line and fall asleep while the menus pop down. Most 040 macs are running a
B> 640*480*8 screen, rather than a 640*400*1 - thats more than 8 times the
B> video
B> throughput.

Don't agree. In 1024*768i*256 my Falcon redraws the desktop faster than Windoze
does in 1024*768i*256 ... .-) (on a 486/dx266)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1171. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 19:21:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d778a2c@secom.ct.se>
Source record: 18272

In a message of 04 Mar 94 02:38:02, Pischke David wrote:

P > I don't know about you, but what excites me in terms of computers is
P > actually
P > being able to buy decent software!

We aren't all millionares.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1172. Re: Chunky Pixels are cool.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 19:23:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar4.192344.45264@rmece02.upr.clu.edu>
Source record: 18273

In article <9403031216.AA17806@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes ....
|>
|> >> But then the Amiga can have 4 64-bits 16 color sprites per horizontal
|> >>line with no CPU usage... .AH. it's nice to have *REAL* SPRITES!
|>
|> >> :-)
|>
|> >And no CPU lock-out either, I suppose?
|> >No CPU usgae is not necessarily a good thing.

What? Of course it is! And BTW, in low-res modes,
there's no 'big-lock out'.

|>
|> And what do you call dedicating your CPU to do routines to emulate
|> sprites? If that isn`t `locking out` the CPU I dont know what is.

Well said :-)

|>
|> Gavan
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1173. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 19:36:54 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar4.193654.47258@rmece02.upr.clu.edu>
Source record: 18274

In article <2l04no$ki8@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
|>
|> In article <9403011137.AA28295@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> [stuff deleted]
|> |>
|> |> No. I consider the `base` PC config to be 4/170/SVGA. The Falcon is
|> |> 4/65 or 80 and for serious purposes the A1200 is 6/80 (which I and the
|> |> Majority of A1200 owners on UseNet have).
|> |>
|> |> Gavan.
|> |>
|>
|> So now we are talking about the base config 'for serious purposes' and what
|> the 'majority of A1200 owners on UseNet' have. Gavan you are so full of BS.
|> This was certainly not how the arguement started. Now when it becomes apparent
|> that you can not win the 'which base config is better' war, you change gears
|> and start talking about a different base of users.

Well Randy, the problem too is some Falcon owners DISREGARD the $$$PRICE$$$
difference between the two machines. Hey, a base Cray-II surely kicks butt,
doesn't it.... but it has a very steep price.

In the case of the A1200, the myth about the user base being 2 megs chip
and therefore no serious software development, is just that: a myth.
I think this is what Gavan is trying to point out too.

If a machine costs 2.5 times the other one (base configs), it'd better
be better.

|> So how many typical consumers buying A1200s are going to have this 6/80 config???
|> I still think a greater percentage of Falcon owners will have the 4/85 config
|> compared to the percentage of A1200 owners that will have fast ram or any
|> other enhancements.

Maybe, but in terms of number of machines out there which counts, the A1200
numbers are bigger.

|>
|> RandyH

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1174. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 19:40:48 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CM5o00.9q6@freenet.carleton.ca>
Source record: 18275

In a previous article, raist@rmece02.upr.clu.edu (Ricardo Hernandez) says:

>|> I would like, as a person who has muchos hours on both machines, that the famed
>|> speedy redraw rate on Falcons (even with ScreenBlaster) is only true for ST
>|> High resolution - 2 bits deep.
>
> So much for the ultra non-heavy bus contention Falcon. This is the
>fourth letter I read criticizing its drawing speed....
>
As I stated in a reply to this a couple of messages ago, this is
nonsense ! The Falcon is fast (and certainly has faster video than an
A1200 and standard 68030 macs). The biggest problem is with people do not
know how to use Multitos correctly because Atari decided not to provide
any real documentation. Once you set the system parameters corectly you
can't really see the difference between TOS and MTOS as far as speed is
concerned.

There is 32MB/s video bandwidth available in the Falcon.

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1175. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 19:43:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar4.134332.23913@cobra.uni.edu>
Source record: 18276

In article <CM4IEn.B1A@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>
>
> In a previous article, benkeen@aol.com (BenKeen) says:
>
>>-=====M.D Grifths wrote this:
>>040 Macs... what an operating system, it manages to draw screens as fast as
>>my 16mhz 030... wow... I am impressed. (laugh)
>>-======
>>
>>I would like, as a person who has muchos hours on both machines, that the famed
>>speedy redraw rate on Falcons (even with ScreenBlaster) is only true for ST
> Screenblaster and Blowup030 are NOT accelerators but resolution
> enchancement programs (which blow away the standard Mac graphic cards :)
>
>>High resolution - 2 bits deep. Try putting the sucker on 256 colors, single
>>line and fall asleep while the menus pop down. Most 040 macs are running a
>
> When running in 640x480x16bit collor this can get a little slow under MTOS
> but even there the Falcon is still faster than an ST in screen updates.
>
>>640*480*8 screen, rather than a 640*400*1 - thats more than 8 times the video
>>throughput.
>>
>>Besides, there aint much that runs on Falcons except in ST high anyhow. OK,
>
>
> What a bunch of crap. Games are the only real problem and even with told
> games you get about %70 compatability.
>
>>Works, but THAT is no killer app!
>>
>>Benjamin Keen
>>
> BULL! My Falcon desktop has a much faster feel to it in 640x480x256 than
> any 68030 Mac (LCIII etc.). And this is without Warp9 or NVDI.
>
> The MAC OS is *CRAP* and is much slower than TOS/MTOS. It is true that you
> can get an 040 Mac that makes it bearable but in that case you had better
> be comparing it to a TT/TTclone.

Yea, the Atari OS is crap!!! A 040 Quadra is much cheaper than any TT and Falcon. A $1200 falcon is ludicrous!!!!

System 7 has alot more features than your crappy Atari OS. Atari's OS is an excuse for an OS. You know that you lost! No one is buying Atari anymore!!!

>
> --
> ** Computer Engineering Jack Kitowicz **
> ** @ Carleton University ac382@freenet.carleton.ca **
> ** Ottawa Ontario Canada jack@aurora.carleton.ca **

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Atari Corp. - Non Existent just Bullshit

1176. Re: Graphic User Interface aesthetics

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 19:44:51 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar4.194451.45095@rmece02.upr.clu.edu>
Source record: 18277
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

```
WOA! I haven't downloaded this as I thought it wouldn't
look that much better, but this loos DARN GOOD (MagicWB)....
Looks like a NexT machine! ;-)

-------------------------------------------------------------
Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering
```

1177. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 19:49:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar4.194944.3169@rmece02.upr.clu.edu>
Source record: 18278

In article <2l3i8u$6q1@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
|> -=====M.D Grifths wrote this:
|> 040 Macs... what an operating system, it manages to draw screens as fast as
|> my 16mhz 030... wow... I am impressed. (laugh)
|> -======
|>
|> I would like, as a person who has muchos hours on both machines, that the famed
|> speedy redraw rate on Falcons (even with ScreenBlaster) is only true for ST
|> High resolution - 2 bits deep.

So much for the ultra non-heavy bus contention Falcon. This is the
fourth letter I read criticizing its drawing speed....

[stuff deleted]

|>
|> Besides, there aint much that runs on Falcons except in ST high anyhow. OK,
|> Works, but THAT is no killer app!
|>
|> Benjamin Keen

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1178. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 19:53:50 UTC
From: renfro@bnr.ca
Message-ID: <2l83ke$mra@crchh610.bnr.ca>
Source record: 18279

In article <2l7cc1$a6c@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
[stuff deleted]

|>
|> What's the big deal about a "base config war". I'd expect value for money.
|> What happened to Atari's moto, "Power without price", or is it "price
|> without power"?

No big deal at all, but that's what the discussion was about and I was trying to point out that when things didn't go his way, Gavan changed gears and started arguing about something entirely different.

So what did happen to "Power without the Price?". I don't know as I have not seen that used as a motto in some time. Are you trying to suggest that it still is their motto? I would guess it is not so why do you bring it up.

|> "
|> : So how many typical consumers buying A1200s are going to have this 6/80 config???
|> : I still think a greater percentage of Falcon owners will have the 4/85 config
|> : compared to the percentage of A1200 owners that will have fast ram or any
|> : other enhancements.
|>
|> Who gives a sh*t about percentages? Nearly all software developers are
|> interested in the size of the market. I could easily say all 32MB PC's
|> have 32MB's of ram. BFD.

I don't know if anyone gives a sh*t about percentages, but again the debate was over what developers would consider the base config and therefore what 'level' of software would be developed for each machine.

|>
|> My brother has 5mb on his A500, with 340mb hard-drive. I've got 500mb
|> of HD space on my PC, 150mb tape drive, etc. I've also got 240mb on
|> each of the five NCR 32/600 towers, and another 380mb of HD space on
|> my NCR 32/650 tower. Does this mean I win the base config war?
|> The 32/600's cost me about $100 each, kitted out. Of course the NCR's
|> are so elderly, running Sys V, r3, that I can't really get any software
|> off-the-shelf and have to a bit of home-brew compiling now..
|>
|> I'd bet there are more expanded Amiga 1200's than Falcons. The combined
|> A4000/30, A4000/40 and A1200 market would be an order of magnitude larger
|> than the Falcon market.s.
|>
|> I would reckon there are more 68030 expanded Amiga 1200's than Falcons.
|> I would believe there are more Atari machines with DSP's than Atari 1200's.

|> I would believe there are more PC owners with DSP's than the combined
|> Amiga 1200 and Falcon user base..
|>
|>
|> - Jim

All this is well and good, but it has nothing to do with the original debate. Please pay attention before trying to change gears like Gavan. I certainly do not doubt that there are more expanded A1200's than Falcons, but the point was that within the Amiga market there are more non-expanded A1200's than expanded ones and therefore developers are going to develop software that can be used by the biggest market possible and that software will not be as capable as if the base config was better.

Don't you realize that we on the net represent a small percentage of real users out there and in general our access to the net means we are more affluent and therefore have more of the add-ons and enhancements that the typical user just doesn't need. (Preparing for lots-o-flames on this one)

:)

RandyH

1179. Re: "THE WAR OF THE WORLDS" by :

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 20:01:49 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar4.200149.36035@rmece02.upr.clu.edu>
Source record: 18280

In article <1994Mar2.164430.1888@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|> > The Falcon has no Pinball Fantasies, for instance!
|>
|> A really great (so I've heard) Pinball game is beeing developed
|> for the STE/F030 at the moment. Not by DI though...

Rumours are great, aren't they? BTW, I hope that supports
the Falcon, and not uses only the STE graphics...

|>
|>
|> /
|> / Daniel
|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1180. Re: was Re: "Bit-ness" of Processors Now: ham8

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 20:05:48 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar4.200548.38563@rmece02.upr.clu.edu>
Source record: 18281

In article <9403011137.AA28341@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes...
|>

[stuff deleted]

|>
|> > Exactly said Gavan. I wonder where is it.... But let's say to be
|> >fair:
|>
|> > Only against Scala/InfoChannel, MediaPoint, CanDo, Helm and Video
|> >Stage Pro...;-)
|>
|> Yes, when you have *SO MUCH* high quality MM software for your machine,
|> some of it doesnt make the grade like AmigaVision or HyperBook. Mind you,
|> hyperbook is OK for simpler tasks. I got my copy off the front of a UK
|> magazine and I`m not complaining!

Actually, AmigaVision is trully remarkable.... but I took it out because
C= is not actively updating it currently until they get more money for it.
But in making an interactive multimedia educational courseware, AmigaVision
kicks *SERIOUS* butt ;-)

|> Gavan
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1181. Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 20:07:58 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar4.200758.28440@rmece02.upr.clu.edu>
Source record: 18282

In article <2d724378@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 28 Feb 94 12:36:12, Gavan Moran wrote:
|>
|> GM> >I've never seen such a card here .. A1200 owners play games, nothing
|> GM> else.
|>
|> GM> Face it, the A1200 has a wider user base and therefore much more
|> GM> SERIOUS software available *AS WELL AS * all the best games.
|>
|> Then how come all A1200 owners play games? ('coz THEY DO!)

Yeah, right. What was it I was doing last night? Ah, playing
with 'Real 3D' and the 'Scala Game' plus some awesome shoot-em-up
with ImageFx.

|> (Maybe the software is written with the higher end Amigas in mind .. not 2Mb
|> ChipRam no-HD A1200:s ... can it really be??)

Or for those who expand their A1200? Do you know how many expansions
are available for the A1200?

There is a *VAST* variety to choose from....

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1182. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 20:11:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar4.201121.54667@rmece02.upr.clu.edu>
Source record: 18283

In article <01H96FOGIZPU00041A@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> In article <9402211614.AA16361@nyx.cs.du.edu>, you wrote:
|>
|> > Following my comments on Ataris crap marketting being in danger of

[stuff deleted]

|> >
|> >
|> > Gavan.
|> Right, and I didn't see Commodore, Sega or Nintendo getting as many awards
|> as Atari did at the CES. Not only did they get best game at CES with
|> Tempest 2000, the got at least 2 best technology for 1993 awards and a
|> couple others I don't remember the titles of (I guess commordore was too
|> scared to show up at the CES........)

While the Jaguar got a couple of awards... I kind of wonder... I mean,
how come Tempest 2000 can get an award? It's like giving an award
to Space Invaders.

Alien vs. Predator is the type of game I would expect to get an
award, not TEMPEST XXXXX.

So I wonder how reputable where the sources who gave the award
at least for the 'best game.'

|>
|> --
|> Ken Stevens | kstevens@srs.gov |

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1183. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 20:31:05 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar4.203105.25902@rmece02.upr.clu.edu>
Source record: 18284

In article <2ks0v1$2nt@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
|> Ok Griff, Raist, Finger Me (Oops sorry Chris!), and all the rest....
|>
|> How about stopping the crap about contention due to the 16 bit bus, and start
|> doing something useful - like teaching us some 3d stuff. I started doing some
|> research last year into this, but it was using <gasp> PASCAL .....
|>
|> C'mon guys, let's see really who can code now ....

True ;-)

Well, there's no comp.sys.atari.programmer (perhaps time to propose one?), but let's say that this is what I figured out for texture mapping:

Assumptions:

1. I assume you know/have the algorithm for drawing polygons
2. I am not 100% sure if this would work, but goes along with Giff's brief indication that texture mapping is 'faked.'

Ok, suppose you have texture A:

```
AAAAAAAAAA
AAAABBBBBB
AAABBBBBBB
AABBBBBBBB
ABBBBBBBBB
```

And let's suppose you have the following polygon to fill:

```
***
* ***
* ***
* * <- Wall
* *
* ***
* ***
***
```

Okay, let's also assume we have a '3D Wolfstein' type game- you can move your view angle sideways but not up and down (just to simplyfy a couple of things for now).

Now, when you are drawing the polygon, you draw it like 'scanning' it from left to the right, horizontally. That means that you draw each vertical column from the left to the right.

You calculate the distance in the y axis between the highest point
in the column you are currently drawing and the lowest point in the
y axis in that same column.

Now, make a scale factor for that column, which is given by:

sizeOfTextureMap / distanceInY

Using this scale, you now start drawing the column, ploting
texture points in the following manner:

(actually, here's what would be the algorithm)

```
x,y - cursor position in polygon
dy - distance in the column
dx - distance in the row (I added this now)
scaleY - calculated scale in the Y axis
scaleX - calculated scale in the X axis
sizeX, sizeY - size of texture map in X axis / Y axis
xm,ym - cursor position in texture map

dx= leftmostPos - rightMostPos
scaleX= sizeX / dx
xm=0 - point to first column in the texture map
for x=leftColumn to rightColumn
dy= highestPoint - lowestPoint
scale = size / dy
ym=0
for y=highestPoint to lowestPoint
plot in (x,y) color of (xm,ym)
ym=ym+scaleY
endfor
xm=xm+scaleX
endfor
```

The thing is that the point you are plotting to fill the polygon is
being read from the texture, and since there's a scale associated
with the 'movement' of the 'texture cursor', you actually are scaling
at the same time the texture to fit the polygon.

This is for a polygon of Wolfstein 3D type walls... you'll have
to do a dynamic calculation of scaleX for each row.... I think that
would do it...

Like I said, I am not sure, but makes sense.... ;-)

|> Karl.
|> --
>	Karl Meyland CSIRO Division of Building, Construction and Engineering
>	Post Office Box 56, Highett, Victoria, Australia 3190
>	Internet: karlm@mel.dbce.csiro.au
>	W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1184. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 20:40:48 UTC
From: ajb1011@cus.cam.ac.uk
Message-ID: <1994Mar4.204048.29240@infodev.cam.ac.uk>
Source record: 18285
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8788@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>In article <2l37rs$jen@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>>In article <8759@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>|> In article <2l03tl$gos@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
[Well, in summary:
C:Isn't the pipeline flushed when a branch is taken
G:No, only when a change of PC occurs
C:Shurely a branch taken results in a change in PC]
>A condition being false may not result in a change of PC unless the
>instruction is :
>B<CC> addr (in which case the pipeline will be flushed)
>if we have
>STR<CC> and the condition is false then it is the same as executing a NOP.
>
>sorry for the confusion, the change in PC I was referring to is if you
>add or subtract to the PC (r15)...
Now, spot who's being silly...
Chris is saying that the pipeline is flushed then a branch is TAKEN, which occurs when a branch instruction is executed with a condition which evaluates to true, and will result in a change of PC. Griff's statement that a false condition _may_ not result in a change of PC, and his referrence to the STR instruction, are probably totally perplexing anyone who knows anything about the ARM (except maybe Griff himself). So, to restart from scratch:

The ARM WILL flush the pipeline if the pipeline is invalid: ie. the PC has done something other than increase to the following instruction. To understand how this happens, two facts need to be known about the ARM -
1. All instructions are executed conditionally, not just branches. The 'normal' condition used by instructions is AL - always. Before executing the instruction, the condition is checked. No action is performed if the condition is false (but one clock cycle is used)

2. The PC is register 15, and can be written to as a normal register - although it won't behave as a normal register: mainly, writing to it causes pipeline flushes. It can also be updated by either of the branch instructions.

So, there is nothing special about branch instructions in relation to flushing, nothing AT ALL special about conditions, whether in relation to branches or STR instructions.
Oh, and there isn't a NOP instruction :-) :-)
(What's the world coming to when you need to put 2 smileys on a sentence to stop people flaming you...)

Andrew

1185. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 21:50:04 UTC
From: awg1000@phx.cam.ac.uk
Message-ID: <2l8aec$aco@lyra.csx.cam.ac.uk>
Source record: 18286
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

```
|> >Hate to tell you but PCs DON'T rule - More Workstations are used than PCs
|> >The only reason why PCs are bought, is that people are easily conned into
|> >buying sub-standard equipment
|>
|> That is stupid. You are dead wrong and I don't understand how you could even
|> have been mislead into thinking that.

Ignoring, for now, spelling mistakes, could I suggest that unless people wish
to be a little more objective we try an alt.nuke.the.pc group for these
discussions?

Andrew Garrard

o~\ /~o
/~~~~~\
| /\ /\ |
| \#o#/ |
\_____/
~~~ ~~~
```

1186. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 22:39:55 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16F6FF871S85.TOMM@cms.cc.wayne.edu>
Source record: 18187
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <dano.762707030@srl01.cacs.usl.edu>
dano@srl01.cacs.usl.edu (Dan Stephenson) writes:

>
>zcbtl29@ucl.ac.uk (Brian Neal Ruth) writes:
>
>>In article <CLxzKt.5Bx@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>>>In article <1994Feb28.150815.26459@dmu.ac.uk>, se2dal@dmu.ac.uk (Dave Lodge) writes:
>>>
>>>|> Yes I agree. Esp as the 80x86 is based on the Z80 - a 19 year old
>>>And the z80 is based on a chip designed for constrolling washing machines...
>>
What? You're both wrong. The 80x86 series has the Intel 8080 as it's
ancestor and base, not the Z80. The Z80 was also based upon the 8080,
but it has some architectural enhancements that made it a *much* more powerful
processor. None of these processors was ever designed for controlling
washing machines. The idea of using microprocessors to control appliances
came later. The 8008 was originally designed to be the brains in a smart
terminal (Datapoint). The 4004 before it was designed to for hand held
calculators.

1187. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 23:34:33 UTC
From: whitema@rtsg.mot.com
Message-ID: <2l8gi9$c04@delphinium.cig.mot.com>
Source record: 18188

In article <1994Mar4.201121.54667@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
[stuff deleted]
>
> While the Jaguar got a couple of awards... I kind of wonder... I mean,
>how come Tempest 2000 can get an award? It's like giving an award
>to Space Invaders.
>

So why don't you buy it and find out for yourself? Should be out in
the next couple of weeks.

[stuff deleted]
>---
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Michael
whitema@rtsg.mot.com

1188. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-04 23:53:29 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2l8hlp$q1j@harbinger.cc.monash.edu.au>
Source record: 18189

Randy Hoekstra (renfro@bnr.ca) wrote:

: All this is well and good, but it has nothing to do with the original debate.
: Please pay attention before trying to change gears like Gavan. I certainly
: do not doubt that there are more expanded A1200's than Falcons, but the
: point was that within the Amiga market there are more non-expanded A1200's
: than expanded ones and therefore developers are going to develop software
: that can be used by the biggest market possible and that software will not
: be as capable as if the base config was better.

If developers were aiming for the biggest market, then kiss good bye to
the notion of getting good software support for the falcon.

Lots of PC games and applications require a 486 at least, with 486 dx2/66
and 8mb being specified for some, even if the base config is say a 386
with 4mb.

: Don't you realize that we on the net represent a small percentage of real
: users out there and in general our access to the net means we are more
: affluent and therefore have more of the add-ons and enhancements that the
: typical user just doesn't need. (Preparing for lots-o-flames on this one)

Of course, I used to deal with demographics, income distributions, educational
attainment every day. Just look at the market place and see what's offered.
Even though the Falcon has a higher base config than the A1200, you're
ignoring the fact there are lots of other Amiga models being sold and the
market is probably an order of magnitude larger than the falcon.
Then again, the PC market is about two orders of magnitude larger than
Amiga.

- Jim

1189. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 00:09:28 UTC
From: whitema@rtsg.mot.com
Message-ID: <2l8ijo$c85@delphinium.cig.mot.com>
Source record: 18190

In article <CM5o00.9q6@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>>
> As I stated in a reply to this a couple of messages ago, this is
>nonsense ! The Falcon is fast (and certainly has faster video than an
>A1200 and standard 68030 macs). The biggest problem is with people do not
>know how to use Multitos correctly because Atari decided not to provide
>any real documentation. Once you set the system parameters corectly you
>can't really see the difference between TOS and MTOS as far as speed is
>concerned.
>
>There is 32MB/s video bandwidth available in the Falcon.
>
>--
>** Computer Engineering Jack Kitowicz **
>** @ Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada jack@aurora.carleton.ca **

Pray tell us, what are these settings (not an advocacy post, I do wish
to know).

Michael
whitema@rtsg.mot.com

1190. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 00:31:51 UTC
From: whitema@rtsg.mot.com
Message-ID: <2l8jtn$cgi@delphinium.cig.mot.com>
Source record: 18191

In article <1994Mar4.134332.23913@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
[stuff deleted]
>
>Yea, the Atari OS is crap!!! A 040 Quadra is much cheaper than any TT and
>Falcon. A $1200 falcon is ludicrous!!!!
>
>
>System 7 has alot more features than your crappy Atari OS. Atari's OS is an

System 7/Mac features:
- Must go through several layers of BS protocols to do the
simplest of functions.
- Can end up resetting becuase it looses track of floppies (has happened to me
several times - "Pleas insert disk x" IT'S IN THERE YOU STUPID *&^*&!!!).
- Can catch catnaps while applications are loading.
- Files are not easily interchangeable between applications due to header.
- A Mac bought 7 years ago is not usable (with System 7). An ST can usably run
MultiTOS. No need to worry about your Mac breaking down. You
have to buy a new one every couple of years anyway.
- You get to buy those special printers that cost nearly twice what they cost
for any other system (I can pick up a laser printer for my ST for
under $500 - I've yet to see a Mac printer for anything close to
that).
- The simple one button mouse. Don't want to get owners too confused
(no, no, your other left).
- The blazing redraw speed.
- The irritatingly slow disk access (what IS it doing when you put
the floppy in?).
- Any other System 7/Mac features I missed?

>
>excuse for an OS. You know that you lost! No one is buying Atari anymore!!!
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>Atari Corp. - Non Existent just Bullshit
>

And from all us nobodies here, we give you the one-finger salute.

Michael
whitema@rtsg.mot.com

1191. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 03:01:23 UTC
From: mdg@ukc.ac.uk
Message-ID: <8857@gos.ukc.ac.uk>
Source record: 18192

In article <1994Mar4.194944.3169@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <2l3i8u$6q1@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
>|> -=====M.D Grifths wrote this:
>|> 040 Macs... what an operating system, it manages to draw screens as fast as
>|> my 16mhz 030... wow... I am impressed. (laugh)
>|> -======

> So much for the ultra non-heavy bus contention Falcon. This is the
>fourth letter I read criticizing its drawing speed....

The Falcon with NVDI redraws 256 colour high res screens lots faster than the 1200. Seeing is believing, I have seen both. I saw a MAC with a 40mhz 030 and it was so slooow, just watch those pull-down menus draw....

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

1192. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 03:34:10 UTC
From: mdg@ukc.ac.uk
Message-ID: <8858@gos.ukc.ac.uk>
Source record: 18193

In article <1994Mar4.203105.25902@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:> Well, there's no comp.sys.atari.programmer (perhaps time to propose
:>one?), but let's say that this is what I figured out for texture mapping:
:>
:> Assumptions:
:>
:> 1. I assume you know/have the algorithm for drawing polygons
:> 2. I am not 100% sure if this would work, but goes along with
:> Griff's brief indication that texture mapping is 'faked.'
:> Ok, suppose you have texture A:
:>
:> AAAAAAAAAA
:> AAAABBBBBB
:> AAABBBBBBB
:> AABBBBBBBB
:> ABBBBBBBBB
:>
:> And let's suppose you have the following polygon to fill:
:>
:> ***
:> * ***
:> * ***
:> * * <- Wall
:> * *
:> * ***
:> * ***
:> ***
:> Okay, let's also assume we have a '3D Wolfstein' type game- you can
:>move your view angle sideways but not up and down (just to simplyfy
:>a couple of things for now).

Yes this simplifies it ONE HELL OF A LOT, it means you take what is a multi-variant interpolation problem and convert it one which requires only a single interpolation accross each scanline.

:> Now, when you are drawing the polygon, you draw it like 'scanning'
:>it from left to the right, horizontally. That means that you draw
:>each vertical column from the left to the right.

I think you are trying to see, that you start from the top of the polygon and for each-horizontal line you calculate the left and right x-co-ordinate, (you can also map the appropriate point on the 'texture' to the edge.)

```
:> You calculate the distance in the y axis between the highest point
:>in the column you are currently drawing and the lowest point in the
:>y axis in that same column.
:>
:> Now, make a scale factor for that column, which is given by:
:>
:> sizeOfTextureMap / distanceInY
:>
:> Using this scale, you now start drawing the column, ploting
:>texture points in the following manner:
```

Drawing Columns is bad idea, you want to scan-converting horizontally
on a falcon, HOWEVER on MODE-X on the PC it is better to do it in
columns, with bitplanes it is also better to do it horizontally,
(but there are large overheads for masks and suchlike - hence killing
the 'plotting' argument that was going on here a while back).

```
:>(actually, here's what would be the algorithm)
:> x,y - cursor position in polygon
:> dy - distance in the column
:> dx - distance in the row (I added this now)
:> scaleY - calculated scale in the Y axis
:> scaleX - calculated scale in the X axis
:> sizeX, sizeY - size of texture map in X axis / Y axis
:> xm,ym - cursor position in texture map
:>
:> dx= leftmostPos - rightMostPos
:> scaleX= sizeX / dx
:> xm=0 - point to first column in the texture map
:> for x=leftColumn to rightColumn
:> dy= highestPoint - lowestPoint
:> scale = size / dy
:> ym=0
:> for y=highestPoint to lowestPoint
:> plot in (x,y) color of (xm,ym)
:> ym=ym+scaleY
:> endfor
:> xm=xm+scaleX
:> endfor
:>
:> The thing is that the point you are plotting to fill the polygon is
:>being read from the texture, and since there's a scale associated
:>with the 'movement' of the 'texture cursor', you actually are scaling
:>at the same time the texture to fit the polygon.
```

This is conceptually correct, you could have put it more simply like
'you are squashing each vertical column onto its respective destination
column on the screen'.

'Texture mapping' where the textures are required to rotate in not
just one direction require double interpolation along the texture,
this can be likened to taking a LINE (not a vertical line) and squashing

this line onto the horizontal line in the destination polygon... its
quite a headache to code, since the direction of the lines is important,
and you need to decide what 'end' of the line to map from etc.

:> This is for a polygon of Wolfstein 3D type walls... you'll have
:>to do a dynamic calculation of scaleX for each row.... I think that
:>would do it...

wolf-type 3d type loop for the falcon is

```
;d0 = fraction.w/integer.w (scale factor)
;d1 = current frac/integer (offset into texture)
;d2 = no. of pixels in hline (DX)
;a0 -> texture
;a1 -> screen hline.

.pixel_lp
addx.l d0,d1
move.w (a0,d1*2),(a1)+
dbf d2,.pixel_lp
```

(unroll the loop to increase the speed)

So you can see what chunky pixels are so nice, pc games tend to have
pre-generated code with the scale factors 'hard-wired into the code', so
it is only one or two instructions per pixel, and on a 486 this is will
be VERY VERY fast.

>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150

Griff
--

1193. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 06:34:01 UTC
From: jaguar@claw.wimsey.com
Message-ID: <p2-dtATBBh107h@claw.wimsey.com>
Source record: 18194
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <2l6eje$h41@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>In article <g2UdtAHFBh107h@claw.wimsey.com> jaguar@claw.wimsey.com (Jeremy Reimer) writes:

>>No, Apple as usual intends to forge its own, incompatible and proprietary
>>path into the future (with cheezy software emulation as a fall-back) and
>>will not offer other operating systems on the PowerPC Macs other than
>>System 7.x.

> Total, 100%, unprocessed BULLSHIT. The PowerMacs will run both System 7
>and Windows 3.1.

That's the "cheezy software emulation" bit I talked about... :)

>In fact, modifications are made to System 7 so that the
>Sys7 and Win3.1 clipboards are compatible. IE: when running Mac and Windows
>apps at the same time, you can cut and paste text and graphics between the
>Mac and Windows applications.

Wow. I'm impressed. Cut and paste! Who'd have thought it possible!

[note sarcasm]

> Further, the PowerMacs WILL be able to run Taligent, when it debuts
>next year. Chances are Taligent will beat Commodore's next-generation
>Amiga systems to the market.

If Taligent is available next year I'll be surprised. (Incidentally,
Taligent is the name of the _company_, the OS they are working on (in
collaboration with IBM) is code-named Pink.

Pink may well end up being the vaporware of the century. I'd _love_ to
see it in action, but it seems so far away from reality that nobody in
this universe can even provide specs, much less screen-shots.

--

Jeremy "OS/2ibo" Reimer

Promoting Better Netting Through Mediocrity since 1989.

"This is the snobbery of the people on the Mayflower looking down
their noses at the people who came over ON THE SECOND BOAT!"
- Mitch Kapor, on Usenet elitism

1194. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 07:32:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d783592@secom.ct.se>
Source record: 18195

In a message of 04 Mar 94 12:15:46, A G Jackson wrote:

AG> If nobody has any complaints about this I will post a screenshot. It's
AG> 140k
AG> uuencoded, though, and I know that quite a few people who read this group
AG> have to pay for their feed.

Use Email.

(Yes I pay)

(No, I'm not interested in these stupid screenshots)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1195. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 08:18:51 UTC
From: mflex@perth.DIALix.oz.au
Message-ID: <2l9f9b$20f$1@perth.dialix.oz.au>
Source record: 18196

mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm

Bread is obselete isnt it !!!!

The anologue mobile phone is too...
being replaced by digital mobile services
(here in OZ)
AND people still buy it...

Why did they call it a falcan???
because, like the WILD animal bird, IT too is heading to
extinction!! or at atleast very LOW numbers !

-raul

1196. Speed up MTOS on your Falcon!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 08:37:18 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CM6ny6.D1L@freenet.carleton.ca>
Source record: 18197
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In a previous article, whitema@rtsg.mot.com (Michael A. White) says:

>
>Pray tell us, what are these settings (not an advocacy post, I do wish
>to know).
>
>Michael
>whitema@rtsg.mot.com
>

Well this is basically all I know of as far as speeding up the response under MTOS goes.

First of all you need the PS CPX module. This will let you set the priorities for all the programs in memory. The lower the priority for the AES is the better the response is. As far as applications go you can adjust that to so that you can run a lot of programs and still have decent response time on your main application. Set your 3 or 4 backgrount task to a low priority relative to your important programs which you switch between in the foreground and all of a sudden MTOS becomes really usefull!

The second thing you can change is the MINT.CNF file
the line SLICES=<some number> determines how much time is given to each process before going to the next one.

There is also a variable you can set that will use Hardware scrolling to speed up the text output by as much as %300. I have not figured out how to enable it yet. Does anyone else know how to do this?

You can also assing different utilities for desktop functions so tha when you double click on a text file you favourite text editor will be used instead of the VIEWER.APP. The same goes for the copy and format functions on the desktop.

In your GEM.CNF file changes these lines:

setenv ShSHOW=c:\MULTITOS\VIEWER.APP
setenv DESKCOPY=C:\MULTITOS\COPY.PRG
setenv DESKFMT=C:\MULTITOS\FMT.PRG

there are also many other variables which I do not know what to do with yet.

There are also keyboard commands for certain functions:

Control+Alternate+Tab switches between programs
Control+Alt+\ kills a process (this should be avoided if possible. use SIGTERM from the PS.CPX or delete the process from u:\proc\ )

Control+alt+z suspends a process
Control+alt+Fkeys does a great many things I can't recall at the moment.

There are propably more so please share the information. Nothing is too trivial!

It would be nice if someone from the c.s.a.s.tech group took some time to educate some of the less knowledgable.
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1197. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 12:21:50 UTC
From: sglass@sglass.demon.co.uk
Message-ID: <6sPa9Wj024n@sglass.demon.co.uk>
Source record: 18198
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <8779@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

> :> And the compilers for the architecture are really
> :>> good.
> :>Not really. They make use of 386 instructions, but very few make use of 486
> :>instructions. As for optimisation for Pentium.
> :>-manic laughter
>
> Funny that, watcom c 9.5 has options to optimise for each architecture including
> the pentium.

Yes, I vaguely remember Borland C 1.5 or 2 had a -386 option (this is a little under 3 years ago). A good marketing ploy but it didn't actually do anything. At one stage the only thing -286 did was use a special instruction for function entry/exit. But maybe that's Borland, and all the others except watcom. I don't doubt that watcom have spent 15 man years working on 586 optimisation, I'm just doubtful how far they got.

And of course there is the other little problem. Because you have to 'optimise for the 586' to get the stated speed increases, you effectively have to produce a separate version for it, since you can't limit your market to the 12 people prepared to pay $1000 for a processor. Hang on, what happened backwards compatibility. The worst of all worlds...

--
Simon

Sig line trunca

1198. Re: Speed up MTOS on your Falcon!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 18:00:35 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1775.2D78C8C3@dhhalden.no>
Source record: 18199
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <CM6ny6.D1L@freenet.carleton.ca> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>From: ac382@FreeNet.Carleton.CA (Jack Kitowicz)

>First of all you need the PS CPX module. This will let you set the

Or get PSControl 2.0, an app recently uploaded to the various archives. It's simply the neatest looking process controller I've seen. It knows about iconifying for those who have AES 4.1 too.

>There are also keyboard commands for certain functions:

>Control+Alt+\ kills a process (this should be avoided if possible. use
>SIGTERM from the PS.CPX or delete the process from u:\proc\ )

Selecting the app/accessory in the menu listing whilst holding down control will also do the trick.

Jon

1199. JAGUAR/FLARE and KONIX

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 18:44:17 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2laju1$crd@dux.dundee.ac.uk>
Source record: 18200

From what I gather the Atari Jaguar is infact a Konix multisystem
which also includes a computer called a FLARE. I could be wrong however.

All of these machines were incidently designed in britain! Makes
a change.

--

==
| Roderick McCall, 2nd Year Computing, Dundee University, Scotland |
| |
| Email addresses: rmccall@mcs.dund.ac.uk |
| rmccall@cix.compulink.co.uk |
| |
| 'Only the best will doodle do!' |
| The Sun Valley Chefs |
==

1200. Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 19:36:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d78df48@secom.ct.se>
Source record: 18201

In a message of 04 Mar 94 21:07:58, Ricardo Hernandez wrote:

RH> Yeah, right. What was it I was doing last night? Ah, playing
RH> with 'Real 3D' and the 'Scala Game' plus some awesome shoot-em-up
RH> with ImageFx.

You might wanna tell all the 13 year old A1200 owners here about those -
they'll pirate anything that they can play with.

RH> Or for those who expand their A1200? Do you know how many expansions
RH> are available for the A1200?
RH>
RH> There is a *VAST* variety to choose from....

Funny I can't find them in the mags here, maybe it's only in UK people use
Amigas for anything else than games!?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1201. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 19:50:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d78e278@secom.ct.se>
Source record: 18202

In a message of 04 Mar 94 20:49:44, Ricardo Hernandez wrote:

RH> So much for the ultra non-heavy bus contention Falcon. This is the
RH> fourth letter I read criticizing its drawing speed....

Where are the other three?? (No, I don't need glasses)

Higher videobandwidth

32bit path

Can you do the math?

(the Falcon redraws my 640*480*16 screen at about the same speed as my STE
redraws 640*400*1 even though my STE is accelerated to 16Mhz)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1202. Re: The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-05 23:44:49 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2lb5hh$7mg@lyra.csx.cam.ac.uk>
Source record: 18203

In article <2l7702$g4p@columba.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
|> Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
|> : In a message of 02 Mar 94 16:06:53, Kristofer Maad wrote:
|>
|> : KM> in some more data on each track. You can actually have abou 960kB on
|> : KM> a double density disk using an Amiga (see diskspare.device!).
|>
|> : Dunno about the PC but so can the Atari. (11 sectors 82 tracks I think it is)
|>
|> Ok, but the Amiga does it with 12 sectors, 80 tracks. If I use 82 tracks,
|> I would actually get around 990kB. And the Amiga could still read these
|> specially formatted Atari ST/Falcon disks, but it wouldn't work the other
|> way around (unless, of course, you used some external hardware).

Diskspare device formats upto 82 tracks (cylinders 0-81) with 12 sectors per
track, giving a formatted capacity on a double density disk of 984 KiloBytes
(Over a million bytes).
--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

1203. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 04:05:51 UTC
From: gt6977b@prism.gatech.EDU
Message-ID: <143209@hydra.gatech.EDU>
Source record: 18218
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

se2dal@dmu.ac.uk (Dave Lodge) writes:

>Alan Parker (se1ap@dmu.ac.uk) wrote:
>> so don't harp on about it. Then again why do you think PC's more or less rule the computing world?????

>Hate to tell you but PCs DON'T rule - More Workstations are used than PCs
>The only reason why PCs are bought, is that people are easily conned into
>buying sub-standard equipment

That may be true in your part of the world. In the US, PCs do rule, except in academia. It's really an easy equation 1 PC = < $2000 US. 1 workstation = 3-4x1PC. Plus software is cheap for PC and 10x as expensive for workstation.

What would be nice is: workstation power, PC software availability and price.

--
David Charles LeBlanc
Georgia Institute of Technology, Atlanta Georgia, 30332
Internet: gt6977b@acme.gatech.edu

1204. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 06:12:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar6.001200.23955@cobra.uni.edu>
Source record: 18219

In article <2l8jtn$cgi@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White) writes:
> In article <1994Mar4.134332.23913@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
> [stuff deleted]
>>
>>Yea, the Atari OS is crap!!! A 040 Quadra is much cheaper than any TT and
>>Falcon. A $1200 falcon is ludicrous!!!!
>>
>>
>>System 7 has alot more features than your crappy Atari OS. Atari's OS is an
>
> System 7/Mac features:
> - Must go through several layers of BS protocols to do the
> simplest of functions.
> - Can end up resetting becuase it looses track of floppies (has happened to me
> several times - "Pleas insert disk x" IT'S IN THERE YOU STUPID *&^*&!!!

Selling point. Apple has a marketing Dept. that actualy finds out what the
user wants. These nit picky things areone of them. Than again that Mac sales
has squashed ATARI!!!
).
> - Can catch catnaps while applications are loading.
> - Files are not easily interchangeable between applications due to header.
> - A Mac bought 7 years ago is not usable (with System 7). An ST can usably run
> MultiTOS. No need to worry about your Mac breaking down. You
> have to buy a new one every couple of years anyway.

If you have an Ataridealer to performthe upgrade!! At least we have the option
to do so, unlike one computer company.

> - You get to buy those special printers that cost nearly twice what they cost
> for any other system (I can pick up a laser printer for my ST for
> under $500 - I've yet to see a Mac printer for anything close to
> that).

What printer is that. I can get a Postscript Apple Laser for about $500.

> - The simple one button mouse. Don't want to get owners too confused
> (no, no, your other left).

No need for two. I actualy have two on my Duo.
> - The blazing redraw speed.

I suppose when you have less powerful programs, you get faster redraw screens.

> - The irritatingly slow disk access (what IS it doing when you put
> the floppy in?).

Mac users use harddrives as a primary storage. Oh I forgot Atari users are
still on floppy!!!

> - Any other System 7/Mac features I missed?

040 Macs for under a grand!!!

Atari OS Features:

-It's crap

- no file sharing

-no publish and subscribe

-no aliases

-can't run Mac software

-Atari has one OS developer

-Atari has lousy warranty policies. Wait years for repairs.

-no 040 ST's

Atari Corp is a bad excuse for a corp.

Did I miss anything??
>
>>
>>excuse for an OS. You know that you lost! No one is buying Atari anymore!!!
>>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>>
>>Atari Corp. - Non Existent just Bullshit
>>
>
> And from all us nobodies here, we give you the one-finger salute.
>

You know were you can shove that up to!!!
> Michael
> whitema@rtsg.mot.com

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls,Iowa USA

Atari Corp - Non Existent just more Bullshit

1205. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 06:44:36 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar6.004436.23959@cobra.uni.edu>
Source record: 18220
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <p2-dtATBBh107h@claw.wimsey.com>, jaguar@claw.wimsey.com (Jeremy Reimer)
writes:
> In <2l6eje$h41@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>>In article <g2UdtAHFBh107h@claw.wimsey.com> jaguar@claw.wimsey.com (Jeremy Reimer)
writes:
>
>>>No, Apple as usual intends to forge its own, incompatible and proprietary
>>>path into the future (with cheezy software emulation as a fall-back) and
>>>will not offer other operating systems on the PowerPC Macs other than
>>>System 7.x.
>
>> Total, 100%, unprocessed BULLSHIT. The PowerMacs will run both System 7
>>and Windows 3.1.
>
> That's the "cheezy software emulation" bit I talked about... :)

Typical Amiga, Atari and PC droid response. Have you seen it?

>
>>In fact, modifications are made to System 7 so that the
>>Sys7 and Win3.1 clipboards are compatible. IE: when running Mac and Windows
>>apps at the same time, you can cut and paste text and graphics between the
>>Mac and Windows applications.
>
> Wow. I'm impressed. Cut and paste! Who'd have thought it possible!
>

Yea, but you don't have it..

> [note sarcasm]
>
>> Further, the PowerMacs WILL be able to run Taligent, when it debuts
>>next year. Chances are Taligent will beat Commodore's next-generation
>>Amiga systems to the market.
>
> If Taligent is available next year I'll be surprised. (Incidentally,
> Taligent is the name of the _company_, the OS they are working on (in
> collaboration with IBM) is code-named Pink.
>
> Pink may well end up being the vaporware of the century. I'd _love_ to
> see it in action, but it seems so far away from reality that nobody in
> this universe can even provide specs, much less screen-shots.
>
>

> --
>
> Jeremy "OS/2ibo" Reimer
>
> Promoting Better Netting Through Mediocrity since 1989.
>
> "This is the snobbery of the people on the Mayflower looking down
> their noses at the people who came over ON THE SECOND BOAT!"
> - Mitch Kapor, on Usenet elitism

Peter Sinclair-Day
University of Nothing Important(UNI)
Cedar Falls, Iowa USA

1206. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 09:57:20 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2lc9e0$j9r@harbinger.cc.monash.edu.au>
Source record: 18204

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <9402221645.AA11214@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
: > ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes...
: :>>Who cares about pre-rendered graphics?
: :>
: :> Well, anyone wanting to do multimedia, animations, slideshows,
: :>ray-tracing for starters.

: multimedia = mpeg/jpeg/real-time gfx/sound. Sounds like Falcon to me :-)
: raytracing = render in 24bit, then convert to HAM8, or TRUE Colour, which
: conversion is easier ;-).

Name one multimedia package that uses jpegs for images. They're nearly
all stored as uncompressed images on CD-Roms, which allows for much
quicker display speed.

Why not ray-trace and display in 24bits? Why the clunky 24-> 16bit
conversions. Most new PC's nowadays don't need this hack.

: I expect the Amiga gfx used in the ITV chart show are in HAM8 (laugh) ;-).

Well, if I see Falcons being used to render shows like Seaquest, Babylon 5,
etc, I'd be more impressed. The joke's on the Falcon owner who sink money
into their machine, expecting it's going to storm the desktop video scene.
I'd expect the SGI Indy's, Amiga's, Macs and even PC's to do a better
job at desktop video and have better software.

: recalculation (or blitting of recalculated sections) would be required.
: Can't these Amiga heads get it into their heads that HAM8 is not FASTER,
: it is not a question of BANDWIDTH, HAM8 is a lot of agro if you ask me.

Does the Falcon support double buffered displays yet?

: Actually Gavan I was working on 1600x600 util for the Falcon, but Uni-work
: is taking precedence - yes that 1600x600 in 65536 colours, I got 800x600
: working, and the screen didn't seem to lockup when I switched pixel
: clocks to allow 1600x600, so don't harp on about HAM8.

What refresh rates are you running at and what monitor are you using?
You're not using a TV are you?

- Jim

1207. Re: CD32 in Popular Science! has nothing to do with this

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 10:04:46 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2lc9ru$j9r@harbinger.cc.monash.edu.au>
Source record: 18205

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: >There are *NO* atari BBS's running in Australia. They're nearly all
: >on PC's, running Remote Access, or EzyComm, or some other program.
: >There's a few Amiga BBS's, using DLG pro or Max's BBS.

: Bollox.

: Here's One For ya Jim ;^)

: Ogre BBS - Atari ST/TT Falcon 030 based
: Ph 61-9-445-2075 24hrs, 7Days.

How about trying for a few in the same state that you live in. Why not
list the Amount of PC-centric BBS's in Australia? For a population of
16million+, I'd expect more than one.

: Runs on a Mega STe If I remeber correctly ...

Must have to call from work, so you don't have to pay the STD charges ;)

- Jim

1208. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 10:10:43 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2lca73$j9r@harbinger.cc.monash.edu.au>
Source record: 18206
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
: In article <2ki0kn$q2h@harbinger.cc.monash.edu.au>, s1180252@giaeb.cc.monash.edu.au
(Chuggles (N.Ashford)) writes:

: > If power pc macs are $2000US how the hell to you justify having to pay
^^^
: > $8000AUS for a bloody Q840? Then you have to add costly apple accessories.
^^^^

: In the United States, the Q840 sells for $2900 and up. I don't know were you
: got the $8000 figure from...

Most likely from his local Apple authorized dealer, newspaper reviews,
etc.

: Peter Sinclair-Day
: University of northern Iowa

: Commodore Amiga & Atari Corp - Non existent just Bullshit

Try to engage brain before posting, or at least shift it out of neutral.
Apple Macs might be cheap in the US, but they are pricing themselves out
of the market elsewhere. You can pick up a Pentium based machine at the
prices they're asking.

- Jim

1209. Re: JAGUAR/FLARE and KONIX

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 11:57:48 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CM8rwC.I3q@cix.compulink.co.uk>
Source record: 18207

In message <2laju1$crd@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
>From what I gather the Atari Jaguar is infact a Konix multisystem
>which also includes a computer called a FLARE. I could be wrong however.
No, the Jag was designed in part by the same people but is not a Konix
multisystem. That was only 8bit anyway..... Although it had some great
support chips.

>All of these machines were incidently designed in britain! Makes
>a change.
No, a lot of great stuff originates in GB. What's different is that this
time, word got out :-)

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

1210. Re: So what does the Acorn GUI look like?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 13:55:15 UTC
From: marlow@sys.uea.ac.uk
Message-ID: <CM8xC4.B1p@sys.uea.ac.uk>
Source record: 18208
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.os.ms-windows.advocacy

In article <2l3tec$1tf@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>
>--
>| Karl Meyland CSIRO Division of Building, Construction and Engineering |
>| Post Office Box 56, Highett, Victoria, Australia 3190 |
>| Internet: karlm@mel.dbce.csiro.au |
>| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

Hmm, the most factual post I've seen in here for ages, well done
Karl!

Keith

--
Keith Marlow,SYS P/G,UEA,Norwich * Archiboard BBS s/w, 9 lines, ANSI logon/
Norfolk NR4 7TJ * monitor, fidonet/internet mailing. AUN
Archiboard Central 2:2501/405.3 * remote logons supported. Demo available
BBS 0603 744231 Voice 0603 745077 ** Tried a Newton once, but didn't 101011..

1211. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 14:21:30 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar6.142130.25036@ida.liu.se>
Source record: 18209

mdg@ukc.ac.uk (M.D.Griffiths) writes:
>In article <1994Mar4.203105.25902@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>:> Using this scale, you now start drawing the column, ploting
>:>texture points in the following manner:

>Drawing Columns is bad idea, you want to scan-converting horizontally
>on a falcon, HOWEVER on MODE-X on the PC it is better to do it in
>columns, with bitplanes it is also better to do it horizontally,
>(but there are large overheads for masks and suchlike - hence killing
>the 'plotting' argument that was going on here a while back).

You definitely will want to do it vertically. If you draw horizontally
you lose a lot of optimization opportunities, unless you're doing a
texture mapping engine for arbitrary surfaces, where horizontal scanning
is preferred (caches work better, and the core loop can be simplified)..

>Griff

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1212. JAGUAR/FLARE and KONIX

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 16:06:00 UTC
From: roine.stenberg@stacken.ct.se
Message-ID: <5318ab0c@stacken.ct.se>
Source record: 18210

TO: rmccall
> From what I gather the Atari Jaguar is infact a Konix
> multisystem
> which also includes a computer called a FLARE. I could be
> wrong however.

Yes you are.

Flare is the company in the UK that designed most of the Jaguar.
They also did the Konix games console a few years ago. It was never released,
and has nothing to do with the Jaguar (technicaly).

---
* Origin: STacken BBS, Mj|lby, Sweden. +(46)142-19331. (2:204/419)

1213. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 16:58:31 UTC
From: mdg@ukc.ac.uk
Message-ID: <8885@gos.ukc.ac.uk>
Source record: 18211

In article <2lc9e0$j9r@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Name one multimedia package that uses jpegs for images. They're nearly
>all stored as uncompressed images on CD-Roms, which allows for much
>quicker display speed.

ever heard of PHOTO-CD?

>Why not ray-trace and display in 24bits? Why the clunky 24-> 16bit
>conversions. Most new PC's nowadays don't need this hack.

24-> 16BIT conversion is far less 'clunky' than conversion to HAM8, don't write such crap please.

>: I expect the Amiga gfx used in the ITV chart show are in HAM8 (laugh) ;-).

[stuff deleted]

>Does the Falcon support double buffered displays yet?

Your sweeping statements about the Falcon amaze me when you don't even know ANYTHING about the machine, of course it supports double buffered displays, the ST did back in 1985.

>What refresh rates are you running at and what monitor are you using?
>You're not using a TV are you?

You just harked on about multi-media stuff and the Amiga being using for Seaquest etc, then you contradict yourself by slagging down the Falcons capabilities on a TV. 800x600 16 bit true colour beats HAM8 on a TV anyday.

>- Jim

yawn your life 'Jim' but not as we know it.

Griff
--

1214. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 17:26:23 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Mar6.172624.2380@bay.cc.kcl.ac.uk>
Source record: 18212

In article <1994Mar6.001200.23955@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
} > - You get to buy those special printers that cost nearly twice what they cost
} > for any other system (I can pick up a laser printer for my ST for
} > under $500 - I've yet to see a Mac printer for anything close to
} > that).
}
} What printer is that. I can get a Postscript Apple Laser for about $500.

Now this is seriously impressive, Peter, since the license for PS is
going to cost more than that!

} No need for two. I actualy have two on my Duo.
} > - The blazing redraw speed.
}
} I suppose when you have less powerful programs, you get faster redraw screens.

That's not the issue, the issue is the painfully slow redraw of the
simplest of windows (eg: one with some text in it + a few line
drawings...)

}
} Mac users use harddrives as a primary storage. Oh I forgot Atari users are
} still on floppy!!!

Peter, Peter, it's a symptom of an inefficient disk subsystem. I'll
grant you that the HD's are faster than the floppies. No argument
there, they're definately faster.

} 040 Macs for under a grand!!!
This is one argument you win. Atari have no machine for under 1000
c/w an '040.

}
} Atari OS Features:
}
} -It's crap
nope.
}
} - no file sharing
What does this mean ? The same file can be open for read/writing for
several processes under MiNT, if that's what you mean.
}
} -no publish and subscribe
True. This is supposed to be in MultiTOS, but I've not heard much
about it, perhaps a developer could comment.

}
} -no aliases
Bullsh*t. At the gui level, many desktops have 'aliases', which are
just multiple references to the same file, after all. At the most
basic level, the Os has "links" (the unix variety) which offer the
same functions.

} -can't run Mac software
Don't make me laugh. The ST range has a far better chance of running
Mac software (with extra hardware) than the Mac has of running Atari
software. I can in fact claim that one of the major problems of Macs
is that they can;t run Atari software, but since that's a ridiculous
thing to say (if you want to run atari software, buy an atari. Ditto
for Macs) I won't.

} -Atari has one OS developer
BullSh*t.
Atari (and this is important, so read carefully) GIVES THE SOURCE FOR
IT'S OS INTO THE PUBLIC DOMAIN. There's a large number of people
suggesting additions, supplying patches, and testing etc. Atari has
a massive advantage over the Mac here. If you want to get it, ftp to
atari.archive.umich.edu:/atari/Mint and get the mint108s.zoo or
whatever the latest version number is.

} -Atari has lousy warranty policies. Wait years for repairs.
Bullsh*t. At least in the UK, Atari's service has been exemplary when
I've had problems. Turnaround for my faulty DMA chip was 6 days (and
that's day of posting to day of delivery. Each direction is 2 days)

} -no 040 ST's
Unless you buy 3rd party boards, no. There are 3 '040 boards I know of
for the Falcon.

}
} Atari Corp is a bad excuse for a corp.
Apple corp is a bad excuse for a corp. Come up with something better.

Apple must be the only company with an os that needs a processor the
power of yesteryear's mainframes just to run! PowerMacs indeed!

--
____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1215. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 17:27:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar6.112732.23963@cobra.uni.edu>
Source record: 18213
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2lca73$j9r@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
> sinclap2954@cobra.uni.edu wrote:
> : In article <2ki0kn$q2h@harbinger.cc.monash.edu.au>, s1180252@giaeb.cc.monash.edu.au (Chuggles (N.Ashford)) writes:
>
> : > If power pc macs are $2000US how the hell to you justify having to pay
> ^^^
> : > $8000AUS for a bloody Q840? Then you have to add costly apple accessories.
> ^^^^
>
> : In the United States, the Q840 sells for $2900 and up. I don't know were you
> : got the $8000 figure from...
>
> Most likely from his local Apple authorized dealer, newspaper reviews,
> etc.
>
> : Peter Sinclair-Day
> : University of northern Iowa
>
> : Commodore Amiga & Atari Corp - Non existent just Bullshit
>
> Try to engage brain before posting, or at least shift it out of neutral.
> Apple Macs might be cheap in the US, but they are pricing themselves out
> of the market elsewhere. You can pick up a Pentium based machine at the
> prices they're asking.

So what? I can get the slowest Power PC Mac for $2000 with monitor and
Keyboard that exceeds the performance of the $3000 Pentium. Here is a repost
of preliminary Power PC Mac prices..

MAIL>

NEWMAIL
PowerPC prices

Price
Model Configuration range

6100 8/160 $1,725-$1,775
8/250 w/CD $2,200-$2,250
16/250 w/SoftWindows $2,400-$2,450
8/250 w/CD and AV board $2,500-$2,550

7100 8/250 $2,825-$2,875
8/250 w/CD $3,025-$3,075
16/250 w/SoftWindows $3,225-$3,275
8/500 w/CD and AV board $3,825-$3,875

8100 8/250 $4,050-$4,100
8/250 w/CD $4,250-$4,300
16/500 w/SoftWindows $5,200-$5,250
16/500 w/CD, AV board $5,350-$5,400

Price does not include monitor and Keyboard.

>
>
> - Jim

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1216. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 18:29:03 UTC
From: jeffr@teleport.com
Message-ID: <2ld7df$t5a@linda.teleport.com>
Source record: 18214
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:

: So what? I can get the slowest Power PC Mac for $2000 with monitor and
: Keyboard that exceeds the performance of the $3000 Pentium. Here is a repost
: of preliminary Power PC Mac prices..

Very funny... you mean your $2000 PowerPC Mac comes with 24-bit video,
separate video ram, resolutions above 824 x 632 or whatever the Apple
16-inch resoulution is, and a 500 meg plus hard drive? If so, you're
certainly not buying at the prices listed below.
--
My opinions are not necessarily those of teleport's.
However, you probably had already figured THAT out.

1217. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 19:25:10 UTC
From: mdg@ukc.ac.uk
Message-ID: <8888@gos.ukc.ac.uk>
Source record: 18215

In article <1994Mar6.142130.25036@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>Drawing Columns is bad idea, you want to scan-converting horizontally
:>>on a falcon, HOWEVER on MODE-X on the PC it is better to do it in
:>>columns, with bitplanes it is also better to do it horizontally,
:>>(but there are large overheads for masks and suchlike - hence killing
:>>the 'plotting' argument that was going on here a while back).
:>
:> You definitely will want to do it vertically. If you draw horizontally
:>you lose a lot of optimization opportunities, unless you're doing a
:>texture mapping engine for arbitrary surfaces, where horizontal scanning
:>is preferred (caches work better, and the core loop can be simplified)..

The only time I would ever do Tmapping in vertical columns would be in MODE-X on the PC because of the overhead for setting the latch for what pixel to write to (in groups of 4). For bitplanes and chunky pixels it is better (IMO) to do it horizontally. Tmapping vertically using bitplanes would meaning using indexed addressing and 'plotting' each pixel into every plane for the whole polygon. Scan converting horizontally you can build the pixel data in registers and thus avoid the overhead and bitplane modes. I can post a VERY fast gouraud routine which uses this technique, it is probably as fast as can be acheived for bitplane type screens.

>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

Griff
--

1218. Reasons to buy an Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 21:31:36 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar6.153136.23970@cobra.uni.edu>
Source record: 18216

```
== TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==

10) Just one model in production (Falcon) makes selection a 'no-
brainer.'
9) Tramiel's multimedia computer development in a 'class by itself.'
8) Still sports the largest collection of 'masochistic' programmers.
7) Less time wasted reading thick, glossy monthly periodicals.
6) No portability 'problems' due to no portable notebooks or laptops.
5) Extensive collection of 'two' games available for the amazing
Falcon.
4) Limit of one dealer per metropolitan area promotes close friend-
ships.
3) One-piece design featuring 'mushy' keyboard way ahead of it's
time.
2) Ergonomically-placed joystick ports good practice for fumbling &
cursing.
1) Who really needs all those CD-ROMs anyway?

TOP 10 REASOMS TO BUY A MAC
---------------------------
10 - words like CDEV, INIT and FPU are lots easier to learn than
DOS, DEL, and INTEL
9 - the local computer store has fewer shelves of Mac computers
making buying decisions easier
8 - you haven't lived until you see an Application not Found error
7 - where else can you buy a Centris and end up with a Quadra?
6 - Jack and his sons don't do Mac
5 - Windoze 4.0 will break more programs than System 7.0
4 - Macs aren't just user friendly, with added sounds, wallpapers,
and startup screens, they are down right cuddly.
3 - Microsoft does its experimenting on that other computer, leaving
us safe a while longer
2 - Sim City 2000 is awesome!
1 - Swampy don't hug IBMers

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Atari Corp. Non Existent just more Bullshit
```

1219. Re: fools.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-06 21:45:04 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar6.154504.23971@cobra.uni.edu>
Source record: 18217

In article <2ldesfINN6ns@jhunix.hcf.jhu.edu>, robodude@jhunix.hcf.jhu.edu (Zsolt Szabo) writes:

>
> To the person who threatened me with putting me in his kill file: so what?
> Go ahead. Think that'll ruin my day? Think again, pal! "Oh no, he put me
> in his kill file; whatever will I do now? I'm DOOMED!!! GAME OVER,
> MAN!!!". I'll tell you what: how about if you put me in your kill file and
> I put you in mine. That way we're even right?
>
>
> To all others: whie reading yet another worthless post from one of you, I
> realized how much of a waste of time it was to read such nonsense from
> insignificant people. You call me a fool-yet you are all the bigger fools,
> for replying to my messages. You may cry about it all you want, but if you
> reply to a post which you think is foolish, you are the bigger fool for
> responding. Don't take my word for it; wiser men than I (and definitely
> you) have said it before. And you need not come up with the same old "Grow
> up, get a life, what's his mental age, etc."-jazz; in case you haven't
> noticed, you're repeating the same old stuff. Running out of ideas (or
> possibly mental capacity), I presume.
>
> Consequently, I will no longer waste my time here. You are welcome to
> continue doing so; it's not like you have anything better to do with your
> insignificant lives that hang around on usenet, thinking that you are all
> "C00L D00DZ", "Cyberpunks", "Hackers", and whatnot.

No comment.

>
> BTW, to those who were curious: I've been going out with a photo model for
> half a year. I don't see her that often because I have to study too much;
> I told her to see other guys (I'm not the jealous type), but she for some
> reason doesn't want to.
> Ok, now to you; why don't we talk about your affairs with those
> inflatable rubber sex dolls? Probably one of you will tell me now that
> they're best anyway, because they won't offer resistance (unlike most
> other women that took a look at you and ran away).

Is Robodude for real? Again what an idiot!

>
> This post does not require a response, but one of you smartasses will most
> likely respond anyway (not realizing that he's only responding to his own
> horde, since I will not read it). But what else should I expect from folk
> of your kind?

>

Take a pill and chill out.

> How does one recognize your kind? Simple - if you cuss, it's all right. If
> anyone else does, they're idiots.
> Yeah, yeah, I know, "I'm an idiot" - or at least, so >you< say. Too bad
> nobody ever really cared about your opinion (including your parents).
>
> Judging by your intelligence, you will probably run out of discussion
> topics within a day or less. By that time one of those extremely
> intelligent will probably say:
> -"let's flame robodude!"
>
> -"c00l!"
> -"yeah!"
> -"allright!"
> -"good man!"
>
> You are pathetic.

You have proven my point.

Peter Sinclair-Day
University Nothing Important
Cedar Falls, Iowa USA

1220. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 07:45:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7adbaa@secom.ct.se>
Source record: 18221

In a message of 06 Mar 94 15:21:30, Stefan Boberg wrote:

SB> You definitely will want to do it vertically. If you draw horizontally
SB> you lose a lot of optimization opportunities, unless you're doing a
SB> texture mapping engine for arbitrary surfaces, where horizontal scanning
SB> is preferred (caches work better, and the core loop can be simplified)..

Could you please elaborate? The routine I use to slam texture ontop of a
horisontal surface consists of two instructions;

```
.loop addx.l d0,d1
move.w (a0,d1.w*2),(a1)+
```

...which is the fastest way I can think of doing this, if I were to do columns
the move either had to be more complicated (offsets) or I would need a lea
640(a1),a1 ...

...at the moment I'm doing a 320*240*16bit "corridor" ... quite fast, but not
fast enough .. yet ...

```
+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1221. Sacramento Atari Computer Expo

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 09:43:28 UTC
From: Andrew.Studer@st-keep.wmeonlin.sacbbx.com
Message-ID: <f5e_9403080155@wmeonlin.sacbbx.com>
Source record: 18222

```
************************************************************
* Sacramento's Total Atari Resource (STAR) *
* Presents *
* The Second Annual *
* *
* Sacramento Atari Computer Exposition *
* *
* March 12-13, 1994 *
* *
* Towe Ford Mseum *
* 2200 Front Street *
* Sacramento, California *
* (916) 442-6802 *
* *
* 10am-5pm Saturday/10am-4pm Sunday *
* $5 Admission *
* *
* Attending the show: *
* Atari Corporation, Compo Sotware, *
* A & D Software, Computer Rock, Branch *
* Always Software, Oregon Research, Gribnif *
* Software, STee's Atari Sales, Codehead *
* Technologies, Barefoot Software, Yol *
* Atari Club, Northern California Atari *
* Computer Enthusiasts, San Leandro Atari *
* Computer Club, Atari Bay Area Computer *
* UserSociety, Redding Atari Computer *
* Enthusiasts, Diablo Valley Atari Computer *
* Enthusiasts, The "MIDI Maze" Gladiators. *
* *
* *
* Atari's entire computer line, as well as *
* their hot new 64 bit Jaguar Entertainment
* system will e showcased in this two day *
* extravaganza! There will be door prizes, *
* raffles, bargains and various seminars. *
* A party will follow the show Saturday *
* night at the Round Table Pizza Parlor at *
* 127 KStreet in Old Town Sacramento at *
* 6:30pm. *
* *
* *Falcon* *TT* *Jaguar* *Lynx* *
* *
************************************************************
```

```
i--- FIDOdoor+ 3.2.7 [JetMail 0.98beta]
```

1222. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 10:43:30 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Mar7.104330.11067@dct.ac.uk>
Source record: 18223

In article <1994Mar6.001200.23955@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> In article <2l8jtn$cgi@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White)
writes:
>> In article <1994Mar4.134332.23913@cobra.uni.edu>,
>> <sinclap2954@cobra.uni.edu> wrote:
>> [stuff deleted]
>>>
>>>System 7 has alot more features than your crappy Atari OS. Atari's OS is an
>>
>> System 7/Mac features:
>> - Must go through several layers of BS protocols to do the
>> simplest of functions.
>> - Can end up resetting becuase it looses track of floppies (has happened to me
>> several times - "Pleas insert disk x" IT'S IN THERE YOU STUPID *&^*&!!!

The very first time I used a supposedly simple to use Mac I got the disk stuck
in the drive. How stupid no fuck*ng eject disk button! After finding a command
to do the same job it comes half way out and decides to stop. Even the bent
paper clip in the hole did not cure the problem. The solution was to dismantle
the case to get a disk out.

>
> Selling point. Apple has a marketing Dept. that actualy finds out what the
> user wants. These nit picky things areone of them. Than again that Mac sales
> has squashed ATARI!!!
>).

Before all you Mac users out there get a big head, just remember that PCs
outsell your little wonder machines. :-)

>> - Can catch catnaps while applications are loading.
>> - Files are not easily interchangeable between applications due to header.
>> - A Mac bought 7 years ago is not usable (with System 7). An ST can usably run
>> MultiTOS. No need to worry about your Mac breaking down. You
>> have to buy a new one every couple of years anyway.
>
> If you have an Ataridealer to performthe upgrade!! At least we have the option
> to do so, unlike one computer company.
>
>> - You get to buy those special printers that cost nearly twice what they cost
>> for any other system (I can pick up a laser printer for my ST for
>> under $500 - I've yet to see a Mac printer for anything close to
>> that).
>
> What printer is that. I can get a Postscript Apple Laser for about $500.

>
>> - The simple one button mouse. Don't want to get owners too confused
>> (no, no, your other left).
>
> No need for two. I actualy have two on my Duo.
>> - The blazing redraw speed.
>
> I suppose when you have less powerful programs, you get faster redraw screens.
>
>> - The irritatingly slow disk access (what IS it doing when you put
>> the floppy in?).
>
> Mac users use harddrives as a primary storage. Oh I forgot Atari users are
> still on floppy!!!

I bought an 80Mb hard disk three years ago. It is still not half full and I use it everyday for serious work. A friend of mine bought a Mac with a 40Mb hard disk. Half a year later he bought an 80Mb disk to add to his 40.

>> - Any other System 7/Mac features I missed?
>
> 040 Macs for under a grand!!!
>
> Atari OS Features:
>
> -It's crap
>
> - no file sharing
>
> -no publish and subscribe
>
> -no aliases
>
> -can't run Mac software

Thats an advantage. Anyway a Mac can't run ST software!

> -Atari has one OS developer
>
> -Atari has lousy warranty policies. Wait years for repairs.
>
> -no 040 ST's
>
>>
>>>
>>>excuse for an OS. You know that you lost! No one is buying Atari anymore!!!

I wish everyone would stop saying my computer is better than your computer. I have used ST, BBC, PC, Amiga, Mac, VAX and DECstation computers with a variety of different operating systems. I would not say one was the best. Everyone of the aforementioned machines have their good points and their bad points.

It is not up to some ignorant end user to tell other users that thier computer is rubbish. What they really mean is that the computer is no good for their own needs, NOT no good for every user's needs.

```
-------------------------------------------------------
| These are my views, not those of my computer. |*
------------------------------------------------------- *
*********************************************************
```

1223. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 11:15:44 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071116.AA08743@nyx.cs.du.edu>
Source record: 18224

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...

>RH> LAUGH *all* you want. This is the way Jurassic Park, The Abyss,
>RH> Babylon5, and pretty much every single movie with 3d graphics has been
>RH> done.

>Do you think they worked with pre-rendered TEST-MODELS then? (Ofcourse
not,
>they used the fastest wire-vektor or <whatever> to SEE THE RESULTS before
>doing
>the final rendering!)

YOU were claiming that animations were all done in real time, and that NO-ONE used frame-by-frame pre-rendered anims. Doing a simple wire graphics preview is not the same as doing the finished graphics. The sort of graphics a f030 can do real time are nothing close to what is needed for even the lowest grade of film or tv computer modelling. The same goes for ALL currently available PC technology. Frame by frame rendering is the way it goes.

>A machine capable of real-time <whatever> is better suited for
>multimedia/animations/<whatever>

If it could do real-time 24-bit raytraced gfx, yes. As it is, the best machine for doing computer gfx animation is the one which gives the most colours at the highest resolutions. Speedy rendering of the frames is a plus too.

>RH> Not even the SGI machines use their graphic cards for high quality
>RH> 3d animation...

>Que?

>If real-time wasn't important, how come people develope faster
>machines/software all the time?

Real time has to be the ultimate goal. The faster your machine the less $$$ you spend making your gfx. For the quality of gfx needed for TV/Film work, the F030 is SLOWER than an A1200 with fastRAM and FPU - not that you would be using either of these machines to do the rendering. Most likely a Pentium/A4000/Mac Quadra or if you have the Dosh, an SGI workstation.

Gavan.

1224. re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 11:18:31 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071119.AA08809@nyx.cs.du.edu>
Source record: 18225

Rickard Troedsson writes...

>RH> |> True, but sales are going upwards.
>RH> Just like the A1200 and CD-32.

>CD-32, what's that? (It's not anywhere to be found HERE)

Falcon, Jaguar? What are those? Theyre certainly not to be found in the UK or Ireland. The Jaguar release date here has been put back to the middle of the year (it was to be 15th March) and the Falcon is nowhere to be seen in any high street retail outlet. Even mail order suppliers are thin on the ground.

I can however walk into Dixons or Rumblows and buy an A1200 or CD32. Some stores even stock A4000s. Whats better, ALL the software shops still sell Amiga software - you have a hard time even finding an ST software retailer, never mind one with more than about 6 games (maybe there arent actually more than 6 games for the machine?)

You see, you atari owners fouled your own nest with piracy. There were around 600000 STs sold in the UK, compared with 1.5 Million (maybe closer to 2 million now?) Amigas. Thats still a reasonable market, yet Atari software sales are on a par with C64 sales!!!!! (1-2 % of the market) whilst Amiga sales are up there with Sega (23-24%). Why? because all the stupid Atari owners killed the software support for their machine by widespread piracy. And they have the cheek to call Amiga owners pirates!

Gavan

1225. Re: The 4000/040 (was Re: "Bit-ness" of Processors)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 11:19:34 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071120.AA08833@nyx.cs.du.edu>
Source record: 18226

c2sgy@dmu.ac.uk (SG Yardley) writes...

>Are there any programs on
>> the PC or Atari that let them read Amiga disks?
> Gavan.

>No, not to my knowledge .

>But once question is WHY would anyone want to read an Amiga disk ???
>You do know games run on specific Amiga hardware don't you ??

From the sounds of things, quite a lot of Atari owners would like to
run PageStream 3.0 ....

Gavan

1226. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 11:20:36 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071121.AA08889@nyx.cs.du.edu>
Source record: 18227

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes...

>Please don't lie like that Gavan. NO ONE HAS EVER DENIED THE 1/0 FALCON!!

Rickard Troedsson for one. And there were others over the summer who denied it. Many are still denying they can get it in their country, but this _may_ be true. Then again, As you said the Falcon was always meant to be available in this config so presumably you should be able to buy it in that config anywhere you can buy the Falcon

Gavan.

1227. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 11:22:12 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071122.AA08930@nyx.cs.du.edu>
Source record: 18228

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes....

>GM> Its worth noting that you can get an A1200 with 6megs of RAM (4 megs
of
>GM> it fast) for the same price as the cheapest 1 meg Falcon I`ve seen.
For
>GM> the price of 4 meg f030 with HD wou can get an
>A1200/6megs/HD/SCSI/25Mhz
>GM> 882 unit which I think is very competitive.

>This part says that you can get A1200/6Mb RAM/HD (size?)/SCSI/25Mhz 68882
>for
>the SAME price.

>...and yet you forgot to tell me WHERE!

OK. Silica Shop sell the GVP SCSI/RAM board with a config of 4 megs
fast/25 Mhz 882 and SCSI port for 350UKP. You can pick up an A1200 mail
order for around 270UKP (its 290UKP in high street retailers) and an 80
meg IDE HD (2.5" for internal fitting) costs ~170UKP mail order.

Total 790 UKP compared with 800UKP for 4/65 Falcon. You might be able
to get the A1200 and HD even cheaper. I`ve seen prices as low as 260 on
the A1200 and 150 for the HD, but the firms looked a bit dodgy. I`m
quoting reputable suppliers. having said that, I bought my HD from a PC
end-of-line boxshifter for 155 UKP and it worked ok...

Gavan

1228. Re: was Re: "Bit-ness" of Processors Now: ham8

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 11:23:29 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071123.AA09020@nyx.cs.du.edu>
Source record: 18229

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes....

> Actually, AmigaVision is trully remarkable.... but I took it out
because
>C= is not actively updating it currently until they get more money for it.
>But in making an interactive multimedia educational courseware,
AmigaVision
>kicks *SERIOUS* butt ;-)

Yes. The real problem with AmigaVision is the lack of on going
support. Scala and MediaPoint etc seem to get regular updates, but C= are
typically sitting on AmigaVision and doing nothing. I think another
problem is the lack of seperate player software, meaning you have to run
the full system just to view a presentation. This eats memory and leads to
copyright problems. Still, with such a large choice of MM software, this
is no great problem.

Gavan.

1229. Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 11:24:39 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071125.AA09095@nyx.cs.du.edu>
Source record: 18230

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes...

>|> (Maybe the software is written with the higher end Amigas in mind .. not 2Mb
>|> ChipRam no-HD A1200:s ... can it really be??)

> Or for those who expand their A1200? Do you know how many expansions
>are available for the A1200?

> There is a *VAST* variety to choose from....

Too right! There are dozens of RAM/FPU boards to choose from, some use ZIPS, but many use the more standard SIMMS. Some offer SCSI/SCSI-II as well. Not to mention the 030 cards - Microbotics, GVP, ICD, and CSA all make 030 cards ranging from 33 MHz up to 50MHz. You can get practically ANY combination of 030/memory off the shelf and even nicer are the combined 030/SCSI-II cards. Prices are good too, I see 030/40Mhz cards going for as little as 250UKP - that means you could build an A1200/030 40Mhz/4 meg fastRAM/80 meg HD for around 850UKP with clever shopping around. I see INDI are selling 50MHZ systems for only 870 UKP!

You can easily build a more powerful A1200 system than ANY Falcon system, or an equivlent system for a lot less money. The only thing missing is an 040 card for the A1200, but since you can buy an out of the box Amiga 040 thats not much of a drawback. You`ll probably want the expansion capability of an A4000 if you really NEED an 040

Gavan

1230. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 11:26:15 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071126.AA09199@nyx.cs.du.edu>
Source record: 18231

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...

>Complete BULLSHIT Gavan and tyou know it! Noone has denied the existance
of >1/0
>Falcons, though we may have pointed out that they are *RARE*! (...and
only >for
>explansion...) ..

Ha Ha! YOU claimed over the summer that the Falcon was ONLY available
with 4 meg minimum. So did a couple of other people, but your claims are
always ridiculous so I tend to remember them more. There have also been
posts in recent weeks from people claiming such a config isnt avaible in
their countries. I said intially that if you insist on calling the A1200/2
meg chip only the BASE machine, then you must accept that the F030 1
meg/floppy is also the Falcon BASE machine. I`ve always been consistent
with this line. I say compare like priced machines (thats actually unfair
to the Amiga since you can get a 6/85 A1200 for 200 UKP LESS than a 4/65
F030).

>>YOU however has claimed that people buy them and use them as such, thus
>>being
>>the low-level machine ... a statement you have NOT been able to back up.
>>AS
>>USUAL.

No, I started pointing out that you can get a 1 Mb Falcon simply to
show how unfair it was to always compare the 4/65 to the 2chip/floppy
A1200 config. I`ve NEVER ONCE CLAIMED that F030 software was written to
run in 1 megabyte off floppy. I`ve made no statements about Falcon
software, other than to say that theres not a lot of it and that it doesnt
tend to make use of the Falcons facilities such as the DSP, and thats
hardly a radical statement. I just point out that just as the A1200 sells
with a minimum config of 2 meg chip/floppy, so too does the Falcon sell
with a minimum config of 1 meg/floppy. I`ve also pointed out that since
you have to shell out extra money for the 4/65 config over the min config,
then you must compare this to an A1200 which has been expanded over the
min config.

I did say that some users will run a F030 in the min config, and I
stand by that. I also said that there are MORE A1200s with fastRAM and HDs
than there are Falcons , and I stand by that too.

Gavan.

1231. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 12:48:46 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMAoxA.Lty@barclays.co.uk>
Source record: 18232

```
In article <1994Mar1.201720.23741@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> It's like saying no intelligent person would buy anything Atari makes!!! Atari
|> is a dead brain company. I wish it would just die!!!!!!
That's OK Peter. We all feel the same way about you.

|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA

|> 'Only Power PC Macs make it possible'
Original quote.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1232. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 12:54:03 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMAp64.Du9@newcastle.ac.uk>
Source record: 18233

In article <1994Mar6.001200.23955@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>> - Can catch catnaps while applications are loading.
>> - Files are not easily interchangeable between applications due to header.
>> - A Mac bought 7 years ago is not usable (with System 7). An ST can usably run
>> MultiTOS. No need to worry about your Mac breaking down. You
>> have to buy a new one every couple of years anyway.
>
>If you have an Ataridealer to performthe upgrade!! At least we have the option
>to do so, unlike one computer company.
>

Since when has installing MultiTOS needed a dealer ? Are Mac users so dense
that they wouldn't realise that doing as the manual says and running the
INSTALL program on the multiTOS distribution discs will INSTALL the system for
you ?
>> - You get to buy those special printers that cost nearly twice what they cost
>> for any other system (I can pick up a laser printer for my ST for
>> under $500 - I've yet to see a Mac printer for anything close to
>> that).
>
>What printer is that. I can get a Postscript Apple Laser for about $500.

Nice price - so can I (and I can plug it into my falcon).

>> - The irritatingly slow disk access (what IS it doing when you put
>> the floppy in?).
>
>Mac users use harddrives as a primary storage. Oh I forgot Atari users are
>still on floppy!!!

Where ? I don't know any atari users who still use floppy. Oh yeah - my 13 year
old baby brother does......

>
>> - Any other System 7/Mac features I missed?
>
>040 Macs for under a grand!!!
>
>Atari OS Features:
>
>-It's crap

Tut tut. That's what I call constructive :)

>
>- no file sharing

>

Strike out 1. I have that.

>-no publish and subscribe

Strike out 2.
2 types actually. Xacc2 & Drag & Drop.

>
>-no aliases
>

What are they? Symbolic links ? Hard links ? Simple command line aliases?
Sorry, I'm ignorant/

>-can't run Mac software
>

Yes you can. I had a SOFTWARE based mac emulator 7 years ago, and spectre GCR
is fine if you don't want system 7. Hell, even a PC can run mac software using
a PD emulator program.

>-Atari has one OS developer
>

No, there are several. Minix, OS9, Mirage, TOS/MultiTOS/MiNT, MagiX, Geneva.

And they wern't written in PASCAL either (snigger).

>-Atari has lousy warranty policies. Wait years for repairs.
>

Hmmm. Yeah point there. It took me at least a month to get my f030 repaired
(actually, they just gave me a new one.....shit warrenty or what?)

>-no 040 ST's
>

You are quite right. No 040 ST's. Next question.

>Peter Sinclair-Day

He's quite a sad lad isn't he ?

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1233. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 13:03:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMApM0.MLt@barclays.co.uk>
Source record: 18234

In article <1994Mar6.001200.23955@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Selling point. Apple has a marketing Dept. that actualy finds out what the
|> user wants. These nit picky things areone of them. Than again that Mac sales
|> has squashed ATARI!!!
If Apple have a marketing dept, how come they got the Newton so totally wrong?

Apart from anything else, yes, Apple do sell a lot. They don't make much profit though, do they Peter? They are also much more expensive outside the US and most of the software is overpriced. I use Macs sometimes at work and am very underwhelmed by them.

|> If you have an Ataridealer to performthe upgrade!! At least we have the option
|> to do so, unlike one computer company.
I have a wide choice of Atari dealers myself. I have lots of nice software that does what I want. I have great graphics & sound. I'm also awaiting updates of much of my software that is still being regularly updated.

|> > - The blazing redraw speed.
|> I suppose when you have less powerful programs, you get faster redraw screens.
What an inspired answer. Not. A German mag a while back compared state of the art Mac and Atari software in the graphics/retouching dept and guess what, the Atari software came out top!

|> Mac users use harddrives as a primary storage. Oh I forgot Atari users are
|> still on floppy!!!
I know many, many ST owners, 2 PC owners and no Mac owners. Oh yes, an Archimedes owner. All the St owners bar 1 have HDs. I've got 65Mb internal and 400Mb external

|> 040 Macs for under a grand!!!
Not here.

|> Atari OS Features:
|> -It's crap
Have you looked at MiNT AKA MTOS? I don't think you have.

|> - no file sharing
MTOS has file locking in the same way as Unix. Exactly like Unix when you have a Minix partition.

|> -no publish and subscribe
What's that?

|> -no aliases
Is this like a softlink to a file? We have that under MTOS.

|> -can't run Mac software
Mac GCR runs Mac software.

|> -Atari has one OS developer
MiNT, Minix, Magix, Mirage, BSD (no longer supported), and several more.
BSD 386 and Linux are in theprocess of being ported.

|> -Atari has lousy warranty policies. Wait years for repairs.
My MSTe broke. I sent it back. It was returned 5 days later. Sounds reasonable to me.

|> Atari Corp is a bad excuse for a corp.
It's a fair cop :-)

|> Did I miss anything??
Yes, you forgot to fuck off and die.

|> >>
|> >>excuse for an OS. You know that you lost! No one is buying Atari anymore!!!
That must be why there is a backlog in the UK of 5000 STes on order.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1234. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 13:14:57 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2lf9ch$skn@lyra.csx.cam.ac.uk>
Source record: 18235

In article <1994Mar1.201720.23741@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

|> 'Only Power PC Macs make it possible'

Just one thing about these power PC Macs. If they're going to be running an operating system anythingh at all like System 7, then I really couldn't care less how fast they are. I'm not interested.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

1235. Re: Reasons to buy an Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 13:16:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMAq6w.13s@barclays.co.uk>
Source record: 18236

In article <1994Mar6.153136.23970@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>
|>
|>
|> == TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==
|>
|> 10) Just one model in production (Falcon) makes selection a 'no-
|> brainer.'
Or a TT.

|> 8) Still sports the largest collection of 'masochistic' programmers.
ie a large base of programmers producing for it. Have you actually written anything on an ST? The OS is actually very nice to work with. Well designed and easy to use and doesn't get in your way if you wan't to replace bits with your own code for whatever reason. Fast too.

|> 7) Less time wasted reading thick, glossy monthly periodicals.
ST Review, ST Applications, ST format, ST User all land on my mat everymonth. Plus the ST section in Computer Shopper. I've also just reviewed 9 ST books for ST Review. Must have imagined it, there aren't any ST books are there??

|> 6) No portability 'problems' due to no portable notebooks or laptops.
Why should a portable have problems? Or are you totally misunderstanding the meaning of porting code? STacys and ST Books run ST software with no problems at all. Several people used STacys and GCR to get a portable Mac long before Apple woke up to the demand.

|> 5) Extensive collection of 'two' games available for the amazing
|> Falcon.
3 actually. Plus more on the way and many in PD. You can also run most of the ST ones too. Anyway, I bought my Falcon to do work, not play games. If I wanted games, I'd have bought a console.

|> 4) Limit of one dealer per metropolitan area promotes close friend-
|> ships.
I have several shops nearby and regualrly use many mail order outlets.

|> 3) One-piece design featuring 'mushy' keyboard way ahead of it's
|> time.
The keyboard ins't good. I've used worse though. The Falcon one isn't too bad.

|> 2) Ergonomically-placed joystick ports good practice for fumbling &
|> cursing.
With my hand on my heart I can honestly say the Joystick/mouse ports are a total abortion. Should have stayed on the side of the machine.

|> 1) Who really needs all those CD-ROMs anyway?
I can attach a CDROM (SCSI) to my Falcon. Just plug & go (more or less). There are also a few dedicated ST CDROMS. If I bought a CDROM, it would be for things like clip art libraries and fonts.

|> TOP 10 REASOMS TO BUY A MAC
|> --------------------------
|> 10 - words like CDEV, INIT and FPU are lots easier to learn than
|> DOS, DEL, and INTEL
Eh?
|> 9 - the local computer store has fewer shelves of Mac computers
|> making buying decisions easier
Or none. Apart from one chain store near me.

|> 8 - you haven't lived until you see an Application not Found error
|> 7 - where else can you buy a Centris and end up with a Quadra?
These are pretty lame excuses so far. Have you got a real reason to buy a Mac?

|> 6 - Jack and his sons don't do Mac
Thanks God.

|> 5 - Windoze 4.0 will break more programs than System 7.0
Or 68030s or different co-pro's or new harwdare or Sys 7 or pretty much any Mac change. It's better now but only in the last few years. For ages, any change broke tons of Mac software as much of it assumed stuff like 68030 = co-pro also present. An exam-le of those great Mac programmers.

|> 4 - Macs aren't just user friendly, with added sounds, wallpapers,
|> and startup screens, they are down right cuddly.
I's rather cuddle a chainsaw. My Falcon has startup sounds, samples triggered by system calls, backdrops etc. PCs can do that too.

|> 3 - Microsoft does its experimenting on that other computer, leaving
|> us safe a while longer
ie the Mac market isn't very lucrative?

|> 2 - Sim City 2000 is awesome!
I heard it was crap ie Sim City with pretty graphics and a coupel of options. We had Sim City on the ST.

|> 1 - Swampy don't hug IBMers
Sorry?

|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
Remind me to avoid Iowa.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1236. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 13:23:06 UTC
From: mpnolan@unix1.tcd.ie
Message-ID: <mpnolan.763046586@unix1.tcd.ie>
Source record: 18087

In <1994Mar4.201121.54667@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <01H96FOGIZPU00041A@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
>|> In article <9402211614.AA16361@nyx.cs.du.edu>, you wrote:
>|>
>|> > Following my comments on Ataris crap marketting being in danger of

>[stuff deleted]

>|> >
>|> >
>|> > Gavan.
>|> Right, and I didn't see Commodore, Sega or Nintendo getting as many awards
>|> as Atari did at the CES. Not only did they get best game at CES with
>|> Tempest 2000, the got at least 2 best technology for 1993 awards and a
>|> couple others I don't remember the titles of (I guess commordore was too
>|> scared to show up at the CES........)

> While the Jaguar got a couple of awards... I kind of wonder... I mean,
>how come Tempest 2000 can get an award? It's like giving an award
>to Space Invaders.

> Alien vs. Predator is the type of game I would expect to get an
>award, not TEMPEST XXXXX.

> So I wonder how reputable where the sources who gave the award
>at least for the 'best game.'

>|>
>|> --
>|> Ken Stevens | kstevens@srs.gov |

>--
>--
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

Have you played the game? No disrespect, but your post is
absolute drival.

Come on! Tempest 2000 is obviously good...

Your sig says a lot, though. (Amiga owner..)

--
Mark

1237. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 14:31:15 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071431.AA16475@nyx.cs.du.edu>
Source record: 18088

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes...

>> I`d argue that the basic Amiga desktop is a lot more functional than
>>the basic GEM desktop. One of the reasons GEM users slag off intuition is
>>that GEM is a lot simpler to use, and that is a result of it having a lot
>>less features. Hence the need for replacement Desktops.

>I disagree. The standard GEM desktop (TOS 2.0+) is as powerful as I have
>ever needed. I run no enhancers (or even replacement file selectors!)
>on my systems. Name some specific things I can't do...

errrr. Open more than 4 windows at once?? ;-) I`m sure theyve got past
this limitation by now though.

How about drag and drop operations like the Amiga AppWindows and
AppIcons? Here, you can simply do things like drag across a disk icon into
the standard file selector (which is an AppWindow) and that disk will be
selected for the directory choice. Same goes for AppIcons - drag a file
onto the AppIcon on the workbench and the application can load or
manipulate it.

What about standard system loaders? The Amiga OS provides a method of
defining file structures (like GIF/JPEG/Sound file) so that any program
can `load` the data thorugh these filters. Eg. Once you have installed the
GIF loader, any properly written application can load GIF files completely
transparently as if they were a standard IFF graphic. I have drivers for
JPEG/GIF/PCX/BMP on my system. Obviously, you need to code the application
to specifically use them though, so older (pre 3.0 software) cant use them.

A standard hypertext system? The AmigaGuide system provides an easy to
use hypertext system for reading program documentation etc. Its similar to
the Windows help system. Even better, its implemented as a system loader
so a program like Multiview (which comes with the OS) comes into its own
here. You click on multiview, an AppWindow file selector opens and then
you drag a file into it. If it is an Amigaguide file, you get the
amigaguide hypertext viewer, A JPEG will load and decompress , an IFF
sound will play etc.

A nice standard program installer system? The OS supports an installer
system which provides a nice, easy to use way of installing software to
your HD. This is a great feature, it makes installing even complex
packages very easy.

Public Windows? Well, if you dont like the Amiga windows system you
wont appreciate them, but it allows applications to open their windows on
another applications screen - very useful for integrating applications.

The ability to assign a seperate icon to each file? And to `animate` it when clicked. PLus you can define tooltypes for each icon, similar to specifying command line arguments.

AREXX - not strictly part of the desktop but it is part of the OS and can make for a much more integrated desktop and multitasking system. Full interprocess communication and a powerful `batch` script system.

Full SHELL support. Its there when you need to do really low level operations that would take too long from the WorkBench. You can also execute shell commands from a command dialog requester opened from the menu bar.

Palette sharing - the OS provides inbuilt palette sharing so that if you are doing a lot of things on a single screen (not necessary with multiple screens available) it will make a `best choice` of colours for each program to use. The result is very impressive.

Object orientated controls like the Colour wheel. This is reusable by applications programs.

Of course, screens. But you dont seem to like those....

>> I think its better to have a powerful, standard, compatible desktop
>>than to have loads of seperate desktop add-ons. The features of the Amiga
>>such as screen switching and AREXX make integrating file-managament type
>>programs such as the excellent Directory Opus, very easy.

>Ugh. Screen switching is one of my biggest gripes about the Amiga, and
>is a complete turn off for me... It works for this UNIX text based
>interface,
>but If I have a GUI, I don't want multiple screens!

hmmm, you must be running your applications on a 1024x1024 24 bit screen then.... A problem with affordable personal computer systems is that you generally cant afford big, hi-res monitors (not to mention the system resources to run the large gfx arrays). By using screens, each application can have its own seperate screen memory and you can choose which one(s) you want to view. A very nice feature for multitasking systems and yet another example of how the Amigas desktop was designed around multitasking from the start, unlike the GEM desktop which is an inherently single-tasking desktop which has been bodged for multitasking.

If you have the monitor, you can always open a big screen for your applications on the Amiga. I prefer screens as they are faster, take less system resources and are the best solution for my low-rez monitor. We dont all have workstation displays...

Gavan

1238. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 14:36:58 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403071437.AA17664@nyx.cs.du.edu>
Source record: 18089

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>The whole point of using the DSP is that is fast enough to calculate the
>data that might have 'pre-calculated' on the 68030. *yawn* Obviously
>gavan has no idea about the power of this dsp.

The DSP is indeed very powerful, but is targetted squarely at digital
manipulations such as Fourier/Cosine Transforms, matrix maninpulations
etc. You constantly attempt to push it as speeding up any application
which is ridiculaous. eg Use it as a surrogate 882 (no thought as to how
you are going to handle usage when multitasking) or use it to do DPs in
the 65k colour mode. As I have consistently posted, the limits on this
doing this are the amounts of memory the CPU is required to shift. Using
the DSP actually INCREASES the workload on the CPU in this case, but that
doesnt deter you from making blanket `I can boost the performance with the
DSP` claims.

>:>>ooppss you forgot about the sound dma, answer your question for you!
>:>
>:> No it doesnt. Even assuming the sound DMA isnt just hardwired to the
>:>DACs to make the sound, it would only be able to fetch from memory to
the
>:>DSP, not help in sending any of the data back. How are you going to
>:>syncronise all the data coming from the sound DMA and the host port? And
>:>what about the additional access needed to make any updates to the
>:>playfield held in the DSP? What about making sounds?

>Gavans STUNNING knowledge of the Falcon shows through, the 'SOUND' dma
>can be connected to any of the devices and you can do simultaneous 1mb/s
>transfer both reading and writing giving a total 2mb/s. Please don't
>doubt my knowledge of the Falcon , you only make a fool of yourself.
>To do sound while using sound dma, you simple connect DSP OUT -> DAC,
>again gavan's knowledge is stunningly bad, ever heard of the falcon
>sound matrix?

Right, so in fact it not actally a SOUND DMA at all - a general pupose
DMA channel???? Tell me, how *DO* you now handle the fact that your DSP is
being simulatanously being fed/feeding data in/out of both this `sound
DMA` and host port channels? Sounds like a LOT of complicated syncronising
of IO is needed in your DSP code.
Moreover, the sound DMA will still add to contention on the bus, but
of course it would be better than using the CPU directly. And as I pointed
out, even with sound DMA the overload is too high on the CPU anyway.

Strange how the architecture implements a host port at all if this `sound
DMA` is so flexible.......

>yes the dsp cannot utilise all its power in some case because of the
>transfer problem, but careful programming gets around this in most
>cases.

Careful, thoughtful use of the DSP for *THINGS IT IS GOOD AT*. Not simply trying to shoehorn ALL your processing into it because it has more MIPs than your `databus challenged` 030. You dont seem to get that MIPS can mean different things on different processors. Just because the DSP has x MIPS doesnt make it more poweful than an 030 for processing. It just means it carries out more of its own SPECIALISED instructions per second.

>:>>actually for the 1600x600, mode I have it displaying 128x600 at the
>:>>moment ;-). I always said this was theoretical, but 1600x600 in other
>:>>modes have been acheived,
>:> As I said above, I was talking about cutting the rez to make the
>`dual
>:>playfield` effect you describe be physically possible, not talking about
>:>your equally unfeasible 1600x600x65kcolour screen.

>You have no idea about what the Falcon is capable of, your lack of
>knowledge about of its DMA h/ware and things in general prove this. It
>is *painfully* obvious that you lack hard facts.

Youre saying then, that you CAN do a 1600x600 screen? The highest video throughput I`ve seen claimed for the F030 is 32 Mb/s which ISNT ENOUGH to do this screen. Its painfully obvious that you dont know even rudimentary computer hardware engineering.

BTW I *do* know what DSPs are good at, and this sort of half assed pixel manipulation isnt one of them. In this case, there is NO benefit in using the DSP to do your algorithms as the CPU memory access overheads are too high to actually allow any sort of data throughput.

>> It going to end up with me proving something like `you can do 160x100
>>in 14 FPS with 100% CPU contention` or some such similar spec.

>more like 22-27, I think I am in a better position to estimate than
someone
>with your lack of knowledge and experience, why would I lie?

To try and win a point.
Just post what sort of resolution and frame rate you are CLAIMING. Even better, if you have done it, say what figures you achieved.

>:> I`d still like to hear how many _BYTES_ of memory the DSP has, how wide
>:>the `Host port` is and the memory and task management facilities of the
OS
>:>with regard to the DSP.

>96KBYTES.

Wow! AND you have to send all data to and from it via I/O. It really cuts down on the sorts of applications you can use it for. Its still fine for `pipelined data` types of operations such as digital filtering though, which isnt surprising as thats whats it there for.

>all data types, byte, word,long etc, there are well over 50 functions...

But absolutely NO way of managing programs/data which are running in the DSP eh? Making it highly unsuitable for use as a general processing resource in a multitasking OS.

The Width of the host port will be important, as the smaller the width, the more transfers the CPU will have to do to it to shift a given amount of data. I see you havent posted the width - is it actually 8 bits/2 megs per second as I have seen posted by some here?

>(its funny how you have to ASK me about such stuff yet you argue with >me about implementation details - makes you look very silly IMO).

>The OS provides functions for transfer over host and using sound dma for

I like to see the specifics of the way the DSP interacts with the rest of the hardware. Its pretty *BLATENTLY OBVIOUS* to anyone who knows anything about computer hardware that the chips implementation is heavily designed around digital filtering (it is of course a Digital Signal Processor) and that only a real fool would attempt to try to shove generic computer algorithms onto it.

Excuse me, I have to go. My new spreadsheet program which uses only the blitter and the copper to do the data manipulation has finished indexing my 650000 record database - it does 25 index operations a second you know....

Gavan.

1239. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 15:37:08 UTC
From: kstevens@srs.gov
Message-ID: <01H9ORKQKTZ6001CKC@SAEMS.SRS.GOV>
Source record: 18090

In article <1994Mar4.201121.54667@rmece02.upr.clu.edu>, you wrote:

> In article <01H96FOGIZPU00041A@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
> |> In article <9402211614.AA16361@nyx.cs.du.edu>, you wrote:
> |>
> |> > Following my comments on Ataris crap marketting being in danger of
>
> [stuff deleted]
>
> |> >
> |> >
> |> > Gavan.
> |> Right, and I didn't see Commodore, Sega or Nintendo getting as many awards
> |> as Atari did at the CES. Not only did they get best game at CES with
> |> Tempest 2000, the got at least 2 best technology for 1993 awards and a
> |> couple others I don't remember the titles of (I guess commordore was too
> |> scared to show up at the CES........)
>
> While the Jaguar got a couple of awards... I kind of wonder... I mean,
> how come Tempest 2000 can get an award? It's like giving an award
> to Space Invaders.

Well, Tempest 2000 not only has the original tempest game but 3 other
variations of it (2000, duo, and a third which I'm not sure what it is
called). The implementations are updated to take advantage of some of the
capabilities of the Jaguar. Die Hard Game Fan (in their review of it)
states that no other game machine is capable of duplicating the Jag
implementation of Tempest 2000.
--
Ken Stevens | kstevens@srs.gov |

1240. alt.fan.peter.sinclair.die.die.die

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 16:19:39 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16F729F57S85.TOMM@cms.cc.wayne.edu>
Source record: 18091

In article <1994Mar4.134332.23913@cobra.uni.edu>
sinclap2954@cobra.uni.edu writes:

>
>Yea, the Atari OS is crap!!! A 040 Quadra is much cheaper than any TT and
>Falcon. A $1200 falcon is ludicrous!!!!
>
Who cares what you think, sinclap? Enjoy your Mac. Unsubscribe this group.
>
>System 7 has alot more features than your crappy Atari OS. Atari's OS is an
>excuse for an OS. You know that you lost! No one is buying Atari anymore!!!
>
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>Atari Corp. - Non Existent just Bullshit
>
Why do you care?
Are you so insecure in your opinion that you must resort to whining and
cursing to say nothing?

Grow up.

1241. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 18:08:40 UTC
From: mdg@ukc.ac.uk
Message-ID: <8902@gos.ukc.ac.uk>
Source record: 18117

In article <9403071437.AA17664@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
:>mdg@ukc.ac.uk (M.D.Griffiths) writes...
:>>The whole point of using the DSP is that is fast enough to calculate the
:>>data that might have 'pre-calculated' on the 68030. *yawn* Obviously
:>>gavan has no idea about the power of this dsp.
:> The DSP is indeed very powerful, but is targetted squarely at digital
:>manipulations such as Fourier/Cosine Transforms, matrix maninpulations
:>etc. You constantly attempt to push it as speeding up any application
:>which is ridiculaous. eg Use it as a surrogate 882 (no thought as to how
:>you are going to handle usage when multitasking) or use it to do DPs in
:>the 65k colour mode.

I proved both these points, you make me *yawn* gavan.

:>As I have consistently posted, the limits on this
:>doing this are the amounts of memory the CPU is required to shift. Using
:>the DSP actually INCREASES the workload on the CPU in this case, but that
:>doesnt deter you from making blanket `I can boost the performance with the
:>DSP` claims.

the CPU bandwidth is THE limit, the DSP can do ANY task faster than the 030,
not just matrix multiplication etc, only if the transfer time is longer
than the time saved is it not worthing doing (this a rarely the case).

>>:>>ooppss you forgot about the sound dma, answer your question for you!
>>:>
>>:> No it doesnt. Even assuming the sound DMA isnt just hardwired to the
>>:>DACs to make the sound, it would only be able to fetch from memory to
>the
>>:>DSP, not help in sending any of the data back. How are you going to
>>:>syncronise all the data coming from the sound DMA and the host port? And
>>:>what about the additional access needed to make any updates to the
>>:>playfield held in the DSP? What about making sounds?
:>>Gavans STUNNING knowledge of the Falcon shows through, the 'SOUND' dma
:>>can be connected to any of the devices and you can do simultaneous 1mb/s
:>>transfer both reading and writing giving a total 2mb/s. Please don't
:>>doubt my knowledge of the Falcon , you only make a fool of yourself.
:>>To do sound while using sound dma, you simple connect DSP OUT -> DAC,
:>>again gavan's knowledge is stunningly bad, ever heard of the falcon
:>>sound matrix?
:> Right, so in fact it not actally a SOUND DMA at all - a general pupose
:>DMA channel???? Tell me, how *DO* you now handle the fact that your DSP is
:>being simulatanously being fed/feeding data in/out of both this `sound
:>DMA` and host port channels? Sounds like a LOT of complicated syncronising
:>of IO is needed in your DSP code.

Obviously two interrupts at the dsp end (two cycles each per interrupt :-))
is too much for Gavan's little brain to cope with.

:> Moreover, the sound DMA will still add to contention on the bus, but
:>of course it would be better than using the CPU directly. And as I pointed
:>out, even with sound DMA the overload is too high on the CPU anyway.

Sound DMA contention is negligable (I think it is HARD-WIRED).

:>Strange how the architecture implements a host port at all if this `sound
:>DMA` is so flexible.......

(laughs loudly at Gavan who knows so little about the DSP).

The host port is just one of the ports on the DSP, there are others (PORT
A,PORT B, PORT C(SSI/SCI). The Falcon links most of the ports in one
way or another, the SSI port can be connected to any part of the SOUND
matrix, (i.e. Sound dma), the SCI is connected to the external connector
(I think).

Your statement makes you look so STUPID, since Motorolla added all these
ports to the DSP 56001, perhaps you can give them some architectural tips.

:>>yes the dsp cannot utilise all its power in some case because of the
:>>transfer problem, but careful programming gets around this in most
:>>cases.
:> Careful, thoughtful use of the DSP for *THINGS IT IS GOOD AT*. Not
:>simply trying to shoehorn ALL your processing into it because it has more
:>MIPs than your `databus challenged` 030. You dont seem to get that MIPS
:>can mean different things on different processors. Just because the DSP
:>has x MIPS doesnt make it more poweful than an 030 for processing. It just
:>means it carries out more of its own SPECIALISED instructions per second.

In general the DSP delivers many more mips :

1. It is a modern chip with an orthogonal instruction set (compared to 68k)
2. It is highly parallel.

Dsp code is generally smaller than its 030 counterpart.

> BTW I *do* know what DSPs are good at, and this sort of half assed
>pixel manipulation isnt one of them. In this case, there is NO benefit in
>using the DSP to do your algorithms as the CPU memory access overheads are
>too high to actually allow any sort of data throughput.

lets see your amiga doing 1/2 million phong pixels per second then. (laugh).

:> Wow! AND you have to send all data to and from it via I/O. It really
:>cuts down on the sorts of applications you can use it for. Its still fine
:>for `pipelined data` types of operations such as digital filtering though,
:>which isnt surprising as thats whats it there for.
:>>all data types, byte, word,long etc, there are well over 50 functions...
:> But absolutely NO way of managing programs/data which are running in
:>the DSP eh? Making it highly unsuitable for use as a general processing
:>resource in a multitasking OS.

No the OS also provides dsp 'alloc' functions for organising programs
and having several resident. Again please do not spout crap without
knowing what u talk about.

:> The Width of the host port will be important, as the smaller the width,
:>the more transfers the CPU will have to do to it to shift a given amount
:>of data. I see you havent posted the width - is it actually 8 bits/2 megs
:>per second as I have seen posted by some here?
:>
:>>(its funny how you have to ASK me about such stuff yet you argue with
:>>me about implementation details - makes you look very silly IMO).
:>
:>>The OS provides functions for transfer over host and using sound dma for
:>
:> I like to see the specifics of the way the DSP interacts with the rest
:>of the hardware. Its pretty *BLATENTLY OBVIOUS* to anyone who knows
:>anything about computer hardware that the chips implementation is heavily
:>designed around digital filtering (it is of course a Digital Signal
:>Processor) and that only a real fool would attempt to try to shove generic
:>computer algorithms onto it.
:> Excuse me, I have to go. My new spreadsheet program which uses only the
:>blitter and the copper to do the data manipulation has finished indexing
:>my 650000 record database - it does 25 index operations a second you
:>know....

Its funny you should mention that, I've done a quicksort on the DSP that
sorts 7 times faster than the 030 version, I guess its only useful
for FFTs huh?? ;) (laughs at Gavan)

:>Gavan.

Griff (educator of Gavan)
--

1242. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 18:26:37 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMB4KD.5y4@freenet.carleton.ca>
Source record: 18092

In a previous article, gmoran@nyx.cs.du.edu (Gavan Moran) says:

>
>>I disagree. The standard GEM desktop (TOS 2.0+) is as powerful as I have
>>ever needed. I run no enhancers (or even replacement file selectors!)
>>on my systems. Name some specific things I can't do...
>
> errrr. Open more than 4 windows at once?? ;-) I`m sure theyve got past
>this limitation by now though.

There is some such limitation on the STs with TOS<=1.6?
On the ST it did not really matter as a 640x400 screen is not big enough
for more windows. If it really bothered you you could get another desktop.

>
> How about drag and drop operations like the Amiga AppWindows and
>AppIcons? Here, you can simply do things like drag across a disk icon into
>the standard file selector (which is an AppWindow) and that disk will be
>selected for the directory choice. Same goes for AppIcons - drag a file
>onto the AppIcon on the workbench and the application can load or
>manipulate it.
>
> What about standard system loaders? The Amiga OS provides a method of
>defining file structures (like GIF/JPEG/Sound file) so that any program
>can `load` the data thorugh these filters. Eg. Once you have installed the
>GIF loader, any properly written application can load GIF files completely
>transparently as if they were a standard IFF graphic. I have drivers for
>JPEG/GIF/PCX/BMP on my system. Obviously, you need to code the application
>to specifically use them though, so older (pre 3.0 software) cant use them.
>

I use GEMview3.1 which supports virtually all the formats you could want.
It also utilises the DSP for decoding JPEGs :) There are many others
available.

For viewing editing non exectable files I just installed EVEREST3

and...

Oh boy, I think we had better stop here. You really do not know what you
are talking about do you? It might be a good idea for you to actually talk
to someone who uses a Falcon/TT/STe before spouting like this. I can do
ALL of the above. You can add many more features with an OS addon like
Geneva or Neodesk (there are others I cannot remember)

Please get a clue; are you not getting tired of being wrong?

You obviously have never seen or used a new Atari (ie TOS>= 2.06)
and yet you insist on telling Atari users what you think (whish?) they do not
have. This is almost as sad as that guy claiming the ST did not have
bitplanes.

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1243. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 18:46:17 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMB5H5.6zE@freenet.carleton.ca>
Source record: 18093

In a previous article, gmoran@nyx.cs.du.edu (Gavan Moran) says:
<lots of BS deleted>

<more crap deleted>

>
>>:>>actually for the 1600x600, mode I have it displaying 128x600 at the
>>:>>moment ;-). I always said this was theoretical, but 1600x600 in other
>>:>>modes have been acheived,
>>:> As I said above, I was talking about cutting the rez to make the
>>`dual
>>:>playfield` effect you describe be physically possible, not talking about
>>:>your equally unfeasible 1600x600x65kcolour screen.
>
>>You have no idea about what the Falcon is capable of, your lack of
>>knowledge about of its DMA h/ware and things in general prove this. It
>>is *painfully* obvious that you lack hard facts.
>
> Youre saying then, that you CAN do a 1600x600 screen? The highest video
> throughput I`ve seen claimed for the F030 is 32 Mb/s which ISNT ENOUGH to
>do this screen. Its painfully obvious that you dont know even rudimentary
>computer hardware engineering.

I have a program that will do this on my RGB (the SVGA does not scan down
low enough). 1600x600x16 has been done.

It all depends on your screen REFRESH RATE! You know what that is don't
you? On my Falcon with a Magnavox Multiscanning Monitor as I adjust the
resolution the refresh rate adjusts automatically.

Just in case you do not know (it looks like you do not understand), if
your refresh rate is 60 Hz then your screen is being updated 60 times a
second. If it is interlaced at 60Hz it means that it is updating 1/2 the
screen at 60Hz and moving half the data/sec.

>
> BTW I *do* know what DSPs are good at, and this sort of half assed
>pixel manipulation isnt one of them. In this case, there is NO benefit in
>using the DSP to do your algorithms as the CPU memory access overheads are
>too high to actually allow any sort of data throughput.

Ok when I get home I will be able to settle this by quoting from my
Motto 56000/1 DSP manual. You will believe the engineers that designed the
chip wont you?

>
> But absolutely NO way of managing programs/data which are running in

>the DSP eh? Making it highly unsuitable for use as a general processing
>resource in a multitasking OS.

IT IS NOT A GENERAL PURPOSE CPU!!!
It is an extremely powerfull co-processor. No one has ever claimed that it
can be used as a Central processing unit.

>
> I like to see the specifics of the way the DSP interacts with the rest
>of the hardware. Its pretty *BLATENTLY OBVIOUS* to anyone who knows
>anything about computer hardware that the chips implementation is heavily
>designed around digital filtering (it is of course a Digital Signal
>Processor) and that only a real fool would attempt to try to shove generic
>computer algorithms onto it.

Have you actually read any of Griff's messages?
...you just keep coming back for more....
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1244. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 18:55:25 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar7.185525.26683@ida.liu.se>
Source record: 18094

mdg@ukc.ac.uk (M.D.Griffiths) writes:
>In article <1994Mar6.142130.25036@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>:> You definitely will want to do it vertically. If you draw horizontally
>:>you lose a lot of optimization opportunities, unless you're doing a
>:>texture mapping engine for arbitrary surfaces, where horizontal scanning
>:>is preferred (caches work better, and the core loop can be simplified)..

>The only time I would ever do Tmapping in vertical columns would be in
>MODE-X on the PC because of the overhead for setting the latch for what
>pixel to write to (in groups of 4). For bitplanes and chunky pixels it
>is better (IMO) to do it horizontally. Tmapping vertically using
>bitplanes would meaning using indexed addressing and 'plotting' each
>pixel into every plane for the whole polygon.

Oh well. So you're into general texture mapping then. I was thinking of
more specialized routines such as those in DOOM, which use raycasting to
speed up the rendering process. Raycasting requires the mapping to be done
vertically, and speeds up rendering immensely since you're guaranteed to
never plot invisible points, which you usually have to in the polygon case.

>Griff

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1245. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-07 19:27:34 UTC
From: mdg@ukc.ac.uk
Message-ID: <8909@gos.ukc.ac.uk>
Source record: 18095

In article <1994Mar7.185525.26683@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>The only time I would ever do Tmapping in vertical columns would be in
:>>MODE-X on the PC because of the overhead for setting the latch for what
:>>pixel to write to (in groups of 4). For bitplanes and chunky pixels it
:>>is better (IMO) to do it horizontally. Tmapping vertically using
:>>bitplanes would meaning using indexed addressing and 'plotting' each
:>>pixel into every plane for the whole polygon.

:> Oh well. So you're into general texture mapping then. I was thinking of
:>more specialized routines such as those in DOOM, which use raycasting to
:>speed up the rendering process. Raycasting requires the mapping to be done
:>vertically, and speeds up rendering immensely since you're guaranteed to
:>never plot invisible points, which you usually have to in the polygon case.

Yes the type of texture mapping I'm 'into' is for 3d world type stuff,
where the viewpoint can be from any angle, its really wrong of me
to call mine texture mapping its really 'texture squashing' ;-). Does Doom
use real tmapping? i.e. recalculating the perspective at each point?

>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

Griff
--

1246. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 05:20:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar8.052056.26535@rmece02.upr.clu.edu>
Source record: 18096

In article <9403071116.AA08743@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...
|>
|> >RH> LAUGH *all* you want. This is the way Jurassic Park, The Abyss,
|> >RH> Babylon5, and pretty much every single movie with 3d graphics has been
|> >RH> done.
|>
|> >Do you think they worked with pre-rendered TEST-MODELS then? (Ofcourse
|> not,
|> >they used the fastest wire-vektor or <whatever> to SEE THE RESULTS before
|> >doing
|> >the final rendering!)

True. And what do you use to draw lines? A blitter or cpu right?
Spare me your 'gospel' here Rickard, I am into this market ok?

[that was for Rickard and not Gavan :-)]

|> YOU were claiming that animations were all done in real time, and that
|> NO-ONE used frame-by-frame pre-rendered anims. Doing a simple wire
|> graphics preview is not the same as doing the finished graphics. The sort
|> of graphics a f030 can do real time are nothing close to what is needed
|> for even the lowest grade of film or tv computer modelling. The same goes
|> for ALL currently available PC technology. Frame by frame rendering is the
|> way it goes.

True. NOT EVEN THE SGI is goind that type of rendering, unless you use
a Reality Engine :-) (read more than US $60,000). You can get away for
television with the other cards though, but most of the software
don't use them for rendering...

[stuff deleted]

|>
|> >RH> Not even the SGI machines use their graphic cards for high quality
|> >RH> 3d animation...
|>
|> >Que?

Do you know Spanish? (that is for Rickard)

|>
|> >If real-time wasn't important, how come people develope faster
|> >machines/software all the time?
|>
|> Real time has to be the ultimate goal. The faster your machine the less
|> $$$ you spend making your gfx. For the quality of gfx needed for TV/Film

|> work, the F030 is SLOWER than an A1200 with fastRAM and FPU - not that you
|> would be using either of these machines to do the rendering. Most likely a
|> Pentium/A4000/Mac Quadra or if you have the Dosh, an SGI workstation.

Exactly. While the Falcon has a little edge with the DSP, problem
is the lack of a 24-bit palette.... and that you get a 50Mhz '030 machine
with 50Mhz FPU for a Falcon price :-)

|>
|> Gavan.
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1247. re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 05:23:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar8.052303.69595@rmece02.upr.clu.edu>
Source record: 18097

In article <9403071119.AA08809@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> Rickard Troedsson writes...
|>

[stuff deleted]

|>
|> You see, you atari owners fouled your own nest with piracy. There were
|> around 600000 STs sold in the UK, compared with 1.5 Million (maybe closer
|> to 2 million now?) Amigas. Thats still a reasonable market, yet Atari
|> software sales are on a par with C64 sales!!!!! (1-2 % of the market)
|> whilst Amiga sales are up there with Sega (23-24%). Why? because all the
|> stupid Atari owners killed the software support for their machine by
|> widespread piracy. And they have the cheek to call Amiga owners pirates!
|>
|> Gavan

Gavan, while that seems to be quite true of Atari's (I remember the
Atari Explorer issue with: "Will piracy kill ATARI?" on the cover),
that is also true of Amiga people... it's just that the market is
bigger and thus can absorb that problem a bit better... but it is
still a problem though.

|>
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1248. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 05:24:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar8.052421.26383@rmece02.upr.clu.edu>
Source record: 18098

In article <9403071126.AA09199@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...
|>
|> >Complete BULLSHIT Gavan and tyou know it! Noone has denied the existance
|> of >1/0
|> >Falcons, though we may have pointed out that they are *RARE*! (...and
|> only >for
|> >explansion...) ..
|>
|> Ha Ha! YOU claimed over the summer that the Falcon was ONLY available
|> with 4 meg minimum. So did a couple of other people,

I remember that too! Atari probably just changed that later...

[stuff deleted]

|> *always* ridiculous so I tend to remember them more. There have also been
|> posts in recent weeks from people claiming such a config isnt avaible in
|> their countries. I said intially that if you insist on calling the A1200/2
|> meg chip only the BASE machine, then you must accept that the F030 1
|> meg/floppy is also the Falcon BASE machine. I`ve always been consistent
|> with this line. I say compare like priced machines (thats actually unfair
|> to the Amiga since you can get a 6/85 A1200 for 200 UKP LESS than a 4/65
|> F030).

Yep. Exactly.

[stuff deleted]

|>
|> Gavan.
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1249. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 05:28:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar8.052835.69493@rmece02.upr.clu.edu>
Source record: 18099

In article <mpnolan.763046586@unix1.tcd.ie>, mpnolan@unix1.tcd.ie (Mark Patrick Nolan) writes:
|> In <1994Mar4.201121.54667@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|>
|> >In article <01H96FOGIZPU00041A@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> >|> In article <9402211614.AA16361@nyx.cs.du.edu>, you wrote:
|> >|>

[stuff deleted]

|>
|> > While the Jaguar got a couple of awards... I kind of wonder... I mean,
|> >how come Tempest 2000 can get an award? It's like giving an award
|> >to Space Invaders.
|>
|> > Alien vs. Predator is the type of game I would expect to get an
|> >award, not TEMPEST XXXXX.
|>
|> > So I wonder how reputable where the sources who gave the award
|> >at least for the 'best game.'
|>
|>
|> >|>
|> >|> --
|> >|> Ken Stevens | kstevens@srs.gov |
|>
|> >--

[stuff deleted]

|>
|> Have you played the game? No disrespect, but your post is
|> absolute drival.

Mark, I haven't played the game. But I have played the original Tempest. HOW DIFFERENT CAN THEY BE? Oh, the Jaguar one has a Mandelbrot 24-bit fractal background? Sheesh!

|>
|> Come on! Tempest 2000 is obviously good...
|>
|> Your sig says a lot, though. (Amiga owner..)

And do you think I don't like the Jaguar? Or is it that you can't just stand criticism?

I like the Jaguar, but I am pointing out things that ATARI must change
for it to become successful. And I am looking forward to see
AvsP, because I think it will be an awesome game....

But Tempest XXXX getting an award? Well... The only old game
I can think of that can get an awesome award would be a very updated
Star Raiders.... but NOT like Star Raiders II!

|>
|> --
|> Mark

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1250. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 05:33:24 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar8.053324.32218@rmece02.upr.clu.edu>
Source record: 18100

In article <2d778a2c@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 04 Mar 94 02:38:02, Pischke David wrote:
|>
|> P > I don't know about you, but what excites me in terms of computers is
|> P > actually
|> P > being able to buy decent software!
|>
|> We aren't all millionares.

Rickard, this is one of the very MOST stup... ah, well, why bother.

So what are you saying then? Pirate it? Or just that having
a lot of decent software for a computer is bad? That's a good one!

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1251. Re: Was - BitERness of Computers - Now -

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 05:40:32 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar8.054032.64332@rmece02.upr.clu.edu>
Source record: 18101

In article <8858@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Mar4.203105.25902@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:

[stuff deleted]

|>
|> Yes this simplifies it ONE HELL OF A LOT, it means you take what is a
|> multi-variant interpolation problem and convert it one which requires
|> only a single interpolation accross each scanline.

Glad to hear we agree on something ;-) I think that if we could move
up and down, you mix what I said with doing the same with the dx's
, as long as you don't rotate in the 'z' axis (banking?)

|> :> Now, when you are drawing the polygon, you draw it like 'scanning'
|> :>it from left to the right, horizontally. That means that you draw
|> :>each vertical column from the left to the right.
|>
|> I think you are trying to see, that you start from the top of the polygon
|> and for each-horizontal line you calculate the left and right x-co-ordinate,
|> (you can also map the appropriate point on the 'texture' to the edge.)

Yep.

|>
|> :> You calculate the distance in the y axis between the highest point
|> :>in the column you are currently drawing and the lowest point in the
|> :>y axis in that same column.
|> :>
|> :> Now, make a scale factor for that column, which is given by:
|> :>
|> :> sizeOfTextureMap / distanceInY
|> :>
|> :> Using this scale, you now start drawing the column, ploting
|> :>texture points in the following manner:
|>
|> Drawing Columns is bad idea, you want to scan-converting horizontally
|> on a falcon, HOWEVER on MODE-X on the PC it is better to do it in
|> columns,

Griff, what are the specs of MODE-X on the PC? I have heard it before
and a couple of things, but not much...

|> with bitplanes it is also better to do it horizontally,
|> (but there are large overheads for masks and suchlike - hence killing
|> the 'plotting' argument that was going on here a while back).

Ok, going to that advocacy thingie again, true for that part, not true
on some other things.

```
|> :>(actually, here's what would be the algorithm)
|> :> x,y - cursor position in polygon
|> :> dy - distance in the column
|> :> dx - distance in the row (I added this now)
|> :> scaleY - calculated scale in the Y axis
```

[stuff deleted]

```
|> :> The thing is that the point you are plotting to fill the polygon is
|> :>being read from the texture, and since there's a scale associated
|> :>with the 'movement' of the 'texture cursor', you actually are scaling
|> :>at the same time the texture to fit the polygon.
|>
|> This is conceptually correct, you could have put it more simply like
|> 'you are squashing each vertical column onto its respective destination
|> column on the screen'.
```

I am happy we finally agree on something :-)

```
|>
|> 'Texture mapping' where the textures are required to rotate in not
|> just one direction require double interpolation along the texture,
|> this can be likened to taking a LINE (not a vertical line) and squashing
|> this line onto the horizontal line in the destination polygon... its
|> quite a headache to code, since the direction of the lines is important,
|> and you need to decide what 'end' of the line to map from etc.
```

Ouch! I didn't think about that... True, true, true... I guess you just
find the 'distance' like the size of the column and then start drawing
that line squashing the texture on it... it's definitively more calcs
though.

```
|>
|> :> This is for a polygon of Wolfstein 3D type walls... you'll have
|> :>to do a dynamic calculation of scaleX for each row.... I think that
|> :>would do it...
|>
|> wolf-type 3d type loop for the falcon is
|>
|> ;d0 = fraction.w/integer.w (scale factor)
|> ;d1 = current frac/integer (offset into texture)
|> ;d2 = no. of pixels in hline (DX)
|> ;a0 -> texture
|> ;a1 -> screen hline.
|>
|> .pixel_lp
|> addx.l d0,d1
|> move.w (a0,d1*2),(a1)+
|> dbf d2,.pixel_lp
|>
```

|> (unroll the loop to increase the speed)
|>
|> So you can see what chunky pixels are so nice, pc games tend to have
|> pre-generated code with the scale factors 'hard-wired into the code', so
|> it is only one or two instructions per pixel, and on a 486 this is will
|> be VERY VERY fast.

Interesting....

|>
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griff
|> --

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1252. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 05:50:07 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2lh3mf$6jm@darkstar.UCSC.EDU>
Source record: 18102

Gavan: post official AMiga developer information that says that one should consider a 1200 with fastram and extra CPU etc. the base machine for any development (even games!) I have already done so with the Falcon info stating that 4 meg/85 is the base Falcon machine. If you can do that and have several developers supporting you, then maybe someone will believe you. Until then, shut up about this subject.

~Chris

1253. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 05:52:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2lh3r8$6kc@darkstar.UCSC.EDU>
Source record: 18103

In <1994Mar8.052421.26383@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>|> Ha Ha! YOU claimed over the summer that the Falcon was ONLY available
>|> with 4 meg minimum. So did a couple of other people,

> I remember that too! Atari probably just changed that later...

You must be confused with the fact that the first shipments were only of the 4/85 config, and it took time for the 1/0 and 14/85 meg shipments to come in. (The former becausr they wanted to meet the demand for the base units before releasing the expander units, and the second because 14 meg boards were in very short supply and/or delayed)

~Chris
>--
>Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
>I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
> \X/Opinions are my own, not of my college campus
> Department of Electrical and Computer Engineering

1254. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 06:08:03 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2lh4o3$6r1@darkstar.UCSC.EDU>
Source record: 18104

In <9403071431.AA16475@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes...

>>> I`d argue that the basic Amiga desktop is a lot more functional than
>>>the basic GEM desktop. One of the reasons GEM users slag off intuition is
>>>that GEM is a lot simpler to use, and that is a result of it having a lot
>>>less features. Hence the need for replacement Desktops.

>>I disagree. The standard GEM desktop (TOS 2.0+) is as powerful as I have
>>ever needed. I run no enhancers (or even replacement file selectors!)
>>on my systems. Name some specific things I can't do...

> errrr. Open more than 4 windows at once?? ;-) I`m sure theyve got past
>this limitation by now though.

8 with TOS 2.0+ Unlimited (except memory) with MTOS

> How about drag and drop operations like the Amiga AppWindows and
>AppIcons? Here, you can simply do things like drag across a disk icon into
>the standard file selector (which is an AppWindow) and that disk will be
>selected for the directory choice. Same goes for AppIcons - drag a file
>onto the AppIcon on the workbench and the application can load or
>manipulate it.

Yep. Drag & drop fully implemented in 2.0 +

> What about standard system loaders? The Amiga OS provides a method of
>defining file structures (like GIF/JPEG/Sound file) so that any program
>can `load` the data thorugh these filters. Eg. Once you have installed the
>GIF loader, any properly written application can load GIF files completely
>transparently as if they were a standard IFF graphic. I have drivers for
>JPEG/GIF/PCX/BMP on my system. Obviously, you need to code the application
>to specifically use them though, so older (pre 3.0 software) cant use them.

Interesting Idea... Never heard of it, nor have ever needed it, but still a
pretty cool idea.

> A standard hypertext system? The AmigaGuide system provides an easy to
>use hypertext system for reading program documentation etc. Its similar to
>the Windows help system. Even better, its implemented as a system loader
>so a program like Multiview (which comes with the OS) comes into its own
>here. You click on multiview, an AppWindow file selector opens and then
>you drag a file into it. If it is an Amigaguide file, you get the
>amigaguide hypertext viewer, A JPEG will load and decompress , an IFF
>sound will play etc.

Personally I find Hypertext stuff to be completely useless... I think that there is some sort of standard, though, for manty programs are coming out with hypertext-like help systems...

> A nice standard program installer system? The OS supports an installer
>system which provides a nice, easy to use way of installing software to
>your HD. This is a great feature, it makes installing even complex
>packages very easy.

Gee, since all I've ever had to do was run something called "INSTALL.PRG" and away it goes, I wonder why such a thing is necessary? SOunds more limiting than it's worth... (i.e. features you might want to incorporate into your install, but since you are morally bound to use the standard installer you are out of luck)

> Public Windows? Well, if you dont like the Amiga windows system you
>wont appreciate them, but it allows applications to open their windows on
>another applications screen - very useful for integrating applications.

Well, since I hate screens on a GUI... I have one screen and all my windows open on it... that's the way I prefer it!

> The ability to assign a seperate icon to each file? And to `animate`
>it when clicked. PLus you can define tooltypes for each icon, similar to
>specifying command line arguments.

Well, animation comes with color Icons (TOS 4.0+) but custiom Icons are 2.0 +

> AREXX - not strictly part of the desktop but it is part of the OS and
>can make for a much more integrated desktop and multitasking system. Full
>interprocess communication and a powerful `batch` script system.

Not quite clear on what it is, but sounds like the interprocess communications since TOS 1.0 Much improved with MTOS...

> Full SHELL support. Its there when you need to do really low level
>operations that would take too long from the WorkBench. You can also
>execute shell commands from a command dialog requester opened from the
>menu bar.

Must I name the number of Shells avaiable for the ST?

> Palette sharing - the OS provides inbuilt palette sharing so that if
>you are doing a lot of things on a single screen (not necessary with
>multiple screens available) it will make a `best choice` of colours for
>each program to use. The result is very impressive.

SOunds like OS mucking with my program's palette, I like it not.

> Object orientated controls like the Colour wheel. This is reusable by
>applications programs.

Personally I find color wheels obnoxious. Give me RGB Sliders any day!

> Of course, screens. But you dont seem to like those....

>>> I think its better to have a powerful, standard, compatible desktop
>>>than to have loads of seperate desktop add-ons. The features of the Amiga
>>>such as screen switching and AREXX make integrating file-managament type
>>>programs such as the excellent Directory Opus, very easy.

>>Ugh. Screen switching is one of my biggest gripes about the Amiga, and
>>is a complete turn off for me... It works for this UNIX text based
>>interface,
>>but If I have a GUI, I don't want multiple screens!

> hmmm, you must be running your applications on a 1024x1024 24 bit
>screen then.... A problem with affordable personal computer systems is
>that you generally cant afford big, hi-res monitors (not to mention the
>system resources to run the large gfx arrays). By using screens, each
>application can have its own seperate screen memory and you can choose
>which one(s) you want to view. A very nice feature for multitasking
>systems and yet another example of how the Amigas desktop was designed
>around multitasking from the start, unlike the GEM desktop which is an
>inherently single-tasking desktop which has been bodged for multitasking.

Nope, 800 x 600 x 16 for most work, switch to 640 x 480 x 256 for most
graphics work, and occasionally to True Color for those sort of graphics.
(I only have the freeware demo of BlowUP, hence the expanded res only in 16
colors. When using my Crazy Dots card onm the MegaSTE, I tend to run in
800 x 600 x whatever color depth I need most)

> If you have the monitor, you can always open a big screen for your
>applications on the Amiga. I prefer screens as they are faster, take less
>system resources and are the best solution for my low-rez monitor. We dont
>all have workstation displays...

I have a 14" monitor (cost me about $450 new, prolly worth less now) does
800 x 600 NI, 1024 x 768I (I've gotten it to run even higher, but the
interlave flicker gets annoying...)

~Chris

(all in all, I must say, quite a reasonable post on your part, Gavan)
>Gavan

1255. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 06:10:06 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar8.061006.29712@rmece02.upr.clu.edu>
Source record: 18105

In article <2d77899a@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 03 Mar 94 03:33:02, Benkeen wrote:
|>

[stuff deleted]

|> Don't agree. In 1024*768i*256 my Falcon redraws the desktop faster than Windoze
|> does in 1024*768i*256 ... .-) (on a 486/dx266)

Oh, yeah right. Griff, someone here needs a bit of education... and
it's not me! ;-)

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1256. Help !!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 10:25:00 UTC
From: floppy@assi.s-link.de
Message-ID: <5KVuo7uNylB@p_floppy.assi.s-link.de>
Source record: 18106
Cross-posted to: comp.sys.atari,comp.sys.atari.advocacy,maus.sys.atari.software

>------------------------->Anakin Skywalker lives ! <----------------------<

Di 08.03.94, 12:15

Hi out there !

I'm desperately in need of a printer device driver for the HP 550 C
printer for a ATARI TT 030. Does such a thing exist ? Can anybody email it
to me (uuencoded) ? Is it somewhere to ftp ? Please help me. I don't have
any knowledge about ATARIs and I do not read this newsgroup. Please send
any help netmailed via private mail to me. Thank you for your help.

Bye.

floppy@assi.s-link.de floppy@trashcan.escape.de floppy@xmp.priconet.de

Won't you come home Bill Bailey, won't you come home.
CrossPoint v2.93 R

1257. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 12:20:05 UTC
From: kstevens@srs.gov
Message-ID: <01H9PYZRFU8Y001CT7@SAEMS.SRS.GOV>
Source record: 18107

> |> In <1994Mar4.201121.54667@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> And do you think I don't like the Jaguar? Or is it that you can't
> just stand criticism?
>
> I like the Jaguar, but I am pointing out things that ATARI must change
> for it to become successful. And I am looking forward to see
> AvsP, because I think it will be an awesome game....
>
> But Tempest XXXX getting an award? Well... The only old game
> I can think of that can get an awesome award would be a very updated
> Star Raiders.... but NOT like Star Raiders II!

Wait a while and you'll get your wish. Star Raiders 2000 is due out in a couple of months. 8-)
--
Ken Stevens | kstevens@srs.gov |

1258. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 13:17:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7c7af4@secom.ct.se>
Source record: 18108

In a message of 07 Mar 94 12:15:44, Gavan Moran wrote:

GM> YOU were claiming that animations were all done in real time, and that

Please quote me.

Exactly, I never said that.

Don't lie in public.

GM> NO-ONE used frame-by-frame pre-rendered anims. Doing a simple wire
GM> graphics preview is not the same as doing the finished graphics. The sort
GM> of graphics a f030 can do real time are nothing close to what is needed
GM> for even the lowest grade of film or tv computer modelling. The same goes
GM> for ALL currently available PC technology. Frame by frame rendering is the
GM> way it goes.

Sure, but THE BETTER THE PREVIEW THE BETTER THE RESULT!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1259. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 13:17:16 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403081317.AA08925@nyx.cs.du.edu>
Source record: 18109

dg@ukc.ac.uk (M.D.Griffiths) writes...

>:> The DSP is indeed very powerful, but is targetted squarely at digital
>:>manipulations such as Fourier/Cosine Transforms, matrix maninpulations
>:>etc. You constantly attempt to push it as speeding up any application
>:>which is ridiculaous. eg Use it as a surrogate 882 (no thought as to how
>:>you are going to handle usage when multitasking) or use it to do DPs in
>:>the 65k colour mode.

>I proved both these points, you make me *yawn* gavan.

Youve proved NOTHING on the DPs and you ended up `proving` that you
could get the DSP doing FP mults as fast as a 16MHz 882 - never mind that
there was no way of handling DSP multitasking properly, or that there
wasnt a SINGLE program which used this method or that there are NO
compilers which provide DSP FP libraries - I wonder why not?

>:>As I have consistently posted, the limits on this
>:>doing this are the amounts of memory the CPU is required to shift. Using
>:>the DSP actually INCREASES the workload on the CPU in this case, but
that
>:>doesnt deter you from making blanket `I can boost the performance with
the
>:>DSP` claims.

>the CPU bandwidth is THE limit, the DSP can do ANY task faster than the
030,
>not just matrix multiplication etc, only if the transfer time is longer
>than the time saved is it not worthing doing (this a rarely the case).

ANY task? Then why isnt it used as a CPU then if its so shit hot? Its
just a dedicated co-processor, very good at its own niche but not suitable
for the sorts of general programming algorithms that you expect it to
perform every time you go on about using the DSP to boost program
performance.

I have POINTED OUT in this case that the transfer time is indeed too
much of an overload (well, the CPU overhead for transfer that is). You
still cant seem to accept basic engineering principles.

>:> Right, so in fact it not actally a SOUND DMA at all - a general
pupose
>:>DMA channel???? Tell me, how *DO* you now handle the fact that your DSP
is
>:>being simulatanously being fed/feeding data in/out of both this `sound
>:>DMA` and host port channels? Sounds like a LOT of complicated
syncronising

>:>of IO is needed in your DSP code.

>Obviously two interrupts at the dsp end (two cycles each per interrupt
:-))
>is too much for Gavan's little brain to cope with.

Yeah, right. Youre handling this `sound DMA` and stuff being sent down
the host port and more stuff being sent down the host port to update the
DSP playfield and a simple interrupt handler routine is gonna route all
this data to the proper place - ha ha!

>:> Moreover, the sound DMA will still add to contention on the bus, but
>:>of course it would be better than using the CPU directly. And as I
pointed
>:>out, even with sound DMA the overload is too high on the CPU anyway.

>Sound DMA contention is negligable (I think it is HARD-WIRED).

HARD WIRED?? Whats that supposed to mean. If you are doing DMA from
the memory it has to be done via the databus (unless you have a seperate
DSP DMA databus and dual ported RAM). It will add to the overall system
burden, but not as much as having to dedicate the processor.

>:>Strange how the architecture implements a host port at all if this
`sound
>:>DMA` is so flexible.......

>(laughs loudly at Gavan who knows so little about the DSP).

>The host port is just one of the ports on the DSP, there are others (PORT
>A,PORT B, PORT C(SSI/SCI). The Falcon links most of the ports in one
>way or another, the SSI port can be connected to any part of the SOUND
>matrix, (i.e. Sound dma), the SCI is connected to the external connector
>(I think).

You _think_? Now who doesnt know his stuff?

>:> You dont seem to get that MIPS
>:>can mean different things on different processors. Just because the DSP
>:>has x MIPS doesnt make it more poweful than an 030 for processing. It
just
>:>means it carries out more of its own SPECIALISED instructions per
second.

>In general the DSP delivers many more mips :

>1. It is a modern chip with an orthogonal instruction set (compared to
68k)
>2. It is highly parallel.

>Dsp code is generally smaller than its 030 counterpart.

More mips mean nothing in this context. Its what those instructions do
that counts. You SEEM to be implying that the DSP is better for general
purpose processing than the 030 but I`ll give you the benefit of the doubt

as no-one could be that stupid.

>> BTW I *do* know what DSPs are good at, and this sort of half assed
>>pixel manipulation isnt one of them. In this case, there is NO benefit in
>>using the DSP to do your algorithms as the CPU memory access overheads
are
>>too high to actually allow any sort of data throughput.

>lets see your amiga doing 1/2 million phong pixels per second then.
(laugh).

And WHY would I want to do 1/2M phongs pixels per sec? MORE demos?????
Wheres the useful software?

>:> But absolutely NO way of managing programs/data which are running in
>:>the DSP eh? Making it highly unsuitable for use as a general processing
>:>resource in a multitasking OS.

>No the OS also provides dsp 'alloc' functions for organising programs
>and having several resident. Again please do not spout crap without
>knowing what u talk about.

Right, so your saying that the OS **DOES** handle program and data
organisation in the DSP memory(all 96k of it). I doubt that it has ANY
kind of task management - maybe you mean that you can send and retrieve
data to it via OS routines and that the management is very much up to the
programmer?

:> The Width of the host port will be important, as the smaller the
width,
:>the more transfers the CPU will have to do to it to shift a given amount
:>of data. I see you havent posted the width - is it actually 8 bits/2 megs
:>per second as I have seen posted by some here?
:>
:>>(its funny how you have to ASK me about such stuff yet you argue with
:>>me about implementation details - makes you look very silly IMO).

I`m still seeking clarification on the above point. Is it *8 BIT* or
not?

>:> Excuse me, I have to go. My new spreadsheet program which uses only
the
>:>blitter and the copper to do the data manipulation has finished indexing
>:>my 650000 record database - it does 25 index operations a second you
>:>know....

>Its funny you should mention that, I've done a quicksort on the DSP that
>sorts 7 times faster than the 030 version, I guess its only useful
>for FFTs huh?? ;) (laughs at Gavan)

hmmmm, even on REALLY LARGE files? I suspect your routine deals with
lists which fit entirely in the DSP memory.

I look forward to the release of all this software on the DSP.
Considering there is so little of it at the moment, theres obviously about
to be an avalanche from you alone.....

BTW Still waiting to see what screensize/framerate you claim for your
256DP technique.... I thought you`d already coded it.

Gavan.

1260. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 13:19:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7c7b68@secom.ct.se>
Source record: 18110

In a message of 07 Mar 94 12:20:36, Gavan Moran wrote:

GM> >Please don't lie like that Gavan. NO ONE HAS EVER DENIED THE 1/0
GM> FALCON!!
GM>
GM> Rickard Troedsson for one. And there were others over the summer who

Stupid moron! Quote me saying there's never been a 1/0!

Exactly, you can't!

Exactly, I've never said that!

Go home and wack your Amiga off, stop spreading lies in this newsgroup!

GM> denied it. Many are still denying they can get it in their country, but
GM> this _may_ be true. Then again, As you said the Falcon was always meant to
GM> be available in this config so presumably you should be able to buy it in
GM> that config anywhere you can buy the Falcon

And YOU CAN! .. the 1/0 is sold everywhere the 4/0 is sold, although the 4/0
outsells it with a factor 100 ...
+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1261. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 13:19:53 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403081320.AA09187@nyx.cs.du.edu>
Source record: 18111

ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes...

>> errrr. Open more than 4 windows at once?? ;-) I`m sure theyve got past
>>this limitation by now though.

>There is some such limitation on the STs with TOS<=1.6?
>On the ST it did not really matter as a 640x400 screen is not big enough
>for more windows. If it really bothered you you could get another desktop.

Or if you had an AMIGA, you could open a seperate SCREEN for each
application. Its great to have a computer which was designed for
multitasking from the outset, and didnt just start with a port of CP/M 68k
and a mac-wannabe GUI that was crippled by Apple legal action.

I`ll admit that the Atari has come a LONG way towards catching up with
the Amiga since the days of GEM/ST. The Falcon with MiNT is much better
than the older ST system, but the fact remains that backward compatiblity
and the gradual adding in of MultiTasking has meant that the Falcon is
still nowhere near the Amiga for a multitasking GUI. It does have a nice
UNiX a-like OS though.

>> What about standard system loaders? The Amiga OS provides a method of
>>defining file structures (like GIF/JPEG/Sound file) so that any program
>>can `load` the data thorugh these filters. Eg. Once you have installed
the
>>GIF loader, any properly written application can load GIF files
completely
>>transparently as if they were a standard IFF graphic. I have drivers for
>>JPEG/GIF/PCX/BMP on my system. Obviously, you need to code the
application
>>to specifically use them though, so older (pre 3.0 software) cant use
them.
>>
>I use GEMview3.1 which supports virtually all the formats you could want.
>It also utilises the DSP for decoding JPEGs :) There are many others
>available.

>For viewing editing non exectable files I just installed EVEREST3

errr, actually READ MY POST. I was talking about things called
`datatypes` on the Amiga. They are kind of like printer drivers in
reverse(!). ie. They allow you to import various kinds of data through the
OS. Hence once you have a program that imports graphics, say, you can
provide it with any kind of datatype to let it load the appropriate gfx
format. So, I can pop a disk with a GIF or PCX or JPEG file on it and any
of my datatype-aware programs can transparently access the graphics data

contained within. Same goes for things like text viewers or even
potentially things like databases and spreadsheets....

You seem to be confusing this with an individual program having the
ability to load many formats. I can understand this modern OS concept of
datatypes being alien to you after so long being forced to use an ST ;-)

>Oh boy, I think we had better stop here. You really do not know what you
>are talking about do you?

yes, maybe we had before you REALLY make a fool of yourself.

> It might be a good idea for you to actually talk
>to someone who uses a Falcon/TT/STe before spouting like this.

Hey! If I ever actually MET anyone who used a Falcon I`d LOVE to see
the machine in action. Unfortunately, with only 35000 owners spread over
the globe they are a little thin on the ground. I have used STs/STes
though and I`m NOT impressed. The STe was Ataris pathetic attempt to try
to match the Amiga and it didnt even come _close_. Too little, too late.

> I can do
>ALL of the above. You can add many more features with an OS addon like
>Geneva or Neodesk (there are others I cannot remember)

Actually, Jack, the poster was asking about the STANDARD OS DESKTOPS.
The whole point was to see what sort of functions the destops provided
without adding on extras/new desktops.

> Please get a clue; are you not getting tired of being wrong?

Please get a clue; are you not getting tired of being wrong? :-p

>You obviously have never seen or used a new Atari (ie TOS>= 2.06)
>and yet you insist on telling Atari users what you think (whish?) they do
not
>have. This is almost as sad as that guy claiming the ST did not have
>bitplanes.

Again, the poster wanted to know what sort of features the standard
Amiga OS had that the GEM desktop didnt offer. I posted a list of points,
so what happens next is that Atari owners will post back flaming me and
pointing out that the GEM desktop has xxx or yyy.

You, however, dont seem to have answered _any_ of my points (apart
from getting the datatypes issue WRONG).

how original.

Gavan

1262. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 13:21:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7c7bde@secom.ct.se>
Source record: 18112

In a message of 07 Mar 94 12:26:15, Gavan Moran wrote:

GM> I did say that some users will run a F030 in the min config, and I

Sure, show me ONE.

There are none.

Why don't you cease to exist?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1263. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 13:21:41 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403081322.AA09448@nyx.cs.du.edu>
Source record: 18113

ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes...

>>>:>playfield` effect you describe be physically possible, not talking
about
>>>:>your equally unfeasible 1600x600x65kcolour screen.
>
>>>You have no idea about what the Falcon is capable of, your lack of
>>>knowledge about of its DMA h/ware and things in general prove this. It
>>>is *painfully* obvious that you lack hard facts.
>
>> Youre saying then, that you CAN do a 1600x600 screen? The highest
video
>> throughput I`ve seen claimed for the F030 is 32 Mb/s which ISNT ENOUGH
to
>>do this screen. Its painfully obvious that you dont know even rudimentary
>>computer hardware engineering.

>I have a program that will do this on my RGB (the SVGA does not scan down
>low enough). 1600x600x16 has been done.

Again, please read back a few lines through the post. The bane of
contention is over doing 1600x600 at 65k colours, not 16. Way, way back I
worked out that the b/w needed for this rez at 50Hz interlaced was
something like 46Mb/s which exceeds even the claims of advocates on this
group about the Falcons video bandwidth.

>It all depends on your screen REFRESH RATE! You know what that is don't
>you? On my Falcon with a Magnavox Multiscanning Monitor as I adjust the
>resolution the refresh rate adjusts automatically.

>Just in case you do not know (it looks like you do not understand), if
>your refresh rate is 60 Hz then your screen is being updated 60 times a
>second. If it is interlaced at 60Hz it means that it is updating 1/2 the
>screen at 60Hz and moving half the data/sec.

look, try doing the sums yourself.
Heres a clue : There are two bytes per pixel
1600x600 pixels per screen
and 25 full screens per second (thats as a result of interlacing
at 50 Hz)

[stuff about dsp suitability deleted]

>IT IS NOT A GENERAL PURPOSE CPU!!!
>It is an extremely powerfull co-processor. No one has ever claimed that it
>can be used as a Central processing unit.

My point exactly! However certain nameless individuals here have make regular claims about it being more suitable for ANY task than the CPU.

>> I like to see the specifics of the way the DSP interacts with the rest
>>of the hardware. Its pretty *BLATENTLY OBVIOUS* to anyone who knows
>>anything about computer hardware that the chips implementation is heavily
>>designed around digital filtering (it is of course a Digital Signal
>>Processor) and that only a real fool would attempt to try to shove generic
>>computer algorithms onto it.

>Have you actually read any of Griff's messages?

oh yes. He seems to be well into machine code hacking but not too hot on the hardware side of things. Comes from too much demo coding I expect.....

>...you just keep coming back for more....

Please, keep up YOUR posts. I could do with a little light relief every now and then. Its sooo nice to completely trash someone who cant even seem to grasp the points of postings....

Gavan.

1264. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 13:30:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7c7dfc@secom.ct.se>
Source record: 18114

In a message of 08 Mar 94 06:33:24, Ricardo Hernandez wrote:

RH> So what are you saying then? Pirate it? Or just that having
RH> a lot of decent software for a computer is bad? That's a good one!

Nope, compare the price of a decent graphic utility on the PC and then on the
Falcon .... oh .. ten times cheaper on the Falcon for the same features?

That's what I meant. Noone buys software for PCs, too expensive ...

(Heck, even the teachers at school pirate programs and put on the network ...)

I'd like to point out that I don't pirate though, as your tried to imply above.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1265. Re: Commodore Amiga gives up and joins the 90's!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 14:18:14 UTC
From: teler@pita.cs.huji.ac.il
Message-ID: <2li1f6$ktj@pretzel.cs.huji.ac.il>
Source record: 18115
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy

In article <2l3ctd$4ga@shasti.xei.com>, tron1@shasti.xei.com (Kenneth Jamieson) writes:
|> I will preface this clip with my predictions... (sprinkle smileys)
|>
|> 1) Future Amiga's will be PowerPC based.

Not what I would predict from reading the following. If anything, the 3D rendering stuff reminds me more of PA-RISC, which would be a logical way to go for a MM machine such as the Amiga, considering that it also has MPEG support built in.
Note also that there's (or will soon be; never can be sure about release dates) SoftWindows support for HP workstations, so PA-RISC is supported in this area.

|> 2) We will se a lot more support for the virtue's of NT than we used to!

Probably not from Amiga users, anyway. We love AmigaDOS, don't we?

|> "The new generation of machines have a RISC core, will be DOS compatible
|> and will run Windows NT. We're taking a 64-bit RISC processor, adding to
|> it a 3D rendering engine with texture mapping and so on -- all included on
|> the chip -- and we're wrapping it with the AAA chip set. We're currently
|> predicting a performance ratio compared to AA [AGA] chip set of somewhere
|> between 10 & 20 times current speeds. This will form the heart of new
|> high-end workstations and you'll have full compatibility with DOS -- no
|> bridgeboards required."

I'm drooling here. When? (It will probably cost too much for me anyway.)

ET

--
Unlike some other ETs, I can really phone home

1266. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 15:36:45 UTC
From: mdg@ukc.ac.uk
Message-ID: <8921@gos.ukc.ac.uk>
Source record: 18116

In article <9403081317.AA08925@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>dg@ukc.ac.uk (M.D.Griffiths) writes...
:>>:> The DSP is indeed very powerful, but is targetted squarely at digital
:>>:>manipulations such as Fourier/Cosine Transforms, matrix maninpulations
:>>:>etc. You constantly attempt to push it as speeding up any application
:>>:>which is ridiculaous. eg Use it as a surrogate 882 (no thought as to how
:>>:>you are going to handle usage when multitasking) or use it to do DPs in
:>>:>the 65k colour mode.
:>>I proved both these points, you make me *yawn* gavan.
:>
:> Youve proved NOTHING on the DPs and you ended up `proving` that you
:>could get the DSP doing FP mults as fast as a 16MHz 882 - never mind that
:>there was no way of handling DSP multitasking properly, or that there
:>wasnt a SINGLE program which used this method or that there are NO
:>compilers which provide DSP FP libraries - I wonder why not?

Gavan you keep coming back for more and more. DSP = 16-20mhz 68882 for
FP stuff, (many times faster at integer stuff). Who mentioned multi-
tasking? Now you do mention it you dig yourself another hole, ever heard
of semaphores? As for your claim about no program using the DSP for
FP maths, you obviously haven't seen some of the falcon fractal programs.
Gavan you really are a mindless unknowledgeable Moron.

:>>the CPU bandwidth is THE limit, the DSP can do ANY task faster than the
:>030,
:>>not just matrix multiplication etc, only if the transfer time is longer
:>>than the time saved is it not worthing doing (this a rarely the case).
:> ANY task? Then why isnt it used as a CPU then if its so shit hot? Its
:>just a dedicated co-processor, very good at its own niche but not suitable
:>for the sorts of general programming algorithms that you expect it to
:>perform every time you go on about using the DSP to boost program
:>performance.

The DSP can outperform a 16mhz 16030 at just about any task. Even if it
was a really crap algorithm which was awkward to implement you would still
get at least an equivalent '8mips' worth.

:> I have POINTED OUT in this case that the transfer time is indeed too
:>much of an overload (well, the CPU overhead for transfer that is). You
:>still cant seem to accept basic engineering principles.

The transfer time is not much of a problem for all but the most trivial
of algorithms. (the 68k algorithm is more than about 5 instructions its
quicker to do it on the dsp). So what stuff have you programmed on the
DSP to justify what you say. Why would I lie? *I KNOW WHAT I'M TALKING
ABOUT* YOU DO NOT.

:>>Obviously two interrupts at the dsp end (two cycles each per interrupt
:>:-))
:>>is too much for Gavan's little brain to cope with.
:> Yeah, right. Youre handling this `sound DMA` and stuff being sent down
:>the host port and more stuff being sent down the host port to update the
:>DSP playfield and a simple interrupt handler routine is gonna route all
:>this data to the proper place - ha ha!

As I said Gavan has a small brain.

:>>:> Moreover, the sound DMA will still add to contention on the bus, but
:>>:>of course it would be better than using the CPU directly. And as I
:>pointed
:>>:>out, even with sound DMA the overload is too high on the CPU anyway.
:>>Sound DMA contention is negligable (I think it is HARD-WIRED).

:> HARD WIRED?? Whats that supposed to mean. If you are doing DMA from
:>the memory it has to be done via the databus (unless you have a seperate
:>DSP DMA databus and dual ported RAM). It will add to the overall system
:>burden, but not as much as having to dedicate the processor.

Its always ON. (you can't turn it off, although some hackers apparently
found some kludged way of doing it). Answering lots of your questions
Gavan, doesn't this suggest that I know about these things?

:>>The host port is just one of the ports on the DSP, there are others (PORT
:>>A,PORT B, PORT C(SSI/SCI). The Falcon links most of the ports in one
:>>way or another, the SSI port can be connected to any part of the SOUND
:>>matrix, (i.e. Sound dma), the SCI is connected to the external connector
:>>(I think).
:>
:> You _think_? Now who doesnt know his stuff?

Is that your only reply? How SAD, I noticed you deleted the stuff you
wrote about the architecure being bad, its funny how I have to explain
everything to you, but I'm glad to be part of your education.

:>>In general the DSP delivers many more mips :
:>
:>>1. It is a modern chip with an orthogonal instruction set (compared to
:>68k)
:>>2. It is highly parallel.
:>
:>>Dsp code is generally smaller than its 030 counterpart.
::>
:> More mips mean nothing in this context. Its what those instructions do
:>that counts. You SEEM to be implying that the DSP is better for general
:>purpose processing than the 030 but I`ll give you the benefit of the doubt
:>as no-one could be that stupid.

Not better for general purpose computing, but this is ONLY because of the
way it represents numbers, it is better for implementing most sound/graphic
algorithms, I can give lots of examples.

:>>lets see your amiga doing 1/2 million phong pixels per second then.
:>(laugh).
:>
:> And WHY would I want to do 1/2M phongs pixels per sec? MORE demos?????
:>Wheres the useful software?

I suppose a SGI workstation is pointless to because it does 50,000,000 /sec?
(laughs at Gavan,yet again)

:>>No the OS also provides dsp 'alloc' functions for organising programs
:>>and having several resident. Again please do not spout crap without
:>>knowing what u talk about.
:>
:> Right, so your saying that the OS **DOES** handle program and data
:>organisation in the DSP memory(all 96k of it). I doubt that it has ANY
:>kind of task management - maybe you mean that you can send and retrieve
:>data to it via OS routines and that the management is very much up to the
:>programmer?

The Falcon TOS is to multitasking, it would be possible to do simultaneous
context switching at both ends (I do this in my tracker driver).

> [host port stuff deleted]
> I`m still seeking clarification on the above point. Is it *8 BIT* or
>not?

yes 8 bit high speed parallel. delivers 2meg/s using the OS calls or
3meg/s if you hit the hware.

:>>Its funny you should mention that, I've done a quicksort on the DSP that
:>>sorts 7 times faster than the 030 version, I guess its only useful
:>>for FFTs huh?? ;) (laughs at Gavan)
:> hmmmm, even on REALLY LARGE files? I suspect your routine deals with
:>lists which fit entirely in the DSP memory.

Gavan obviously knows nothing about quicksort -> i'll just say that the
DSP deals with subsets of 256 or less. (GAVAN you speak yet more rubbish).

:> I look forward to the release of all this software on the DSP.
:>Considering there is so little of it at the moment, theres obviously about
:>to be an avalanche from you alone.....

So what have you done Gavan? (laugh)

:>BTW Still waiting to see what screensize/framerate you claim for your
:>256DP technique.... I thought you`d already coded it.

26FPS 320x200 True colour.(wait for my next demo, cue Gavan to slag off
demo writers)

>Gavan.

Griff (ripping Gavan to pieces).
--

1267. Re: "THE WAR OF THE WORLDS" by :

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 18:52:19 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Mar8.185219.2763@t.hfb.se>
Source record: 18118

```
>>> The Falcon has no Pinball Fantasies, for instance!
>>
>> A really great (so I've heard) Pinball game is beeing developed
>> for the STE/F030 at the moment. Not by DI though...
>
> Rumours are great, aren't they? BTW, I hope that supports
> the Falcon, and not uses only the STE graphics...

It's not a rumour!
The guy who have coded the SFX/Music routs for the game is a friend
of mine. But I haven't seen the game personally...yet.

/
/ Daniel
```

1268. Re: alt.fan.peter.sinclair.die.die.die

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 19:12:29 UTC
From: bjgrier@bnr.ca
Message-ID: <CMD1Cz.1tE@nrtpa22.bnr.ca>
Source record: 18119

In article <16F729F57S85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu (Tom Marchant) writes:
|> In article <1994Mar4.134332.23913@cobra.uni.edu>
|> sinclap2954@cobra.uni.edu writes:
|>
|> >
|> >Yea, the Atari OS is crap!!! A 040 Quadra is much cheaper than any TT and
|> >Falcon. A $1200 falcon is ludicrous!!!!
|> >
|> Who cares what you think, sinclap? Enjoy your Mac. Unsubscribe this group.
|> >
|> >System 7 has alot more features than your crappy Atari OS. Atari's OS is an
|> >excuse for an OS. You know that you lost! No one is buying Atari anymore!!!

Let's see:

Feature	MiNT	System 7
Loadable Fonts	YES	YES
Scalable Fonts	YES	YES
Play Sounds at startup (yawn)	YES	YES
Attach Sounds to widgets (Why?)	YES	YES
Display backdrop pictures	YES	YES
Phonenet/Local talk support	NO	YES
Select Items from non-Top Window	YES	NO
Pre-emptive Multi Tasking	YES	NO
Prioritization of tasks	YES	NO
Mountable File systems	YES	NO
Message Pipes	YES	NO
Socket support	YES	YES(Requires 3rd party sw)
Messy Desktop GUI	NO	YES
Version for Atari computers	YES	NO
Version for Apple computers	YES	YES

|> >
|> >
|> >Peter Sinclair-Day
|> >University of Northern Iowa
|> >Cedar Falls, Iowa USA
|> >
|> >Atari Corp. - Non Existent just Bullshit
|> >
|> Why do you care?
|> Are you so insecure in your opinion that you must resort to whining and
|> cursing to say nothing?

|>
|> Grow up.
|>

He can't grow up.

He spent all his dad's money on a Mac and feels he needs to justify it.
But at least his dad likes his old Atari ST(IMTU :)

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1269. Re: was Re: "Bit-ness" of Processors Now: ham8

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 19:57:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar8.195712.26411@rmece02.upr.clu.edu>
Source record: 18120

In article <9403071123.AA09020@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes....
|>
|> > Actually, AmigaVision is trully remarkable.... but I took it out
|> because
|> >C= is not actively updating it currently until they get more money for it.
|> >But in making an interactive multimedia educational courseware,
|> AmigaVision
|> >kicks *SERIOUS* butt ;-)
|>
|> Yes. The real problem with AmigaVision is the lack of on going
|> support. Scala and MediaPoint etc seem to get regular updates, but C= are
|> typically sitting on AmigaVision and doing nothing. I think another
|> problem is the lack of seperate player software, meaning you have to run
|> the full system just to view a presentation. This eats memory and leads to
|> copyright problems. Still, with such a large choice of MM software, this
|> is no great problem.

The above is simply not true. AmigaVision Pro has a separate player.
Scala also has it, but *requires* the cursed dongle to run anyway.

I'll move this to comp.sys.amiga.multimedia

|>
|> Gavan.
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1270. raycasting and new group ..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 20:03:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7cda10@secom.ct.se>
Source record: 18121

1) Why not try to get a comp.sys.atari.programming (programmers) group going? A lot of the talk in st/tech/advocacy is about programmig ..

2) Can someone direct me to a place where I can find the basics behind this "raycasting" thing?

3) My texturemapping routine became faster when using move.l instead of move.w ... the Falcon's bus *IS* 32bit ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1271. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 22:13:49 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMD9r1.H43@freenet.carleton.ca>
Source record: 18122

In a previous article, gmoran@nyx.cs.du.edu (Gavan Moran) says:

> errr, actually READ MY POST. I was talking about things called
>`datatypes` on the Amiga. They are kind of like printer drivers in
>reverse(!). ie. They allow you to import various kinds of data through the
>OS. Hence once you have a program that imports graphics, say, you can
>provide it with any kind of datatype to let it load the appropriate gfx
>format. So, I can pop a disk with a GIF or PCX or JPEG file on it and any
>of my datatype-aware programs can transparently access the graphics data
>contained within. Same goes for things like text viewers or even
>potentially things like databases and spreadsheets....
>
Ok I was wrong. I did not realise you were talking about a low level OS
feature. I thought you were talking about having the OS redirect the file
you want to load to the appropriate destination program along with
parameters etc. Not as far as I know the ST does not have data type
definitions built in to the OS. You can install TSRs that any program may
want to call which would be the similar except then it wouldn't be a
STANDARD OS feature :)
Once that driver is installed (ie a GIF/JPG driver) any 'aware'
program may use it.

>> It might be a good idea for you to actually talk
>>to someone who uses a Falcon/TT/STe before spouting like this.
>
> Hey! If I ever actually MET anyone who used a Falcon I`d LOVE to see
>the machine in action. Unfortunately, with only 35000 owners spread over
>the globe they are a little thin on the ground. I have used STs/STes
>though and I`m NOT impressed. The STe was Ataris pathetic attempt to try
>to match the Amiga and it didnt even come _close_. Too little, too late.
>

You are full of shit. You have not even used the OS in question or do not
know anyone that has used it and yet you make these idiotic claims.
No the Atari OS does not as far as I know ahve built in 'data drivers'
since that is all taken care of by the software in question. You can
redirect files to the appropriate destination though.

>> I can do
>>ALL of the above. You can add many more features with an OS addon like
>>Geneva or Neodesk (there are others I cannot remember)
>
> Actually, Jack, the poster was asking about the STANDARD OS DESKTOPS.
>The whole point was to see what sort of functions the destops provided
>_without_ adding on extras/new desktops.

I realise that and I pointed out that all your points, except the one
about builtin data drivers, are wrong.

>>You obviously have never seen or used a new Atari (ie TOS>= 2.06)
>>and yet you insist on telling Atari users what you think (whish?) they do
>not
>>have. This is almost as sad as that guy claiming the ST did not have
>>bitplanes.
>
> Again, the poster wanted to know what sort of features the standard
>Amiga OS had that the GEM desktop didnt offer. I posted a list of points,
>so what happens next is that Atari owners will post back flaming me and
>pointing out that the GEM desktop has xxx or yyy.

Well if you start claiming that The Atari OS does not have xxx or yyy and
it DOES then you are WRONG!! so admit it and shut up or bugger off.
All your above points except the data drivers were wrong.
You found 1 so far.

>
> You, however, dont seem to have answered _any_ of my points (apart
>from getting the datatypes issue WRONG).
>

Yes I misunderstood that part and no the Atari OS does not have (to my
knowledge) builtin data drivers such as implemented in the Amiga.
Not a problem IMO but that is, I admit, besides the point.

re: other stuff like shells etc...

Multitos is I believe POSIX compliant and you can use a variety of shells
such as bash, korshell, csh etc..

re: assigning icons: of course you can do it.

re: public windows? I can open as many GEM windows as I want with MTOS

re: standard installer? What? You catually need a SPECIAL INSTALLER
feature in your OS?. If I have I really 'complex' program to install i run
INSTALL.PRG. This sound like a waste of memory to me. Usually you do not
even need to do that; all you have to do is drag all the stuff from the
floppy window to the window where you want the program.

re:colour wheel? I do not know what that is but there is a part of the
Control Panel that lets you set the Palette, window collors. You can also
set the desktop pattern/collor, window fonts etc...

You also have STANDARD accesories for sound (change ballance, gain,
volume etc...), a System Audio Manager that lets you record your own
samples to HD and assign them to desktop events.

You can also define keyboard equivalents for every menu function of the
desktop (so that you do not have to drag the mouse to the menu bar if you
do not want to).

ie 'l'=locate file , 'v'=change res, 'c'=close window, 'w'=cycle through window etc...

As far as high quality video diaplays go I think the Falcon wins there as well (more video bandwidth you know and you can set the resolution to whatever you want provided you don't exceed the bandwidth or your monitors scanning capabilities:)

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1272. stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 22:20:11 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16F73F3CBS85.TOMM@cms.cc.wayne.edu>
Source record: 18123

There sure is a lot of stupid bullshit on this newsgroup.

Peter, Gavan and Ricardo apparently have nothing better to do than
blast Atari users because they use Ataris. Why should they care?

Griff seems to like to fan the flames of these assholes. Occasionally,
someone posts an opinion that might be of some interest to someone other
than himself, but then there is a non-stop flow of:

you said:
Yeah but you said:
You idiot, read my post, I said:
You don't know what you're talking about....
"No one could be that STUPID"
"*I KNOW WHAT I'M TALKING ABOUT* YOU DO NOT"
"You still can't seem to understand basic engineering principles"
"I proved these points"
That's not possible...
"I'm glad to be part of your education"
"... has a small brain"
You said:
I already said:...

What a waste of time. Do all of you really think that you have
something important to say?

I fail to understand why Amiga and Mac bigots spend so much time
posting here. Pay attention, you Bozos, this is a group for Atari.

There is nothing to be gained by getting on here and telling us that
we are stupid for buying Ataris.

ANYONE who really believes that Ataris/Amigas/Macs/PCs/PS2s/SGIs/DECs/etc
are the only computers worth having and that all others are useless
doesn't know ANYTHING. ALL of these machines have some advantages
over ALL of the others.

The only point to all of this bickering is to spread so much shit
on the little useful information as to make the entire discussion
group useless.

By far the worst offender is sinclap. You rude jerk, Peter Dickhead.
I'm glad you like your Mac. Get the hell off of this group. You
do not belong here. You NEVER have anything constructive to say.
You don't post on the Mac groups, do you? We sure don't care what
you think. You must really be afraid of Atari and Commodore.

1273. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 22:35:33 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2liujl$p6f@lyra.csx.cam.ac.uk>
Source record: 18124

In article <1994Mar8.061006.29712@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> In article <2d77899a@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> |> In a message of 03 Mar 94 03:33:02, Benkeen wrote:
|> |>
|>
|> [stuff deleted]
|>
|> |> Don't agree. In 1024*768i*256 my Falcon redraws the desktop faster than Windoze
|> |> does in 1024*768i*256 ... .-) (on a 486/dx266)
|>
|> Oh, yeah right. Griff, someone here needs a bit of education... and
|> it's not me! ;-)

Quite. I may dislike PC's, but the 486 DX2 66 machines I've seen redraw their desktop substntially faster than the Falcon, A1200 or even the A4000 (using standard AGA) could ever hope to. (Unless you're using an A4000 with something like a Spectrum or Rainbow III card of course. :-))

You may want to advocate your systems against the PC, but spouting rediculous statements like that will only hurt your case.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

1274. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 22:45:27 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2liv67$p6f@lyra.csx.cam.ac.uk>
Source record: 18125

In article <8921@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> Gavan you keep coming back for more and more. DSP = 16-20mhz 68882 for
|> FP stuff, (many times faster at integer stuff). Who mentioned multi-

You NEVER posted any information supporting this claim. If you wish I will post the whetstone results for a 25MHz 68882. You do the same for the DSP. BTW, I'm talking double precision here.

|> 26FPS 320x200 True colour.(wait for my next demo, cue Gavan to slag off
|> demo writers)

Demos are all about pulling all kinds of clever tricks to get the hardware to look like it's doing better than it should be able to. They look very pretty and everything, but are otherwise totally useless. I respect the programming ability of someone who writes a decent icon editor, or wordprocessor for example, much more than I respect the programming ability of someone who just churns out routine after routine of illegally coded hardware bashing, which is the sort of coding almost entirely responsible for incompatibility problems on the Amiga.

--
Chris Brown

Amiga 1200, 6MB, 80 Meg harddisk, 25MHz 68882, 262144 colours on screen
---

Finger me at cpb1001@hermes.cam.ac.uk for my PGP public key

1275. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-08 22:49:57 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMDBF9.IrH@freenet.carleton.ca>
Source record: 18126

In a previous article, gmoran@nyx.cs.du.edu (Gavan Moran) says:

>ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes...
>
>>>>:>your equally unfeasible 1600x600x65kcolour screen.
^^^^^^^^^^^^^^^^^^^^^^^^
I do not see any mention of the refresh rate here.

>>
>>>>You have no idea about what the Falcon is capable of, your lack of
>>>>knowledge about of its DMA h/ware and things in general prove this. It
>>>>is *painfully* obvious that you lack hard facts.
>>
>>> Youre saying then, that you CAN do a 1600x600 screen? The highest
^^
This is the reason I mentioned the 1600x600x16 screen being possible on an RGB

>
> Again, please read back a few lines through the post. The bane of
>contention is over doing 1600x600 at 65k colours, not 16. Way, way back I
>worked out that the b/w needed for this rez at 50Hz interlaced was
>something like 46Mb/s which exceeds even the claims of advocates on this
>group about the Falcons video bandwidth.

What idiot said it had to be @50Hz interlaced? If you only have an RGB
monitor the you cant do this. If you drop the refresh rate low enough on
your Multiscanning monitor it might be possible.

[Gavan shows he understands]

>
>look, try doing the sums yourself.
>Heres a clue : There are two bytes per pixel
> 1600x600 pixels per screen
> and 25 full screens per second (thats as a result of interlacing
> at 50 Hz)

I apologise. I missed the part where someone claimed it could be done at
50Hz interlaced. I do not think it was Griff anyway

It obviously cannot be done on an RGB (or regular VGA) monitor. You might
achieve this with an appropriate monitor.

>
>[stuff about dsp suitability deleted]
>
>

>>IT IS NOT A GENERAL PURPOSE CPU!!!
>>It is an extremely powerfull co-processor. No one has ever claimed that it
>>can be used as a Central processing unit.
>
> My point exactly! However certain nameless individuals here have make
>regular claims about it being more suitable for ANY task than the CPU.
^^^^^^^^^^^^^^^^^^^^
<taking such a statement out of context says a lot about your honestly IMO>

Well for most calculations I believe it will be faster (I am not an expert
on the DSP but I see no reason not to believe Griff on this).
Whether it is more suitable for certain tasks than the CPU is a system issue.
Even though it is extremely fast it cannot act as a CPU. It is
axtremely good at processing streams of data which does make it suitable
for many sound & video processing applications. The fact that it works in
parallel with the CPU makes this even better (ie it is implementted in the
architecture pretty well).

The man keeps giving you examples of where one might use the DSP
effectively but you keep ignoring them.

>
> Please, keep up YOUR posts. I could do with a little light relief
>every now and then. Its sooo nice to completely trash someone who cant
>even seem to grasp the points of postings....
>

Do not worry, I will post the promised quotes from the my DSP manual. You
do not believe Griff who knows a lot about the Falcon hardware and
programming the DSP but maybe looking at a Motorolla manual will convince
you of its aplicability in areas other than sound processing

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1276. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 02:43:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ljd4s$qha@darkstar.UCSC.EDU>
Source record: 18127

In <9403081320.AA09187@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes...

>>> errrr. Open more than 4 windows at once?? ;-) I`m sure theyve got past
>>>this limitation by now though.

>>There is some such limitation on the STs with TOS<=1.6?
>>On the ST it did not really matter as a 640x400 screen is not big enough
>>for more windows. If it really bothered you you could get another desktop.

> Or if you had an AMIGA, you could open a seperate SCREEN for each
>application. Its great to have a computer which was designed for
>multitasking from the outset, and didnt just start with a port of CP/M 68k
>and a mac-wannabe GUI that was crippled by Apple legal action.

Typical nonsense. TOS is Not a CP/M 68K port. The prototype STs that were
shown (back in 84 or so) were kludged together with such a thing, but Atari
went with GEMDOS as the OS for the release STs, which ios a completely
different (i.e. written new from the ground up) OS and not a port!
And the "mac-wannabe" line is just pathetic. PC Gem was hampered by the
Apple lawsuit, but Atari changed nothing about it for the STs, and the fact
that GEM is far better than the Mac Desktop anyway makes that point irrelevant.

~Chris

>Gavan

1277. Atari Info Wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 05:04:10 UTC
From: tlrsidp@nmt.edu
Message-ID: <1994Mar9.050410.1792@nmt.edu>
Source record: 18128

Ok, I'm selling my Mac LCIII and will probably buy another Mac, but I'm always curious as to my options. (No flames as to my computer of choice I had an Atari 800 and 1040st in the past....) I'd like to purchase a system w/ an '040 standard (i don't want to have to upgrade to one) and possibly DSP's onboard. (The 660av mac is the system I'm serious looking at) I'm not too critical as to available software, but I'd like to know the status of commerical software in the Atari Market. So, does Atari make any computer that would satisfy what I want. I'd like info on prices, standard configs, video display options (ie vram/accelerator chips).

thanks in advance

tlrsidp@black.nmt.edu
email info or post (i check both regularly)

ps i also would like to know if there was a way for me to connect my HP 550c (AppleTalk Connector) to an Atari.

1278. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 07:33:19 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar9.073319.10179@mnemosyne.cs.du.edu>
Source record: 18129

In article <2l3i8u$6q1@search01.news.aol.com>, BenKeen <benkeen@aol.com> wrote:
>-=====M.D Grifths wrote this:
>040 Macs... what an operating system, it manages to draw screens as fast as
>my 16mhz 030... wow... I am impressed. (laugh)
>-======
>
>I would like, as a person who has muchos hours on both machines, that the famed
>speedy redraw rate on Falcons (even with ScreenBlaster) is only true for ST
>High resolution - 2 bits deep. Try putting the sucker on 256 colors, single
>line and fall asleep while the menus pop down. Most 040 macs are running a
>640*480*8 screen, rather than a 640*400*1 - thats more than 8 times the video
>throughput.
>
>Besides, there aint much that runs on Falcons except in ST high anyhow. OK,
>Works, but THAT is no killer app!

You do need NDVI to get good output speeds...

But what software do you have that only works in ST High?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1279. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 07:36:52 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar9.073652.10457@mnemosyne.cs.du.edu>
Source record: 18130

In article <1994Mar4.134332.23913@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>> The MAC OS is *CRAP* and is much slower than TOS/MTOS. It is true that you
>> can get an 040 Mac that makes it bearable but in that case you had better
>> be comparing it to a TT/TTclone.
>
>Yea, the Atari OS is crap!!! A 040 Quadra is much cheaper than any TT and
>Falcon. A $1200 falcon is ludicrous!!!!

Regardlesss of your OS religion...

>
>
>System 7 has alot more features than your crappy Atari OS. Atari's OS is an
>excuse for an OS. You know that you lost! No one is buying Atari anymore!!!

Proof by contradiction: I bought an Atari, therefore people are buying
Atari machines. Ha!!

Consuidering you were 100% wrong on this point, what are we to think
of your other views?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1280. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 07:50:06 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar9.075006.11210@mnemosyne.cs.du.edu>
Source record: 18131

In article <1994Mar6.001200.23955@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <2l8jtn$cgi@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White)
writes:
>> In article <1994Mar4.134332.23913@cobra.uni.edu>,
>> <sinclap2954@cobra.uni.edu> wrote:
>> [stuff deleted]
>>>
>>>Yea, the Atari OS is crap!!! A 040 Quadra is much cheaper than any TT and
>>>Falcon. A $1200 falcon is ludicrous!!!!
>>>
>>>
>>>System 7 has alot more features than your crappy Atari OS. Atari's OS is an
>>
>> System 7/Mac features:
>> - Must go through several layers of BS protocols to do the
>> simplest of functions.
>> - Can end up resetting becuase it looses track of floppies (has happened to me
>> several times - "Pleas insert disk x" IT'S IN THERE YOU STUPID *&^*&!!!
>
>Selling point. Apple has a marketing Dept. that actualy finds out what the
>user wants. These nit picky things areone of them. Than again that Mac sales
>has squashed ATARI!!!

Only the Clapmaster would think of the Mac Disk Handling Way as a
feature - you really think people like this?

>).
>> - Can catch catnaps while applications are loading.
>> - Files are not easily interchangeable between applications due to header.
>> - A Mac bought 7 years ago is not usable (with System 7). An ST can usably run
>> MultiTOS. No need to worry about your Mac breaking down. You
>> have to buy a new one every couple of years anyway.
>
>If you have an Ataridealer to performthe upgrade!! At least we have the option
>to do so, unlike one computer company.
>

Who needs a dealer, 'ya Mac Whimp. Real People who do not have
flashing 12:00 vcr's can install either the Mac OS or the MTOS with no
assistance - but if you buy a Falcon with an HD, it comes preinstalled
anyway! Once again, your lack of knowledge shows.

>> - You get to buy those special printers that cost nearly twice what they cost
>> for any other system (I can pick up a laser printer for my ST for

>> under $500 - I've yet to see a Mac printer for anything close to
>> that).
>
>What printer is that. I can get a Postscript Apple Laser for about $500.
>

And I can use it on any ST I like. Thanks for the cheap printer Apple!

>> - The simple one button mouse. Don't want to get owners too confused
>> (no, no, your other left).
>
>No need for two. I actualy have two on my Duo.

"No need for two mouse buttons"
"We will never need more than 64k of memory"
"I am Custer! What can a bunch of indians do?"
"I never knew of the Whitewater briefings"
"I am not a crook"

>> - The blazing redraw speed.
>
>I suppose when you have less powerful programs, you get faster redraw screens.

How odd - my more powerful ST programs still have faster redraw.
Unsurprizingly, you are again mistaken!

>
>> - The irritatingly slow disk access (what IS it doing when you put
>> the floppy in?).
>
>Mac users use harddrives as a primary storage. Oh I forgot Atari users are
>still on floppy!!!

Wrong as usual, I see. but disks are useful for taking things to
other people and survice shops - as well as for offline storage (which
is what my Mac using friend does, as he only has a 40Mb HD...)

>
>
>> - Any other System 7/Mac features I missed?
>
>040 Macs for under a grand!!!
>

The only good point - but like I've said, who wants a Mac?

>Atari OS Features:
>
>-It's crap
>

Your comments, that is.

>- no file sharing
>

What do you mean by "file sharing"? Perhaps links? Name any file system feature you like, I've got it in spades, and more (like loadable file systems).

>-no publish and subscribe
>

Unsure, but sounds rather niche.

>-no aliases

You mean "symbolic links". Got 'em...

>
>-can't run Mac software
>

You meant to say: "Can't overpay for software..."

>-Atari has one OS developer

Your habit of wrongness is simply astounding. They have a number of people who work on the OS...

>
>-Atari has lousy warranty policies. Wait years for repairs.
>

1 Year on my Falcon... perhaps not the best, but decent.

>-no 040 ST's

Whoops, there are 040 ST clones, in addition to the 040 boards for the Falcon.

>
>Atari Corp is a bad excuse for a corp.
>

Amazing, you are on the right track here.... but they are shifting to new ways.

>Did I miss anything??

Everything.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1281. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 08:15:03 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar9.081503.12510@mnemosyne.cs.du.edu>
Source record: 18132

In article <2l8hlp$q1j@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>Randy Hoekstra (renfro@bnr.ca) wrote:
>
>: All this is well and good, but it has nothing to do with the original debate.
>: Please pay attention before trying to change gears like Gavan. I certainly
>: do not doubt that there are more expanded A1200's than Falcons, but the
>: point was that within the Amiga market there are more non-expanded A1200's
>: than expanded ones and therefore developers are going to develop software
>: that can be used by the biggest market possible and that software will not
>: be as capable as if the base config was better.
>
>If developers were aiming for the biggest market, then kiss good bye to
>the notion of getting good software support for the falcon.

The problem with this notion is that if it were true, then only PC
platforms would be developed for. There is still lots of good
software development going on even on the ST platform (which is quite
a bit larger than the Falcon base alone, and if you write apps it will
still work fine on the Falcon).

>
>Lots of PC games and applications require a 486 at least, with 486 dx2/66
>and 8mb being specified for some, even if the base config is say a 386
>with 4mb.

This is a bit different, becuase the games for such a system would
not be possible on anything less - plus of course the numbers of these
systems are still vast, so they can get by aiming above the base
config.

>
>: Don't you realize that we on the net represent a small percentage of real
>: users out there and in general our access to the net means we are more
>: affluent and therefore have more of the add-ons and enhancements that the
>: typical user just doesn't need. (Preparing for lots-o-flames on this one)
>
>Of course, I used to deal with demographics, income distributions, educational
>attainment every day. Just look at the market place and see what's offered.
>Even though the Falcon has a higher base config than the A1200, you're
>ignoring the fact there are lots of other Amiga models being sold and the
>market is probably an order of magnitude larger than the falcon.
>Then again, the PC market is about two orders of magnitude larger than
>Amiga.

Probably so in the Foalcon case, but don't forget that the Falcon is
not alone - there are TT's, and a large base of ST's.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1282. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 08:22:52 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar9.082252.13104@mnemosyne.cs.du.edu>
Source record: 18133

In article <9403031224.AA21865@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>
>
>>>I`m glad you admit that there are places
>>>selling 1mb Falcons though - its a fact hotly denied by many
>>>on this group.
>
>>Incorrect as usual - no-one on this group for at least a month or two
>>has EVER denied that such machines are sold - the only statement made
>>is that they are not the "base" model Falcon for which all programs will
>>be developed. Just as 486 Motherboards are sold to those who wish to
>>add components seperatley to a machine, so are 1MB Falcons sold.
>
> Yes, recently Falcon owners have started to admit that you can
>actually buy 1 Mb Falcons, although only after I stated I had seen
>advertisements for them (an unusual occurence with the Falcon!). Before
>that there was total denial. Now its the line `for expansion only`. I
>presume when you buy such a machine that they surgically implant a bomb in
>your chest that blows up if you dont immediately buy 3 more megs and a HD?
>If they are for expansion only then why include any memory AT ALL?

You just canniot admidt when you are 100% wrong. Find one message in
the last TEN CENTURIES on this base that claims you cannot buy a 1MB
Falcon. Surprize!!!!!!!! You can't. That is because NO ONE HAS EVER
STATED THIS. Do You Under Stand? Earth to Gavan...

Additionally, you must have some sort of really bad disease taht
affects long and short term memory - from the beginning of the silly
base config discussion, I have claimed the 1MB machine was an
upgrader. That is, it is not a "recent line", as you so arrogantly
claim.

As for including any memory, you are right - that is a little silly.
But quite simply, the base Falcon config is 4/80. How many people out
there have a 1MB/no HD Falcon? Answer = NONE.

>
> Seems to me its a ploy to sell more as they`ve seen how the A1200 sold
>loads of 2meg chip/no HD machines and they realise that people will buy
>the cheapest machine and then upgrade with memory and HD later as they can
>afford to. I ran my A1200 with only 2 megs and 2 floppies for 8 or 9
>months until I could afford a HD and more memory, and was able to do C and
>AMOS programming on it.

They have offered the 1MB model from the start, it is not some attemme attempt to follow CBM marketing strategy (The blind leading the blind...)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1283. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 08:30:01 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar9.083001.13344@mnemosyne.cs.du.edu>
Source record: 18134

In article <9403041034.AA22305@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>renfro@bnr.ca (Randy Hoekstra) writes...
>
>>|> No. I consider the `base` PC config to be 4/170/SVGA. The Falcon is
>>|> 4/65 or 80 and for serious purposes the A1200 is 6/80 (which I and the
>>|> Majority of A1200 owners on UseNet have).
>>|>
>>|> Gavan.

Will PG3 require this setup? If it requires less memory and such,
then how can you say the base Amiga config is 6/80 (which I really
doubt).

>
>>So now we are talking about the base config 'for serious purposes' and
>what
>>the 'majority of A1200 owners on UseNet' have. Gavan you are so full of
>BS.
>>This was certainly not how the arguement started. Now when it becomes
>apparent
>>that you can not win the 'which base config is better' war, you change
>gears
>>and start talking about a different base of users.
>
>>So how many typical consumers buying A1200s are going to have this 6/80
>>config???
>>I still think a greater percentage of Falcon owners will have the 4/85
>config
>>compared to the percentage of A1200 owners that will have fast ram or any
>>other enhancements.
>
>>RandyH
>
> Of course the PERCENTAGE of F030 owners owning a system with at least 4
>megs and a HD will be higher than the corresponding percentage of A1200
>owners. However, its not the percentage that counts when software
>companies are deciding to make software for a machine - its the NUMBERS of
>people who will make up their target market. Thats why you get software
>like PageStream 3 on the Amiga and not the ST. You cant run this on a base
>2 meg chip only machine, but there are enough owners out there with HD and
>4 megs+ to mean that the market is bigger on the Amiga than the Atari. In
>this case, things are not so clear cut since the program is not a specific
>AGA/F030 program but can run on any model with enough RAM and HD - so the
>vast number of ECS Amigas vs STs also help swing the numbers argument. The

>numbers argument also explains why you get so much modern PC software
>needing a 486/33 even though the percentage of all installed PCs with this
>config must still be relatively small - the market is still large enough
>to support it.

True enough, and the number of other ST people around will hopefully
sway Pagestream into making an Atari version. If they don't, I'll get
Calamus... but I really do like Pagestream, and would really love to
see a newer version.

>
> As for talking BASE configs - and in this sense I take it you consider
>that the 2 meg chip only A1200 is the BASE A1200 since it is the lowest
>config sold, then the BASE FALCON is only 1 meg, no HD. Not a lot of
>useability in the base Falcon config either I think. Thats why most Falcon
>owners opt to spend extra and get 4 megs and a HD and thats why serious
>A1200 owners will buy an extra 4 megs fastRAM and a HD (and still pay a
>lot less than for a Falcon).
>

The base Falcon config is 4/80, just as I'm sure the base application
Amiga config is higher than 2MB chipram/0HD

> You can actually buy A1200s here in a 6 meg (2 chip/4 fast) 85 megs HD
>configuration from several suppliers. You can even buy a preconfigured
>A1200 with 50MHz 030 card and 4 megs fastRAM and HD from another supplier.
>You may well say "but how many Amiga buyers will opt for this config" but
>I say
>"how many buyers will opt for a Falcon AT ALL".

A smaller number, perhaps... but still some.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1284. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 08:35:09 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar9.083509.13629@mnemosyne.cs.du.edu>
Source record: 18135
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Mar6.004436.23959@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <p2-dtATBBh107h@claw.wimsey.com>, jaguar@claw.wimsey.com (Jeremy Reimer)
writes:
>> In <2l6eje$h41@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>>>In article <g2UdtAHFBh107h@claw.wimsey.com> jaguar@claw.wimsey.com (Jeremy Reimer)
writes:
>>

Typical Meaningless Noise Clapinator remarks deleted.

>>
>>>In fact, modifications are made to System 7 so that the
>>>Sys7 and Win3.1 clipboards are compatible. IE: when running Mac and Windows
>>>apps at the same time, you can cut and paste text and graphics between the
>>>Mac and Windows applications.
>>
>> Wow. I'm impressed. Cut and paste! Who'd have thought it possible!
>>
>
>Yea, but you don't have it..
>

Psst! Peter! Your ignorance is showing... we do in fact have cut & paste.

Rest deleted to spare the innocent.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1285. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 08:39:09 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar9.083909.13807@mnemosyne.cs.du.edu>
Source record: 18136

In article <1994Mar4.201121.54667@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <01H96FOGIZPU00041A@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
>|> In article <9402211614.AA16361@nyx.cs.du.edu>, you wrote:
>|>
>|> > Following my comments on Ataris crap marketting being in danger of
>
>[stuff deleted]
>
>|> >
>|> >
>|> > Gavan.
>|> Right, and I didn't see Commodore, Sega or Nintendo getting as many awards
>|> as Atari did at the CES. Not only did they get best game at CES with
>|> Tempest 2000, the got at least 2 best technology for 1993 awards and a
>|> couple others I don't remember the titles of (I guess commordore was too
>|> scared to show up at the CES........)
>
> While the Jaguar got a couple of awards... I kind of wonder... I mean,
>how come Tempest 2000 can get an award? It's like giving an award
>to Space Invaders.

T2000 is not your father's Tempest, to borrow a phrase... Things like
two-player modes, original mode and a lot of new features make it a
great game. I am personally drooling over this one.

>
> Alien vs. Predator is the type of game I would expect to get an
>award, not TEMPEST XXXXX.

Yeah, but I think it was not nearly as finished at that point - hate
to give best game to a demo!

>
> So I wonder how reputable where the sources who gave the award
>at least for the 'best game.'
>

Very reputable, from many sources.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1286. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 08:40:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7d8b92@secom.ct.se>
Source record: 18137

In a message of 08 Mar 94 06:50:07, Christopher Taylor Oates wrote:

CT> Gavan: post official AMiga developer information that says that one should
CT> consider a 1200 with fastram and extra CPU etc. the base machine for any
CT> development (even games!) I have already done so with the Falcon info
CT> stating that 4 meg/85 is the base Falcon machine. If you can do that and
CT> have several developers supporting you, then maybe someone will believe
CT> you.
CT> Until then, shut up about this subject.

(just quoting it again in case Gavan "forgot" to reply ...)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1287. Uses for 56001 DSPs in Falcons :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 08:47:07 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CME32K.HHt@freenet.carleton.ca>
Source record: 18138

```
Signal Processing (yes it is true, Digital Signal Processing, who would
have guessed :)
Compression
Expansion
Averaging
etc..

Data processing

encryption/Scrambling
Encoding (e.g Trellis Coding)
Decoding (e.g Viterbi Decoding)

*-------->Numeric Processing<--------* this is a biggie:)

Scaler, Vector, and Matrix Arithmetic
Transcendental Function Computation, other non-linear functions

Modulation

Amplitude, Frequency, Phase

Spectral Analysis

Fast Fourier Transform (FFT)
Discrete Fourier Transform (DFT)
Sine/Cosine Transforms
Moving Average Modeling
Autoregressive Modelling

a few usefull applications

*Speech Processing

Speech synthesiser,recognizer
voice mail

*Telecommunications
DSP modems

Instrumentation

Spectral Analysis
Waveform Generation
Transient Analysis

Graphics
3D rendering
Desktop publishing
```

Animation

Image processing

Pattern recognition
OCR
Image restoration
Image Compression <-----
+

many more

more info to come :)
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1288. Re: Reasons to buy an Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 09:00:42 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar9.090042.14988@mnemosyne.cs.du.edu>
Source record: 18139

In article <1994Mar6.153136.23970@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>
>
>
> == TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==
>
> 10) Just one model in production (Falcon) makes selection a 'no-
> brainer.'

Or the TT, or the Falcon clone...

> 9) Tramiel's multimedia computer development in a 'class by itself.'

Well, advanced from Macs it is true...

> 8) Still sports the largest collection of 'masochistic' programmers.

You must have us confused with the guys who have to use
"ptoc(<string>" in coding C...

> 7) Less time wasted reading thick, glossy monthly periodicals.

Then you must not have bought a Mac!

> 6) No portability 'problems' due to no portable notebooks or laptops.

Oops again, forgot about the Stacy... Are you referring to the Newtons
(all 400 of them?)

> 5) Extensive collection of 'two' games available for the amazing
> Falcon.

two... hundred.

> 4) Limit of one dealer per metropolitan area promotes close friend-
> ships.

Wrong as usual - that is no longer in effect.

> 3) One-piece design featuring 'mushy' keyboard way ahead of it's
> time.

Mac keyboards aren't mushy?

> 2) Ergonomically-placed joystick ports good practice for fumbling &
> cursing.

Hmm...

> 1) Who really needs all those CD-ROMs anyway?
>

I do - thank god I can read them on my Falcon!

>
>
> TOP 10 REASOMS TO BUY A MAC
> ---------------------------
> 10 - words like CDEV, INIT and FPU are lots easier to learn than
> DOS, DEL, and INTEL
> 9 - the local computer store has fewer shelves of Mac computers
> making buying decisions easier
> 8 - you haven't lived until you see an Application not Found error
> 7 - where else can you buy a Centris and end up with a Quadra?
> 6 - Jack and his sons don't do Mac
> 5 - Windoze 4.0 will break more programs than System 7.0
> 4 - Macs aren't just user friendly, with added sounds, wallpapers,
> and startup screens, they are down right cuddly.
> 3 - Microsoft does its experimenting on that other computer, leaving
> us safe a while longer
> 2 - Sim City 2000 is awesome!
> 1 - Swampy don't hug IBMers

TOP TEN REASONS TO BUY A MAC
----
10 - Much wider selection of anti-virus software (and viruses!)
9 - OS speed allows one to have long coffee breaks, and take many naps.
8 - You haven't lived until you see a Mac take your valued disk hostage.
7 - Where else can you buy a machine from a company that would patent
the human hand if only it weren't for those pesky lawyers...
6 - Screen savers take up whole processing time, giving excuse why no work
is done.
5 - System 7.0 is just chock full 'o features!
4 - Forces you to expand to huge disk to store nifty sounds, wallpaper, etc...
3 - Don't need to know anything about computers - can just sit 'n drool.
2 - Who needs joysticks, or interesting games?

And the number one reason to buy a mac is....

1 - Peter Sinclair-Day will be your personal slave!
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1289. 3D DOOM like tmapping

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 09:04:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7d9120@secom.ct.se>
Source record: 18140

The discussion Raist and Griff's had about "cheat" texturemapping, converting it to a single interpolation problem, seems to be exactly what I've been writing on for a few days .... thought I could add my views on it .. ;)

I'm using the whole screen, 320*240*65536, ceiling and floor being 90 pixels "high" on the screen. (Same then goes for the "width" of the walls when standing in the middle.

Movement can (for now!) be done forward/backward and rotating left/right. (Sliding will follow today hopefully)

Ceiling and floor done using a horisontal tmapping routine, with one interpolation per line. (VERY fast). (Adding a skew factor for the angle when rotating, takes no time at all compared to the tmapping)

Walls CURRENTLY using one interpolation per line, vertically drawn, and a skew factor for the rotating. (will have to change to two or three as it seems now)

Ceiling/Floor/Walls also using a "distance" factor, making things far away move slower than when they're close. Takes no extra time compared to the tmapping .. :-)

Oki ... speed .... 320*240*65536, on a 16Mhz 030, using move.l (no bl**dy 16bit bus here!) on a VGA monitor...(will be twice as fast on RGB/TV) ...

15fps

Take it for what's it worth, I may develope this into a game ... there's some things I can optimize further and there are some features to add, the fps rate should hold though ...

I guess what I'm trying to say is that I'm using *NO* 3D calculations or polygon graphics .... but it looks as if I did ...

(Interesting fact: The resolution of the source bitmap does not affect speed. I can avoid pixelation totally if one can stand the "shrinking" far far away ... it looks best if maximum is 2* pixel and mininum 0.5* pixel though)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1290. Re: "Bit-ness" of Processors now: F030 vs A1200 pricing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 09:50:06 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar9.095006.25993@rmece02.upr.clu.edu>
Source record: 18141

In article <9403071125.AA09095@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes...
|>

[stuff deleted]

|>
|> You can easily build a more powerful A1200 system than ANY Falcon
|> system, or an equivlent system for a lot less money. The only thing
|> missing is an 040 card for the A1200, but since you can buy an out of the
|> box Amiga 040 thats not much of a drawback. You`ll probably want the
|> expansion capability of an A4000 if you really NEED an 040

Well, actually... I would love a 060 if it comes out for the A1200...
The 040 is not there because of the heat, but since the '060 will be
low-power from the start, it might be 'heat ok' ;-)

|>
|> Gavan
|>

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1291. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 09:54:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar9.095433.21993@rmece02.upr.clu.edu>
Source record: 18142

In article <1994Mar1.165002.9902@dmu.ac.uk>, c2sgy@dmu.ac.uk (SG Yardley) writes:
|> In article <1994Feb22.230224.25429@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> > In article <k6P2Hc1w165w@frood.novalis.public.sub.org>, nloeber@frood.novalis.public.sub.org (Nils) writes:
|> > |>
|> > |> Does anybody know how often the Falcon was sold? It would be interesting to
|> > |> compare this to the number of 1200s sold.
|> > |> And is there a list of (planned) Falcon games available?
|> >
|> > The very latest I heard about the Falcon was around 20,000. The very
|> > latest I heard about the A1200 was more than 250,000.
|> >
|> > At least, I would expect those two numbers for both machines.
|>
|> I expect the figure for A1200's sold is straight from Commodore. After all
|> the figures that Amiga Format give out are bolstered up to make the sales look
|> amazing.

The A1200 has sold quite a bit... you like it or not.

|> That can't be right,

[about CD-32 sales]

Why not? The CD-32 in the UK has turned out to be the leading seller
of *any* CD-ROM type thingie.

That has been reported by independent organizations... but then, in
the U.S. that would be a *very* different story :-)

[stuff deleted]

|>
|> Simon

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1292. re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 11:00:35 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403091101.AA13929@nyx.cs.du.edu>
Source record: 18143

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes....

>|>Why? because all the
>|> stupid Atari owners killed the software support for their machine by
>|> widespread piracy. And they have the cheek to call Amiga owners
pirates!
>|>
>|> Gavan

> Gavan, while that seems to be quite true of Atari's (I remember the
>Atari Explorer issue with: "Will piracy kill ATARI?" on the cover),
>that is also true of Amiga people... it's just that the market is
>bigger and thus can absorb that problem a bit better... but it is
>still a problem though.

Yes, Piracy exists on all platforms and I suppose it had a greater
effect on the Atari market as it had less users to start with. Look at the
PC, *massive* piracy but a huge market means its still profitable to make
software for it. Even so, a lot of ST owners were ex 8-bit owners and they
seemed to take the 8-bit Atari piracy scene over with them when they got
their ST. Even as the ST was announced, many 8-bit pirates were selling
their 8-bit systems and planning to buy STs and do ST piracy in a big way.
I cant get over how one ST owner recently boasted to me about how he got
his copy of ST Streetfighter 2 a month before release .. and then
complained about not having Mortal Kombat come out on his machine!!!!!

Maybe I`m just too optimistic but it seems that piracy is on the wane
on the Amiga - attitudes are changing. Plus CD32 means that more Amiga
stuff is coming out on CDROM which will help cut piracy.

BTW Raist, do you get AUI Magazine in the US? This month they had a
covermounted Amiga CD!! I thinks its a first for an Amiga magazine.
Apparently they are launching a new mag soon which will have a CD on the
cover every month! And so are the makers of Amiga format. Just think of
the potential for serious as well as gaming use - you could put GCC 2.5.8
(or whatever) with say ToolManager and magicWB on just a part of the CD
and shove it on the cover of your magazine. I bought the CD anyway, I`ll
have to see if I can use a PC-CDROM to get some of the files off to take
home...

Gavan

1293. Subject: Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 11:01:35 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403091102.AA13986@nyx.cs.du.edu>
Source record: 18144

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes...

>Gavan: post official AMiga developer information that says that one should
>consider a 1200 with fastram and extra CPU etc. the base machine for any
>development (even games!) I have already done so with the Falcon info
>stating that 4 meg/85 is the base Falcon machine. If you can do that and
>have several developers supporting you, then maybe someone will believe
>you.
>Until then, shut up about this subject.

As I have said - the point is that there ARE lots of A1200s with
fastRAm etc so developers develop for them. Are you saying that serious
software such as ADPRO, ProPage, Imagine etc is developed to fit a 2 meg
base machine??? I have 6 megs and its really not enough to run ADPRO or
Imagine to anyrthing like their capabilities.

Developers develop software for which there is a market - there is a
bigger market for software which needs an Amiga with 4 megs+ and a HD than
there is for a Falcon, so it gets more (and better) serious software. Name
ONE major application on the Amiga that has been designed around a 2 meg
chip only system....

Of course, the PC market is bigger still which is why it gets the
lions share of serious applications. Thats just the way it is. The fact
that there is more serious software support for the Amiga than the Atari
is just an extra feather in its cap.

Gavan

1294. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 11:04:00 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403091104.AA14172@nyx.cs.du.edu>
Source record: 18145

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes..

>> A standard hypertext system? The AmigaGuide system provides an easy to
>>use hypertext system for reading program documentation etc.

>Personally I find Hypertext stuff to be completely useless... I think
>that
>there is some sort of standard, though, for manty programs are coming out
>with hypertext-like help systems...

Nearly every big PD release on AmiNet these days has an AmigaGuide
help document. They are really easy to use and standard over all releases
of software so you can get the info from the docs quicker than reading
through a massive ascii doc file.

>> A nice standard program installer system? The OS supports an installer
>>system which provides a nice, easy to use way of installing software to
>>your HD. This is a great feature, it makes installing even complex
>>packages very easy.

>Gee, since all I've ever had to do was run something called "INSTALL.PRG"
>and
>away it goes, I wonder why such a thing is necessary? SOunds more
>limiting
>than it's worth... (i.e. features you might want to incorporate into your
>install, but since you are morally bound to use the standard installer you
>are out of luck)

The C= installer is VERY powerful, with trace and `dummy install`
functions available. Since it is standard for every program it makes it
easy and hassle free to install even really complex packages.

If you REALLY want to do something weird when installing, you could
always resort to making your own installer but then youre going to piss a
lot of users off who appreciate the standard installer.

>> AREXX - not strictly part of the desktop but it is part of the OS and
>>can make for a much more integrated desktop and multitasking system. Full
>>interprocess communication and a powerful `batch` script system.

>Not quite clear on what it is, but sounds like the interprocess
>communications since TOS 1.0 Much improved with MTOS...

Its a complete interpreted language - not Amiga specific as OS/2 and
some IBM mainframes have it too. Its based around pattern matching, but
has full interprocess comms features. ie. If a program provides an AREXX
`port` then AREXX can use that program kind of like a language subroutine.

This means rather than make a macro language, you give it an AREXX port and use AREXX to do your macros. You can also write AREXX programs to mediate between two applications to integrate them. Multimedia apps can use AREXX to control things like laserdisks/video tape - you write a driver for teh device and give it an AREXX port. Then ANY program can use AREXX to control the driver program. Its VERY powerful and more than just a batch file or just an interprocess control protocol.

>> Full SHELL support.

>Must I name the number of Shells avaiable for the ST?

yes, but how many come AS STANDARD with the OS? The shell is available on all Amiga desktops (unless you delete it of course!)

>(all in all, I must say, quite a reasonable post on your part, Gavan)

Well, when people ask for educated comparisons I`m happy to help. makes a change from people making stupid, unfeasible claims and then being annoyed when I point out that they`re not possible.

Gavan

1295. Re: Uses for 56001 DSPs in Falcons :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 11:04:16 UTC
From: m93kma@tdb.uu.se
Message-ID: <2lkafg$q9o@columba.udac.uu.se>
Source record: 18146

Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:

: [lots of stuff]

And, yes? A Z80 can do that kind of stuff, too. I always thought that
speed was important... :)

/Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

1296. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 11:07:25 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403091107.AA14355@nyx.cs.du.edu>
Source record: 18147

mdg@ukc.ac.uk (M.D.Griffiths) writes....

>:> Youve proved NOTHING on the DPs and you ended up `proving` that you
>:>could get the DSP doing FP mults as fast as a 16MHz 882 - never mind
>that
>:>there was no way of handling DSP multitasking properly, or that there
>:>wasnt a SINGLE program which used this method or that there are NO
>:>compilers which provide DSP FP libraries - I wonder why not?

>Gavan you keep coming back for more and more. DSP = 16-20mhz 68882 for
>FP stuff, (many times faster at integer stuff). Who mentioned multi-
>tasking? Now you do mention it you dig yourself another hole, ever heard
>of semaphores? As for your claim about no program using the DSP for
>FP maths, you obviously haven't seen some of the falcon fractal programs.
>Gavan you really are a mindless unknowledgeable Moron.

And you said initially 8 times faster for FP mults... Where are the C
FP libs to use the DSP for this then? The problem is that when you start
using the DSP in this way all sorts of problems will happen if other tasks
are trying to use the DSP too.

No I havent seen the Falcon fractal programs. I did see some progs on
the NeXT which used the DSP for fractal drawing though and they were
impressively faster than the CPU so I suppose the DSP is useful if you
want to draw fractals a lot.

>The DSP can outperform a 16mhz 16030 at just about any task. Even if it
>was a really crap algorithm which was awkward to implement you would still
>get at least an equivalent '8mips' worth.

So you are saying you could use the DSP to write, for example, a C
compiler or word processor? You could write a modern multitasking OS which
would execute on the DSP chip? Come off it!

>The transfer time is not much of a problem for all but the most trivial
>of algorithms. (the 68k algorithm is more than about 5 instructions its
>quicker to do it on the dsp). So what stuff have you programmed on the
>DSP to justify what you say. Why would I lie? *I KNOW WHAT I'M TALKING
>ABOUT* YOU DO NOT.

If you are processing a large amount of data (and I think doing dual
256colour playfields counts as a large amount of data) there is
undoubtably going to be a DSP to memory bottleneck. A few weeks ago some
guy who really knew a lot about the DSP pointed this out (he`d built a
board around one if I remember correctly) and you claimed that the host
port was more than adequate for any DSP needs and that this bottleneck was
not a problem. I`ve shown that at the sorts of rates you want for your

screen, it is.

>:> HARD WIRED?? Whats that supposed to mean. If you are doing DMA from
>:>the memory it has to be done via the databus (unless you have a seperate
>:>DSP DMA databus and dual ported RAM). It will add to the overall system
>:>burden, but not as much as having to dedicate the processor.

>Its always ON. (you can't turn it off, although some hackers apparently
>found some kludged way of doing it). Answering lots of your questions
>Gavan, doesn't this suggest that I know about these things?

So its neglible because its always there anyway... NOT the same as
having no effect on the overall performance. It will be imposing load on
the overall system bus.

>:> And WHY would I want to do 1/2M phongs pixels per sec? MORE demos???
>:>Wheres the useful software?

>I suppose a SGI workstation is pointless to because it does 50,000,000
>/sec?
>(laughs at Gavan,yet again)
>:>>Sound DMA contention is negligable (I think it is HARD-WIRED).

An SGI workstation is useful coz it has a lot of powerful software for
it. If it didnt have the software, then no one would buy them. Sound
familiar?

>:> Right, so your saying that the OS **DOES** handle program and data
>:>organisation in the DSP memory(all 96k of it). I doubt that it has ANY
>:>kind of task management - maybe you mean that you can send and retrieve
>:>data to it via OS routines and that the management is very much up to
>the
>:>programmer?

>The Falcon TOS is to multitasking, it would be possible to do simultaneous
>context switching at both ends (I do this in my tracker driver).

So the OS wont actually provide support for multiple tasks running
`concurrently` on the DSP. Thats a _real_ problem if you are tring to
shift lots of processing over to the DSP. You could try to write your own
management system, but with lots of programs needing large amounts of DSP
main memory you are going to hit problems shifting stuff in and out of
memory all the time. I dont think the resulting performance would be very
good at all.

>:>BTW Still waiting to see what screensize/framerate you claim for your
>:>256DP technique.... I thought you`d already coded it.

>26FPS 320x200 True colour.(wait for my next demo, cue Gavan to slag off
>demo writers)

Hmmm, youre WRITING over 3 megs of memory to the screen from the DSP
(via an 8 bit bus) every second, not to mention having to xfer another1.5
megs into the DSP from main memory - this SHOULD be interesting. Does you

CPU do anything else apart from handle all the memory xfers?? Are you actually writing graphics to both `playfields` or is there just two that are scrolled about a bit over each other?

Gavan

1297. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 11:08:15 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403091108.AA14388@nyx.cs.du.edu>
Source record: 18148

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....

>You just canniot admidt when you are 100% wrong. Find one message in
>the last TEN CENTURIES on this base that claims you cannot buy a 1MB
>Falcon. Surprize!!!!!!!! You can't. That is because NO ONE HAS EVER
>STATED THIS. Do You Under Stand? Earth to Gavan...

YES THEY HAVE. I really wish there was some sort of archive of past
posts so I could show some of the claims that certain advocates have made
here in the past, but there isnt. I remember RT and others STATE BLUNTLY
that there was NO SUCH THING AS A 1 MEG FALCON.

>As for including any memory, you are right - that is a little silly.
>But quite simply, the base Falcon config is 4/80. How many people out
>there have a 1MB/no HD Falcon? Answer = NONE.

Hmmm. So NOONE is using a 1 meg Falcon anywhere? I suspect there are
more than a few strapped for cash ST owners who have bought such a config
and are actually using it till they can afford the memory and HD.

Anyway, as usual the original point has been lost in all the
squabbling. I pointed out that since 1 meg is the lowest config then
anyone with a 4 meg/hd falcon was actually opting for a higher config
machine and so this should be compared to a higher than min config A1200.

The fact that you CAN actually use a cheap, min configed 2 meg chip
only A1200 usefully is a major point in the Amigas favour. The Amiga has a
very compact, efficient OS so you can actually do things with small amount
of memory. I could even multitask on my old 1/2 meg A500 and run simple
WPs and paint programs. Of course, for more advanced use you need fastRAM
but its still cheaper than getting a Falcon.

Gavan.

1298. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 13:07:18 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar9.130718.31311@rmece02.upr.clu.edu>
Source record: 18149

In article <2d7c7af4@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 07 Mar 94 12:15:44, Gavan Moran wrote:

[stuff deleted]

|> Sure, but THE BETTER THE PREVIEW THE BETTER THE RESULT!

Not when your palette is limited to 64k colors.... and when you
have a 68030SX @ 16Mhz....

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1299. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 13:10:14 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar9.131014.3504@rmece02.upr.clu.edu>
Source record: 18150

In article <2d7c7dfc@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson)
writes:
|> In a message of 08 Mar 94 06:33:24, Ricardo Hernandez wrote:
|>
|> RH> So what are you saying then? Pirate it? Or just that having
|> RH> a lot of decent software for a computer is bad? That's a good one!
|>
|> Nope, compare the price of a decent graphic utility on the PC and then on the
|> Falcon .... oh .. ten times cheaper on the Falcon for the same features?

Really? Like what?

|>
|> That's what I meant. Noone buys software for PCs, too expensive ...

Major B.S. PC software (at least in the U.S.... maybe it's just
Sweden) is not expensive (a couple of years ago it surely was though).

|>
|> (Heck, even the teachers at school pirate programs and put on the network ...)

So?

|>
|> I'd like to point out that I don't pirate though, as your tried to imply above.

If you feel burned that's your problem. I only implied that you *MIGHT*
be suggesting as an advice to pirate it...

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1300. Re: raycasting and new group ..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 13:11:43 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar9.131143.27878@rmece02.upr.clu.edu>
Source record: 18151

In article <2d7cda10@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

|> 1) Why not try to get a comp.sys.atari.programming (programmers) group going? A
|> lot of the talk in st/tech/advocacy is about programmig ..
|>
|> 2) Can someone direct me to a place where I can find the basics behind this
|> "raycasting" thing?
|>
|> 3) My texturemapping routine became faster when using move.l instead of move.w
|> ... the Falcon's bus *IS* 32bit ..
|>

YAWN That is not what ATARI has said before. OF COURSE it will go faster.... takes less cycle time to decodify (two instructions vs. one). Makes sense, doesn't it?

|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1301. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 15:34:35 UTC
From: l115130@lehtori.cc.tut.fi
Message-ID: <2lkqab$fk2@lehtori.cc.tut.fi>
Source record: 18152
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1994Mar6.004436.23959@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>>> Total, 100%, unprocessed BULLSHIT. The PowerMacs will run both System 7
>>>and Windows 3.1.
>>
>> That's the "cheezy software emulation" bit I talked about... :)

>Typical Amiga, Atari and PC droid response. Have you seen it?

I have seen both System 7 and Windows 3.1 and must say they are
BOTH cheesy, emulated or not. I can't figure why somebody would
like to combine the two on one machine...

-Tero Lehtonen, l115130@cc.tut.fi

1302. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 16:41:27 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2lku7o$6ig@percy.cs.bham.ac.uk>
Source record: 18153

In article <9403091107.AA14355@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> mdg@ukc.ac.uk (M.D.Griffiths) writes....
>

[Stuff deleted]

>
> >:>BTW Still waiting to see what screensize/framerate you claim for your
> >:>256DP technique.... I thought you`d already coded it.
>
> >26FPS 320x200 True colour.(wait for my next demo, cue Gavan to slag off
> >demo writers)
>
> Hmmm, youre WRITING over 3 megs of memory to the screen from the DSP
> (via an 8 bit bus) every second, not to mention having to xfer another1.5
> megs into the DSP from main memory - this SHOULD be interesting. Does you
> CPU do anything else apart from handle all the memory xfers?? Are you
> actually writing graphics to both `playfields` or is there just two that
> are scrolled about a bit over each other?
>
> Gavan
>

Ever heard of DMA ? No ? Well the DSP can put stuff striaght into main memory
with no help from the 68030 at all... just use the neat connection matrix and tell
it to connect DSPXMIT to DMAREC and that's it... so simple when you find the
facts out _before_ you open your mouth...

Seeya

Ian

1303. Re: was Re: "Bit-ness" of Processors Now: h

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 16:47:02 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Mar9.164702.29330@t.hfb.se>
Source record: 18154

> Does the Falcon support double buffered displays yet?

What do you mean "yet"?

All Atari ST/TT/F030 computers has got a linear memory
and can buffer as many displays as the memory can hold.
Otherwise it would be VERY hard to do flicker free animations
and scrolling, don't you think?

/
/ Daniel

1304. Re: was: "Bitness of processors" Now: Gavan 'Moron'

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 17:48:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <8951@gos.ukc.ac.uk>
Source record: 18155

In article <2lku7o$6ig@percy.cs.bham.ac.uk> I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
:>In article <9403091107.AA14355@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran)
writes:
:>> mdg@ukc.ac.uk (M.D.Griffiths) writes....
:>[Stuff deleted]
:>> Hmmm, youre WRITING over 3 megs of memory to the screen from the DSP
:>> (via an 8 bit bus) every second, not to mention having to xfer another1.5
:>> megs into the DSP from main memory - this SHOULD be interesting. Does you
:>> CPU do anything else apart from handle all the memory xfers?? Are you
:>> actually writing graphics to both `playfields` or is there just two that
:>> are scrolled about a bit over each other?
:>>
:>> Gavan
:>>
:>
:>Ever heard of DMA ? No ? Well the DSP can put stuff striaght into main memory
:>with no help from the 68030 at all... just use the neat connection matrix and tell
:>it to connect DSPXMIT to DMAREC and that's it... so simple when you find the
:>facts out _before_ you open your mouth...
:>

Indeed, Gavan constantly talks rubbish, he knows nothing about the Falcon,
its h/ware details and what it can and can't do.
I laugh watching him making a fool of himself. Do you really think people
respect you Gavan?

Griff
--

1305. Re: Reasons to buy an Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 18:17:40 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.763236818@fizban>
Source record: 18156

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

>> 2) Ergonomically-placed joystick ports good practice for fumbling &
>> cursing.

>Hmm...

I wonder why everyone is picking on this? How often do you change mouse?
Then you have the mouse and the joystick in place (if you are using one, I
don't play that much so it doesn't bother me) they aren't in the way!

/Jocke
--
Mailed by: Joakim Nordlander
Inventive /|\ Atari programmer. ;)
(C) 1994 by SIG-o-Matic.

1306. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-09 19:28:42 UTC
From: erlingh@idt.unit.no
Message-ID: <2ll81a$r9n@ugle.unit.no>
Source record: 18157

In article <2ljd4s$qha@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> Typical nonsense. TOS is Not a CP/M 68K port. The prototype STs that were
|> shown (back in 84 or so) were kludged together with such a thing, but Atari
|> went with GEMDOS as the OS for the release STs, which ios a completely
|> different (i.e. written new from the ground up) OS and not a port!

Bull shit.

Gemdos is infact cp/m 68k.
It (and gem) is made by digital research and ported by atari.
Check the atari developer docs for details.
(Yeah, I have them)

|> And the "mac-wannabe" line is just pathetic. PC Gem was hampered by the
|> Apple lawsuit, but Atari changed nothing about it for the STs, and the fact

Correct.

|> that GEM is far better than the Mac Desktop anyway makes that point irrelevant.

Are you for real ?

The GEM desktop isn't better than the Mac Desktop.
The GEM desktop is DIFFERENT FROM the Mac Desktop.

Some people prefer the GEM desktop, and some prefer the Mac desktop.
As it is, i think I'd like the mac desktop better than the GEM
desktop - but that may be because I have used the mac desktop so little
(haven't discovered its' annoying features yet :-).

For the record, I only own atari computers - a Falcon + a TT and I like
them both.

|> ~Chris

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

1307. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 00:20:06 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2llp3m$ppq@darkstar.UCSC.EDU>
Source record: 18158

In <9403091104.AA14172@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> The C= installer is VERY powerful, with trace and `dummy install`
>functions available. Since it is standard for every program it makes it
>easy and hassle free to install even really complex packages.

> If you REALLY want to do something weird when installing, you could
>always resort to making your own installer but then youre going to piss a
>lot of users off who appreciate the standard installer.

Interesting, but I still have my doubts as to whether or not I would consider
it truly necessary.

> Its a complete interpreted language - not Amiga specific as OS/2 and
>some IBM mainframes have it too. Its based around pattern matching, but
>has full interprocess comms features. ie. If a program provides an AREXX
>`port` then AREXX can use that program kind of like a language subroutine.
>This means rather than make a macro language, you give it an AREXX port
>and use AREXX to do your macros. You can also write AREXX programs to
>mediate between two applications to integrate them. Multimedia apps can
>use AREXX to control things like laserdisks/video tape - you write a
>driver for teh device and give it an AREXX port. Then ANY program can use
>AREXX to control the driver program. Its VERY powerful and more than just
>a batch file or just an interprocess control protocol.

I'm not up on all the technicals of TOS/MiNT, so I can't really say if
such a thing exists on the same level.

> yes, but how many come AS STANDARD with the OS? The shell is available
>on all Amiga desktops (unless you delete it of course!)

Well, my install iof MTOS is the developer one, which came with a shell. I
don't know about the commercial release. Then again, the average user
(i.e. one who cannot find a free shell from somewhere) usually has little
use for a shell as it is. Most things can be easily done with the GUI
Desktop.

SO it seems that the advantages are ones which I don't consider as part of
my computer-making decisions... I know I don't speak for the world, but
it seems that very few Joe-User types are going to look for all of these things
in order to do basic computing tasks.

~Chris

>Gavan

1308. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 00:34:27 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2llpuj$qi6@darkstar.UCSC.EDU>
Source record: 18159

In <2ll81a$r9n@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:

>Gemdos is infact cp/m 68k.
>It (and gem) is made by digital research and ported by atari.
>Check the atari developer docs for details.
>(Yeah, I have them)

I quote from STart summer 1988, from their "3 Yearsd with the ST" article.
"The version of GEM first demonstrated to Tramiel Technology was actually
running on top of CP/M-68K... Atari would continue to plan for it to be the
ST's underlying operating system in the months to come."]
Then later they quote Leonard Tramiel:
"CP/M-68K had been around several years; it was a well-known, well-understood
relatively well-accepted operating system. GEMDOS was a completely brand-new
untried, untested, incomplete operating system. However, it offered
significantly higher performance and gave the full hierarchical file system
that CP/M 68K simply did not have. It was quite a difficult decision to make,
but I think we went in the right direction going with GEMDOS."
and right aftert that in the article. "GEMDOS, while not written as an MS-DOS
clone, nonetheless was modelled on MS-DOS. There is nearly a one-to-one
correspondence between GEMDOS operating system calls and those of MS-DOS"

Is that enough evidence for you?

>|> that GEM is far better than the Mac Desktop anyway makes that point irrelevant.

>Are you for real ?

Sorry, I should have said "IMO" after that statement. And Yes, I am for real.

>The GEM desktop isn't better than the Mac Desktop.
>The GEM desktop is DIFFERENT FROM the Mac Desktop.

Different yes, better is an opinion I hold
>Some people prefer the GEM desktop, and some prefer the Mac desktop.
>As it is, i think I'd like the mac desktop better than the GEM
>desktop - but that may be because I have used the mac desktop so little
>(haven't discovered its' annoying features yet :-).

I certainly have used it enough to discover many of its little quirks...

>For the record, I only own atari computers - a Falcon + a TT and I like
>them both.

~Chris

>--
> _______ _____ o ____ Erling Henanger

> /___ /____/ / / /| / / Norwegian Institute
> / /\ / / / | / | ___ of Technology. (NTH)
> ------ / \ /____ / / |/ ____| o Oh well.

1309. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 02:44:21 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar9.204421.24155@cobra.uni.edu>
Source record: 18160

In article <1994Mar9.075006.11210@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
> In article <1994Mar6.001200.23955@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
>>In article <2l8jtn$cgi@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White) writes:
>>> In article <1994Mar4.134332.23913@cobra.uni.edu>,
>>> <sinclap2954@cobra.uni.edu> wrote:
>>> [stuff deleted]
>>>>
>>>>Yea, the Atari OS is crap!!! A 040 Quadra is much cheaper than any TT and
>>>>Falcon. A $1200 falcon is ludicrous!!!!
>>>>
>>>>
>>>>System 7 has alot more features than your crappy Atari OS. Atari's OS is an
>>>
>>> System 7/Mac features:
>>> - Must go through several layers of BS protocols to do the
>>> simplest of functions.
>>> - Can end up resetting becuase it looses track of floppies (has happened to me
>>> several times - "Pleas insert disk x" IT'S IN THERE YOU STUPID *&^*&!!!
>>
>>Selling point. Apple has a marketing Dept. that actualy finds out what the
>>user wants. These nit picky things areone of them. Than again that Mac sales
>>has squashed ATARI!!!
>
> Only the Clapmaster would think of the Mac Disk Handling Way as a
> feature - you really think people like this?
>
>>).
>>> - Can catch catnaps while applications are loading.
>>> - Files are not easily interchangeable between applications due to header.
>>> - A Mac bought 7 years ago is not usable (with System 7). An ST can usably run
>>> MultiTOS. No need to worry about your Mac breaking down. You
>>> have to buy a new one every couple of years anyway.
>>
>>If you have an Ataridealer to performthe upgrade!! At least we have the option
>>to do so, unlike one computer company.
>>
>
> Who needs a dealer, 'ya Mac Whimp. Real People who do not have
> flashing 12:00 vcr's can install either the Mac OS or the MTOS with no
> assistance - but if you buy a Falcon with an HD, it comes preinstalled
> anyway! Once again, your lack of knowledge shows.

>
>
>>> - You get to buy those special printers that cost nearly twice what they cost
>>> for any other system (I can pick up a laser printer for my ST for
>>> under $500 - I've yet to see a Mac printer for anything close to
>>> that).
>>
>>What printer is that. I can get a Postscript Apple Laser for about $500.
>>
>
> And I can use it on any ST I like. Thanks for the cheap printer Apple!
>
>>> - The simple one button mouse. Don't want to get owners too confused
>>> (no, no, your other left).
>>
>>No need for two. I actualy have two on my Duo.
>
> "No need for two mouse buttons"
> "We will never need more than 64k of memory"
> "I am Custer! What can a bunch of indians do?"
> "I never knew of the Whitewater briefings"
> "I am not a crook"

All you can harp on the Mac because it comes with only one mouse button? Get
real!! I suppose 15 million Mac users miss the other button.

>
>
>>> - The blazing redraw speed.
>>
>>I suppose when you have less powerful programs, you get faster redraw screens.
>
> How odd - my more powerful ST programs still have faster redraw.
> Unsurprizingly, you are again mistaken!
>

I run powerful apps and I have fast screen redraws....

>>
>>> - The irritatingly slow disk access (what IS it doing when you put
>>> the floppy in?).
>>
>>Mac users use harddrives as a primary storage. Oh I forgot Atari users are
>>still on floppy!!!
>
> Wrong as usual, I see. but disks are useful for taking things to
> other people and survice shops - as well as for offline storage (which
> is what my Mac using friend does, as he only has a 40Mb HD...)
>

I dock my Duo to other's Macs with a stylewriter cable and I can access the
others' Harddrive when thier HD icon shows up on my screen. This is called file

sharing.

>>
>>
>>> - Any other System 7/Mac features I missed?
>>
>>040 Macs for under a grand!!!
>>
>
> The only good point - but like I've said, who wants a Mac?

Millions of people who purchase one each year..
>
>>Atari OS Features:
>>
>>-It's crap
>>
>
> Your comments, that is.
>
>>- no file sharing
>>
>
> What do you mean by "file sharing"? Perhaps links? Name any file
> system feature you like, I've got it in spades, and more (like
> loadable file systems).
>

Read Above somewhere...

>>-no publish and subscribe
>>

>
> Unsure, but sounds rather niche.

I guess so, since its only available on the Mac. I can work on a document
concurently with another Mac user.

>
>>-no aliases
>
> You mean "symbolic links". Got 'em...
>
>>

Aliases allows you to access any Apps where ever you want.

>>-can't run Mac software
>>
>
> You meant to say: "Can't overpay for software..."

I suggest you get a MacConnection catalog.
>
>>-Atari has one OS developer
>
> Your habit of wrongness is simply astounding. They have a number of
> people who work on the OS...
>

Really, so where are these OS upgrades?

>>
>>-Atari has lousy warranty policies. Wait years for repairs.
>>
>
> 1 Year on my Falcon... perhaps not the best, but decent.
>

I suggest you read carefully in what I said. Sure you have a one year
warranty, but can you get the Falcon repaired in a timely manner?

>>-no 040 ST's
>
> Whoops, there are 040 ST clones, in addition to the 040 boards for the
> Falcon.
>

Where? In Iowa?

>>
>>Atari Corp is a bad excuse for a corp.
>>
>
> Amazing, you are on the right track here.... but they are shifting to
> new ways.
>

Atari is always shifting. Nothing seems to work. I remember when BOB BRODIE
said the Falcon will be Atari's salvation. He is saying the same thing with
the Jaguar. It's pathetic.

>>Did I miss anything??
>
> Everything.
>

I got about everything..

> --
> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
> < Those who do not read about the future are condemned to enact it. >

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1310. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 02:48:14 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar9.204814.24156@cobra.uni.edu>
Source record: 18161
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Mar9.083509.13629@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
> In article <1994Mar6.004436.23959@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
>>In article <p2-dtATBBh107h@claw.wimsey.com>, jaguar@claw.wimsey.com (Jeremy Reimer) writes:
>>> In <2l6eje$h41@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>>>>In article <g2UdtAHFBh107h@claw.wimsey.com> jaguar@claw.wimsey.com (Jeremy Reimer) writes:
>>>
>
> Typical Meaningless Noise Clapinator remarks deleted.

Typical Atari babble..

>
>>>
>>>>In fact, modifications are made to System 7 so that the
>>>>Sys7 and Win3.1 clipboards are compatible. IE: when running Mac and Windows
>>>>apps at the same time, you can cut and paste text and graphics between the
>>>>Mac and Windows applications.
>>>
>>> Wow. I'm impressed. Cut and paste! Who'd have thought it possible!
>>>
>>
>>Yea, but you don't have it..
>>
>
> Psst! Peter! Your ignorance is showing... we do in fact have cut & paste.
>

Cut and Paste between Windowzzz and multitoss...

> Rest deleted to spare the innocent.
>
> --
> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
> < Those who do not read about the future are condemned to enact it. >

Take your advise

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1311. Re: Reasons to buy an Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 03:26:38 UTC
From: whitema@rtsg.mot.com
Message-ID: <2lm41e$c1@delphinium.cig.mot.com>
Source record: 18162

In article <jonord.763236818@fizban>,
Joakim Nordlander <jonord@krynn.solace.mh.se> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>
>>> 2) Ergonomically-placed joystick ports good practice for fumbling &
>>> cursing.
>
>>Hmm...
>
> I wonder why everyone is picking on this? How often do you change mouse?
>Then you have the mouse and the joystick in place (if you are using one, I
>don't play that much so it doesn't bother me) they aren't in the way!
>
> /Jocke
>--
>Mailed by: Joakim Nordlander
>Inventive /|\ Atari programmer. ;)
>(C) 1994 by SIG-o-Matic.

That's the worst part of the STs. I do play games, and constantly changing between mouse and joystick for Steel Empire just got to be too much for the mouse port and I had to run a hot soldering iron across all the connections or else go without a right mouse button. The Mega's are nicely place, though. But it can also be fixed by buying a $15 mouse master (which I did right after the soldering bit).

Michael
whitema@rtsg.mot.com

1312. IS CBM out of business??

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 04:31:02 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2lm7q6$ika@scapa.cs.ualberta.ca>
Source record: 18163

Hi someone told me that Commodore Business Machines was going out of
business, so I thought I should validate or disclaim that rumor. I know
that they closed their australia branch, but this was the last I heard.

--
\o/\o/\o/\o/ \o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

1313. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 07:17:55 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar10.071755.29755@mnemosyne.cs.du.edu>
Source record: 18164

In article <9403091108.AA14388@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
>
>>You just canniot admidt when you are 100% wrong. Find one message in
>>the last TEN CENTURIES on this base that claims you cannot buy a 1MB
>>Falcon. Surprize!!!!!!!! You can't. That is because NO ONE HAS EVER
>>STATED THIS. Do You Under Stand? Earth to Gavan...
>
> YES THEY HAVE. I really wish there was some sort of archive of past
>posts so I could show some of the claims that certain advocates have made
>here in the past, but there isnt. I remember RT and others STATE BLUNTLY
>that there was NO SUCH THING AS A 1 MEG FALCON.

You must be confusing this with the initial Falcons, which all were
4/80 machines - the 1/0 models were announced at the same time, but
were hard to get for awile.

But no-one has ever said that no such model existed!

>
>>As for including any memory, you are right - that is a little silly.
>>But quite simply, the base Falcon config is 4/80. How many people out
>>there have a 1MB/no HD Falcon? Answer = NONE.
>
> Hmmm. So NOONE is using a 1 meg Falcon anywhere? I suspect there are
>more than a few strapped for cash ST owners who have bought such a config
>and are actually using it till they can afford the memory and HD.
>

Perhaps .000000001 % of all Falcon owners might for about 10 seconds
have such a config. A statistically insignificant number, so I still
hold by my claim.

> Anyway, as usual the original point has been lost in all the
>squabbling. I pointed out that since 1 meg is the lowest config then
>anyone with a 4 meg/hd falcon was actually opting for a higher config
>machine and so this should be compared to a higher than min config A1200.

Perhaps that was what the messages evolved from, but that is no longer
what the discussion is focusing on. I myself try not to take place in
tghe comparisons.

>
> The fact that you CAN actually use a cheap, min configed 2 meg chip
>only A1200 usefully is a major point in the Amigas favour. The Amiga has a

>very compact, efficient OS so you can actually do things with small amount
>of memory. I could even multitask on my old 1/2 meg A500 and run simple
>WPs and paint programs. Of course, for more advanced use you need fastRAM
>but its still cheaper than getting a Falcon.
>

Just as the fact that you CAN buy a 1MB Falcon and then add the 16MB
and 1GB HD is a plus.

And I wanted a DSP to play around with - which has a cost of infinity
on the A1200, making the upgrade substantially more expensive!

Also, who can measure the true cost of having standard ports for many
things vs. having cards that may or may not bring incompatibilies?
The Amiga may be better than the IBM at this (how could it not be?
Damn IRQ's!), but the issue still is there.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1314. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 07:33:34 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar10.073334.739@mnemosyne.cs.du.edu>
Source record: 18165

In article <9403091107.AA14355@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>mdg@ukc.ac.uk (M.D.Griffiths) writes....
>
>>:> Youve proved NOTHING on the DPs and you ended up `proving` that you
>>:>could get the DSP doing FP mults as fast as a 16MHz 882 - never mind
>>that
>>:>there was no way of handling DSP multitasking properly, or that there
>>:>wasnt a SINGLE program which used this method or that there are NO
>>:>compilers which provide DSP FP libraries - I wonder why not?
>
>>Gavan you keep coming back for more and more. DSP = 16-20mhz 68882 for
>>FP stuff, (many times faster at integer stuff). Who mentioned multi-
>>tasking? Now you do mention it you dig yourself another hole, ever heard
>>of semaphores? As for your claim about no program using the DSP for
>>FP maths, you obviously haven't seen some of the falcon fractal programs.
>>Gavan you really are a mindless unknowledgeable Moron.
>
>
> And you said initially 8 times faster for FP mults... Where are the C
>FP libs to use the DSP for this then? The problem is that when you start
>using the DSP in this way all sorts of problems will happen if other tasks
>are trying to use the DSP too.

I have heard somewhere of some C compiler doing just this, but I have
no idea if it is true or not - as you know, there are only so many
Falcons around, so somthing like this would take some time to come
around. I know I don't have time to work on such a thing!

>
> No I havent seen the Falcon fractal programs. I did see some progs on
>the NeXT which used the DSP for fractal drawing though and they were
>impressively faster than the CPU so I suppose the DSP is useful if you
>want to draw fractals a lot.

Or see JPEG's fast, or see MPEG's fast, or do sound processing, or use
your Falcon as an answering machine (there now is shareware software
that does just this!) and so on.

>
>>The DSP can outperform a 16mhz 16030 at just about any task. Even if it
>>was a really crap algorithm which was awkward to implement you would still
>>get at least an equivalent '8mips' worth.
>
> So you are saying you could use the DSP to write, for example, a C

>compiler or word processor? You could write a modern multitasking OS which
>would execute on the DSP chip? Come off it!
>

I personally do not see what is the big deal about the DSP not
multitasking. Sure, it would be nice - but the OS provides support
for using the DSP as a resource, with any program that needs the DSP
locking it for use. Other programs that want/need the DSP can then
send you a nice message about this...

After all, why are you not incensed that your printer does not
multitask? Do you demand that you be able to print two documents at
the same time with interleiving lines?

It seems like you are trying to turn the DSP (an asset) into a
liability.

<DSP comments deleted - I have not worked enough with the DSP to comment>

>>:> And WHY would I want to do 1/2M phongs pixels per sec? MORE demos???
>>:>Wheres the useful software?
>
>>I suppose a SGI workstation is pointless to because it does 50,000,000
>>/sec?
>>(laughs at Gavan,yet again)
>>:>>Sound DMA contention is negligable (I think it is HARD-WIRED).
>
>
> An SGI workstation is useful coz it has a lot of powerful software for
>it. If it didnt have the software, then no one would buy them. Sound
>familiar?

But even now, some graphics processing packages are coming out that do
have some DSP modules. While I have not the time to do so, I would
like to port some of the more intersting PBMPLUS progs (like the oil
painting effect, forget the name) to use the DSP.

While there still is not much software out there that does much of
consequence with the DSP, that does not mean it is not possible or not
being worked on.

>
>
>>:> Right, so your saying that the OS **DOES** handle program and data
>>:>organisation in the DSP memory(all 96k of it). I doubt that it has ANY
>>:>kind of task management - maybe you mean that you can send and retrieve
>>:>data to it via OS routines and that the management is very much up to
>>the
>>:>programmer?
>
>>The Falcon TOS is to multitasking, it would be possible to do simultaneous
>>context switching at both ends (I do this in my tracker driver).
>

> So the OS wont actually provide support for multiple tasks running
>`concurrently` on the DSP. Thats a _real_ problem if you are tring to
>shift lots of processing over to the DSP. You could try to write your own
>management system, but with lots of programs needing large amounts of DSP
>main memory you are going to hit problems shifting stuff in and out of
>memory all the time. I dont think the resulting performance would be very
>good at all.

Absolutley right - the 560001 is not really made with multitasking in
mind (though it could be done). It is to be treated as a resource...

<rest deleted - not technically knowlegdable enough to respond>

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1315. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 11:22:39 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403101123.AA12574@nyx.cs.du.edu>
Source record: 18166

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes....

>Typical nonsense. TOS is Not a CP/M 68K port. The prototype STs that
were
>shown (back in 84 or so) were kludged together with such a thing, but
Atari
>went with GEMDOS as the OS for the release STs, which ios a completely
>different (i.e. written new from the ground up) OS and not a port!

Thats not what the Atari magazines were saying at the time. I owned an 800XL and the mags were going on about the ST having a version of CP/M 68K rewritten for the ST (ie TOS). At the time the PC still wasnt totally dominant and CP/M 68K was still a going proposition. The mags were making much of the fact that TOS would be able to run generic CP/M 68K progs and that you would supposedly be able to run generic GEM applications too.....

>And the "mac-wannabe" line is just pathetic. PC Gem was hampered by the
>Apple lawsuit, but Atari changed nothing about it for the STs, and the
fact
>that GEM is far better than the Mac Desktop anyway makes that point
irrelevant.

GEM better than the Apple desktop!? Dont make me laugh! I may not be overly fond of Macs, but one thing that they do have is a damn good desktop GUI. GEM was always desgined to ape the MAC, but it never even came close. Remeber the `JackIntosh` label - ha ha. If only they knew how it would sink without trace. Those were certainly heady days alright. Even _I_ wanted an ST at the time....

Gavan

1316. Uses for 56001 DSPs in Falcons :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 11:23:34 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403101124.AA12631@nyx.cs.du.edu>
Source record: 18167

ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes...

>Uses for 56001 DSPs in Falcons :)

>DSP modems

This has been mooted since day 1 of the Falcon release. What DSP modem software is there?

>Graphics
>3D rendering
>Desktop publishing

Where are all of these packages then? In fact, impressive as is the list youve mentioned, I see little evidence of software implementations of most of the items.

I take your point that the abilities of DSP have potential in more than just straightforward digital processing. It still doesnt justify the claims that the DSP is better for everything though.

Gavan

1317. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 11:24:54 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403101125.AA12676@nyx.cs.du.edu>
Source record: 18168

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

>>impressively faster than the CPU so I suppose the DSP is useful if you
>>want to draw fractals a lot.

>Or see JPEG's fast, or see MPEG's fast, or do sound processing, or use
>your Falcon as an answering machine (there now is shareware software
>that does just this!) and so on.

Yes, the fast JPEG viewing is good. As for MPEG well, 1/4 screen at 15FPS is hardly ..fast.. viewing. Its an impressive demonstration of DSP processing muscle but totally USELESS. MPEG needs to be viewed full screen, at 25FPS with sound. Thats what it was designed for. Noone is going to sit and watch an MPEG movie on a falcon. If you want MPEG then get a CD32, 3DO or PC with ReelMagic (or maybe a Jaguar CD when it ever comes out).

Still, if the Falcon ever gains a base of software on CD then it might make a good video player for games or multimedia. But then again , CDXL already matches this size/frame rate with sound on the Amiga...

>> So you are saying you could use the DSP to write, for example, a C
>>compiler or word processor? You could write a modern multitasking OS
which
>>would execute on the DSP chip? Come off it!
>>

>I personally do not see what is the big deal about the DSP not
>multitasking. Sure, it would be nice - but the OS provides support
>for using the DSP as a resource, with any program that needs the DSP
>locking it for use. Other programs that want/need the DSP can then
>send you a nice message about this...

>After all, why are you not incensed that your printer does not
>multitask? Do you demand that you be able to print two documents at
>the same time with interleiving lines?

Well, because with Griff advocating the use of DSP for this, that and the other it means that you cant just start shift your processing to it because once you start to multitask, the whole system falls apart.

I agree its a good resource, but lack of multitasking means its less than suitable for general processing. Its certainly NOT a liablity, it is in fact a good Falcon selling point. However, lack of software support means that many will disregard it.

>While there still is not much software out there that does much of
>consequence with the DSP, that does not mean it is not possible or not
>being worked on.

Who is going to buy a system that doesnt have software which uses its strongest point - apart from die hard Atari addicts that is. How many people advocating the Falcon here DIDNT have an ST/TT before? Very, very, very few people have been attracted by the Falcon, who werent just looking for the latest Atari system.

I know _2_ ST owners who sold their STs and upgraded to A1200s, I`ve never heard of a single person who sold an Amiga/PC to get a Falcon.

Gavan.

1318. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 11:26:07 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403101126.AA12726@nyx.cs.du.edu>
Source record: 18169

I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes...

>>(via an 8 bit bus) every second, not to mention having to xfer
another1.5
>>megs into the DSP from main memory - this SHOULD be interesting. Does you
>>CPU do anything else apart from handle all the memory xfers?? Are you
>>actually writing graphics to both `playfields` or is there just two that
>>are scrolled about a bit over each other?
>>
>>Gavan
>>

>Ever heard of DMA ? No ? Well the DSP can put stuff striaght into main
memory
>with no help from the 68030 at all... just use the neat connection matrix
and >tell
>it to connect DSPXMIT to DMAREC and that's it... so simple when you find
the
>facts out _before_ you open your mouth...

Oh goody, MORE DMA. Well, I`ve already found out about the `Sound DMA`
but you seem to be saying that there are even more DMA channels that can
be routed to the DSP.

OK, so far I know about the `host port` - apparently 3 megs a second
thruput if you use custom routines (but it has an 8 bit width - that means
lots more cpu transfers than strictly necessary), this isnt DMA.

Plus there is this `sound DMA`, something around 1, 1.5 megs a second
which can supposedly be rerouted.

Now, assuming you hold an entire playfield in DSP memory and the other
in main CPU memory AND assuming that you dont need to be writing to either
of the playfields then you have to stuff 1.5 megs in and get 3 megs out
every second. Thats _just_ within the limits mentioned (assuming that
there is guaranteed zero contention) but it totally ties up your
processor. In fact, I wasnt aware that a 16Mhz 030 could transfer 3 megs a
second if it had to do it 8 bits at a time. You are out of luck if you
actually want do plot any graphics on either playfield after you start
combining them and pumping the results to your 65k colour screen.

Still, maybe there is yet another DMA channel that can be utilitised
to stuff data in/out of the DSP. Please elaborate.

Gavan

1319. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 14:05:00 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMGCGC.MwG@freenet.carleton.ca>
Source record: 18170

In a previous article, gmoran@nyx.cs.du.edu (Gavan Moran) says:

> GEM better than the Apple desktop!? Dont make me laugh! I may not be
>overly fond of Macs, but one thing that they do have is a damn good
>desktop GUI. GEM was always desgined to ape the MAC, but it never even
>came close. Remeber the `JackIntosh` label - ha ha. If only they knew how

And this is from an idiot who has admited not having used or seen
a Falcon or TT...
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1320. Re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 14:15:20 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Mar10.141520.26073@ccd.harris.com>
Source record: 18171

Gavan Moran (gmoran@nyx.cs.du.edu) wrote:

: You see, you atari owners fouled your own nest with piracy. There were
: around 600000 STs sold in the UK, compared with 1.5 Million (maybe closer
: to 2 million now?) Amigas. Thats still a reasonable market, yet Atari
: software sales are on a par with C64 sales!!!!! (1-2 % of the market)
: whilst Amiga sales are up there with Sega (23-24%). Why? because all the
: stupid Atari owners killed the software support for their machine by
: widespread piracy. And they have the cheek to call Amiga owners pirates!

Well, piracy killed the Amiga over here. As for Atari owners being stupid,
I think you're just suffering from Atari envy. Who cares about sales of
Atari in the UK? Likewise, who cares about sales of the CD32 here in
America. I think the CD32 is a nice game console, but it hardly compares
to a Jaguar which is less expensize.

Unless Commodore has a dramatic change of heart concerning their
marketing strategies, I think the Amiga wil die out within a few years.
The UK will soon become like America, where the Amiga only holds a VERY
SMALL niche in the video market place.

-Richard Mills

1321. Re: Uses for 56001 DSPs in Falcons :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 14:27:49 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMGDID.xA@freenet.carleton.ca>
Source record: 18172

In a previous article, gmoran@nyx.cs.du.edu (Gavan Moran) says:

>
> I take your point that the abilities of DSP have potential in more
>than just straightforward digital processing. It still doesnt justify the
>claims that the DSP is better for everything though.
>
Read that message again! No the DSP is not better for everything
else (because it is not a CPU and is not treated as such in the architecture)
The point is that it has A LOT of potential uses which would otherwise be
either impossible or impractical to do with a CPU. There are MANY things
that the CPU can do better than the CPU; look back at some of Griffs
messages and read mine again. It is a coprocessor but MUCH more powerfull
than something like the copper or other blitters or sound/video coprocessors.

As someone pointed out in a previous post, you seem to be trying to make
the asset of a DSP appear as a liability which is utter nonsense.

Before you say it again, everyone here knows it cannot be used to replace
the 68030 because it does not have the capability to be a genereal purpose
CPU. There are many things that it CAN do MUCH!!! faster than any
Motorolla CPU.

I am not going to bicker with you about how much software is available
that takes advantage of the DSP; there is a reasonable amount out there
and much more on the way. The problem is (as you have pointed out MAY
times) that both the user and developer base for the Falcon is pretty
small. It will therefore take some time before we get more DSP aware apps.

There are a lot of shareware programs that do take advantage of it but
again you have to remember that it takes TIME (especially for recreational
programmers) to learn how to use the resource well.

If you had one in your A1200 I am sure you would be tootn' your horn as well
(amd you would propably see more software developed for it too).

But you do not have one :)
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1322. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 14:28:38 UTC
From: mdg@ukc.ac.uk
Message-ID: <8972@gos.ukc.ac.uk>
Source record: 18173

In article <9403101126.AA12726@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes...
:>>Ever heard of DMA ? No ? Well the DSP can put stuff striaght into main
:>memory
:>>with no help from the 68030 at all... just use the neat connection matrix
:>and >tell
:>>it to connect DSPXMIT to DMAREC and that's it... so simple when you find
:>the
:>>facts out _before_ you open your mouth...
:>
:> Oh goody, MORE DMA. Well, I`ve already found out about the `Sound DMA`
:>but you seem to be saying that there are even more DMA channels that can
:>be routed to the DSP.
:> OK, so far I know about the `host port` - apparently 3 megs a second
:>thruput if you use custom routines (but it has an 8 bit width - that means
:>lots more cpu transfers than strictly necessary), this isnt DMA.

Look Gavan, you have no idea about the Falcon, the HOST PORT has a 24bit
h/ware register for communication to the DSP. You can read/write either 8,16 or
24bits at a time to this register. The fact that the parallel datapath is
8 bit is transparent, just like a scsi interface with an 8 bit path is.

> [stuff deleted]

>processor. In fact, I wasnt aware that a 16Mhz 030 could transfer 3 megs a
>second if it had to do it 8 bits at a time. You are out of luck if you
>actually want do plot any graphics on either playfield after you start
>combining them and pumping the results to your 65k colour screen.

See above, you go on and on about something which you got wrong in the
first place! You really make me laugh.

>Gavan

Griff
--

1323. Falcon Sound

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 14:32:43 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMGDqK.150@freenet.carleton.ca>
Source record: 18174

Does anyone know how much CPU time and bandwidth AFM eats up on a Falcon?
Does it use the CPU at all for any of the effects? (graphic equalizer,
flanger etc.) I leave it active while I'm doing GEM stuff and never
noticed any slowdown...

thanks

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1324. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 16:18:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7f4866@secom.ct.se>
Source record: 18175

In a message of 08 Mar 94 23:35:33, C.P. Brown wrote:

CB> You may want to advocate your systems against the PC, but spouting
CB> rediculous
CB> statements like that will only hurt your case.

I wrote the above, and I'll stand by it. I was comparing my Falcon030 against the 486dx2/66 in school, which has 8Mb RAM and uses a Trident 1Mb card. I have no idea about bus-systems and such, but Windoze is PAINFULLY slow, and only catches up to the Falcon in 1024*768i*256. (In all lower resolutions the Falcon is faster).

You may have a faster PC, I don't.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1325. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 16:27:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7f4a6c@secom.ct.se>
Source record: 18176

In a message of 09 Mar 94 12:08:15, Gavan Moran wrote:

GM> here in the past, but there isnt. I remember RT and others STATE BLUNTLY
GM> that there was NO SUCH THING AS A 1 MEG FALCON.

Lie.

GM> Hmmm. So NOONE is using a 1 meg Falcon anywhere? I suspect there are
GM> more than a few strapped for cash ST owners who have bought such a config
GM> and are actually using it till they can afford the memory and HD.

Nope, they all have atleast 4/0.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1326. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 16:28:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7f4a9c@secom.ct.se>
Source record: 18177

In a message of 09 Mar 94 14:07:18, Ricardo Hernandez wrote:

RH> |> Sure, but THE BETTER THE PREVIEW THE BETTER THE RESULT!
RH>
RH> Not when your palette is limited to 64k colors.... and when you
RH> have a 68030SX @ 16Mhz....

Isn't that good enough for a preview?

<laughter>

Come one ... even you can't be THAT blind ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1327. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 16:31:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7f4b5c@secom.ct.se>
Source record: 18178

In a message of 09 Mar 94 14:10:14, Ricardo Hernandez wrote:

RH> |> Nope, compare the price of a decent graphic utility on the PC and then
RH> on the
RH> |> Falcon .... oh .. ten times cheaper on the Falcon for the same
RH> features?
RH>
RH> Really? Like what?

Ahh .. Chroma24? (Although I havent seen it myself, I've talked to betatesters .. apparently written in 68030ASM + DSP56001 whenever there was a need for speed .. morphing/warping etc ..)

I've heard 100pounds, maximum 200. (It's not out yet) ... the equivalent on the PC will be almost ten times that price.

(Yes I know, someone told a PC mag here in Sweden that I was running some sort of a big BBS .. now they're filling my mailbox with adverts and magazines, even though I told them I hate PCs!)

RH> |> That's what I meant. Noone buys software for PCs, too expensive ...
RH>
RH> Major B.S. PC software (at least in the U.S.... maybe it's just
RH> Sweden) is not expensive (a couple of years ago it surely was though).

Well I don't know about US, but I don't know *ANYONE* (and I mean ANYONE!) who buys software for PCs! Either they copy it from work/school or they get it from friends!

I even talked to a schoolmate who looked at me and said: "Buy programs? Whatfor?"

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1328. Re: raycasting and new group ..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 16:32:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7f4b84@secom.ct.se>
Source record: 18179

In a message of 09 Mar 94 14:11:43, Ricardo Hernandez wrote:

RH> *YAWN* That is not what ATARI has said before. OF COURSE it will
RH> go faster.... takes less cycle time to decodify (two instructions vs.
RH> one). Makes sense, doesn't it?

You didn't understand did ya .. look in comp.sys.atari.st for the full
explanation.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1329. re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 16:34:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7f4c0c@secom.ct.se>
Source record: 18180

In a message of 09 Mar 94 12:00:35, Gavan Moran wrote:

GM> software for it. Even so, a lot of ST owners were ex 8-bit owners and they
GM> seemed to take the 8-bit Atari piracy scene over with them when they got

Wrong, most Atari 8bit users got Amigas, and C64 owners got Atari ST:s. (In Sweden, I don't know what happened where you live though)

The Amiga's design is much closer to the Atari 8bit.

GM> Maybe I`m just too optimistic but it seems that piracy is on the wane
GM> on the Amiga - attitudes are changing. Plus CD32 means that more Amiga
GM> stuff is coming out on CDROM which will help cut piracy.

WHAT? .. Geez ... You like to talk about the big Amiga market .. yeah sure, of those 260000 A1200's you can bet that only 1 out of 100 buys his software ....

(Out of the "35000" Falcons I can promise you that figure is much higher)

Actually I convinced a friend of mine that developing hardware/software for the Falcon can make bigger bucks than on the PC/Amiga ... less competition and users willing to shell out money ....

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1330. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 16:47:15 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <CMGJyx.3rL@brunel.ac.uk>
Source record: 18181

Gavan, I'd like to see your AMOEBA have a desktop at 1600x600x16 colours, like I can have on my Falcon with SWABS. I can then quite happily play an 8 track mod file at 50 KHz in the background in stereo and have a raytraced picture being done which only takes about 10% longer to draw. And thats without any extra hardware, only using the DSP to process the sounds. Hardly any serious bus contention at all.

Also DMA mean DIRECT MEMORY ACCESS Ok. On my micro electronics course, when a DMA device accesses the bus it does it while the CPU is executing its instructions and not during memory access by the CPU. As the CPU accesses the memory at a max speed of about 12.5MHz on the Falcon and the DMA at most will only require 400KHz contention is a very very very minor thing indeed. At most only 2% of access(with continual access from both) of the bus time should be in contention.

Read some more books on DMA access Gavan, and start stating instead of guessing okay.

P.S.

Griff, I myself was thinking about writing a Demo of some kind (Or game) for the falcon I have written a few for the STe but have not bothered to give them out. I'm very interested in the DSP though. Have to wait till my exams finish though. Oh well.

Jon

1331. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 19:28:13 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2lnscd$cvt@harbinger.cc.monash.edu.au>
Source record: 18182

TOMM@cms.cc.wayne.edu wrote:
: There sure is a lot of stupid bullshit on this newsgroup.
:
: Peter, Gavan and Ricardo apparently have nothing better to do than
: blast Atari users because they use Ataris. Why should they care?
:
: Griff seems to like to fan the flames of these assholes. Occasionally,
: someone posts an opinion that might be of some interest to someone other
: than himself, but then there is a non-stop flow of:

What happened to Rickard?

: What a waste of time. Do all of you really think that you have
: something important to say?

Obviously you have something "important" to say.

: I fail to understand why Amiga and Mac bigots spend so much time
: posting here. Pay attention, you Bozos, this is a group for Atari.

Did you fall off the last banana boat or something? There would be
no Atari bozos without non-Atari bozo's in this newsgroup. Unless
everyone was cross-posting to the other atari newsgroup, I don't
see any problem.

: There is nothing to be gained by getting on here and telling us that
: we are stupid for buying Ataris.
:
Then stop reading .advocacy. Find out what to advocate means. Not much
point in preaching to the converted.

: By far the worst offender is sinclap. You rude jerk, Peter Dickhead.
: I'm glad you like your Mac. Get the hell off of this group. You
: do not belong here. You NEVER have anything constructive to say.
: You don't post on the Mac groups, do you? We sure don't care what
: you think. You must really be afraid of Atari and Commodore.

Have to agree with you on this point. He still quotes so much junk
in his posting and has some of the most annoying .sigs around. He's
a Marc Barret wannabe.

Considering most people in these newsgroups are CS folks, how would
you like to have to do a team project with the like of Sinclap,
Marc Barret?

- Jim

Sinclap - no clues, no idea, just bullshit.

1332. Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 19:47:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <8981@gos.ukc.ac.uk>
Source record: 18183
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

In article <2lmeea$su6@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>The 68040 can word blit faster than the AGA blitter, but it cannot bit blit
>faster than it, hence the blitter would still be faster than the 68040 for a
>large number of operations. The 68040 is also, in general, a faster CPU than an
>ARM3.

I've never heard so much *rubbish* in my life. Have you any idea how fast an
040 or ARM 3 is? A cookie cut (masked sprite) blit is one of the most
complex blits that can be done, how come both processors could do it 3 times
faster? (come on Mr Brown, admit you are wrong).

:>|> All Amiga games use OS calls? (laughs hysterically). Mr Brown you live in
:>|> a DREAM-WORLD if you think Amiga games use the OS.
:>I doubt very much that all games go through the operating system, and if they
:>stick to the ECS registers and are written well, this is not a problem. Anyone
:>who hardware bangs the AGA registers directly however, is, to quote the
:>unofficial AGA hardware documentation 'to be taken out and publicly laughed at'.

There is a lot of public laughing then. As I said you live in a DREAM-WORLD.

:>The operating system is there for a reason. It was written by people who know
:>what they are doing. A lot of sensible games programmers DO use it. Take Frontier
:>for example, that even multitasks!

Frontier is not AGA enhanced as far as I know. What fast-action AGA games
uses the OS then ;-) ?

> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.

Griff
--

1333. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 22:54:38 UTC
From: benkeen@aol.com
Message-ID: <2lo8fe$nmu@search01.news.aol.com>
Source record: 18184

```
----->Craig Graham Wrote This<------
Yes you can. I had a SOFTWARE based mac emulator 7 years ago, and spectre GCR
is fine if you don't want system 7. Hell, even a PC can run mac software using
a PD emulator program.
---------------------------------------

Watch yourself here. Would you be so good as to tell me WHICH PD emulator
program out there will let a PC run Mac software? I believe that a company
called NuTek out in CA just spent 3 years and a bundle doing a clean-room
duplication of the Mac OS - and it won't even run Photoshop. This is clearly a
no-can-do -- for practical, as well as "Apple Attack Legal (c)" reasons.

Benjamin Keen<benkeen@aol.com>
```

1334. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-10 23:05:41 UTC
From: cng1@ukc.ac.uk
Message-ID: <7261@merlin.ukc.ac.uk>
Source record: 18185
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

```
M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: Frontier is not AGA enhanced as far as I know. What fast-action AGA games
: uses the OS then ;-) ?

Who said Frontier was fast? ;-)

Seriously on a friends A1200 Frontier is pretty slow and jerky.

Chris
--
+-----------------------------------------------+------------------------+
| Chris Good (Undergraduate - Computer Science) | Intel => Fool |
| Keynes college, University Of Kent | Inside => Outside |
+-----------------------------------------------+------------------------+
```

1335. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 01:58:16 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2loj7o$3oo@darkstar.UCSC.EDU>
Source record: 18186

In <9403101123.AA12574@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:

> Thats not what the Atari magazines were saying at the time. I owned an
>800XL and the mags were going on about the ST having a version of CP/M 68K
>rewritten for the ST (ie TOS). At the time the PC still wasnt totally
>dominant and CP/M 68K was still a going proposition. The mags were making
>much of the fact that TOS would be able to run generic CP/M 68K progs and
>that you would supposedly be able to run generic GEM applications too.....

Read my other reply to this that quotes the story...

> GEM better than the Apple desktop!? Dont make me laugh! I may not be
>overly fond of Macs, but one thing that they do have is a damn good
>desktop GUI. GEM was always desgined to ape the MAC, but it never even
>came close. Remeber the `JackIntosh` label - ha ha. If only they knew how
>it would sink without trace. Those were certainly heady days alright. Even
>_I_ wanted an ST at the time....

I have a right to my opinion, and as someone who used a Mac for 8+ hours
per day in a work environment, I know enough about their quirks to know that
I prefer GEM!
~Chris
>Gavan

1336. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 02:45:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar11.024556.52889@rmece02.upr.clu.edu>
Source record: 17987

In article <1994Mar10.071755.29755@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <9403091108.AA14388@nyx.cs.du.edu>,
|> Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
|> > kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
|> >
|> >>You just canniot admidt when you are 100% wrong. Find one message in
|> >>the last TEN CENTURIES on this base that claims you cannot buy a 1MB
|> >>Falcon. Surprize!!!!!!!! You can't. That is because NO ONE HAS EVER
|> >>STATED THIS. Do You Under Stand? Earth to Gavan...
|> >
|> > YES THEY HAVE. I really wish there was some sort of archive of past
|> >posts so I could show some of the claims that certain advocates have made
|> >here in the past, but there isnt. I remember RT and others STATE BLUNTLY
|> >that there was NO SUCH THING AS A 1 MEG FALCON.
|>
|> You must be confusing this with the initial Falcons, which all were
|> 4/80 machines - the 1/0 models were announced at the same time, but
|> were hard to get for awile.
|>
|> But no-one has ever said that no such model existed!

OH, sorry to jump in here, but I remember quite well when people around here denied it.... saying that the base model (lower end, lowest price Falcon) was the 4/80. This included of course, Master Rickard...

[stuff deleted]

|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
|>
|> < Those who do not read about the future are condemned to enact it. >

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1337. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 02:56:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar11.025635.30125@rmece02.upr.clu.edu>
Source record: 17988

In article <1994Mar9.083909.13807@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <1994Mar4.201121.54667@rmece02.upr.clu.edu>,
|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
|> >In article <01H96FOGIZPU00041A@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:

[stuff deleted]

|> >
|> > While the Jaguar got a couple of awards... I kind of wonder... I mean,
|> >how come Tempest 2000 can get an award? It's like giving an award
|> >to Space Invaders.
|>
|> T2000 is not your father's Tempest, to borrow a phrase... Things like
|> two-player modes, original mode and a lot of new features make it a
|> great game. I am personally drooling over this one.

I am not saying it isn't a great game. All I am saying is that it doesn't deserve a 'GREAT AWARD'.... you might be drooling for it perhaps because the Jaguar has about 4 games out? (5?)

|>
|> >
|> > Alien vs. Predator is the type of game I would expect to get an
|> >award, not TEMPEST XXXXX.
|>
|> Yeah, but I think it was not nearly as finished at that point - hate
|> to give best game to a demo!

Yep.. but I hate to give a best game award to a variation of a *very* old game. Hey, what about giving the award to Space Invaders 3000?

|> > So I wonder how reputable where the sources who gave the award
|> >at least for the 'best game.'
|> >
|>
|> Very reputable, from many sources.

Many? Is that many awards then? Please specify....

Sorry Kendall, I like the Jaguar too, but I don't think that Tempest XXXXX deserves that best game... particularly when that game is doable by 'non-64 bits' systems...

|>
|> --
|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)

|>
|> < Those who do not read about the future are condemned to enact it. >

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1338. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 02:59:38 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar11.025938.53519@rmece02.upr.clu.edu>
Source record: 17989

In article <8885@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <2lc9e0$j9r@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> >Name one multimedia package that uses jpegs for images. They're nearly
|> >all stored as uncompressed images on CD-Roms, which allows for much
|> >quicker display speed.
|>
|> ever heard of PHOTO-CD?
|>
|> >Why not ray-trace and display in 24bits? Why the clunky 24-> 16bit
|> >conversions. Most new PC's nowadays don't need this hack.
|>
|> 24-> 16BIT conversion is far less 'clunky' than conversion to HAM8, don't
|> write such crap please.

Whhhhat? I wonder what you mean by that... harder to convert, yes....
better quality no....

[stuff deleted]

|> You just harked on about multi-media stuff and the Amiga being using for
|> Seaquest etc, then you contradict yourself by slagging down the Falcons
|> capabilities on a TV. 800x600 16 bit true colour beats HAM8 on a TV
|> anyday.

Oh, yeah right. Griff, I am surprised you say this. 800x600 looks
far better than the 16-bit 'true color' of the Falcon. Consider
64k colors vs 262,000 colors with a 24-bit palette....

|>
|> >- Jim
|>
|> *yawn* your life 'Jim' but not as we know it.
|>
|> Griff
|> --

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1339. Worst part of ataris

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 04:03:01 UTC
From: quinlan@gemini.csil.sfu.ca
Message-ID: <quinlan.763358581@sfu.ca>
Source record: 17990

You know what the worst part about an atari is? They are practically
valueless after you purchase them. I'm buying a power mac this month
(sorry guys but 601 vs 68030 just doesn't cut it) and I'm trying to
get some extra cash by selling my ST. I know that the ST is an old computer
but I should be able to get the same price for my atari as for my mac plus.
The atari is actually NEWER than the plus and it will only fetch $100
(from a guy who will take it apart) while the mac will get me $200. They are
identical configs and the mac gets 2x the price! This is due to the fact that
very few people know about or like ataris. In a year or two when better
computers are available (atari or not) you may find your falcon valueless.
I know that it will serve you well for now but it would be nice to get
something for it later.

--

Brian Quinlan
quinlan@sfu.ca
"And people also thought that the world was flat"

1340. any portfolio users out there?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 04:48:12 UTC
From: nando@nando.net
Message-ID: <2lot6c$30e@merlin.nando.net>
Source record: 17991

```
Are there any portfolio users out there???
MArk
mdreeevs@wart.nando.net
```

1341. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 07:53:37 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar11.075337.26816@mnemosyne.cs.du.edu>
Source record: 17992

In article <9403101125.AA12676@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>
>>>impressively faster than the CPU so I suppose the DSP is useful if you
>>>want to draw fractals a lot.
>
>>Or see JPEG's fast, or see MPEG's fast, or do sound processing, or use
>>your Falcon as an answering machine (there now is shareware software
>>that does just this!) and so on.
>
> Yes, the fast JPEG viewing is good. As for MPEG well, 1/4 screen at
>15FPS is hardly ..fast.. viewing. Its an impressive demonstration of DSP
>processing muscle but totally USELESS. MPEG needs to be viewed full
>screen, at 25FPS with sound. Thats what it was designed for. Noone is
>going to sit and watch an MPEG movie on a falcon. If you want MPEG then
>get a CD32, 3DO or PC with ReelMagic (or maybe a Jaguar CD when it ever
>comes out).

But it is "neat", if useless. When you come down to it, many of the
things we do on our computers are useless - like sounds attached to
keystrokes, or pictures in the background. That does not mean they
are no desireable.

>
> Still, if the Falcon ever gains a base of software on CD then it might
>make a good video player for games or multimedia. But then again , CDXL
>already matches this size/frame rate with sound on the Amiga...
>
>
>>> So you are saying you could use the DSP to write, for example, a C
>>>compiler or word processor? You could write a modern multitasking OS
>which
>>>would execute on the DSP chip? Come off it!
>>>
>
>>I personally do not see what is the big deal about the DSP not
>>multitasking. Sure, it would be nice - but the OS provides support
>>for using the DSP as a resource, with any program that needs the DSP
>>locking it for use. Other programs that want/need the DSP can then
>>send you a nice message about this...
>
>>After all, why are you not incensed that your printer does not
>>multitask? Do you demand that you be able to print two documents at
>>the same time with interleiving lines?

>
>
> Well, because with Griff advocating the use of DSP for this, that and
>the other it means that you cant just start shift your processing to it
>because once you start to multitask, the whole system falls apart.
>

Why? Why? Why?

All it means is that one thing at a time can be using the DSP, not
that "the whole system falls apart". And if you were using the DSP as
a math co-processor, then you could have multiple programs use it in
that manner (syncronizing access with semaphores, or whatever).

In fact, there is a JPEG module that does just this - once loaded into
the DSP, the DSP becomes a nice JPEG decoder (well, partly at any
rate) and any program that wishes to can use the DSP in this way -
that's why it is a resource.

> I agree its a good resource, but lack of multitasking means its less
>than suitable for general processing. Its certainly NOT a liablity, it is
>in fact a good Falcon selling point. However, lack of software support
>means that many will disregard it.
>

What lack of software support? FOr D2D, there is no lack. For almost
any other thing you want, there is at least something using it. The
only applications I would like to see on it that I have not are the
software modem (Hey, 2400 should be easy if nothing else), and voice
recognition.

>>While there still is not much software out there that does much of
>>consequence with the DSP, that does not mean it is not possible or not
>>being worked on.
>
> Who is going to buy a system that doesnt have software which uses its
>strongest point - apart from die hard Atari addicts that is. How many
>people advocating the Falcon here DIDNT have an ST/TT before? Very, very,
>very few people have been attracted by the Falcon, who werent just looking
>for the latest Atari system.
>
> I know _2_ ST owners who sold their STs and upgraded to A1200s, I`ve
>never heard of a single person who sold an Amiga/PC to get a Falcon.

And I have heard accounts of movement from the Amiga side to the Atari
side as well. This type of lateral movement shows nothing...

Why are not more Falcons around? The reason is simple:

1) No advertising
2) No mail order possible for the longest time.

It follows that mostly Atari people would buy Falcons - how would the average PC owner even have heard of one?

I do think however that the Falcons musical capabilities are selling it in that market.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1342. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 08:11:58 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar11.081158.27850@mnemosyne.cs.du.edu>
Source record: 17993

In article <1994Mar9.204421.24155@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <1994Mar9.075006.11210@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
<about a million lines of old untouched comments deleted>
>>>> - The simple one button mouse. Don't want to get owners too confused
>>>> (no, no, your other left).
>>>
>>>No need for two. I actualy have two on my Duo.
>>
>> "No need for two mouse buttons"
>> "We will never need more than 64k of memory"
>> "I am Custer! What can a bunch of indians do?"
>> "I never knew of the Whitewater briefings"
>> "I am not a crook"
>
>All you can harp on the Mac because it comes with only one mouse button? Get
>real!! I suppose 15 million Mac users miss the other button.
>

So that's why the Mac only has one mouse button! I'm surprized the
can even hit the one they have.

>>
>>
>>>> - The blazing redraw speed.
>>>
>>>I suppose when you have less powerful programs, you get faster redraw screens.
>>
>> How odd - my more powerful ST programs still have faster redraw.
>> Unsurprizingly, you are again mistaken!
>>
>
>I run powerful apps and I have fast screen redraws....
>

And so do I.

>>>
>>>> - The irritatingly slow disk access (what IS it doing when you put
>>>> the floppy in?).
>>>
>>>Mac users use harddrives as a primary storage. Oh I forgot Atari users are
>>>still on floppy!!!
>>

>> Wrong as usual, I see. but disks are useful for taking things to
>> other people and survice shops - as well as for offline storage (which
>> is what my Mac using friend does, as he only has a 40Mb HD...)
>>
>
>I dock my Duo to other's Macs with a stylewriter cable and I can access the
>others' Harddrive when thier HD icon shows up on my screen. This is called file
>sharing.

Now I see what you mean... true, it is not quite that simple, but I
can do that on my Falcon as well. (other computers HD as an Icon on my
desk).

>
>>>
>>>
>>>> - Any other System 7/Mac features I missed?
>>>
>>>040 Macs for under a grand!!!
>>>
>>
>> The only good point - but like I've said, who wants a Mac?
>
>Millions of people who purchase one each year..

If a million people jumped off a cliff, would you? Please? ;-)

<some stuff deleted>
>>>- no file sharing
>>>
>>
>> What do you mean by "file sharing"? Perhaps links? Name any file
>> system feature you like, I've got it in spades, and more (like
>> loadable file systems).
>>
>
>Read Above somewhere...
>

Ok, I've got that and more.

>>>-no publish and subscribe
>>>
>
>>
>> Unsure, but sounds rather niche.
>
>I guess so, since its only available on the Mac. I can work on a document
>concurently with another Mac user.
>

Well, this is rather a neat feature, but really esoteric.

>>
>>>-no aliases
>>
>> You mean "symbolic links". Got 'em...
>>
>>>
>
>Aliases allows you to access any Apps where ever you want.
>

A strange way to describe aliaises - do you mean being able to drag
things to the desktop? I can do that. I can also place an image that
takes up very little space anywhere I wish (I think that's what you
mean).

>>>-can't run Mac software
>>>
>>
>> You meant to say: "Can't overpay for software..."
>
>I suggest you get a MacConnection catalog.

Actually, the original point was wrong - I can run Mac software with
spectre. But although some of it is nice (like Photoshop), in almost
any area, you can get ST software that is just as functional.

>>
>>>-Atari has one OS developer
>>
>> Your habit of wrongness is simply astounding. They have a number of
>> people who work on the OS...
>>
>
>Really, so where are these OS upgrades?

The last one was just a little bit ago - the release source code to
the net.

>
>>>
>>>-Atari has lousy warranty policies. Wait years for repairs.
>>>
>>
>> 1 Year on my Falcon... perhaps not the best, but decent.
>>
>
>I suggest you read carefully in what I said. Sure you have a one year
>warranty, but can you get the Falcon repaired in a timely manner?
>

Who knows? They don't break! ;-)

>>>-no 040 ST's
>>

>> Whoops, there are 040 ST clones, in addition to the 040 boards for the
>> Falcon.
>>
>
>Where? In Iowa?

I can get 'em by mail order, silly. What have you got against Iowa,
anyway? Hear that Iowans - Sinclair is calling you all a bunch of
wussies! Well, I support the fine people of Iowa, and publically
state my distate at this wanton slander of such a fine state and the
people therein.

>
>>>
>>>Atari Corp is a bad excuse for a corp.
>>>
>>
>> Amazing, you are on the right track here.... but they are shifting to
>> new ways.
>>
>
>Atari is always shifting. Nothing seems to work. I remember when BOB BRODIE
>said the Falcon will be Atari's salvation. He is saying the same thing with
>the Jaguar. It's pathetic.
>

But he may be right, this time. Heck, the Falcon would have done
vastly better if they had done a tenth of the things they are now
doing for the Jaguar. they now have 86 developers lined up...

>>>Did I miss anything??
>>
>> Everything.
>>
>
>I got about everything..

Better get a shot of penicillin, then!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1343. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 08:21:10 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar11.082110.28471@mnemosyne.cs.du.edu>
Source record: 17994
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Mar9.204814.24156@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <1994Mar9.083509.13629@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall
Gelner) writes:
>> Typical Meaningless Noise Clapinator remarks deleted.
>
>Typical Atari babble..

Are you referring to the original remarks, or my own? You merley
reinforce my my point if the latter...

>>
>>>>
>>>>>In fact, modifications are made to System 7 so that the
>>>>>Sys7 and Win3.1 clipboards are compatible. IE: when running Mac and Windows
>>>>>apps at the same time, you can cut and paste text and graphics between the
>>>>>Mac and Windows applications.
>>>>
>>>> Wow. I'm impressed. Cut and paste! Who'd have thought it possible!
>>>>
>>>
>>>Yea, but you don't have it..
>>>
>>
>> Psst! Peter! Your ignorance is showing... we do in fact have cut & paste.
>>
>

>Cut and Paste between Windowzzz and multitoss...

You merely followed up the "who'd have thought it possible!" comment
with "but you don't have it", giving the impression you doubted the
very existance of cut&paste on MTOS.

>
>> Rest deleted to spare the innocent.
>>
>> --
>> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>>
>> < Those who do not read about the future are condemned to enact it. >
>
>Take your advise

Is that a new sort of vise? Is it a table vise, or a kind of pliers? :-)

Sorry, I spell poorly myself, but could not resist.

Besides, if you really are looking into the future, you'll wait for the PPC OS/2 box. As far as I am concerned, it is nothing short of criminal to buy a system meant to be as open as PPC, and have Apple propritorize it.

And taking another look at the future - will Mac software run under Pink? I'd be taking a hard look before buying into an OS that does not even really multitask in this day and age.

Sounds like you really haven't thought about the future very hard yourself.
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1344. Re: Uses for 56001 DSPs in Falcons :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 08:24:13 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar11.082413.28681@mnemosyne.cs.du.edu>
Source record: 17995

In article <9403101124.AA12631@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes...
>
>>Uses for 56001 DSPs in Falcons :)
>
>>DSP modems
>
> This has been mooted since day 1 of the Falcon release. What DSP modem
>software is there?
>
>>Graphics
>>3D rendering
>>Desktop publishing
>
> Where are all of these packages then? In fact, impressive as is the
>list youve mentioned, I see little evidence of software implementations of
>most of the items.

Some of the new Lexicore graphics software in fact supports the DSP.
True though that I can think of no particular software for the latter
two applications. (perhaps a DSP PGS3? :-) :-) :-))

>
> I take your point that the abilities of DSP have potential in more
>than just straightforward digital processing. It still doesnt justify the
>claims that the DSP is better for everything though.
>

Well, not better for everything, but still rather useful for many things.
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1345. Re: Reasons to buy an Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 08:27:07 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar11.082707.29033@mnemosyne.cs.du.edu>
Source record: 17996

In article <2lm41e$c1@delphinium.cig.mot.com>,
Michael A. White <whitema@rtsg.mot.com> wrote:
>In article <jonord.763236818@fizban>,
>Joakim Nordlander <jonord@krynn.solace.mh.se> wrote:
>>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

Hey! I didn't write the following remarks - I too find the placement a pain.

>>
>>>> 2) Ergonomically-placed joystick ports good practice for fumbling &
>>>> cursing.
>>
>>>Hmm...
>>
>> I wonder why everyone is picking on this? How often do you change mouse?
>>Then you have the mouse and the joystick in place (if you are using one, I
>>don't play that much so it doesn't bother me) they aren't in the way!
>>
>> /Jocke
>>--
>>Mailed by: Joakim Nordlander
>>Inventive /|\ Atari programmer. ;)
>>(C) 1994 by SIG-o-Matic.
>
>That's the worst part of the STs. I do play games, and constantly changing
>between mouse and joystick for Steel Empire just got to be too much for the
>mouse port and I had to run a hot soldering iron across all the connections
>or else go without a right mouse button. The Mega's are nicely place, though.
>But it can also be fixed by buying a $15 mouse master (which I did right
>after the soldering bit).

Get some joystick extension cables (from Radio Shack if in the US),
then you never have to worry about it again.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1346. Re: Worst part of ataris

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 10:34:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMHxDn.2KA@barclays.co.uk>
Source record: 17997

I've owned a 400/800/130XE and a 520STM, 4160STe, Mega STe and now a Falcon.
I've never lost more than 50% on any Atari and have had a lot of fun and useful
productivity with each and every machine.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1347. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 11:14:37 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403111115.AA17180@nyx.cs.du.edu>
Source record: 17998

mdg@ukc.ac.uk (M.D.Griffiths) writes..

>:> OK, so far I know about the `host port` - apparently 3 megs a second
>:>thruput if you use custom routines (but it has an 8 bit width - that
means
>:>lots more cpu transfers than strictly necessary), this isnt DMA.

>Look Gavan, you have no idea about the Falcon, the HOST PORT has a 24bit
>h/ware register for communication to the DSP. You can read/write either
8,16 or
>24bits at a time to this register. The fact that the parallel datapath is
>8 bit is transparent, just like a scsi interface with an 8 bit path is.

True, I didnt know that the host port presented 24 bits to memory. When
I saw the 8-bit pathway it looked like it gave an 8 bit register to
memory. Still, 3 megs a second need to be transferred to and from this
port by the CPU and it will have to do it 16 bits at a time (here, the
limitations of the CPU databus come into play). I dont believe you will be
able to do this in a 320x200x65k colour mode. A while back you boasted of
being able to move 1.5 megs a second in colour mode so unless your CPU has
suddenly got a performance boost, OR there is another DMA channel you can
use (like I asked about) then you wont have any processor time left.

>>processor. In fact, I wasnt aware that a 16Mhz 030 could transfer 3 megs
a
>>second if it had to do it 8 bits at a time. You are out of luck if you
>>actually want do plot any graphics on either playfield after you start
>>combining them and pumping the results to your 65k colour screen.

>See above, you go on and on about something which you got wrong in the
>first place! You really make me laugh.

Well, ARE you writing to either of the playfields? Just how much
memory/cpu bandwidth do you have left after doing all these xfers?

Gavan

1348. STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 11:15:55 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403111116.AA18737@nyx.cs.du.edu>
Source record: 17999

Help! I recently added a 4 meg HAWK expansion to my A1200 and now
StarDust wont work any more!!!! Is this a known fault or was it corrected
in later versions of the game?

I`ll send back my disks to Bloodhouse if necessary, but perhaps there
is a patch program available on FTP somewhere.

I mean, this is the nineties. I dont expect Amiga games to roll over
and die just because they see fastmem.

Gavan

1349. Re: Worst part of ataris

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 12:44:03 UTC
From: whitema@rtsg.mot.com
Message-ID: <2lpp2j$k76@delphinium.cig.mot.com>
Source record: 18000

In article <quinlan.763358581@sfu.ca>,
Brian Quinlan <quinlan@gemini.csil.sfu.ca> wrote:
> You know what the worst part about an atari is? They are practically
>valueless after you purchase them. I'm buying a power mac this month
>(sorry guys but 601 vs 68030 just doesn't cut it) and I'm trying to
>get some extra cash by selling my ST. I know that the ST is an old computer
>but I should be able to get the same price for my atari as for my mac plus.
>The atari is actually NEWER than the plus and it will only fetch $100
>(from a guy who will take it apart) while the mac will get me $200. They are
>identical configs and the mac gets 2x the price! This is due to the fact that
>very few people know about or like ataris. In a year or two when better
>computers are available (atari or not) you may find your falcon valueless.
>I know that it will serve you well for now but it would be nice to get
>something for it later.
>
>--
>--
>Brian Quinlan
>quinlan@sfu.ca
>"And people also thought that the world was flat"

The Mac Plus cost more than the ST. And if you're worried
about what your comuter "investment" is going to be worth in a
few years, maybe you should stay away from computers for good.

Michael
whitema@rtsg.mot.com

1350. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 12:49:50 UTC
From: sys1@exnet.com
Message-ID: <CMI3n5.12s@exnet.com>
Source record: 18001

In article <1994Mar11.081158.27850@mnemosyne.cs.du.edu> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>In article <1994Mar9.204421.24155@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
>>In article <1994Mar9.075006.11210@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
><about a million lines of old untouched comments deleted>
>Ok, I've got that and more.

>
>>>>-no publish and subscribe
>>>
>>> Unsure, but sounds rather niche.
>>
>>I guess so, since its only available on the Mac. I can work on a document
>>concurently with another Mac user.
>>

Actually that sounds like a really bad habit to get in to anyway. But
having said that, you can do it with Multitos very easily.

xavier

1351. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 12:54:44 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2lppmk$djo@harbinger.cc.monash.edu.au>
Source record: 18002

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <2lc9e0$j9r@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
: >Name one multimedia package that uses jpegs for images. They're nearly
: >all stored as uncompressed images on CD-Roms, which allows for much
: >quicker display speed.

: ever heard of PHOTO-CD?

Yep, wow, that's some multimedia application. Start naming people who actually use Photo-CD. They're so bloody expensive, only Kodak seem to be trying to push it with all sorts of freebies, free developing, half-price CD's. Pity nobody justifies the upfront cost of a Photo-CD player.

Also, I think you'll find that they're not stored as JPEG. Well, not the whopping great big Kodak was passing around as demonstrations of the picture quality of their Photo-CD images. If they were JPEG, I'd expect 10x the number of pictures they're currently storing on each CD.

: >Why not ray-trace and display in 24bits? Why the clunky 24-> 16bit
: >conversions. Most new PC's nowadays don't need this hack.

: 24-> 16BIT conversion is far less 'clunky' than conversion to HAM8, don't
: write such crap please.

PC's don't use HAM8, my Graphics Ultra Pro doesn't, nor does the /w32i in my neighbour's box. I have used the 24bit->16bit quick and dirty stripping when viewing big JPEGS.

: >: I expect the Amiga gfx used in the ITV chart show are in HAM8 (laugh) ;-).

: >What refresh rates are you running at and what monitor are you using?
: >You're not using a TV are you?

: You just harked on about multi-media stuff and the Amiga being using for
: Seaquest etc, then you contradict yourself by slagging down the Falcons
: capabilities on a TV. 800x600 16 bit true colour beats HAM8 on a TV
: anyday.

Pot Kettle Beige. You contradict yourself by slagging off the Amiga. I'd be suprised if the Falcon ever makes it into the mainstream desktop-video market. Name one TV show that has cool effects down by Falcons.

800x600x24bpp @72Hz NI beats your falcon.
1024x768x16bpp @ 76Hz NI beats your falcon.
1280x1024x8bpp @ 76Hz NI beats your falcon.

This is a medium-level PC video card, which is about 23 years old.
There are lots more with much better resolution, more VRAM, higher
refresh rates.

Where are all the Texas Instruments based 24bit, 4MB RAM graphics
cards for the Falcon? Where's the 68040 falcon? Even the Amiga
has those.

: >- Jim

: *yawn* your life 'Jim' but not as we know it.

Ooh, Griff, what a bad man you are. I'm quivering in my boots.

- Jim

1352. Test

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 13:02:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMI480.EJJ@barclays.co.uk>
Source record: 18003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Am I getting to this group? Please email me if so.

--

```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1353. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 13:06:09 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2lpqc1$djo@harbinger.cc.monash.edu.au>
Source record: 18004

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
: In a message of 28 Feb 94 21:12:04, Ricardo Hernandez wrote:

: RH> |> True, but sales are going upwards.
: RH>
: RH> Just like the A1200 and CD-32.

: CD-32, what's that? (It's not anywhere to be found HERE)

: RH> Yep. About 12 magazines here they don't even mention ATARI because
: RH> "what's that".

: Name them.

Australian Personal Computer
Your Computer
Byte
PC Magazine
PC Week
Computer Shopper (US)
PC Format
PC Review
PC World
Unix World
Windows Sources
Amiga Format

There's 12 magazines, most of the PC based, one's obviously and Amiga magazine. I think you'll be hard-pressed to find anything about Atari in any of them, or Commodore for that matter. Is there an ST section in the UK version of Computer Shopper, as there was an Amiga section.

I'll go down to the newsagent and list them all if you want. I don't get any Atari magazines at my two local newsagents, the Australian Atari magazine, GEM (something or other) folded many years ago. There's at least three Amiga magazines produces locally (Australia/New Zealand). There are a few Acorn/Archimedes magazines around though, sold through the local newsagents.

- jim

1354. Re: was Re: "Bit-ness" of Processors Now: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 13:42:29 UTC
From: mdg@ukc.ac.uk
Message-ID: <8997@gos.ukc.ac.uk>
Source record: 18005

In article <2lppmk$djo@harbinger.cc.monash.edu.au> int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>PC's don't use HAM8, my Graphics Ultra Pro doesn't, nor does the /w32i
>in my neighbour's box. I have used the 24bit->16bit quick and dirty
>stripping when viewing big JPEGS.

who said PC's use HAM8? I use 24bit->16bit conversion on my Falcon and 486 most of the time, its the best compromise.

:>800x600x24bpp @72Hz NI beats your falcon.
:>1024x768x16bpp @ 76Hz NI beats your falcon.
:>1280x1024x8bpp @ 76Hz NI beats your falcon.

yeah.. my 486 does these too over an 8bit ISA BUS :(.
(cue harkings about PCI and local bus...)

:>This is a medium-level PC video card, which is about 2-3 years old.
:>There are lots more with much better resolution, more VRAM, higher
:>refresh rates.
:>Where are all the Texas Instruments based 24bit, 4MB RAM graphics
:>cards for the Falcon? Where's the 68040 falcon? Even the Amiga
:>has those.

An upgrade to add an 040 is out. (Afterburner), also several graphics cards are in the pipeline.

:>: *yawn* your life 'Jim' but not as we know it.
:>Ooh, Griff, what a bad man you are. I'm quivering in my boots.

Is that the best you can do?
Please don't hark on about PCs, I *own* one!

>- Jim

Griff
--

1355. Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 13:58:35 UTC
From: bjgrier@bnr.ca
Message-ID: <CMI6to.2CH@nrtpa22.bnr.ca>
Source record: 18006

In article <9403111116.AA18737@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> Help! I recently added a 4 meg HAWK expansion to my A1200 and now
|> StarDust wont work any more!!!! Is this a known fault or was it corrected
|> in later versions of the game?
|>
|> I`ll send back my disks to Bloodhouse if necessary, but perhaps there
|> is a patch program available on FTP somewhere.
|>
|> I mean, this is the nineties. I dont expect Amiga games to roll over
|> and die just because they see fastmem.
|>
|> Gavan
|>

Gavan,
Me thinks you should check WHERE you are posting these kinds
of requests! You just shot a big hole in the Amiga image you were
trying to build in comp.sys.atari.advocacy.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1356. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 14:47:31 UTC
From: renfro@bnr.ca
Message-ID: <2lq0a3$rf@crchh610.bnr.ca>
Source record: 18007

In article <1994Mar11.024556.52889@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
[stuff deleted]
|> |>
|> |> But no-one has ever said that no such model existed!
|>
|> OH, sorry to jump in here, but I remember quite well when people
|> around here denied it.... saying that the base model (lower
|> end, lowest price Falcon) was the 4/80. This included of course,
|> Master Rickard...
|>

Sorry as well since I sure don't remember anyone claiming it did not exist. Would be nice if you could back this claim up with some quotes of what was actually said. Yes the base model is the 4/80 (meaning that everyone, particularly developers, expects the users to have at least 4/80) but that does not mean lesser configs do not exist. They are sold with an expectation that they will be upgraded to greater than base config or if not then you can not expect to make use of the Falcon software developed with the 4/80 base config in mind. And yes there are still many programs that could be run in a 1/0 or 1/x config if you really wanted to do that. Some of you guys read so much into a post that you make more out of what was not said that what was said.

RandyH

1357. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 14:52:50 UTC
From: renfro@bnr.ca
Message-ID: <2lq0k2$rh@crchh610.bnr.ca>
Source record: 18008

In article <1994Mar11.025635.30125@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
[stuff deleted]
|> |> >
|> |> > While the Jaguar got a couple of awards... I kind of wonder... I mean,
|> |> >how come Tempest 2000 can get an award? It's like giving an award
|> |> >to Space Invaders.
|> |>
|> |> T2000 is not your father's Tempest, to borrow a phrase... Things like
|> |> two-player modes, original mode and a lot of new features make it a
|> |> great game. I am personally drooling over this one.
|>
|> I am not saying it isn't a great game. All I am saying is that it doesn't
|> deserve a 'GREAT AWARD'.... you might be drooling for it perhaps because
|> the Jaguar has about 4 games out? (5?)
|>

Have you seen T2K? Have you played T2K? If not then how can you make any judgement on the game? It may be an old game, but I understand it has a lot added to it (like different versions) and it was a great old game so why can't it be a great enhancement of an old game. You sure seem to be nit picking on the negative side even though you claim to like the Jag. I have not seen the game yet (on order though) so I am not claiming it is good or bad until I play it.

RandyH

1358. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 17:23:46 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar11.172346.46494@rmece02.upr.clu.edu>
Source record: 18009

In article <1994Mar11.075337.26816@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <9403101125.AA12676@nyx.cs.du.edu>,
|> Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
|> >kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

[stuff deleted]

|> >
|> > I know _2_ ST owners who sold their STs and upgraded to A1200s, I`ve
|> >never heard of a single person who sold an Amiga/PC to get a Falcon.
|>
|> And I have heard accounts of movement from the Amiga side to the Atari
|> side as well. This type of lateral movement shows nothing...

True, although there are far more from ATARI to Amiga than Amiga to Atari...

|>
|> Why are not more Falcons around? The reason is simple:
|>
|> 1) No advertising
|> 2) No mail order possible for the longest time.

Let me give you the #1 reason:

Price. The Falcon's price puts in on Par with a 486 machine... which
generally speaking blows the Falcon away in normal tasks + has far more
support than the Falcon.

[stuff deleted]

|> I do think however that the Falcons musical capabilities are selling
|> it in that market.

Yep, which is why the sales went a little bit up when cu-base whatever
was released.

|>
|> --
|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
|>
|> < Those who do not read about the future are condemned to enact it. >

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1359. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 17:28:55 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar11.172855.52824@rmece02.upr.clu.edu>
Source record: 18010

In article <2lq0k2$rh@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
|>
|> In article <1994Mar11.025635.30125@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> [stuff deleted]

[stuff deleted]

|> Have you seen T2K? Have you played T2K? If not then how can you make any
|> judgement on the game? It may be an old game, but I understand it has a
|> lot added to it (like different versions) and it was a great old game so
|> why can't it be a great enhancement of an old game. You sure seem to be
|> nit picking on the negative side

Listen and read and listen everybody:

I AM SICK OF BEING TOLD I AM NITPICKING ON THE NEGATIVE SIDE OF THE JAGUAR

OK?

I *DO* LIKE IT, AND MAKING A GOOD CRITICISM ABOUT IT AND SOME SUGGESTIONS
AS I HAVE IN THE JAGUAR MAILING LIST SHOWS I WOULD LIKE THE SYSTEM TO DO WELL
OK?

TEMPEST 200XXX WHATEVER IS LIKE A SPACE INVADERS 3000XX ,ETC.

I DON'T THINK IT IS THE 'KILLER' GAME, EVEN IF IT IS WELL DONE.

THE CONCEPT OF THE GAME STAYS MORE OR LESS THE SAME WITH A LOT
OF BELLS AND WHISTLES.

What I would like to see?

* A good Star Raiders - because it's really an awesome game

* Alien Vs Predator (well done) - shows the Jaguar caps and the concept
is awesome

* A near or preferably IDENTICAL version of Mortal Kombat II... In my
opinion this last one will be the Jaguar's "killer application"

even though you claim to like the Jag.
|> I have not seen the game yet (on order though) so I am not claiming it is
|> good or bad until I play it.
|>
|> RandyH

So now, would people realize that difference in opinion != I dislike
the Jaguar?

To change, someone has to first recognize what's wrong. If you can't
face it, you'll never change, unless "a mutation occurs" ;-)

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1360. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 18:04:07 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar11.180407.33609@rmece02.upr.clu.edu>
Source record: 18011

In article <2lq0a3$rf@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
|>
|> In article <1994Mar11.024556.52889@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> [stuff deleted]
|> |> |>
|> |> |> But no-one has ever said that no such model existed!
|> |>
|> |> OH, sorry to jump in here, but I remember quite well when people
|> |> around here denied it.... saying that the base model (lower
|> |> end, lowest price Falcon) was the 4/80. This included of course,
|> |> Master Rickard...
|> |>
|>
|> Sorry as well since I sure don't remember anyone claiming it did not exist.
|> Would be nice if you could back this claim up with some quotes of what was
|> actually said. Yes the base model is the 4/80 (meaning that everyone,
|> particularly developers, expects the users to have at least 4/80) but that
|> does not mean lesser configs do not exist. They are sold with an expectation
|> that they will be upgraded to greater than base config or if not then you
|> can not expect to make use of the Falcon software developed with the 4/80
|> base config in mind. And yes there are still many programs that could be
|> run in a 1/0 or 1/x config if you really wanted to do that. Some of you
|> guys read so much into a post that you make more out of what was not said
|> that what was said.

RandyH, while surely I don't remember you I do remember other people
saying that, Rickard included. That happened when the 'A1200 base machine
sucks' argument started *last year*.

|>
|> RandyH

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1361. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 18:39:28 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2lqdt0$946@lyra.csx.cam.ac.uk>
Source record: 18012
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

In article <8981@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <2lmeea$su6@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
|> >The 68040 can word blit faster than the AGA blitter, but it cannot bit blit
|> >faster than it, hence the blitter would still be faster than the 68040 for a
|> >large number of operations. The 68040 is also, in general, a faster CPU than an
|> >ARM3.
|>
|> I've never heard so much *rubbish* in my life. Have you any idea how fast an
|> 040 or ARM 3 is? A cookie cut (masked sprite) blit is one of the most
|> complex blits that can be done, how come both processors could do it 3 times
|> faster? (come on Mr Brown, admit you are wrong).

3 times faster? I think not. In a previous post you mentioned that you could clear memory just over twice as fast using an ARM3 than the AGA blitter (you never mentioned wether the blitter was in nasty mode or not, and if it wasn't, then it would have been twice as fast as you were posting). Now using the blitter to fill memory takes as many DMA cycles to finish as a single source blit, ie the blitter is the same speed for a blit as for a memory fill (barring bus contention). If the ARM3 is 3 times as fast on copying as you claim, then could you explain why it is only twice as fast for a memory fill, which is a much simpler operation than bit blitting, and takes the same amount of time to perform on the Amiga's blitter. Now who's talking rubbish?

|> :>I doubt very much that all games go through the operating system, and if they
|> :>stick to the ECS registers and are written well, this is not a problem. Anyone
|> :>who hardware bangs the AGA registers directly however, is, to quote the
|> :>unofficial AGA hardware documentation 'to be taken out and publicly laughed at'.
|>
|> There is a lot of public laughing then. As I said you live in a DREAM-WORLD.

No, I live in a world where people write software that actually WORKS on machines which have a slightly different hardware configuartion. If everyone wrote metal bashing illegal software as you mentioned, then they would go bankrupt pretty quickly.

|>
|> :>The operating system is there for a reason. It was written by people who know
|> :>what they are doing. A lot of sensible games programmers DO use it. Take Frontier
|> :>for example, that even multitasks!
|>
|> Frontier is not AGA enhanced as far as I know. What fast-action AGA games
|> uses the OS then ;-) ?

Anything that runs on the CD32 for starters (which currently has the majority of AGA games), since it uses lowlevel.library which allows programmers to access the

hardware in an OS-legal way. Other stuff (all of those Maxis Sim games, for example) runs on an intuition screen, multitasking under AmigaDOS. We are not living in 1987 any more you know. BTW, an AGA version of Frontier is in the pipeline according to david Braben, as well as a CD32 version, which runs as fast on the CD32 as the original Forntier does on an A4000-040, and includes the texture mapping that the PC version has.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1362. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 18:49:16 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2lqefc$946@lyra.csx.cam.ac.uk>
Source record: 18013
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

In article <7261@merlin.ukc.ac.uk>, cng1@ukc.ac.uk (C.N.Good) writes:
|> M.D.Griffiths (mdg@ukc.ac.uk) wrote:
|> : Frontier is not AGA enhanced as far as I know. What fast-action AGA games
|> : uses the OS then ;-) ?
|>
|> Who said Frontier was fast? ;-)
|>
|> Seriously on a friends A1200 Frontier is pretty slow and jerky.

It's not too bad if you have 32 bit fastram. Frontier is a lot slower than it could have been, because it's written so that it will run on 68000 systems, and is therefore not fully optimised for 32 bit Amigas. the forthcomming CD32 version is supposed to be a lot faster for this reason. (Ah, the joys of having a 16 bit past :-))

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1363. Recommend a good MIDI sequencer/tracker for Atari!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 18:52:05 UTC
From: mahjelt@freenet.hut.fi
Message-ID: <2lqekl$qma@freenet.hut.fi>
Source record: 18014

(sorry I'm not sure that this is the right newsgroup but I found no better)

INFO ABOUT GOOD MIDI SEQUENCER/TRACKER PROGRAMS WANTED!

Is there any MIDI sequencing software available for any Atari system,
that uses a editor like the one in the Pro/Sound-Trackers on Amiga? After
owning a multitimbral MIDI synth (without any serious software) for soon two
years, I'd like to get into some real music writing.

Until now I've been using my Amiga 500, and tried programming a cool MIDI
sequencer/tracker of my own but I have never had enough time for finishing
the program, and, I've realized that the 8 years old machine *is* too slow
for any serious work. So now I've decided to upgrade, either to a newer
Amiga or something completely different, like an Atari.

As I said, I'd like to work with a track-editor that works a bit like the
one in the good old Trackers. I don't care about notation, nor piano-roll
editors. Of course the empler
yet. I want *at least* 32 tracks to work with (the synth's got 32 voices).

So give me some advice. Recommend any good software you know, and tell me
what kind of Atari I need. I'm really looking forward for some serious
music-making!

Thanks in advantage,

Mathias

(Please reply by E-mail)
--

1364. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 19:09:56 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2lqfm4$946@lyra.csx.cam.ac.uk>
Source record: 18015

In article <CMGCGC.MwG@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
|>
|>
|> In a previous article, gmoran@nyx.cs.du.edu (Gavan Moran) says:
|>
|> > GEM better than the Apple desktop!? Dont make me laugh! I may not be
|> >overly fond of Macs, but one thing that they do have is a damn good
|> >desktop GUI. GEM was always desgined to ape the MAC, but it never even
|> >came close. Remeber the `JackIntosh` label - ha ha. If only they knew how
|>
|> And this is from an idiot who has admited not having used or seen
|> a Falcon or TT...

It's a pretty close thing I'd say. GEM on the ST looked pretty dire. I've seen a little bit of what it looks like on the Falcon, and from the little I saw I wasn't terribly impressed. I have an intense dislike of the Mac GUI, which I find to be clunky and intrusive almost to the extent Windows is. On the other hand it does look a bit nicer than GEM.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1365. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 19:11:09 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2lqfod$946@lyra.csx.cam.ac.uk>
Source record: 18016

In article <CMGJyx.3rL@brunel.ac.uk>, ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
|> Gavan, I'd like to see your AMOEBA have a desktop at 1600x600x16 colours, like I can have

Actually Amigas can do 1400*590 in 256 colours. (Or 262144 if you prefer :-))

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1366. Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 19:38:46 UTC
From: whitema@rtsg.mot.com
Message-ID: <2lqhc6$oad@delphinium.cig.mot.com>
Source record: 18017

In article <9403111116.AA18737@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
> Help! I recently added a 4 meg HAWK expansion to my A1200 and now
>StarDust wont work any more!!!! Is this a known fault or was it corrected
>in later versions of the game?
>
[More pleas from Gavan for help deleted]
>
>Gavan
>

What? Do you think WE'RE going to help you? :-)

Michael
whitema@rtsg.mot.com

1367. Uses for 56001 DSPs in Falcons :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 20:05:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d80ceee@secom.ct.se>
Source record: 18018

In a message of 10 Mar 94 12:23:34, Gavan Moran wrote:

GM> >DSP modems
GM>
GM> This has been mooted since day 1 of the Falcon release. What DSP modem
GM> software is there?

I know three persons personally developing software modems for the Falcon ...
the problem is not to DO it, but to make it legal. (I think the cost for making
hardware legally attachable to the telenetwork is somewhere around $3125 .. for
EACH country!)

I think someone's going to release it as freeware, including the hardware
drawings, and let people be illegal if they want to ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1368. IS CBM out of business??

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 20:06:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d80cf48@secom.ct.se>
Source record: 18019

In a message of 10 Mar 94 05:31:02, Stuart David A wrote:

SD> Hi someone told me that Commodore Business Machines was going out of
SD> business, so I thought I should validate or disclaim that rumor. I know
SD> that they closed their australia branch, but this was the last I heard.

They've closed down totally in Sweden to .. dead according to the magz ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1369. Falcon Sound

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 20:08:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d80cfac@secom.ct.se>
Source record: 18020

In a message of 10 Mar 94 15:32:43, Jack Kitowicz wrote:

JK> Does anyone know how much CPU time and bandwidth AFM eats up on a Falcon?
JK> Does it use the CPU at all for any of the effects? (graphic equalizer,
JK> flanger etc.) I leave it active while I'm doing GEM stuff and never
JK> noticed any slowdown...

AFM connects the sound in to the DSP, and DSP to sound out ..... all the
effects etc are done using the DSP, and takes no processor time whatsoever.

However, the main AFM program (graphics etc) do use the CPU.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1370. Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-11 23:42:07 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2lqvkf$onh@harbinger.cc.monash.edu.au>
Source record: 18021

Brian Grier Perpk (bjgrier@bnr.ca) wrote:

: Disclaimer: The opinions expressed are mine not those of BNR.

: ____
: | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
: | Bell Northern Research | on I'd buy an Amiga. However I have |
: | Research Triangle Park, NC | real work to do. So please get lost! |
: |____________________________________|_____________________________________|

Gee, a bit offensive aren't we?

- Jim

If I wanted a glorified computer-cum-doorstop, I'd get an Atari, as software
support is non-existant. So please, get Lost!
I'm a professional, can't you tell by my sig? Looks way K00L!

1371. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 03:02:52 UTC
From: mdg@ukc.ac.uk
Message-ID: <9002@gos.ukc.ac.uk>
Source record: 18022
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

In article <2lqdt0$946@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <8981@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In article <2lmeea$su6@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>|> >The 68040 can word blit faster than the AGA blitter, but it cannot bit blit
:>|> >faster than it, hence the blitter would still be faster than the 68040 for a
:>|> >large number of operations. The 68040 is also, in general, a faster CPU than an
:>|> >ARM3.
:>|>
:>|> I've never heard so much *rubbish* in my life. Have you any idea how fast an
:>|> 040 or ARM 3 is? A cookie cut (masked sprite) blit is one of the most
:>|> complex blits that can be done, how come both processors could do it 3 times
:>|> faster? (come on Mr Brown, admit you are wrong).
:>|> >The 68040 can word blit faster than the AGA blitter, but it cannot bit blit
:>|> >faster than it, hence the blitter would still be faster than the 68040 for a
:>3 times faster? I think not. In a previous post you mentioned that you could
:>clear memory just over twice as fast using an ARM3 than the AGA blitter (you
:>never mentioned wether the blitter was in nasty mode or not, and if it wasn't,
:>then it would have been twice as fast as you were posting). Now using the blitter
:>to fill memory takes as many DMA cycles to finish as a single source blit, ie the
:>blitter is the same speed for a blit as for a memory fill (barring bus
:>contention). If the ARM3 is 3 times as fast on copying as you claim, then could
:>you explain why it is only twice as fast for a memory fill, which is a much
:>simpler operation than bit blitting, and takes the same amount of time to perform
:>on the Amiga's blitter. Now who's talking rubbish?

I'll just repeat what you said:

>|> >The 68040 can word blit faster than the AGA blitter, but it cannot bit blit
>|> >faster than it, hence the blitter would still be faster than the 68040 for a

DO YOU STILL STAND BY THIS?! I THINK NOT, ADMIT YOU ARE WRONG
(PS. I WAS WRONG ABOUT CLEARING MEMORY IT CLEARS MEMORY 4 TIMES QUICKER!).
Can't you understand that with a RISC chip it is only the memory transfer
which takes the most time in a logic operation, with the ARM3s inherently
faster bus it can thrash a AGA blitter. The same goes for the 040,
if the AGA blitter is better than an 040 why is commodore making a new
one for AAA? You are silly to compare 040s and the like to crap 16 bit
blitters (cue bollox about increased bandwidth blah blah blah).

> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.

Griff (laughing at Chris).
--

1372. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 04:48:02 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CMJC02.8E0@news.Hawaii.Edu>
Source record: 18023

Randy Hoekstra (renfro@bnr.ca) wrote:
:#In article <1994Mar11.025635.30125@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
:#|> I am not saying it isn't a great game. All I am saying is that it doesn't
:#|> deserve a 'GREAT AWARD'.... you might be drooling for it perhaps because
:#|> the Jaguar has about 4 games out? (5?)
:#Have you seen T2K? Have you played T2K? If not then how can you make any
:#judgement on the game? It may be an old game, but I understand it has a
:#lot added to it (like different versions) and it was a great old game so
:#why can't it be a great enhancement of an old game. You sure seem to be
:#nit picking on the negative side even though you claim to like the Jag.
:#I have not seen the game yet (on order though) so I am not claiming it is
:#good or bad until I play it.

I still remember back a few months ago when there was discussion about
Jaguar games when the Jaguar just came out. A few posters were saying that
Jaguar games were going to be all of these new games and not just ports or
enhanced games, yet here I see people raving about a Tempest port.

These same people are the ones that were saying that the CD32 games were
all ports. Let's see a game for the CD32 that's a port is just so-so, but
a game that comes out for the Jaguar that's a port is considered to be
great. Hmmm...

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1373. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 05:27:26 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMJDtr.KAC@freenet.carleton.ca>
Source record: 18024

In a previous article, cpb1001@cl.cam.ac.uk (C.P. Brown) says:

>In article <CMGCGC.MwG@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz)
writes:
>|>
>|>
>|> In a previous article, gmoran@nyx.cs.du.edu (Gavan Moran) says:
>|>
>|> > GEM better than the Apple desktop!? Dont make me laugh! I may not be
>|> >overly fond of Macs, but one thing that they do have is a damn good
>|> >desktop GUI. GEM was always desgined to ape the MAC, but it never even
>|> >came close. Remeber the `JackIntosh` label - ha ha. If only they knew how
>|>
>|> And this is from an idiot who has admited not having used or seen
>|> a Falcon or TT...
>
>It's a pretty close thing I'd say. GEM on the ST looked pretty dire. I've seen a
>little bit of what it looks like on the Falcon, and from the little I saw I
>wasn't terribly impressed. I have an intense dislike of the Mac GUI, which I find
>to be clunky and intrusive almost to the extent Windows is. On the other hand it
>does look a bit nicer than GEM.
>
Well if you are talking about GEM in anything less than 640x480x16
on a VGA then it is not going to look terribly impressive. BTW I've seen
your desktop (I assume it is a pretty recent version; I think '92 right?)
and it is very nice but not nicer than mine:)

Both your Amiga desktop and my Falcon MTOS desktop are nicer than
a MAC IMHO.

BTW GEM on an ST means you were looking at one of these:

320x200x16 (useless IMO)
640x200x4 (it was usable back then)
640x400x2 @72Hz (OK, very nice picture but obviously only mono)

The changes between the old TOS and GEM and TOS4.04 w AES4.1 are ENORMOUS!!

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1374. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 07:14:12 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar12.071412.14691@mnemosyne.cs.du.edu>
Source record: 18025

In article <1994Mar11.025635.30125@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <1994Mar9.083909.13807@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall
Gelner) writes:
>|> In article <1994Mar4.201121.54667@rmece02.upr.clu.edu>,
>|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>|> >In article <01H96FOGIZPU00041A@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
>
>[stuff deleted]
>
>|> >
>|> > While the Jaguar got a couple of awards... I kind of wonder... I mean,
>|> >how come Tempest 2000 can get an award? It's like giving an award
>|> >to Space Invaders.
>|>
>|> T2000 is not your father's Tempest, to borrow a phrase... Things like
>|> two-player modes, original mode and a lot of new features make it a
>|> great game. I am personally drooling over this one.
>
> I am not saying it isn't a great game. All I am saying is that it doesn't
>deserve a 'GREAT AWARD'.... you might be drooling for it perhaps because
>the Jaguar has about 4 games out? (5?)

No, I am seriously drolling over it 'cause it looks like a great game!
Same with AvP. If this were some sports title (which I don't care for
much), then I wouldn't be drooling over it at all.

You should read reviews of this game - the music and graphics are said
to be incredible, and finally showing what the Jaguar can do.

It is however true that the software path is slow. It is heartining
to see that a lot more developers are signing on though!

>
>|>
>|> >
>|> > Alien vs. Predator is the type of game I would expect to get an
>|> >award, not TEMPEST XXXXX.
>|>
>|> Yeah, but I think it was not nearly as finished at that point - hate
>|> to give best game to a demo!
>
> Yep.. but I hate to give a best game award to a variation of a
>*very* old game. Hey, what about giving the award to Space Invaders 3000?
>

No, it is an old game concept with a lot of new features and gameplay, making it almost an entirley different game - like not being able to see the whole drid at once, powerups, being able to jump off the track...

And when you come right down to it, how many really new games are there out there? TE for the 3DO is really just Starfox with some extra stuff. What game should have won the award?

>|> > So I wonder how reputable where the sources who gave the award
>|> >at least for the 'best game.'
>|> >
>|>
>|> Very reputable, from many sources.
>
> Many? Is that many awards then? Please specify....
>

Geez, the guy who sells the CES video for one, and about every person who went to the CES. This is not something that is very questionable... Go ask in rec.games.video.advocacy!

> Sorry Kendall, I like the Jaguar too, but I don't think that
>Tempest XXXXX deserves that best game... particularly when that game
>is doable by 'non-64 bits' systems...

I wouldn't say that 'till after I've seen the game.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1375. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 13:18:36 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2lsffc$8hn@percy.cs.bham.ac.uk>
Source record: 18026

In article <9403101126.AA12726@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
> I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes...
>
>
> >>(via an 8 bit bus) every second, not to mention having to xfer
> another1.5
> >>megs into the DSP from main memory - this SHOULD be interesting. Does you
> >>CPU do anything else apart from handle all the memory xfers?? Are you
> >>actually writing graphics to both `playfields` or is there just two that
> >>are scrolled about a bit over each other?
> >>
> >>Gavan
> >>
>
> >Ever heard of DMA ? No ? Well the DSP can put stuff striaght into main
> memory
> >with no help from the 68030 at all... just use the neat connection matrix
> and >tell
> >it to connect DSPXMIT to DMAREC and that's it... so simple when you find
> the
> >facts out _before_ you open your mouth...
>
> Oh goody, MORE DMA. Well, I`ve already found out about the `Sound DMA`
> but you seem to be saying that there are even more DMA channels that can
> be routed to the DSP.
>
> OK, so far I know about the `host port` - apparently 3 megs a second
> thruput if you use custom routines (but it has an 8 bit width - that means
> lots more cpu transfers than strictly necessary), this isnt DMA.
>
> Plus there is this `sound DMA`, something around 1, 1.5 megs a second
> which can supposedly be rerouted.
>
> Now, assuming you hold an entire playfield in DSP memory and the other
> in main CPU memory AND assuming that you dont need to be writing to either
> of the playfields then you have to stuff 1.5 megs in and get 3 megs out
> every second. Thats _just_ within the limits mentioned (assuming that
> there is guaranteed zero contention) but it totally ties up your
> processor. In fact, I wasnt aware that a 16Mhz 030 could transfer 3 megs a
> second if it had to do it 8 bits at a time. You are out of luck if you
> actually want do plot any graphics on either playfield after you start
> combining them and pumping the results to your 65k colour screen.
>
> Still, maybe there is yet another DMA channel that can be utilitised

> to stuff data in/out of the DSP. Please elaborate.
>
> Gavan
>
>

Ah ha, well I was going on about the Sound DMA channel. I had assumed from the way you implied the 030 was handling _all_ memory transfers that you didn't know about it... Still it can be used to take a lot of load off the 68030 when transferring to/from the DSP although I would imagine it's not enough for True color screens...

Ian

1376. Sinclair is a Wanker! (was Re: Paranoid!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 13:23:25 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2lsfod$aed@harbinger.cc.monash.edu.au>
Source record: 18027
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

sinclap2954@cobra.uni.edu wrote:
: In article <8761@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

: > Americans ... don't you love them? perhaps you should see your analyst MR
: > Sinclair ;-) !

: Yea, you Brits are to much of a wimp to do anything about the Serbs. You must
: love those Brits(Actualy I am a dual citizen of the U.S. and the UK).
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

: > Well MR SINCLAIR , I would like to point that I spot two flaws in your
: > argument :
: >
: > 1. You are a wanker
: > 2. You are a wanker

: So what'a a wanker
^^^^^^^^^^^^^^^^^^^^

How can you be British and not know what a wanker is? Do you ever go
to sporting events? Soccer/Football, Cricket, Rugby?

It's a common chant amongst spectators, it was really big when Sir
Richard Hadlee was still playing cricket, 100,000 people chanting
"Hadlee is a wanker", cha-cha-cha (sounds of people stomping feet,
banging display boarding on the bounardy fence). Magical crowd
participation in Bay 13 at the MCG.

So what other chants are popular at the Football and Cricket matches?
I can never hear what the Europeans are chanting properly. The cricket
matches usually have all sound except the commentators filtered out.

- Jim

1377. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 14:30:29 UTC
From: whitema@rtsg.mot.com
Message-ID: <2lsjm5$4g4@delphinium.cig.mot.com>
Source record: 18028

In article <CMJC02.8E0@news.Hawaii.Edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
[Previous quotes deleted]
>
>I still remember back a few months ago when there was discussion about
>Jaguar games when the Jaguar just came out. A few posters were saying that
>Jaguar games were going to be all of these new games and not just ports or
>enhanced games, yet here I see people raving about a Tempest port.
>
>These same people are the ones that were saying that the CD32 games were
>all ports. Let's see a game for the CD32 that's a port is just so-so, but
>a game that comes out for the Jaguar that's a port is considered to be
>great. Hmmm...
>
>
>--
>====================jimmy@uhunix.uhcc.hawaii.edu=========================
>
>

I don't think that is what people were saying. I believe it was something
along the lines of "They're just going to be Amiga 500/1200/etc.. games
with extra levels and music.", not "They're going to be re-makes of yet-
to-be-seen-on-the-Amiga games.". I mean, 90%+ of all games out there
are just remakes of old games anyway. Hard Drivin' was one of the first
arcade games to really put you "inside" a car, but just check out Ridge
Racer or Virtua Racing or ... Improvements on games are possible, and
they make the game a lot more funt to play. No one is claiming that the
Jag games are all "new and original in concept".
That would leave about two games for the system.

Michael
whitema@rtsg.mot.com

1378. Info on Falcon and TT wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 14:50:40 UTC
From: 912443@brt.deakin.edu.au
Message-ID: <2lso9d$2l0@sol.ccs.deakin.edu.au>
Source record: 18029

I am an Acorn RISC OS user waiting for that ever to be released new mega machine around the corner in mid year.

This is one of those gimme questions in some respects. I don't expect to be wooed away from my current platform, but the Falcon has this mystique about it that originally attracted me to Acorn from DOS boxes a few years ago. Maybe I'm in search of variety and a new learning curve (though a hard disc would probably satisfy me).

Basically I know nothing of Atari platforms post STe and would love to find out more info about the Falcon & the TT (if they still market that). EVERYTHING from custom hardware (esp this amazing DSP chip) to various models to grafix & sound capabilities to the OS and software available (how much have you moved on from that very ghastly GEM/TOS thingy yet?).

If there are any users that can directly compare it to Acorns, unreal, and similarily, any Austrlian owners with prices etc...

If there are standard set answers for this type of question, email away.

Stay Animate
Niraj

PS: I didn't realize the similarity of all us small user base platform users went through (complaints about underspecs, overpricing, lack of marketing ...).

1379. Re: Commodore Amiga gives up and joins the 90's!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 19:01:37 UTC
From: umisef@yoyo.cc.monash.edu.au
Message-ID: <2lt3ih$hk1@harbinger.cc.monash.edu.au>
Source record: 18030
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy

tron1@shasti.xei.com (Kenneth Jamieson) writes:

>Development team, Lou Eggbrecht, is the best in the business. He was head
>of the design team that produced all the chips for the IBM PC;

I wonder what chips they are referring to?!? The evr so popular 6845?
The 8088? Or even the 74 series? Oh, wait, it must be the 8245s!

Bernie

1380. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 20:36:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8227ce@secom.ct.se>
Source record: 18031

In a message of 11 Mar 94 00:05:41, C.N.Good wrote:

C> Who said Frontier was fast? ;-)
C>
C> Seriously on a friends A1200 Frontier is pretty slow and jerky.

Weird, on my Falcon it's VERY smooth ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1381. Re: Worst part of ataris

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 22:19:32 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Mar12.221932.74178@yuma>
Source record: 18032

In article <quinlan.763358581@sfu.ca>,
Brian Quinlan <quinlan@gemini.csil.sfu.ca> wrote:
> You know what the worst part about an atari is? They are practically
>valueless after you purchase them. I'm buying a power mac this month
>(sorry guys but 601 vs 68030 just doesn't cut it) and I'm trying to
>get some extra cash by selling my ST. I know that the ST is an old computer
>but I should be able to get the same price for my atari as for my mac plus.
>The atari is actually NEWER than the plus and it will only fetch $100
>(from a guy who will take it apart) while the mac will get me $200. They are
>identical configs and the mac gets 2x the price! This is due to the fact that
>very few people know about or like ataris. In a year or two when better
>computers are available (atari or not) you may find your falcon valueless.
>I know that it will serve you well for now but it would be nice to get
>something for it later.
>
>--
>--
>Brian Quinlan
>quinlan@sfu.ca
>"And people also thought that the world was flat"

I hear you on this one! Over the summer, I bought an old Atari
to do MIDI work on. Now granted, this machine has no HD or anything
but its still a decent system, especially for someone who is getting
into sequencing, and has 1 meg, SC1224, etc.. I cannot sell the system
for $200 even as a dedicated sequencer, even though I see people trying
to unload S-50's, QY10's, and all those aggravating hardware sequencers
for sometimes twice the price! Cubase 2.3 is much better, and offers
graphic editing, etc..

Speaking of atari, what's up with the Jaguar. I don't watch
more than an hour of TV a week but I read quite a few periodicals and
I have yet to see ONE ad for the Jag. At least I saw a lynx ad a few
years ago in Popular Science. With $40 million bucks the Jag should
be all over the place, advertising on saturday morning tv, star trek,
magazines etc..

Someone fill me in--

1382. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 22:26:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar12.222633.37614@rmece02.upr.clu.edu>
Source record: 18033

In article <1994Mar12.071412.14691@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <1994Mar11.025635.30125@rmece02.upr.clu.edu>,
|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
|> >In article <1994Mar9.083909.13807@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> >|> In article <1994Mar4.201121.54667@rmece02.upr.clu.edu>,
|> >|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
|> >|> >In article <01H96FOGIZPU00041A@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:

[stuff deleted]

|>
|> No, it is an old game concept with a lot of new features and gameplay,
|> making it almost an entirley different game - like not being able to
|> see the whole drid at once, powerups, being able to jump off the
|> track...

Powerups... jump... those are old concepts! I am not denying that the game is good or not (I kind of liked Tempest, but not loved it). The thing is that those things ARE DOABLE on other systems, is not the Jaguar's "Killer App" or "Killer Game". And those things are not only doable, but *OLD*.

|>
|> And when you come right down to it, how many really new games are
|> there out there? TE for the 3DO is really just Starfox with some
|> extra stuff. What game should have won the award?

I haven't palyed TE on the 3DO, but from what I have seen, probably Star Fox and later on (because it came later on) TE. BTW, just because people decide to give an award either to StarFox or TE doesn't mean I agree either with that decision.

|>
|> >|> > So I wonder how reputable where the sources who gave the award
|> >|> >at least for the 'best game.'
|> >|> >
|> >|>
|> >|> Very reputable, from many sources.
|> >
|> > Many? Is that many awards then? Please specify....
|> >
|>
|> Geez, the guy who sells the CES video for one, and about every person

|> who went to the CES. This is not something that is very
|> questionable... Go ask in rec.games.video.advocacy!

Kendall, I didn't mean that I question whether the Jaguar received
the Tempest award or not... I read it myself too... I was just stating
'how reputable' are the ones 'who GAVE the award.'

|>
|> > Sorry Kendall, I like the Jaguar too, but I don't think that
|> >Tempest XXXXX deserves that best game... particularly when that game
|> >is doable by 'non-64 bits' systems...
|>
|> I wouldn't say that 'till after I've seen the game.

Oh my, let's see: I got a very detailed description of it in the
jaguar list, and I can see nothing there that say, a Genesis couldn't
do , except say for a 24-bit background.... Oh, my, that surely deserves
the award....

|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
|>
|> < Those who do not read about the future are condemned to enact it. >

Kendall, sorry to sound a bit harsh, but this sounds more like the
"the machine is new, and since I love it everything that comes out
at the very beginning since there's nothing else is really really great"
syndrome....

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1383. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-12 23:28:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar12.232812.46068@rmece02.upr.clu.edu>
Source record: 18034

In article <9403091108.AA14388@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
|>
|> >You just canniot admidt when you are 100% wrong. Find one message in
|> >the last TEN CENTURIES on this base that claims you cannot buy a 1MB
|> >Falcon. Surprize!!!!!!!! You can't. That is because NO ONE HAS EVER
|> >STATED THIS. Do You Under Stand? Earth to Gavan...

Kendall, I have saved some messages from last year conversations,
I'll attempt to find at least one that have that, but I can't guarantee
it. I DO REMEMBER people claiming that there was no low-end 1MB
Falcon though.

|>
|> YES THEY HAVE. I really wish there was some sort of archive of past
|> posts so I could show some of the claims that certain advocates have made
|> here in the past, but there isnt. I remember RT and others STATE BLUNTLY
|> that there was NO SUCH THING AS A 1 MEG FALCON.

EXACTLY!

[stuff deleted]

|> Gavan.
|>

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1384. In CAIN Newsletter this Month! Check it out!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 00:19:15 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2ltm63$30o@usenet.INS.CWRU.Edu>
Source record: 18035
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
-
IN CAIN NEWSLETTER THIS MONTH! / \
/ \
/ \
/ \
__________/ \_________
\ /
\ March 10, 1994 Vol.I No.1 /
\ /
_____________________________________________|_____________
/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
/____|_|_|__________ ______| |_________/
/____/__|__\_________ Central Atari ______| |________/
/____/___|___\________ Information Network ____| | | |_____/
/_____________________________________________________________/
/ / \ \
/ / \ \
/ / \ \

The Official Online Newsletter of the Cleveland Free-Net Atari SIG

------------------------------------------------------------------------
The Cleveland Free-Net Community Computer System is accessible worldwide!

------------------------------------------------------------------------
telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

------------------------------------------------------------------------
216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

------------------------------------------------------------------------

In CAIN Newsletter this Month!

-=-=-=-=- All new CAIN Newsletter! & New Version of Atari SIG! -=-=-=-=-

-=- Cleveland Free-Net Information -=- New Jaguar Support Area
-=- More Free-Nets coming! -=- Jaguar: Doom 2-Player only!
-=- Jaguar Developers Signed -=- Jaguar: Online Reviews
-=- 8-Bit: Richard Gore's Support! -=- Jaguar: What do you think of
-=- 8-Bit: Fine Tooned Engineering the Jaguar!
-=- 8-Bit: All Z*Mags on CFN! -=- Jaguar Raiden Review
-=- 16/32-Bit: ST/TT/Falcon Support -=- Atari Show Listing!
-=- Portfolio users--not forgotten! -=- Who's Who in the Atari
-=- Lynx: More games are coming... Community E-Mail Directory
-=- Lynx: Didn't get your free Lynx -=- Voting Booth!
game card? Here's how! -=- How to Contribute to CAIN!
```

And much more!!!

Don't miss the very first exciting issue of CAIN Monthly Newsletter!

CAIN Newsletter can be obtained by visiting the Cleveland Free-Net Atari SIG by the above telnet addresses or by writing the Atari SIG at:

xx004@cleveland.freenet.edu

We are presently looking for an ftp site to carry CAIN Newsletter. Please contact the Atari SIG if you can help.

Thank you!

1385. Re: I admit envying *one* property of Amiga...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 06:33:26 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2luc3m$g06@lyra.csx.cam.ac.uk>
Source record: 18036

In article <CMJDtr.KAC@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:

|> Well if you are talking about GEM in anything less than 640x480x16
|> on a VGA then it is not going to look terribly impressive. BTW I've seen
|> your desktop (I assume it is a pretty recent version; I think '92 right?)
|> and it is very nice but not nicer than mine:)

It's 3.0 using the MagicWB icons. 3,0 was out in 92, yes. 3.1 is due for general release soon.

|>
|> Both your Amiga desktop and my Falcon MTOS desktop are nicer than
|> a MAC IMHO.
|>
|> BTW GEM on an ST means you were looking at one of these:
|>
|> 320x200x16 (useless IMO)
|> 640x200x4 (it was usable back then)
|> 640x400x2 @72Hz (OK, very nice picture but obviously only mono)

The 640*400 looked nicest IMHO. I must admit that Workbench looks pretty ugly in 640*256, which is what you ran it in on an A500 if you couldn't put up with 50Hz interlaced. The A500+ solved this problem by allowing the user to run in 640*480 72Hz non-interlaced in 4 colours. Of course if you have an A4000 with a graphics card, you get to run in 1024*768 in 256 colours, or higher.. Oh well, we can live in hope.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1386. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 06:38:46 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2lucdm$g06@lyra.csx.cam.ac.uk>
Source record: 18037

In article <1994Mar12.232812.46068@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> In article <9403091108.AA14388@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> |> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes....
|> |>
|> |> >You just canniot admidt when you are 100% wrong. Find one message in
|> |> >the last TEN CENTURIES on this base that claims you cannot buy a 1MB
|> |> >Falcon. Surprize!!!!!!!! You can't. That is because NO ONE HAS EVER
|> |> >STATED THIS. Do You Under Stand? Earth to Gavan...
|>
|> Kendall, I have saved some messages from last year conversations,
|> I'll attempt to find at least one that have that, but I can't guarantee
|> it. I DO REMEMBER people claiming that there was no low-end 1MB
|> Falcon though.

I saw one of these advertised by Ladbroke Computing recently. I couldn't believe my eyes, 600 pounds for a 1 Meg Falcon with no harddisk. What planet are Atari living on? You can get a 25MHz 68030 A1200 for that. Perhaps they've decided to stop making the Falcon and concentrate entirely on the games console market, which lets face it, is their traditional market, and sell off their remaining machines at rediculously high prices to existing ST users. I can't see any other reason for this crazy pricing policy.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1387. Macs...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 06:50:57 UTC
From: jtempril@uoguelph.ca
Message-ID: <2lud4h$su1@nermal.cs.uoguelph.ca>
Source record: 18038

```
One word sinclair buddy..... EXPAND
--
============================================================_/_/_/_/ _/_/_/_/
[]+[] Whats wrong with being drunk? Ask a glass of water! _/ _/_/
===========<jt@snowhite.cis.uoguelph.ca>================== _/ _/_/
_/ _/ + _/_/ +
_/_/_/ _/_/
```

1388. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 07:46:14 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar13.074614.21658@mnemosyne.cs.du.edu>
Source record: 18039

In article <1994Mar11.172346.46494@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <1994Mar11.075337.26816@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall
Gelner) writes:
>|> In article <9403101125.AA12676@nyx.cs.du.edu>,
>|> Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>|> >kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>
>[stuff deleted]
<what he said>
>|>
>|> Why are not more Falcons around? The reason is simple:
>|>
>|> 1) No advertising
>|> 2) No mail order possible for the longest time.
>
> Let me give you the #1 reason:
>
> Price. The Falcon's price puts in on Par with a 486 machine... which
>generally speaking blows the Falcon away in normal tasks + has far more
>support than the Falcon.

Price is part of it, but I'll bet Falcon sales would have been at
least double what they are now if the two conditions mentioned above
did not apply. Consider that I, who really really really wanted a
Falcon, had to wait about three months before I could convince a
dealer to sell me one! How many other people just gave up.

>
>[stuff deleted]
>
>|> I do think however that the Falcons musical capabilities are selling
>|> it in that market.
>
> Yep, which is why the sales went a little bit up when cu-base whatever
>was released.
>

Actually, they went up quite a lot.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1389. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 07:54:31 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar13.075431.22017@mnemosyne.cs.du.edu>
Source record: 18040

In article <CMJC02.8E0@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>Randy Hoekstra (renfro@bnr.ca) wrote:
>:#In article <1994Mar11.025635.30125@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
>:#|> I am not saying it isn't a great game. All I am saying is that it doesn't
>:#|> deserve a 'GREAT AWARD'.... you might be drooling for it perhaps because
>:#|> the Jaguar has about 4 games out? (5?)
>:#Have you seen T2K? Have you played T2K? If not then how can you make any
>:#judgement on the game? It may be an old game, but I understand it has a
>:#lot added to it (like different versions) and it was a great old game so
>:#why can't it be a great enhancement of an old game. You sure seem to be
>:#nit picking on the negative side even though you claim to like the Jag.
>:#I have not seen the game yet (on order though) so I am not claiming it is
>:#good or bad until I play it.
>
>I still remember back a few months ago when there was discussion about
>Jaguar games when the Jaguar just came out. A few posters were saying that
>Jaguar games were going to be all of these new games and not just ports or
>enhanced games, yet here I see people raving about a Tempest port.
>
>These same people are the ones that were saying that the CD32 games were
>all ports. Let's see a game for the CD32 that's a port is just so-so, but
>a game that comes out for the Jaguar that's a port is considered to be
>great. Hmmm...

What you miss is that T2000 is much much more than just a port. It is
almost an entriley new game... It includes a classic mode for those
who want to try the original again, but it also has a 2000 mode that
has many more different enemies, powerups, and things like the ability
to jump off of the playing grid. It also has a two player mode.

In addition to the features that push it far beyond being merley a
port, it also makes extensive use of the Jaguar's graphics and sound.

For what it's worth, go pick up the April edition of EGM - the rate
T2000 as the best game of the month (like they did at WCES, doubt it
now?), and should have pictures and descriptions.

In short, those who claim it is just Temtest are really mistaken.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1390. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 09:12:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d82d912@secom.ct.se>
Source record: 18041

In a message of 11 Mar 94 03:45:56, Ricardo Hernandez wrote:

RH> OH, sorry to jump in here, but I remember quite well when people
RH> around here denied it.... saying that the base model (lower
RH> end, lowest price Falcon) was the 4/80. This included of course,
RH> Master Rickard...

Lowest Falcon *SOLD* .. the 1/0 and 14/65 didn't start selling until the 4/65
had been on the market for a while.

The base Falcon is a 4/65(85).

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1391. STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 09:16:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d82d9e8@secom.ct.se>
Source record: 18042

In a message of 11 Mar 94 12:15:55, Gavan Moran wrote:

GM> Help! I recently added a 4 meg HAWK expansion to my A1200 and now
GM> StarDust wont work any more!!!! Is this a known fault or was it corrected
GM> in later versions of the game?
GM>
GM> I`ll send back my disks to Bloodhouse if necessary, but perhaps there
GM> is a patch program available on FTP somewhere.
GM>
GM> I mean, this is the nineties. I dont expect Amiga games to roll over
GM> and die just because they see fastmem.

<grin> .. shall I ask the programmer? (Nah, he's busy porting StarDust to the
STe at the moment, only calls the BBS once/twice every week.)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1392. Re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 09:20:10 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CMLJ9M.Lsy@news.Hawaii.Edu>
Source record: 18043

Richard C. Mills (rmills@ccd.harris.com) wrote:
:#Well, piracy killed the Amiga over here. As for Atari owners being stupid,
:#I think you're just suffering from Atari envy. Who cares about sales of
:#Atari in the UK? Likewise, who cares about sales of the CD32 here in
:#America. I think the CD32 is a nice game console, but it hardly compares
:#to a Jaguar which is less expensize.

I don't know where you are claiming this for but piracy has never been the actual cause for loss of sales. Every platform suffers from piracy and claiming it killed the Amiga someplace is idiotic.

I guess whoever owns or has an interest in the Atari in the UK actually cares what the sales are. Same for the CD32 in U.S.

Jaguar is less expensive until you add a CD player. Also, games of Jaguar has recently been increased in price. Games for the CD32 are still relatively cheap. The Jaguar is more powerful than the CD32 but until more than 5 games are available, it's just powerful hardware.

:#Unless Commodore has a dramatic change of heart concerning their
:#marketing strategies, I think the Amiga wil die out within a few years.
:#The UK will soon become like America, where the Amiga only holds a VERY
:#SMALL niche in the video market place.

Actually, I think C= had better marketing sense than Atari in this round. Let's see C= released the CD32 in Europe where it has name recognition and it's largest user base. Atari releases the Jaguar in the U.S. where they have to contend with 3DO, and their largest user base happens to be in Europe. In the U.S., people are still somewhat weary of what happened with the Lynxes.

If the Amiga happens to die out in a few years, I think Atari will have been gone before then, IMO.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

1393. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 19:37:28 UTC
From: mdg@ukc.ac.uk
Message-ID: <9021@gos.ukc.ac.uk>
Source record: 18044
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

In article <2lu8rl$g06@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>|> I'll just repeat what you said:
:>|>
:>|> >|> >The 68040 can word blit faster than the AGA blitter, but it cannot bit blit
:>|> >|> >faster than it, hence the blitter would still be faster than the 68040 for a
:>|>
:>|> DO YOU STILL STAND BY THIS?! I THINK NOT, ADMIT YOU ARE WRONG

:>Yes, It happens to be true.

Oh please, don't make me laugh, an AGA blitter better than an 040? NAME
ONE OPERATION THAT CAN BE DONE FASTER WITH THE BLITTER. I guess all these
040 coders use the blitter to convert byte per pixel to bitplane NOT!!!!

:>|> (PS. I WAS WRONG ABOUT CLEARING MEMORY IT CLEARS MEMORY 4 TIMES QUICKER!).
:>
:>Really? You quite categorically said that you could clear 200K per frame using
:>the AGA blitter and 500K per frame using an ARM3. When it's pointed out to you
:>that your figures don't add up you change your story. Either you were lying
:>before, or you're lying now.

160k per frame for the AGA blitter, 640k per frame for an ARM3.
so what timings have you done (I used STMIA memory clearing using 13 registers,
On the amiga I used blitter nasty mode and just channel D enabled of course.
what timings do have to back your arguments other than mindless 'oh you
must be lying'.

:>|> Can't you understand that with a RISC chip it is only the memory transfer
:>|> which takes the most time in a logic operation, with the ARM3s inherently
:>No-one is denying that the memory access is the operation which will be the
:>slowest. Yes, the ARM will perfrom the shifting of data and the logical
:>operation insturctions faster than it will perform the memory access
:>instructions.

>The fact remains that a blitter takes NO EXTRA TIME at all for
>these operations. This is because it was designed to do them, and therefore
>has the operations hard coded into it's pipeline.

And the FACT remains that the blitter is a lot slower than a FAST CPU,
an nice easy analogy for you, the Atari Falcon has a blitter to support
its 16mhz 68030, the 32mhz 68030 Atari TT DOES NOT, because using the
processor is faster, an 040 seriously kicks a 1985 blitter stone dead.
(and don't hark on about the AGA blitter its 40% faster than the ECS
blitter MAX, and no faster at line drawing etc).

[crap deleted]

:>|> if the AGA blitter is better than an 040 why is commodore making a new
:>|> one for AAA? You are silly to compare 040s and the like to crap 16 bit
:>
:>What a stupid argument: If the Amiga 3000 is faster than the Amiga 2000 then
:>why did Commodore design the Amiga 4000. Because it's faster again. Not
:>terribly hard to grasp is it?
:>|> blitters (cue bollox about increased bandwidth blah blah blah).
:>Are you denying that AGA has increased bandwidth over ECS? If so then you're a
:>bigger fool than I thought.

Actually I was just taking the piss out of you, a 40% faster blitter in the
1200, wow what a leap in technology. Now who's laughing?

> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.

Griff
--

1394. ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 20:02:53 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Mar13.200253.2429@bay.cc.kcl.ac.uk>
Source record: 18045

In article <2lppmk$djo@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
}
} Where are all the Texas Instruments based 24bit, 4MB RAM graphics
} cards for the Falcon? Where's the 68040 falcon? Even the Amiga
} has those.

Well, Jim, it's not available. However, you could wait a month or so and buy an afterburner ('040 card), then you can plug in any PCI graphics card from the PC world, and have your fantastic graphics on tap. I guess a Weitek P9000 (Diamond Viper is one such, I'm told) would be pretty cool.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1395. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-13 21:31:18 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2m00n6$3te@scapa.cs.ualberta.ca>
Source record: 18046

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

> Kendall, I have saved some messages from last year conversations,
>I'll attempt to find at least one that have that, but I can't guarantee
>it. I DO REMEMBER people claiming that there was no low-end 1MB
>Falcon though.

Actually I just finished talking to an atari dealer on the subject and he
claims that they 4/0 and _1/0_ systems are the main sellers at the moment.
I'm positive he would not make this up, especially since he said this
without any provocation whatsoever. If he can order a 1/0 model then I am
sure that there must be a "low-end 1MB Falcon".

>|>
>|> YES THEY HAVE. I really wish there was some sort of archive of past
>|> posts so I could show some of the claims that certain advocates have made
>|> here in the past, but there isnt. I remember RT and others STATE BLUNTLY
>|> that there was NO SUCH THING AS A 1 MEG FALCON.

> EXACTLY!

(see above)

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

1396. Re: Uses for 56001 DSPs in Falcons :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 00:24:55 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar14.002455.9816@mnemosyne.cs.du.edu>
Source record: 18047

In article <2d80ceee@secom.ct.se>,
Rickard Troedsson <rickard.troedsson@secom.ct.se> wrote:
>In a message of 10 Mar 94 12:23:34, Gavan Moran wrote:
>
>GM> >DSP modems
>GM>
>GM> This has been mooted since day 1 of the Falcon release. What DSP modem
>GM> software is there?
>
>I know three persons personally developing software modems for the Falcon ...
>the problem is not to DO it, but to make it legal. (I think the cost for making
>hardware legally attachable to the telenetwork is somewhere around $3125 .. for
>EACH country!)
>
>I think someone's going to release it as freeware, including the hardware
>drawings, and let people be illegal if they want to ..

Perhaps they could sell the software, and relese the phone hardware
diagrams into the public domain?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1397. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 00:33:47 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar14.003347.10669@mnemosyne.cs.du.edu>
Source record: 18048

In article <1994Mar12.222633.37614@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <1994Mar12.071412.14691@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall
Gelner) writes:
>|> In article <1994Mar11.025635.30125@rmece02.upr.clu.edu>,
>|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>|> >In article <1994Mar9.083909.13807@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu
(Kendall Gelner) writes:
>|> >|> In article <1994Mar4.201121.54667@rmece02.upr.clu.edu>,
>|> >|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>|> >|> >In article <01H96FOGIZPU00041A@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens)
writes:
>
>[stuff deleted]
>
>|>
>|> No, it is an old game concept with a lot of new features and gameplay,
>|> making it almost an entirley different game - like not being able to
>|> see the whole drid at once, powerups, being able to jump off the
>|> track...
>
> Powerups... jump... those are old concepts! I am not denying that the
>game is good or not (I kind of liked Tempest, but not loved it). The thing
>is that those things ARE DOABLE on other systems, is not the Jaguar's
>"Killer App" or "Killer Game". And those things are not only doable, but
>*OLD*.

But the graphics and sound associated with said extra stuff may not be
duplicatiable on other systems!!

Sure the concept alone could probably be done on a nintendo - but not
with the same graphics, smoothness, or possibly even gameplay.

When you come right down to it, almost all game concepts are just
peices of old things.

>
>|>
>|> And when you come right down to it, how many really new games are
>|> there out there? TE for the 3DO is really just Starfox with some
>|> extra stuff. What game should have won the award?
>
> I haven't palyed TE on the 3DO, but from what I have seen, probably
>Star Fox and later on (because it came later on) TE. BTW, just because
>people decide to give an award either to StarFox or TE doesn't mean I

>agree either with that decision.

You miss my point - what game out tehre today has an absolutley unseen
idea, and is fun to play? T2K is vastly different from Temtest, and
that is why it can qualify as Game of the month and goes way beyond
being a port.

>
>|>
>|> >|> > So I wonder how reputable where the sources who gave the award
>|> >|> >at least for the 'best game.'
>|> >|> >
>|> >|>
>|> >|> Very reputable, from many sources.
>|> >
>|> > Many? Is that many awards then? Please specify....
>|> >
>|>
>|> Geez, the guy who sells the CES video for one, and about every person
>|> who went to the CES. This is not something that is very
>|> questionable... Go ask in rec.games.video.advocacy!
>
> Kendall, I didn't mean that I question whether the Jaguar received
>the Tempest award or not... I read it myself too... I was just stating
>'how reputable' are the ones 'who GAVE the award.'
>

Oh!! I'm sorry, I really thought you meant you doubted the existance
of the award. I apologize for the mix-up...

I'd agree that EGM is not the greatest praize one could get - but the
people that already have T2K, say about the same things.

>|>
>|> > Sorry Kendall, I like the Jaguar too, but I don't think that
>|> >Tempest XXXXX deserves that best game... particularly when that game
>|> >is doable by 'non-64 bits' systems...
>|>
>|> I wouldn't say that 'till after I've seen the game.
>
> Oh my, let's see: I got a very detailed description of it in the
>jaguar list, and I can see nothing there that say, a Genesis couldn't
>do , except say for a 24-bit background.... Oh, my, that surely deserves
>the award....

I get the Jaguar list too, and it really doesn't detail too much what
appears on the screen and so forth in the 2000 version. What you can
get in the magazine is some nice pictures...

I myself have not sen this particualr issue yet, but I'm looking
forward to it!

>
>|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>|>
>|> < Those who do not read about the future are condemned to enact it. >
>
> Kendall, sorry to sound a bit harsh, but this sounds more like the
>"the machine is new, and since I love it everything that comes out
>at the very beginning since there's nothing else is really really great"
>syndrome....

Yes, I know it does sound that way. I should perhaps restrain my
enthusiasm a bit until I personally actually get to play the game...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1398. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 01:01:15 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2m0d0r$9h9@darkstar.UCSC.EDU>
Source record: 18049

In <2m00n6$3te@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>Actually I just finished talking to an atari dealer on the subject and he
>claims that they 4/0 and _1/0_ systems are the main sellers at the moment.
>I'm positive he would not make this up, especially since he said this
>without any provocation whatsoever. If he can order a 1/0 model then I am
>sure that there must be a "low-end 1MB Falcon".

I rthink Bob Brodie mentioned this at the last conf as well. Te real reason
is that people want to but the SIMM boards and add their own Hard Drives
rather than pay premium for Atari Installed ones. makes sense.

>--
>|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
>| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
>|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

1399. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 03:58:27 UTC
From: mdg@ukc.ac.uk
Message-ID: <9023@gos.ukc.ac.uk>
Source record: 18050

In article <1994Mar14.044252.37556@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
:>|> Griff seems to like to fan the flames of these assholes. Occasionally,
:>|> someone posts an opinion that might be of some interest to someone other
:>|> than himself, but then there is a non-stop flow of:
:> [my provoking/annoying quotes deleted]
:> I agree with that one, 80%.

only 80% raist? I notice your very cautious in replying to any of my postings these days... I wonder why that is?
(Perhaps you just realise that I know what I talk about as do all the Atari people who read this group).

Griff
--

1400. Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 04:02:20 UTC
From: mdg@ukc.ac.uk
Message-ID: <9024@gos.ukc.ac.uk>
Source record: 18051

>In a message of 11 Mar 94 12:15:55, Gavan Moran wrote:
:>GM> Help! I recently added a 4 meg HAWK expansion to my A1200 and now
:>GM> StarDust wont work any more!!!! Is this a known fault or was it corrected
:>GM> in later versions of the game?
:>GM>
:>GM> I`ll send back my disks to Bloodhouse if necessary, but perhaps there
:>GM> is a patch program available on FTP somewhere.
:>GM>
:>GM> I mean, this is the nineties. I dont expect Amiga games to roll over
:>GM> and die just because they see fastmem.

Nope it works fine on the 1200 I play it on (which has 2mb fastram and still
doesn't run frontier as fast as my Falcon).

BTW Gavan, Stardust is written by a bunch of demo-writers, so perhaps you
should not be so quick to slag of the 'techie' demo-writing type.

Griff
--

PS. Does anybody have a technique for the '36/100' on level 2 of stardust?
(time seems to be a real bitch on this level).

1401. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 04:42:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar14.044252.37556@rmece02.upr.clu.edu>
Source record: 18052

In article <16F73F3CBS85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu writes:
|> There sure is a lot of stupid bullshit on this newsgroup.
|>
|> Peter, Gavan and Ricardo apparently have nothing better to do than
|> blast Atari users because they use Ataris. Why should they care?

Prove that I do exactly that. That is not true. In fact, I have
even recommended buying a Falcon to some people very interested in
professional midi.

|>
|> Griff seems to like to fan the flames of these assholes. Occasionally,
|> someone posts an opinion that might be of some interest to someone other
|> than himself, but then there is a non-stop flow of:
|>
|> you said:
|> Yeah but you said:
|> You idiot, read my post, I said:
|> You don't know what you're talking about....
|> "No one could be that STUPID"
|> "*I KNOW WHAT I'M TALKING ABOUT* YOU DO NOT"
|> "You still can't seem to understand basic engineering principles"
|> "I proved these points"
|> That's not possible...
|> "I'm glad to be part of your education"
|> "... has a small brain"
|> You said:
|> I already said:...

I agree with that one, 80%.

|>
|> What a waste of time. Do all of you really think that you have
|> something important to say?

Some people might.

|>
|> I fail to understand why Amiga and Mac bigots spend so much time
|> posting here. Pay attention, you Bozos, this is a group for Atari.

Yep.

|>
|> There is nothing to be gained by getting on here and telling us that
|> we are stupid for buying Ataris.

That's not what I do...

|>
|> ANYONE who really believes that Ataris/Amigas/Macs/PCs/PS2s/SGIs/DECs/etc
|> are the only computers worth having and that all others are useless
|> doesn't know ANYTHING. ALL of these machines have some advantages
|> over ALL of the others.

You are right.

|>
|> The only point to all of this bickering is to spread so much shit
|> on the little useful information as to make the entire discussion
|> group useless.

True. Unfortunately, this is an advocacy group :-(But let's say
that I'll try to post more things about Atari stuff I really like, like
say the Jaguar. Problem is that sometimes I have posted some
criticism about it and then people jump on me like I am flaming
the Jaguar just because it's ATARI's property.

|>
|> By far the worst offender is sinclap. You rude jerk, Peter Dickhead.

You are *absolutely* right. The funniest part was last year,
when he bashed ATARI's here using the Amiga, but at the same time
he bashed the Amiga on amiga groups using the Mac.

|> I'm glad you like your Mac. Get the hell off of this group. You
|> do not belong here. You NEVER have anything constructive to say.
|> You don't post on the Mac groups, do you? We sure don't care what
|> you think. You must really be afraid of Atari and Commodore.

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1402. Re: ham8 vs 65k colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 04:46:42 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar14.044642.46650@rmece02.upr.clu.edu>
Source record: 18053

In article <1994Mar13.200253.2429@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
|> In article <2lppmk$djo@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> }
|> } Where are all the Texas Instruments based 24bit, 4MB RAM graphics
|> } cards for the Falcon? Where's the 68040 falcon? Even the Amiga
|> } has those.
|>
|> Well, Jim, it's not available. However, you could wait a month or so
|> and buy an afterburner ('040 card), then you can plug in any PCI
|> graphics card from the PC world, and have your fantastic graphics
|> on tap. I guess a Weitek P9000 (Diamond Viper is one such, I'm told)
|> would be pretty cool.

Or you could wait 'till the end of this year and have a 68060 with
C='s newest AAA chipset that has 24-bit graphics. Let's talk about things
that exist now.

|> Simon.
|> --
|> ____
|> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
|> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
|> ~~~~~~

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1403. Jaguar News [*LONG!]

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 04:58:00 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar14.045800.23348@rmece02.upr.clu.edu>
Source record: 18054

Well, I think quite a few ATARI users would be interested
in the following and since I agree quite well with TOMM@cms.cc.wayne.ed,
I'll try something new- :-)

This comes from the jaguar mailing list:

------------8x CUT HERE 8x-------------------

O.K...here is what you've all been waiting for. The FULL
scoop on Tempest 2000.

What was our first impression?

DAMN, I didn't know that Joey Wood or Jeff Minter worked
for Future Crew...

This game kicks ass...no bones about it!

You see the title screen and you know this is a QUALITY
game. The music pounds OMINOUSLY in the background, and
you are almost too frightened to proceed. If you dare to
press a button you will be treated to an ATARI symbol
without peer. It flows on a color plasma-type background
resembling an over-head view of a wave. You may choose
from TRADITIONAL TEMPEST, TEMPEST PLUS, TEMPEST 2000,
TEMPEST DUEL.

During all modes of play, you have the option to switch
between a stationary playfied (like the original), a
view which hovers above your cannon, and a view which
zooms up right behind your cannon...not quite 1st
person. In the latter two the rest of the playfield
adjusts to your current position, since not all of it
can be seen at once.

TRADITIONAL TEMPEST is just that, only with updated
sound effects. Nothing much to say here.

TEMPEST PLUS is like TRADITIONAL TEMPEST, only there are
some new options and enemies. You may play cooperatively
with another player, or have an AI Droid fight along
side you (a good way to play, for beginners). The
explosions and enemies are somewhat enhanced, but it is
no 2000.

TEMPEST 2000 is nothing short of amazing. It has a
smooth, colorful, shaded playing field. There are many
added options. You can obtain power-ups which will allow

you to get a particle laser, the ability to jump off of the playfield (which is VERY useful), an AI droid, a warp triangle (3 of which will take you to the warp zone where you have a chance to warp 5 levels), and an "OUTTA HERE!" (which will end the level instantly). New enemies include: Mutant Flippers (much faster than the original), Mirrors (that reflect your shots back at you!), Demon Heads (whose horns cannot be destroyed once shot), and deadly UFOs that hover above your cannon and fire down at you. The only way to kill them is to JUMP over them and fire at the same time! The sound effects are excellent with many channels playing simultaneously (no distortion whatsoever!) If one is skilled enough to pass all 100 LEVELS, the game will automatically switch into "BEASTLY MODE" where the enemies move and shoot faster while you shoot slower--talk about adding insult to injury! (once you make it past 'beastly mode' you have the option to play all your games with beastly mode on.

TEMPEST DUEL is probably the only version of the game on the cart that won't live up to SOME people's expectations. The object is to blast your friend at the opposite end of the web, while at the same time avoiding his fire. The two webs are set side-by-side with player 1 on the left, and player 2 on the right. The position of your opponent is shown by a highlighted track on the web. We found that the playing fields were a little too small which made distinguishing elements of each web difficult. i.e. There were many things happening on the each field at once, and it is all crammed into two tiny webs.

Anyone who does not believe that a cart can play true CD-quality sound has yet to hear TEMPEST 2000. Everyone who observed me playing thought the music was one of my techno CDs. Truly unparalleled sound!

We think that this is the first cart that really shows off what the Jag is capable of. Zillions of things moving at once, yet no slowdown of any kind! You have your pumping soundtrack, your mind-blowing visuals, and just downright amazing gameplay. Any person that loves a good, original arcade game will love TEMPEST 2000. Atari is giving us what we gamesters really want...originality coupled with design excellence--not some rushed-out-the-door copy of an overused concept.

Tempest 2000 is the first game to use the trademarked Melt-o-Vision graphics, most likely developed by Joby Wood and Jeff Minter. These are a must-see, with no words to do them justice.

Our only complaints are the following:

--For true nostalgic purposes, Atari could have left the
traditional sound effect intact for TRADITIONAL TEMPEST.

--It would be nice to play cooperatively in TEMPEST 2000.

--Bigger webs in TEMPEST DUAL

--As an alternate to "kill your opponent" competitve play,
it would be interesting to have Tetris style competition
in which the object would be to achieve a higher score
per level.

Truly one of the most amazing we have played to date.

It includes all of the aspects of a great game, enough to
make TEMPEST 2000 into a classic again!

We hope that you found our review informative and as
unbiased as possible. Please send any questions or
comments, please feel free to e-mail us.

Tal Funke-Bilu tfunkebi@hmc.edu
Harry Kinney hkinney@hmc.edu

P.S. We can't help but feel guilty for playing this game
so long before anyone else gets a chance.

P.P.S. It was Tal who was officially one of the winners,
but Harry doesn't mind the attention.

--
Tal Funke-Bilu
tfunkebi@hmc.edu
Harvey Mudd College

-----8x CUT HERE 8x-----

>
>REVIEW!!! NOW!!! :)

Okay. I'm not the friend mentioned above, but I was one of the ten lucky
winners. I don't have a lot of time to spend on this, so let me make this
brief and to the point:

TEMPEST 2000 *ROCKS!!!*

The graphic effects are simply amazing. Have you ever seen one of Future
Crew's award-winning demos running on a fast 486? T2K feels like it was
written by them. For the first time it really seems like the Jag's
power is being utilized. Everything is _so_ smooth and _so_ fast I'm not sure
I can believe it - but then, this is what we all expected from 64 bits, right?

A couple highlights:
(for the Tempest 2000 version - but many apply to the other games)

* _Very_ nicely shaded webs - some have ultra-smooth color-cycling

* Three selections for the "camera": arcade mode (stationary web), default mode (web moves, camera follows you), and zoom mode (slightly closer up version of the previous one)

* SO MUCH STUFF ON THE SCREEN!!! Sometimes it gets rather confusing. You've got the web, all the creatures on it, power-ups you try to collect, zooming/scaling/rotating/morphing text everywhere, a wicked moving starfield background, and more.

* An _excellent_ soundtrack! This is tecno-rave at it's best. By far best music I've ever heard on a home system - and far above most of stuff at the arcade, too! BTW, I don't know what the deal is with that CD of extra music rumor, but I didn't recieve anything extra from Atari. But most importantly, _great_ sound: clean instruments, and very cool samples.

* Lots of little extras, like all sorts of "vector balls" and the incredibly cool Melt-O-Vision (TM) transitions between screens - stuff you've just gotta see to appreciate.

As of now, this is _the_ game for the Jag (IMHO). It blows away everything we've seen thus far in the area of high speed, addicting action - of course, we haven't really seen all that much in this area at all. Even so, I really think T2K will be a "rock" in the Jag's game library - future games may look snazzier, but the action of Tempest is unique.

I almost feel guilty being one of only 10 people who have this game - I hope Atari gets it out to everyone else REALLY SOON!

- Dave Glowacki


```
--------------------------------------------------------------------------
_/_/_/ _/_/_/ _/ _/_/_/ _/ _/ / David J. Glowacki /
_/ _/ _/ _/ _/ _/ _/ _/ _/ /--------------------/
_/ _/ _/ _/ _/ _/ _/ _/ _/ / dglow@depauw.edu /
_/ _/ _/ _/_/ _/ _/ _/ _/ _/ /--------------------/
_/ _/ _/ _/ _/ _/ _/ _/_/_/_/ / DePauw University /
_/_/_/ _/_/_/ _/_/_/_/ _/_/_/ _/ _/ / Greencastle, IN /
--------------------------------------------------------------------------
```


- 8x CUT HERE 8x-----

Travis' permission to reprint it (Travis, you still here?).

Jaguar Developers as of 3/10: (87 total):

(ASG) All Systems Go
21st Century software
3D Games
Accent Media Productions
Accolade Inc.
Activision
All Systems Go
Anco Software
Anthill Industries

Argonaut Software Ltd.
Atari Games
Audio Visual Magic
Bethesda Softworks
Beyond Games Inc.
Bjorn Joos/Kris Van Lier
Black Scorpion Software
Borta & Associates
Brainstorm
Bullfrog Productions Ltd.
Clearwater Software
Computer Music Consulting
CyberWare
Cybervision
DTMC
Delta Music Systems Inc.
Dimension Technologies
Domark Group Ltd.
Duncan Brown
E-On
EZ Score Software Inc.
Elite
Epic Megagames
Eurosoft
GameTek Inc.
Genus Microprogramming Inc.
Gremlin Graphics Ltd.
H2O Design Corp.
Handmade Software
HiSoft
High Voltage Software
ICD Inc.
ID software
Imagineer Co. Ltd.
Interplay
Jaleco
Krisalis Software Ltd.
Limelight Media Inc.
Loriciel S.A.
Manley & Associates Inc.
Maxis software
Microids
Microprose Int. (US)
Microprose Ltd (UK)
Midnight Software Inc.
Millenium Interactive ltd.
NMS Software Ltd.
Ocean Software Ltd.
PIXIS Interactive
Phalanx Software

Photosurrealism
ReadySoft Inc.
Rebellion Software Ltd.
Rest Energy
Retour 2048
Sculptured Software Inc.
Silmarils
Software Creations
Team 17 Software Ltd.
Team Infinity
Technation Digital World
Techtonics
Telegames
Teque London Ltd.
Thrustmaster
Tiertex Ltd.
Titus
Tradewest
Trimark Interactive
U.S. Gold Ltd.
UBI Soft Inc. (UK)
UBI soft international
V-Reel Productions
Virgin Games
Virtual Xperience
Visual Concepts
WMS Industries
Williams Brothers

Doug.
--
Doug Bauer
bauer@world.std.com

----8x CUT HERE 8x----

I got the April EGM in the mail today. It's probably the best issue in months. As of the April issue, the Jag has won EGM over. T2000 is "Game of the Month" and head editor Ed Semrad gave it a perfect "10". Quartermann has more positive comments on the Jag in the Q-Letter. There's a multi-page article on the Jaguar CD and some upcoming games, such as Club Drive, Kasumi Ninja, and others. It has the first in-depth coverage of the Jag CD, including pictures. Anybody who uses AOL can read my detailed posts about the issue in the "vs." and "Video Game Magazines" folders. Get the issue! It's the Jag fan's dream issue. Can you believe it? The Jag has won EGM over! I'd be glad to answer any questions for any of you non-AOLers who don't have the issue yet. Great issue! :-) JasonTE

----------8x CUT HERE 8x----------

[Raist again]

I just wanted to comment that the addition of all those developers
in the Jaguar is perhaps one of the best news for such platform.
We'll also have to check of those who signed, who is actually
seriously involved developing something or just playing 'wait n' see.'
At the very least, with just 1/3rd of the renown companies,
I see a good chance for the Jaguar.

I think ATARI has to be ready for this year's Christmas because
it will decide its future. If ATARI can't start by the summer
having eye-popping titles, either 3DO or the Saturn will just bury
it in the U.S. 3DO is lowering its price a lot, probably to
$400 by next christmas and the Saturn has SEGA's marketting and
support. Nintendo's is still almost two years away ;-)

I would strongly recommend ATARI to get Mortal Kombat II in a
99.999999995 % identical translation of the arcade game, in order
to absolutely SELL without a doubt. This game alone will
guaranteed sell the Jaguar big time.

But it has to be IDENTICAL or nearly idindisguinshably identical,
or else people will laugh at the '64-bits' claim...

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1404. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 10:15:03 UTC
From: m93kma@tdb.uu.se
Message-ID: <2m1df7$n6n@columba.udac.uu.se>
Source record: 18055
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: 160k per frame for the AGA blitter, 640k per frame for an ARM3.
^^^^^^^^^^^^^^

This is wrong. It is no faster than the ECS blitter, 40kB per frame. Try it
out for yourselves if you don't believe me.

/Kristofer.

P.S. I own an accelerated A1200, and have coded on an A500 in assembly for
about three years. I _should_ know.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

1405. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 10:18:34 UTC
From: m93kma@tdb.uu.se
Message-ID: <2m1dlq$n6n@columba.udac.uu.se>
Source record: 18056

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
: In a message of 11 Mar 94 00:05:41, C.N.Good wrote:

: C> Who said Frontier was fast? ;-)
: C>
: C> Seriously on a friends A1200 Frontier is pretty slow and jerky.

: Weird, on my Falcon it's VERY smooth ...

Oh yes, pretty weird... That it is smooth on a 16MHz '030, that is only
about twice as fast. *NOT*

(the speed comparison also regards the fact that a stock A1200 has no
fast mem, and that the '030 has a much better cache system.)

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

1406. Re: Info on Falcon and TT wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 10:28:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMnH3v.Lw8@barclays.co.uk>
Source record: 18057

There are FAQs on comp.sys.atari.st that cover this. The Falcon in particular has very complex audio/video capabilities that would take too long to re-iterate here. If you get really stuck for data mail me at ilaskey@cix.compulink.co.uk where I can take the time for a longer answer.

--

```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1407. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 11:11:08 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2m1goc$ilg@lyra.csx.cam.ac.uk>
Source record: 18058
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

In article <2m1df7$n6n@columba.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
|> M.D.Griffiths (mdg@ukc.ac.uk) wrote:
|> : 160k per frame for the AGA blitter, 640k per frame for an ARM3.
|> ^^^^^^^^^^^^^^
|>
|> This is wrong. It is no faster than the ECS blitter, 40kB per frame. Try it
|> out for yourselves if you don't believe me.

It IS faster than the ECS blitter. The blitter uses even DMA cycles, and there are twice as many available under AGA (ECS has 1.8 million blitter DMA cycles per second, AGA has 3.6 million). It' still 16 bit, but there is apparently some kind of burst mode available. (Only speculating here, but I imagine that the AGA blitter is used twice per blitter DMA cycle, since the Alice chip transfers 32 bits per DMA cycle, as opposed to the old Agnus chip which only transfered 16 bits per cycle.) You have only to cut a brush in DPaint, or move a window under Workbench to see that it is quite significantly faster than the ECS blitter. (The copper was similarly sped up, and can write registers every 2 low res pixels instead of 8.)

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1408. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 12:57:12 UTC
From: m93kma@tdb.uu.se
Message-ID: <2m1mv8$inv@columba.udac.uu.se>
Source record: 18059
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: In article <2m1df7$n6n@columba.udac.uu.se>, m93kma@tdb.uu.se (Kristofer Maad) writes:
: |> M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: |> : 160k per frame for the AGA blitter, 640k per frame for an ARM3.
: |> ^^^^^^^^^^^^^^
: |>
: |> This is wrong. It is no faster than the ECS blitter, 40kB per frame. Try it
: |> out for yourselves if you don't believe me.

: It IS faster than the ECS blitter. The blitter uses even DMA cycles, and there
: are twice as many available under AGA (ECS has 1.8 million blitter DMA cycles
: per second, AGA has 3.6 million). It' still 16 bit, but there is apparently
: some kind of burst mode available. (Only speculating here, but I imagine that
: the AGA blitter is used twice per blitter DMA cycle, since the Alice chip
: transfers 32 bits per DMA cycle, as opposed to the old Agnus chip which only
: transfered 16 bits per cycle.) You have only to cut a brush in DPaint, or
: move a window under Workbench to see that it is quite significantly faster
: than the ECS blitter. (The copper was similarly sped up, and can write
: registers every 2 low res pixels instead of 8.)

The blitter uses the processor cycles. I have tested the blitter speed myself
and did not manage to reach over 40kB/frame. Please try it out in practical
tests before you claim anything. I wouldn't mind if you were right, though.
However, to the best of my knowledge, AGA blitter performance is only better
than ECS blitter performance in a relative sence - that is, in high-res
screens where the ECS blitter gets blocked, the AGA blitter can still
work undisturbed due to the better band width.

/Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-proof'
753 14 Uppsala | system screw up completely almost makes
Phone: 018-51 73 06 | it worthwile." /Kris
E-Mail: m93kma@tdb.uu.se |

1409. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 14:48:06 UTC
From: mdg@ukc.ac.uk
Message-ID: <9035@gos.ukc.ac.uk>
Source record: 18060
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

In article <2m00c8$5ag@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <9021@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> :>|> >|> >The 68040 can word blit faster than the AGA blitter, but it cannot bit blit
:>|> :>|> >|> >faster than it, hence the blitter would still be faster than the 68040 for a
:>|> :>|>
:>|> :>|> DO YOU STILL STAND BY THIS?! I THINK NOT, ADMIT YOU ARE WRONG
:>|>
:>|> :>Yes, It happens to be true.
:>|>
:>|> Oh please, don't make me laugh, an AGA blitter better than an 040? NAME
:>|> ONE OPERATION THAT CAN BE DONE FASTER WITH THE BLITTER. I guess all these
>Er, try bit blitting. You know, that operation it was designed for.

Name ONE operation. So far the arm can clear,copy and draw sprites much
faster than the blitter, sounds like blitting to me. Don't try and squirm
your way out of this.

:>|> 040 coders use the blitter to convert byte per pixel to bitplane NOT!!!!
:>Well isn't that astounding, a general purpouse CPU is faster at converting
:>chunky pixels to planar pixels than a device designed to copy memory. What a
:>revelation

Why not do the conversion with the blitter, after all the conversion is
a series of 'bitblits'. Shows how much you know about this type of conversation,
why use the 040 for 'bitbliting' if the blitter is faster? (laughs)

:> [stuff deleted]

:>Alright, so now lets say that when copying, using these timings, you'll be
:>able to blit 320k per frame using the blitter (a single source blit takes as
:>many DMA cycles as a memory fill), and if for arguments sake the ARM3 could
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Your astounding knowledge of the blitter comes through again, a memory copy
takes TWICE as long as a memory fill. I'll quote the h/ware ref manual if
you won't, but I'll only embarass you furthur.

:>|> And the FACT remains that the blitter is a lot slower than a FAST CPU,
:>|> an nice easy analogy for you, the Atari Falcon has a blitter to support
:>|> its 16mhz 68030, the 32mhz 68030 Atari TT DOES NOT, because using the
:>|> processor is faster, an 040 seriously kicks a 1985 blitter stone dead.
:>|> (and don't hark on about the AGA blitter its 40% faster than the ECS
:>|> blitter MAX, and no faster at line drawing etc).
:>
:>Now you're talking utter drivel. It's clocked twice as fast, and has burst

:>mode access to RAM. The actual speedup is between 2 and 4 times depending on
:>the operation. If you can only manage to get it to go 40% faster then there
:>is something radically wrong with your coding. May I suggest you try going
:>through the operating system, where lots of nice people wrote lots of nice
:>routines designed to use the blitter properly.

a typical naive 1200 owners attitude, the AGA blitter is not 2-4 times at all,
perhaps you should do some tests yourself, but I don't think you have the
faintest clue how to do it, your comments about memory filling taking the
same time as memory copying really show this.

:>|> Actually I was just taking the piss out of you, a 40% faster blitter in the
:>|> 1200, wow what a leap in technology. Now who's laughing?
:>
:>You really are unbvelieveable.

What because you are wrong?
Please admit that an 040 or an ARM 3 can outblit an AGA blitter.

> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.

Griff
--

1410. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 16:01:56 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2m21pk$obt@lyra.csx.cam.ac.uk>
Source record: 18061

In article <9035@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

|> :>Alright, so now lets say that when copying, using these timings, you'll be
|> :>able to blit 320k per frame using the blitter (a single source blit takes as
|> :>many DMA cycles as a memory fill), and if for arguments sake the ARM3 could
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|>
|> Your astounding knowledge of the blitter comes through again, a memory copy
|> takes TWICE as long as a memory fill. I'll quote the h/ware ref manual if
|> you won't, but I'll only embarass you furthur.

I doubt that, since you don't know what you're whittling on about. A brief introduction to utilisation of DMA cycles on the Amiga blitter:

When doing a single source blit, cycles are utilised thus:

a0 -- a1 d0 a2 d1 etc.

(where a represents the blitter reading the source, d represents the blitter writing, and -- represents an unused cycle.) When used in 3 source mode it proceeds thus:

a0 b0 c0 -- a1 b1 c1 d0 a2 b2 c2 d1 etc.

(again, a,b and c are reads, d is the write.)

When using the blitter to fill, the blitter DMA cycles are used thus:

d0 -- d1 -- d2 -- d3 etc.

Which if you notice takes as many DMA cycles as a single source blit. In 320*256 using 8 bits per pixel, this will proceed at exactly the same speed as a single source blit (OK, if you want to get pedantic, a blit wastes 2 cycles, one at the beginning of the transfer and one at the end, wheras the fill doesn't.) If you start using higher resoloutions, then the blit will take longer because the display DMA will be stealing even cycles from the blitter.

Now Mr Griffiths, may I suggest that the next time you decide to make one of your rude, confrontational, and big headed posts you make sure that you actually know what you're talking about, because you'd look a lot less stupid.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1411. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 16:46:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8494dc@secom.ct.se>
Source record: 18062

In a message of 13 Mar 94 22:31:18, Stuart David A wrote:

SD> Actually I just finished talking to an atari dealer on the subject and he
SD> claims that they 4/0 and _1/0_ systems are the main sellers at the moment.
SD> I'm positive he would not make this up, especially since he said this
SD> without any provocation whatsoever. If he can order a 1/0 model then I am
SD> sure that there must be a "low-end 1MB Falcon".

Ask him what memory-upgrade and HD-kit the 1/0 buyers ask for.

There's no software that'll work on a 1/0 config, the whole thread is silly.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1412. Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 16:52:24 UTC
From: mdg@ukc.ac.uk
Message-ID: <9039@gos.ukc.ac.uk>
Source record: 18063
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

Mr Brown thinks that doing a blitter clear (just channel D) takes the same time as a copy op (using channels a and d).
THIS IS COMPLETELY WRONG, a memory copy will take twice as long. A blit using all four channels will take twice as long again. Could some other Amiga coder post and tell Mr Brown that he doesn't know what he is talking about.

Griff
--

1413. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 17:25:23 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar14.172523.36079@rmece02.upr.clu.edu>
Source record: 18064

In article <2d7c7dfc@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 08 Mar 94 06:33:24, Ricardo Hernandez wrote:
|>
|> RH> So what are you saying then? Pirate it? Or just that having
|> RH> a lot of decent software for a computer is bad? That's a good one!
|>
|> Nope, compare the price of a decent graphic utility on the PC and then on the
|> Falcon .... oh .. ten times cheaper on the Falcon for the same features?
|>
|> That's what I meant. Noone buys software for PCs, too expensive ...
|>
|> (Heck, even the teachers at school pirate programs and put on the network ...)
|>
|> I'd like to point out that I don't pirate though, as your tried to imply above.
|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>
|>

Guys, are we having a problem of recycled postings or is this an
identical repost?

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1414. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 17:48:05 UTC
From: mdg@ukc.ac.uk
Message-ID: <9041@gos.ukc.ac.uk>
Source record: 18065
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <9039@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>Mr Brown thinks that doing a blitter clear (just channel D) takes the same
:>time as a copy op (using channels a and d).
:>THIS IS COMPLETELY WRONG, a memory copy will take twice as long. A blit
:>using all four channels will take twice as long again. Could some other Amiga
:>coder post and tell Mr Brown that he doesn't know what he is talking about.

Just to clarify this, I'm not talking about blitter 'ticks', I'm talking
about the actual time it takes to finish the op, i.e. if you have a timing
bar on the screen when the blit finishes. Mr Brown doesn't seem to
realise the difference between theory and practice, perhaps he should
stop reading text books and actually DO SOMETHING.
(I lost all respect for him when he said the AGA blitter is 2-4 times
faster than the ECS blitter and it outperforms an 040 for 'bitblitting' (laugh).He doesn't
even realise that the amiga blitter is a 'word blitter' not a
'bit blitter' (page 164 h/ware ref manual).)

Griff
--

1415. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 17:56:33 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMo1u9.2Is@freenet.carleton.ca>
Source record: 18066

In a previous article, rickard.troedsson@secom.ct.se (Rickard Troedsson) says:

>
>Well I don't know about US, but I don't know *ANYONE* (and I mean ANYONE!) who
>buys software for PCs! Either they copy it from work/school or they get it from
>friends!
>
>I even talked to a schoolmate who looked at me and said: "Buy programs?
>Whatfor?"
>
It is exactly the same here. NONE of the PC owners I know buy ANY of
their software for their PCs. NONE. It is just like in the old days on the
C64. (they have manuals etc. but it is all pirated). (it is also easy to
buy NEW PCs with hard drives filled with software (pirated of course))

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1416. Re: Falcon Sound

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 18:01:15 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMo223.2ry@freenet.carleton.ca>
Source record: 18067

In a previous article, rickard.troedsson@secom.ct.se (Rickard Troedsson) says:

>In a message of 10 Mar 94 15:32:43, Jack Kitowicz wrote:
>
>JK> Does anyone know how much CPU time and bandwidth AFM eats up on a Falcon?
>JK> Does it use the CPU at all for any of the effects? (graphic equalizer,
>JK> flanger etc.) I leave it active while I'm doing GEM stuff and never
>JK> noticed any slowdown...
>
>AFM connects the sound in to the DSP, and DSP to sound out ..... all the
>effects etc are done using the DSP, and takes no processor time whatsoever.
>
>However, the main AFM program (graphics etc) do use the CPU.
>

That is what I suspected but wasn't 100% sure. Quite impressive IMHO.

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1417. Re: Jaguar News [*LONG!]

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 18:18:24 UTC
From: kstevens@srs.gov
Message-ID: <01H9YP92Y2MA0020U2@SAEMS.SRS.GOV>
Source record: 18068

> [Raist again]
>
> I just wanted to comment that the addition of all those developers
> in the Jaguar is perhaps one of the best news for such platform.
> We'll also have to check of those who signed, who is actually
> seriously involved developing something or just playing 'wait n' see.'
> At the very least, with just 1/3rd of the renown companies,
> I see a good chance for the Jaguar.
>
> I think ATARI has to be ready for this year's Christmas because
> it will decide its future. If ATARI can't start by the summer
> having eye-popping titles, either 3DO or the Saturn will just bury
> it in the U.S. 3DO is lowering its price a lot, probably to
> $400 by next christmas and the Saturn has SEGA's marketting and
> support. Nintendo's is still almost two years away ;-)
>
> I would strongly recommend ATARI to get Mortal Kombat II in a
> 99.999999995 % identical translation of the arcade game, in order
> to absolutely SELL without a doubt. This game alone will
> *guaranteed* sell the Jaguar big time.
>
> But it has to be IDENTICAL or nearly idindisguinshably identical,
> or else people will laugh at the '64-bits' claim...
>
Raist, from what I understand from the descriptions and the little game play I saw on CNN of Kasumi Ninja, it should beat the hell out of MKII. For those who love guts and gore, this is the game to get. One of the developers said that one of the special moves is the ability to pop your opponents eye out!! and there are alot of other nasties.

Rumour has it that MKII will be out for the Jag sometime later on in the year.

So didn't I tell you that T2K was an awesome game?

--
Ken Stevens | kstevens@srs.gov |

1418. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 18:52:28 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2m2bpc$rtv@lyra.csx.cam.ac.uk>
Source record: 18069
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <9041@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <9039@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> :>Mr Brown thinks that doing a blitter clear (just channel D) takes the same
|> :>time as a copy op (using channels a and d).
|> :>THIS IS COMPLETELY WRONG, a memory copy will take twice as long. A blit
|> :>using all four channels will take twice as long again. Could some other Amiga
|> :>coder post and tell Mr Brown that he doesn't know what he is talking about.

OK, if it's absoloute proof you want then here it comes. Have a look at 'Amiga Intern', published by Abacus Books, pages 865 to 905 inclusive More specifically look at the timing diagram on page 894, where it can be clearly seen that if bitplane DMA is not stealing cycles from the blitter (320*256 in 16 colours under ECS, or 320*256 in 256 colours, or HAM8 in AGA), then a blitter operation using just the destination channel will take exactly the same number of DMA cycles, and execute in the same amount of time as a blitter operation where one source and the destination channel are enabled. In laymans terms, A MEMORY FILL AND A SINGLE SOURCE BLIT WILL TAKE THE SAME AMOUNT OF TIME. You also may be interested in this quote from the following page, "The table also shows that the Blitter is not capable of using every bus cycle even if only one DMA channel is active."

|>
|> Just to clarify this, I'm not talking about blitter 'ticks', I'm talking
|> about the actual time it takes to finish the op, i.e. if you have a timing
|> bar on the screen when the blit finishes. Mr Brown doesn't seem to
|> realise the difference between theory and practice, perhaps he should

Oh, they'll take the same amount of time alright. There are a couple of video modes where the blit will be slower than the fill (ie the ones that are just below the maximum video bandwidth). These are the exception rather than the rule however.

|> stop reading text books and actually DO SOMETHING.
|> (I lost all respect for him when he said the AGA blitter is 2-4 times
|> faster than the ECS blitter and it outperforms an 040 for 'bitblitting' (laugh).He doesn't even realise that the amiga blitter is a 'word blitter' not a

That's interesting, because you quite categorically stated you could write 160K per frame using the AGA blitter, The thing that's most interesting about this is that the ECS blitter has an absoloute maximum writing capibility of just below 40K per frame. (Do the Maths yourself if you don't believe me, I assure you it's correct.) 160/40=4, so it appears that you, yourself, using your own carefully obtained measurments have proven that the AGA blitter is indeed 4 times the speed of the ECS blitter. (Nothing like shooting yourself in the foot, is there, Griff?)

May I make a suggestion at this point? You seem to have some kind of irrational hatred of the Amiga platform (this probably isn't terribly healthy, hating computers, after all, they're just machines). Now if you want to flame them, then by all means do so, as is your right. However you might look a little more credible if the claims about the Amiga's 'hardware deficiencies' were actually coherent between posts (ie your arithmetic seems decidedly dodgy), and you didn't resort to personal insults when relpying to posts that contained entirely correct and factual information. I know you'll probably ignore this and continue to make a fool of yourself, it's just a bit of friendly advice (probably given in vain).

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1419. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 19:14:04 UTC
From: kstevens@srs.gov
Message-ID: <01H9YR73YKBM001XY2@SAEMS.SRS.GOV>
Source record: 18070

In article <CMJC02.8E0@news.Hawaii.Edu>, you wrote:

> Randy Hoekstra (renfro@bnr.ca) wrote:
> :#In article <1994Mar11.025635.30125@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
> :#|> I am not saying it isn't a great game. All I am saying is that it doesn't
> :#|> deserve a 'GREAT AWARD'.... you might be drooling for it perhaps because
> :#|> the Jaguar has about 4 games out? (5?)
> :#Have you seen T2K? Have you played T2K? If not then how can you make any
> :#judgement on the game? It may be an old game, but I understand it has a
> :#lot added to it (like different versions) and it was a great old game so
> :#why can't it be a great enhancement of an old game. You sure seem to be
> :#nit picking on the negative side even though you claim to like the Jag.
> :#I have not seen the game yet (on order though) so I am not claiming it is
> :#good or bad until I play it.
>
> I still remember back a few months ago when there was discussion about
> Jaguar games when the Jaguar just came out. A few posters were saying that
> Jaguar games were going to be all of these new games and not just ports or
> enhanced games, yet here I see people raving about a Tempest port.
>
> These same people are the ones that were saying that the CD32 games were
> all ports. Let's see a game for the CD32 that's a port is just so-so, but
> a game that comes out for the Jaguar that's a port is considered to be
> great. Hmmm...

Jimmy get your information correct. There were only a FEW people who were
saying that all games were going to be new. Unfortunately these people
just happen to post more frequently that others.
--
Ken Stevens | kstevens@srs.gov |

1420. Re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 19:30:56 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar14.193056.10570@ida.liu.se>
Source record: 18071

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 09 Mar 94 12:00:35, Gavan Moran wrote:

>GM> software for it. Even so, a lot of ST owners were ex 8-bit owners and they
>GM> seemed to take the 8-bit Atari piracy scene over with them when they got

>Wrong, most Atari 8bit users got Amigas, and C64 owners got Atari ST:s. (In
>Sweden, I don't know what happened where you live though)

Bah. Almost everybody got Amigas, regardless of what they had before. In
all the places in Sweden I've been to, Atari has been a non-competitor.

>GM> Maybe I`m just too optimistic but it seems that piracy is on the wane
>GM> on the Amiga - attitudes are changing. Plus CD32 means that more Amiga
>GM> stuff is coming out on CDROM which will help cut piracy.

>WHAT? .. Geez ... You like to talk about the big Amiga market .. yeah sure, of
>those 260000 A1200's you can bet that only 1 out of 100 buys his software ..

Hmm.. We made the game "Alien Breed II" in both OCS/ECS and AGA versions,
and guess what: the AGA version sold around 20,000 copies. Go figure.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1421. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 19:39:21 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar14.193921.10675@ida.liu.se>
Source record: 18072
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <2lmeea$su6@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>>The 68040 can word blit faster than the AGA blitter, but it cannot bit blit
>>faster than it, hence the blitter would still be faster than the 68040 for a
>>large number of operations. The 68040 is also, in general, a faster CPU than
>>an ARM3.

>I've never heard so much *rubbish* in my life. Have you any idea how fast an
>040 or ARM 3 is? A cookie cut (masked sprite) blit is one of the most
>complex blits that can be done, how come both processors could do it 3 times
>faster? (come on Mr Brown, admit you are wrong).

Cookie cut complex? I don't think so. The equation for that operation is:

$$D = \overline{A}B + AC$$

Where A is the object mask, B is the object bitmap, and C is the background
bitmap. D is, of course the destination.

With the Amiga blitter, you can get substantially more complex operations
than that. Some which any microprocessor would have serious problems competing
with the blitter speed-wise.

In fact, the Amiga blitter is more complex than the Jaguar blitter in
several respects. Don't ask for any specifics though (can you spell NDA? ;-)

>Griff
>--
--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1422. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 19:42:47 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar14.194247.10757@ida.liu.se>
Source record: 18073
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>And the FACT remains that the blitter is a lot slower than a FAST CPU,
>an nice easy analogy for you, the Atari Falcon has a blitter to support
>its 16mhz 68030, the 32mhz 68030 Atari TT DOES NOT, because using the
>processor is faster, an 040 seriously kicks a 1985 blitter stone dead.
>(and don't hark on about the AGA blitter its 40% faster than the ECS
>blitter MAX, and no faster at line drawing etc).

Griff, the blitter is faster than the 68040 on most operations (on an
Amiga). Also, by leaving out the blitter from the system, you lose one
nice feature: the blitter can do its thing concurrently with whatever the
CPU feels like doing. I don't know if the Atari blitter does this though.

>Griff
>--

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1423. Re: IS CBM out of business??

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 19:44:59 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar14.194459.10840@ida.liu.se>
Source record: 18074

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 10 Mar 94 05:31:02, Stuart David A wrote:

>SD> Hi someone told me that Commodore Business Machines was going out of
>SD> business, so I thought I should validate or disclaim that rumor. I know
>SD> that they closed their australia branch, but this was the last I heard.

>They've closed down totally in Sweden to .. dead according to the magz ..

Commodore Denmark handles all nordic countries now. In reality, however,
the role of Commodore Sweden has been taken over by K&K, who support the
high-end machines and handle the developer support. That's all CBMSWE was
good for before, anyway. No big deal.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1424. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 19:53:16 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar14.195316.11034@ida.liu.se>
Source record: 18075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 09 Mar 94 14:22:23, Craig Graham wrote:

>CG> >(My texturemapping routs became faster when doing move.l instead of
>CG>
>CG> Could this be accounted for by the lower instruction fetch cycle overhead
>CG> when using move.l ? If using 2 move.w instructions to fetch data as
>CG> opposed
>CG> to one move.l, an extra instruction fetch will be required.....adding a
>CG> time overhead.......

>.loop addx.l d0,d1
> move.w (a0,d1.w*2),(a1)+
> dbf d7,.loop

>...became...

>.loop addx.l d0,d1
> move.w (a0,d1.w*2),d2
> swap d2
> addx.l d0,d1
> move.w (a0,d1.w*2),d2
> move.l d2,(a1)+
> dbf d7,.loop

>...and became faster...

>I can not explain it if the Falcon's bus is 16bit, but if the bus is 32bit
>then it's normal.

Here's a clue: Ever heard of an optimization technique called
interleaving? Also, have you ever checked the relation between the
execution times for the SWAP and DBF instructions?

The above does not indicate that the Falcon has a 32-bit bus.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============
```

1425. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 20:54:23 UTC
From: mdg@ukc.ac.uk
Message-ID: <9046@gos.ukc.ac.uk>
Source record: 18076
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <2m2bpc$rtv@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <9041@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>blitter operation using just the destination channel will take exactly the
:>same number of DMA cycles, and execute in the same amount of time as a blitter
:>operation where one source and the destination channel are enabled. In laymans
:>terms, A MEMORY FILL AND A SINGLE SOURCE BLIT WILL TAKE THE SAME AMOUNT OF
:>TIME. You also may be interested in this quote from the following page, "The
:>table also shows that the Blitter is not capable of using every bus cycle even
:>if only one DMA channel is active."
:>|>

it takes the same amount of blitter ticks, but in REALITY it takes longer
to execute, have you ever stuck a timing bar on such a blit??? it takes
longer, I'm sorry but you can quote books all you like but in reality
it is slower to do a memory copy.

:>|> Just to clarify this, I'm not talking about blitter 'ticks', I'm talking
:>|> about the actual time it takes to finish the op, i.e. if you have a timing
:>|> bar on the screen when the blit finishes. Mr Brown doesn't seem to
:>|> realise the difference between theory and practice, perhaps he should
>
> stuff deleted

nice theory Chris, perhaps you should practice what u preach.

this is a sideline, back to the original question : do you still think
an AGA blitter can 'outblit' an arm3 or 68040?
(HINT: the answer is NO, I have a lot of people behind me on this one, so
be careful what u say).

> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.

Griff
--

1426. Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 21:19:42 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar14.211942.52761@rmece02.upr.clu.edu>
Source record: 18077

In article <9024@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> >In a message of 11 Mar 94 12:15:55, Gavan Moran wrote:

[stuff deleted]

|>
|> BTW Gavan, Stardust is written by a bunch of demo-writers, so perhaps you
|> should not be so quick to slag of the 'techie' demo-writing type.

But then, when they write something that is not just a demo,
they are more than the 'techie' demo-writing type. ;-)

|>
|> Griff
|> --
|>
|> PS. Does anybody have a technique for the '36/100' on level 2 of stardust?
|> (time seems to be a real bitch on this level).

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1427. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 21:21:47 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar14.212147.57983@rmece02.upr.clu.edu>
Source record: 18078

In article <8857@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Mar4.194944.3169@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> >In article <2l3i8u$6q1@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
|> >|> -=====M.D Grifths wrote this:
|> >|> 040 Macs... what an operating system, it manages to draw screens as fast as
|> >|> my 16mhz 030... wow... I am impressed. (laugh)
|> >|> -======
|>
|> > So much for the ultra non-heavy bus contention Falcon. This is the
|> >fourth letter I read criticizing its drawing speed....
|>
|> The Falcon with NVDI redraws 256 colour high res screens lots faster than
|> the 1200. Seeing is believing, I have seen both. I saw a MAC with a 40mhz
|> 030 and it was so slooow, just watch those pull-down menus draw....
|>
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Griff

Hmmm.... I'll like to see that. BTW, is NVDI something that COMES
with the system or not? Because if it's an add-on, there are others
for other computers...

|> --

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1428. Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 21:24:25 UTC
From: bjgrier@bnr.ca
Message-ID: <CMoBGu.IKA@nrtpa22.bnr.ca>
Source record: 18079

In article <2lqvkf$onh@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> Brian Grier Perpk (bjgrier@bnr.ca) wrote:
|>
|> : Disclaimer: The opinions expressed are mine not those of BNR.
|>
|> : ____
> :	Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
> :	Bell Northern Research	on I'd buy an Amiga. However I have
> :	Research Triangle Park, NC	real work to do. So please get lost!
> :	____________________________________	_____________________________________
>
> Gee, a bit offensive aren't we?
>
>
> - Jim
> ---
> If I wanted a glorified computer-cum-doorstop, I'd get an Atari, as software
> support is non-existant. So please, get Lost!
> I'm a professional, can't you tell by my sig? Looks way K00L!
>

But it does fit in an advocacy group :)

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1429. Re: 3D DOOM like tmapping

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 21:31:08 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar14.213108.6490@rmece02.upr.clu.edu>
Source record: 18080

In article <2d7d9120@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson)
writes:
|> The discussion Raist and Griff's had about "cheat" texturemapping, converting
|> it to a single interpolation problem, seems to be exactly what I've been
|> writing on for a few days .... thought I could add my views on it .. ;)
|>
|> I'm using the whole screen, 320*240*65536, ceiling and floor being 90 pixels
|> "high" on the screen. (Same then goes for the "width" of the walls when
|> standing in the middle.
|>
|> Movement can (for now!) be done forward/backward and rotating left/right.
|> (Sliding will follow today hopefully)
|>
|> Ceiling and floor done using a horisontal tmapping routine, with one
|> interpolation per line. (VERY fast). (Adding a skew factor for the angle when
|> rotating, takes no time at all compared to the tmapping)

Does the ceiling/floor have some texture that rotates at all?

|>
|> Walls CURRENTLY using one interpolation per line, vertically drawn, and a skew
|> factor for the rotating. (will have to change to two or three as it seems now)
|>
|> Ceiling/Floor/Walls also using a "distance" factor, making things far away move
|> slower than when they're close. Takes no extra time compared to the tmapping ..
|> :-)

But... hmmm.... shouldn't the 3d calcs. do that implicitly for you?
Or are you simulating - I mean - faking the 3d positions like the tmapping.
I had an idea on my old 8-bit and for a lot of space games that faking
3d positions can be made far faster and still quite convincing... but I wonder
about a 3d-doom like game. Could you please specify a bit further?

|>
|>
|> Oki ... speed .... 320*240*65536, on a 16Mhz 030, using move.l (no bl**dy 16bit
|> bus here!) on a VGA monitor...(will be twice as fast on RGB/TV) ...

[start advocacy mode]

Ah, we just had to throw in an advocacy argument here, right? Okay,
it will be FASTER if the Falcon had a true 32-bit bus. WHY you continue
denying THIS FACT POSTED FROM INFORMATION FROM *ATARI* LAST YEAR 1993,
RICKARD? And you say it will move twice as fast on an RGB/TV? Sounds
like the Falcon shares huge bus contention problems too.

[end of advocacy mode :-|]

|>
|> 15fps
|>
|> Take it for what's it worth, I may develope this into a game ... there's some
|> things I can optimize further and there are some features to add, the fps rate
|> should hold though ...
|>
|> I guess what I'm trying to say is that I'm using *NO* 3D calculations or
|> polygon graphics .... but it looks as if I did ...

Ah... is it what I said above then? Looks interesting... I would like
to see how to deal with inaccuracies of the model though... I mean, if you
are moving in 'a real dungeon.'

|>
|> (Interesting fact: The resolution of the source bitmap does not affect speed. I
|> can avoid pixelation totally if one can stand the "shrinking" far far away ...
|> it looks best if maximum is 2* pixel and mininum 0.5* pixel though)
|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1430. CBM isn't was Re: IS CBM out of business??

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 21:33:49 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar14.213349.34274@rmece02.upr.clu.edu>
Source record: 18081

In article <2d80cf48@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 10 Mar 94 05:31:02, Stuart David A wrote:
|>
|> SD> Hi someone told me that Commodore Business Machines was going out of
|> SD> business, so I thought I should validate or disclaim that rumor. I know
|> SD> that they closed their australia branch, but this was the last I heard.
|>
|> They've closed down totally in Sweden to .. dead according to the magz ..

No, C= isn't going out of business (at least right now). Their computers have been selling well and particularly the new CD-32.

As for you Rickard, if we count the number of places ATARI has closed since...

|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1431. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 21:35:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar14.213552.69778@rmece02.upr.clu.edu>
Source record: 18082

In article <2d8227ce@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 11 Mar 94 00:05:41, C.N.Good wrote:
|>
|> C> Who said Frontier was fast? ;-)
|> C>
|> C> Seriously on a friends A1200 Frontier is pretty slow and jerky.
|>
|>
|> Weird, on my Falcon it's VERY smooth ...

Was Frontier released specifically for the Falcon? And yes,
I can imagine Rickard, that *EVERYTHING* in your Falcon LOOKS
so cool! I'm impressed.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1432. Re: Macs...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 22:36:59 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar14.163659.24369@cobra.uni.edu>
Source record: 18083

In article <2lud4h$su1@nermal.cs.uoguelph.ca>, jtempril@uoguelph.ca (John P Temprile) writes:
>
> One word sinclair buddy..... EXPAND
> --

Are you sure? Well here it is.

University of Northern Iowa Power Mac Prices.

6100/60 8/160 $1457 - Falcon killer(Falcon already dead)
8/250 w/CD $1833
AV 8/250 w/CD $2082
16/250 w/soft windows $2017

7100/66 8/250 $2322
with CD $2546
with AV, 500HD, w /CD $3195
with soft windows, 16 meg ram $2706

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

> ==_/_/_/_/ _/_/_/_/
> []+[] Whats wrong with being drunk? Ask a glass of water! _/ _/_/
> ===========<jt@snowhite.cis.uoguelph.ca>================== _/ _/_/
> _/ _/ + _/_/ +
> _/_/_/ _/_/
>
>

1433. Re: alt.fan.peter.sinclair.die.die.die

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 22:43:01 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar14.164301.24370@cobra.uni.edu>
Source record: 18084

In article <16F729F57S85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu (Tom Marchant) writes:
> In article <1994Mar4.134332.23913@cobra.uni.edu>
> sinclap2954@cobra.uni.edu writes:
>
>>
>>Yea, the Atari OS is crap!!! A 040 Quadra is much cheaper than any TT and
>>Falcon. A $1200 falcon is ludicrous!!!!
>>
> Who cares what you think, sinclap? Enjoy your Mac. Unsubscribe this group.
>>
>>System 7 has alot more features than your crappy Atari OS. Atari's OS is an
>>excuse for an OS. You know that you lost! No one is buying Atari anymore!!!
>>
>>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>>
>>Atari Corp. - Non Existent just Bullshit
>>
> Why do you care?
> Are you so insecure in your opinion that you must resort to whining and
> cursing to say nothing?

No, I just laugh when you Atari owners still think you have the best platform
and post misinformation about other platforms..

It's you who is insecure..
>
> Grow up.

I have, have you?

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

>

1434. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-14 22:46:14 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar14.164614.24371@cobra.uni.edu>
Source record: 18085

In article <16F73F3CBS85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu writes:
> There sure is a lot of stupid bullshit on this newsgroup.
>
> Peter, Gavan and Ricardo apparently have nothing better to do than
> blast Atari users because they use Ataris. Why should they care?
>
> Griff seems to like to fan the flames of these assholes. Occasionally,
> someone posts an opinion that might be of some interest to someone other
> than himself, but then there is a non-stop flow of:
>
> you said:
> Yeah but you said:
> You idiot, read my post, I said:
> You don't know what you're talking about....
> "No one could be that STUPID"
> "*I KNOW WHAT I'M TALKING ABOUT* YOU DO NOT"
> "You still can't seem to understand basic engineering principles"
> "I proved these points"
> That's not possible...
> "I'm glad to be part of your education"
> "... has a small brain"
> You said:
> I already said:...
>
> What a waste of time. Do all of you really think that you have
> something important to say?
>
> I fail to understand why Amiga and Mac bigots spend so much time
> posting here. Pay attention, you Bozos, this is a group for Atari.
>
> There is nothing to be gained by getting on here and telling us that
> we are stupid for buying Ataris.
>
> ANYONE who really believes that Ataris/Amigas/Macs/PCs/PS2s/SGIs/DECs/etc
> are the only computers worth having and that all others are useless
> doesn't know ANYTHING. ALL of these machines have some advantages
> over ALL of the others.
>
> The only point to all of this bickering is to spread so much shit
> on the little useful information as to make the entire discussion
> group useless.
>
> By far the worst offender is sinclap. You rude jerk, Peter Dickhead.
> I'm glad you like your Mac. Get the hell off of this group. You

> do not belong here. You NEVER have anything constructive to say.
> You don't post on the Mac groups, do you? We sure don't care what
> you think. You must really be afraid of Atari and Commodore.

Stop your whining, this is advocacy....

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1435. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 00:43:09 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar15.004309.33584@rmece02.upr.clu.edu>
Source record: 18086

In article <2lpqc1$djo@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
|> Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
|> : In a message of 28 Feb 94 21:12:04, Ricardo Hernandez wrote:
|>
|> : RH> |> True, but sales are going upwards.
|> : RH>
|> : RH> Just like the A1200 and CD-32.
|>
|> : CD-32, what's that? (It's not anywhere to be found HERE)
|>
|> : RH> Yep. About 12 magazines here they don't even mention ATARI because
|> : RH> "what's that".
|>
|> : Name them.
|>
|> Australian Personal Computer
|> Your Computer
|> Byte
|> PC Magazine
|> PC Week
|> Computer Shopper (US)
|> PC Format
|> PC Review
|> PC World
|> Unix World
|> Windows Sources
|> Amiga Format
|>
|> There's 12 magazines, most of the PC based, one's obviously and Amiga
|> magazine. I think you'll be hard-pressed to find anything about Atari
|> in any of them, or Commodore for that matter. Is there an ST section
|> in the UK version of Computer Shopper, as there was an Amiga section.

Thanks Jim... but let's not stop there:

Mac User
Mac World
Desktop Video
Video Toaster User
Compute! (yes, the one who started as a good one)

he he.... ;-)

|>
|> I'll go down to the newsagent and list them all if you want. I don't
|> get any Atari magazines at my two local newsagents, the Australian
|> Atari magazine, GEM (something or other) folded many years ago. There's
|> at least three Amiga magazines produces locally (Australia/New Zealand).
|> There are a few Acorn/Archimedes magazines around though, sold through
|> the local newsagents.

And here in P.R. before I came back from the U.S. B Dalton was selling
two ATARI mags, now there are none.

|>
|>
|> - jim

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1436. Re: Macs...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 01:49:02 UTC
From: smirk@bu.edu
Message-ID: <2m346e$8be@news.bu.edu>
Source record: 17937

sinclap2954@cobra.uni.edu wrote:
: In article <2lud4h$su1@nermal.cs.uoguelph.ca>, jtempril@uoguelph.ca (John P Temprile) writes:
: >
: > One word sinclair buddy..... EXPAND
: > --

: Are you sure? Well here it is.

: University of Northern Iowa Power Mac Prices.

: 6100/60 8/160 $1457 - Falcon killer(Falcon already dead)
: 8/250 w/CD $1833
: AV 8/250 w/CD $2082
: 16/250 w/soft windows $2017

: 7100/66 8/250 $2322
: with CD $2546
: with AV, 500HD, w /CD $3195
: with soft windows, 16 meg ram $2706

: --

: Peter Sinclair-Day
: University of Northern Iowa
: Cedar Falls, Iowa USA

You win fella. Now run along now.

S K
M I R

1437. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 02:09:11 UTC
From: mdg@ukc.ac.uk
Message-ID: <9048@gos.ukc.ac.uk>
Source record: 17938
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

In article <1994Mar14.194247.10757@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
:>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>And the FACT remains that the blitter is a lot slower than a FAST CPU,
:>>an nice easy analogy for you, the Atari Falcon has a blitter to support
:>>its 16mhz 68030, the 32mhz 68030 Atari TT DOES NOT, because using the
:>>processor is faster, an 040 seriously kicks a 1985 blitter stone dead.
:>>(and don't hark on about the AGA blitter its 40% faster than the ECS
:>>blitter MAX, and no faster at line drawing etc).
:>
:> Griff, the blitter is faster than the 68040 on most operations (on an
:>Amiga). Also, by leaving out the blitter from the system, you lose one
:>nice feature: the blitter can do its thing concurrently with whatever the
:>CPU feels like doing. I don't know if the Atari blitter does this though.

Well I have to disagree, an 040 should be *much* faster, unless of course contention is a big problem. An 040 should be able to move about 30meg/s (even my 486sx-25 manages 33meg/s). Also the blitter is so sslooooowww at getting started, an 040 could do a lot of processing in the time it takes to setup the regs and get going.(if contention is a problem, then wonderful fastram comes to the rescue, you draw the screen in fastram and copy to the chipram screen).

Are you saying that a blitter could fill more polys/draw more lines/ do tmapping/shading/resizing/rotating faster than an 040? These are pretty basic 'bit' graphics operations and the 040 wins every time.

>Stefan Boberg

Griff
--

1438. IS there a Jag FAQ

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 02:28:59 UTC
From: JP4232@CONRAD.APPSTATE.EDU
Message-ID: <2m36hb$392@lester.appstate.edu>
Source record: 17939

First of all I have looked through what my news server has for this file.

If Jag could be given a keyboard into the second joystick port and a
network through the cartidge slot then it could be a low cost VR computer
for schools or even a cheap color X terminal or other type of color terminal.

Hell, it would be a lot cheaper than a Mac or PC and since it is
Diskless (Floppy or Hard) students couldn't steal software or
upload stolen software. It would deliver performance close to Pentium and
could exceed it.

I have seen the Falcon, but I would also be interested in seeing the
Jag's internal structure to see if it could be built up to a general
purpose machine with CD ROM , pcmcia type ?? slot for under
$1000 - $1200 dollars. It could then use jags as terminals

Imagine:
A Jag base with 8mb RAM expandable to 128+mb
Doublespeed CD Rom
The Computer Based OS on Cartidge (at least the kernel)
When that cartridge isn't in it's just a jag
that runs better.
4 PCMCIA type (best) slots
For Large capacity Hard drives or SCSI II card
Peer to Peer Networking/ Telecommunications
AV work input port

If you know why this can't be done, don't flame me. Just tell me.
I am only trying to be productive.

1439. Re: any portfolio users out there?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 03:16:00 UTC
From: dowdle@delphi.com
Message-ID: <ZY5OIQg.dowdle@delphi.com>
Source record: 17940

MArk,

I'm a Portfolio user... and in fact, I have a modem
for it... and use it alot when traveling on medical related
trips with my cronically ill son. I also have an Atari
ST and Jaguar. What can I say? I love Ataris!

So, something for the Port that I can help you with?

TYL, Scott

1440. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 03:54:16 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar15.035416.23880@mnemosyne.cs.du.edu>
Source record: 17941

In article <CMo1u9.2Is@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>
>
>In a previous article, rickard.troedsson@secom.ct.se (Rickard Troedsson) says:
>
>>
>>Well I don't know about US, but I don't know *ANYONE* (and I mean ANYONE!) who
>>buys software for PCs! Either they copy it from work/school or they get it from
>>friends!
>>
>>I even talked to a schoolmate who looked at me and said: "Buy programs?
>>Whatfor?"
>>
> It is exactly the same here. NONE of the PC owners I know buy ANY of
>their software for their PCs. NONE. It is just like in the old days on the
>C64. (they have manuals etc. but it is all pirated). (it is also easy to
>buy NEW PCs with hard drives filled with software (pirated of course))

I know what you mean - at a place I used to work for, the workers
would copy everything off of the machines even remotley useful - so
they could trade copies with other people!

Occasioanlly, they would even use the company copier to whip out
copies of the 300+ page manuals. I would have stopped them, but
anything to harm the PC market is OK by me... :-)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1441. Re: Sinclair is a Wanker! (was Re: Paranoid!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 04:05:07 UTC
From: leppart@moorhead.msus.edu
Message-ID: <1994Mar14.230507.9096@msus1.msus.edu>
Source record: 17942
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:
: sinclap2954@cobra.uni.edu wrote:
: : In article <8761@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:

: : > Americans ... don't you love them? perhaps you should see your analyst MR
: : > Sinclair ;-) !

: : Yea, you Brits are to much of a wimp to do anything about the Serbs. You must
: : love those Brits(Actualy I am a dual citizen of the U.S. and the UK).
: ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

: : > Well MR SINCLAIR , I would like to point that I spot two flaws in your
: : > argument :
: : >
: : > 1. You are a wanker
: : > 2. You are a wanker

: : So what'a a wanker
: ^^^^^^^^^^^^^^^^^^^^

: How can you be British and not know what a wanker is? Do you ever go
: to sporting events? Soccer/Football, Cricket, Rugby?

: It's a common chant amongst spectators, it was really big when Sir
: Richard Hadlee was still playing cricket, 100,000 people chanting
: "Hadlee is a wanker", cha-cha-cha (sounds of people stomping feet,
: banging display boarding on the bounardy fence). Magical crowd
: participation in Bay 13 at the MCG.

: So what other chants are popular at the Football and Cricket matches?
: I can never hear what the Europeans are chanting properly. The cricket
: matches usually have all sound except the commentators filtered out.

: - Jim
I'd like to see the elephant man wanking it in Irving Gould's face.
JL

1442. Re: Commodore Amiga gives up and joins the 90's!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 05:31:02 UTC
From: D P Marshall <D.P.Marshall@durham.ac.uk>
Message-ID: <2m3h6m$etr@mercury.dur.ac.uk>
Source record: 17943
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy

Bernd Meyer (umisef@yoyo.cc.monash.edu.au) wrote:
: tron1@shasti.xei.com (Kenneth Jamieson) writes:

: >Development team, Lou Eggbrecht, is the best in the business. He was head
: >of the design team that produced all the chips for the IBM PC;

: I wonder what chips they are referring to?!? The evr so popular 6845?
: The 8088? Or even the 74 series? Oh, wait, it must be the 8245s!

: Bernie

It's common knowledge that Lew was head of the design team that produced
the PC itself, not the chips. I thought you PC owners should know that.
And that he know thinks they aren't a patch on Amigas, too much cost
cutting at IBM...

Stay in the stoneage
Dave

--
+---+
| __ |
| _/// Dave Marshall Talk requests to d3r6yw@deneb.dur.ac.uk not email |
| \X/ D.P.Marshall@durham.ac.uk "Ask me anything - Fonts a specialty" |
| |
+---+

1443. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 08:28:03 UTC
From: quinlan@gemini.csil.sfu.ca
Message-ID: <quinlan.763720083@sfu.ca>
Source record: 17944

Just decided to make a little post. I got my PowerMac today and I'm
willing to bet that it gets better screen redraws then your falcon :)
With that I get about 10 times more speed. You may want to play with a
PowerMac, they are kinda cool. I know that you love atari so you can
preview the chip that will probably be using by the end of the year
in what? The POWER Falcon/601.
--

Brian Quinlan
quinlan@sfu.ca
"And people also thought that the world was flat"

1444. Re: Worst part of ataris

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 09:10:02 UTC
From: gnu@theporch.raider.net
Message-ID: <CMp84r.su@theporch.raider.net>
Source record: 17945

WE> Speaking of atari, what's up with the Jaguar. I don't
WE> watch more than an hour of TV a week but I read quite a few
WE> periodicals and I have yet to see ONE ad for the Jag. At least I
WE> saw a lynx ad a few

There's a two-page spread running around in a few gaming magazines (which features a giant jaguar about to pounce on Mario and Sonic). After looking at the ad for about a minute, I immediately decided that Atari needs to fire their ad agency/PR department. Of course, I decided that back when they had that Lynx ad on television of the kid playing the Lynx in the school bathroom, also. <g>

1445. Re: alt.fan.peter.sinclair.die.die.die

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 09:53:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMpA5x.GIn@barclays.co.uk>
Source record: 17946

In article <1994Mar14.164301.24370@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes
|> No, I just laugh when you Atari owners still think you have the best platform
|> and post misinformation about other platforms..
I for one have never claimed the Falcon is the best computer ever. it isn't. What it is however is the machine I feel most comfortable with. I like the software for it, it does what I want in a way that I like. It's 'fun' that difficult to quantify thing that some systems have.

I don't get fun or enjoyment from PCs or Macs - they just feel dull & boring to me when I use them. The only other system that I like using outside ST/falcons is Unix and I can't afford a decent Unix system although I may buy a PC and install BSD386 or Linux..

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1446. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 13:37:44 UTC
From: A G Jackson <A.G.Jackson@durham.ac.uk>
Message-ID: <2m4dn8$mgg@mercury.dur.ac.uk>
Source record: 17947
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

```
In article <9041@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> Mr Brown doesn't seem to
|> realise the difference between theory and practice, perhaps he should
|> stop reading text books and actually DO SOMETHING.
^^^^^^^^^^^^^^^^^^^^^^^^
Later in the same article he writes:
|> He doesn't even realise that the amiga blitter is a 'word blitter' not a
|> 'bit blitter' (page 164 h/ware ref manual).
^^^^^^^^^^^^^^^^^^^^^^^^^^

Am I the only one to notice a slight inconsistency here?

Adrian

+-------------------------------------------------------------------------+
| Adrian Jackson | a.g.jackson@durham.ac.uk | 27 North Bailey, DURHAM |
+-------------------------------------------------------------------------+
| Vote YES for comp.sys.acorn.games... |
| ...you know it makes sense. |
+-------------------------------------------------------------------------+
```

1447. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 15:07:13 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2m4iv1$kkm@lyra.csx.cam.ac.uk>
Source record: 17948
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <2m4dn8$mgg@mercury.dur.ac.uk>, A G Jackson <A.G.Jackson@durham.ac.uk> writes:
|> In article <9041@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> |> Mr Brown doesn't seem to
|> |> realise the difference between theory and practice, perhaps he should
|> |> stop reading text books and actually DO SOMETHING.
|> ^^^^^^^^^^^^^^^^^^^^^^
|> Later in the same article he writes:
|> |> He doesn't even realise that the amiga blitter is a 'word blitter' not a
|> |> 'bit blitter' (page 164 h/ware ref manual).
|> ^^^^^^^^^^^^^^^^^^^^^^^^
|>
|> Am I the only one to notice a slight inconsistency here?

You'd better watch out now.. Questioning Griff's posts, we'll soon have
threads entitled 'Mr Jackson's fantasy' and such. :-) :-)

(And yes Griff, I do know it's a word level blitter. It does, however, do a
rather good job of bit blitting thanks to its internal barrel shifter.)

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1448. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 17:25:07 UTC
From: mdg@ukc.ac.uk
Message-ID: <9062@gos.ukc.ac.uk>
Source record: 17949
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In email Chris Brown <cpb1001@hermes.cam.ac.uk> writes

>You are still talking crap. There is no way on this planet you can get
>the ECS blitter to write more than 40K in 1/50th of a second. There
>simply are not enough DMA cycles available. I don't know where you're
>getting your figures from, but they are simply incorrect.

so clearing a 320x200 screen takes nearly a whole 1/50th of a second?
even an st can clear a screen in 1/100th of a second!

read ya h/ware ref manual (pg 188) (you DO LOVE TEXT BOOKS)

t= (n* H * W / 7,090,000)

H in this case is 80 words, H is 256 (lines) and n is 4 (ticks)

~ 1/100th of a second.

I guess I must be talking crap! (laugh) Just admit your wrong.

Griff
--

1449. Re: Paranoid!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 19:06:57 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar15.190657.35990@rmece02.upr.clu.edu>
Source record: 17950

In article <2d7f4866@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 08 Mar 94 23:35:33, C.P. Brown wrote:
|>
|> CB> You may want to advocate your systems against the PC, but spouting
|> CB> rediculous
|> CB> statements like that will only hurt your case.
|>
|> I wrote the above, and I'll stand by it. I was comparing my Falcon030 against
|> the 486dx2/66 in school, which has 8Mb RAM and uses a Trident 1Mb card. I have
|> no idea about bus-systems and such, but Windoze is PAINFULLY slow, and only
|> catches up to the Falcon in 1024*768i*256. (In all lower resolutions the Falcon
|> is faster).
|>
|> You may have a faster PC, I don't.

Than a Falcon at 1024*768i*256? Do you have TT ram ('fast ram')?
Boy, I think you have a real perception problem... or could it be
that at shcool they forgot to press the 'TURBO' button in the clone?

:-)
|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1450. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 19:08:10 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar15.190810.21774@rmece02.upr.clu.edu>
Source record: 17951

In article <2d7f4a6c@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 09 Mar 94 12:08:15, Gavan Moran wrote:
|>
|> GM> here in the past, but there isnt. I remember RT and others STATE BLUNTLY
|> GM> that there was NO SUCH THING AS A 1 MEG FALCON.
|>
|> Lie.

No, it is not a lie. I remember it quite well too. I'll try diggin
on files, to see if I find something since people here just don't believe
such a thing was said.

|> GM> Hmmm. So NOONE is using a 1 meg Falcon anywhere? I suspect there are
|> GM> more than a few strapped for cash ST owners who have bought such a config
|> GM> and are actually using it till they can afford the memory and HD.
|>
|> Nope, they all have atleast 4/0.
|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1451. Re: Subject: Re: "Bit-ness" of Processors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 19:09:20 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar15.190920.47703@rmece02.upr.clu.edu>
Source record: 17952

In article <2d7f4a9c@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 09 Mar 94 14:07:18, Ricardo Hernandez wrote:
|>
|> RH> |> Sure, but THE BETTER THE PREVIEW THE BETTER THE RESULT!
|> RH>
|> RH> Not when your palette is limited to 64k colors.... and when you
|> RH> have a 68030SX @ 16Mhz....
|>
|> Isn't that good enough for a preview?
|>
|> <laughter>

No, I am talking about the *final* professional work...

|>
|> Come one ... even you can't be THAT blind ..

Well, I thought the same about you... but then...

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

PS: Now argue with me about desktop video... that would surely be interesting...

1452. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 19:13:18 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar15.191318.26535@rmece02.upr.clu.edu>
Source record: 17953

In article <2d7f4b5c@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson)
writes:
|> In a message of 09 Mar 94 14:10:14, Ricardo Hernandez wrote:
|>
|> RH> |> Nope, compare the price of a decent graphic utility on the PC and then
|> RH> on the
|> RH> |> Falcon .... oh .. ten times cheaper on the Falcon for the same
|> RH> features?
|> RH>
|> RH> Really? Like what?
|>
|> Ahh .. Chroma24? (Although I havent seen it myself, I've talked to betatesters
|> .. apparently written in 68030ASM + DSP56001 whenever there was a need for
|> speed .. morphing/warping etc ..)

So is the product still in the beta testing stages or is it out?

|>
|> I've heard 100pounds, maximum 200. (It's not out yet) ... the equivalent on the
|> PC will be almost ten times that price.

AH! Here we go again! HOW CAN YOU COMPARE A PRODUCT THAT DOES NOT EXIST
AGAINST SOMETHING THAT DOES?

|>
|> (Yes I know, someone told a PC mag here in Sweden that I was running some sort
|> of a big BBS .. now they're filling my mailbox with adverts and magazines, even
|> though I told them I hate PCs!)
|>
|> RH> |> That's what I meant. Noone buys software for PCs, too expensive ...
|> RH>
|> RH> Major B.S. PC software (at least in the U.S.... maybe it's just
|> RH> Sweden) is not expensive (a couple of years ago it surely was though).
|>
|> Well I don't know about US, but I don't know *ANYONE* (and I mean ANYONE!) who
|> buys software for PCs! Either they copy it from work/school or they get it from
|> friends!

Well, that must be Sweden ;-)

|>
|> I even talked to a schoolmate who looked at me and said: "Buy programs?
|> Whatfor?"

So it means that either:

1. You have a distorted perception

2. Most people pirate (or let's say, everybody you know) the program...

So Rickard, congratulations if #2 is true.... you must be the only one
then who doesn't pirate them I suppose :-)

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1453. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 19:13:51 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar15.191351.10654@ida.liu.se>
Source record: 17954
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>Mr Brown thinks that doing a blitter clear (just channel D) takes the same
>time as a copy op (using channels a and d).
>THIS IS COMPLETELY WRONG, a memory copy will take twice as long. A blit
>using all four channels will take twice as long again. Could some other Amiga
>coder post and tell Mr Brown that he doesn't know what he is talking about.

Well, Griff. I'm sorry, but you're all wrong on this one. A blitter copy
takes only three cycles longer to execute compared to a blitter clear. Read
the Amiga hardware reference guide if you doubt it.

>Griff
>--

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1454. re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 19:17:16 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar15.191716.19436@rmece02.upr.clu.edu>
Source record: 17955

In article <2d7f4c0c@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 09 Mar 94 12:00:35, Gavan Moran wrote:

[stuff deleted]

|> (Out of the "35000" Falcons I can promise you that figure is much higher)

How? "Because you run a BBS?" Do you keep track of the serial numbers?
If you have ATARI information, post it.

|>
|> Actually I convinced a friend of mine that developing hardware/software for the
|> Falcon can make bigger bucks than on the PC/Amiga ... less competition and
|> users willing to shell out money ....

Hey, I even know one that still thinks you can make money developing
for the Apple II. But then, AH! You 'convinced' him to develop....
Ha!

About the "users willing to shell out money" part that's simply hilarious.
Do you think that if piracy in the PC around you is so rampant, that it won't
be for any other computer?

Pirates don't consider much the money differences... all it matters is
that either "I can get it for free" or "I don't."

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1455. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 19:20:10 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar15.192010.33624@rmece02.upr.clu.edu>
Source record: 17956

In article <9023@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Mar14.044252.37556@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> :>|> Griff seems to like to fan the flames of these assholes. Occasionally,
|> :>|> someone posts an opinion that might be of some interest to someone other
|> :>|> than himself, but then there is a non-stop flow of:
|> :> [my provoking/annoying quotes deleted]
|> :> I agree with that one, 80%.
|>
|> only 80% raist? I notice your very cautious in replying to any of my postings
|> these days... I wonder why that is?

I have *always* been cautious. So spare me the gospel, ok?

|> (Perhaps you just realise that I know what I talk about as do all the Atari
|> people who read this group).

All? Griff, it is long overdue the day you correct Mr. Rickard from
a lot of nonsense... or is your 'education' for only a 'privileged few'?!

Thanks, I feel privileged :-b ;-)

|>
|> Griff
|> --

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1456. Nope, it's not true was Re: IS CBM out of business??

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 19:23:36 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar15.192336.41406@rmece02.upr.clu.edu>
Source record: 17957

Again, it's not true.
--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1457. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-15 19:28:05 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar15.192805.31864@rmece02.upr.clu.edu>
Source record: 17958

In article <9403031224.AA21865@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

[stuff deleted]

|> Yes, recently Falcon owners have started to admit that you can
|> actually buy 1 Mb Falcons, although only after I stated I had seen
|> advertisements for them (an unusual occurence with the Falcon!). Before
|> that there was total denial. Now its the line `for expansion only`. I
|> presume when you buy such a machine that they surgically implant a bomb in
|> your chest that blows up if you dont immediately buy 3 more megs and a HD?
|> If they are for expansion only then why include any memory AT ALL?

He he he... HAHAHHA HA! *ROTFL* That was a good one... ;-) :-)

I guess that's what C= did with me, because I was trying to buy
my accelerator ASAP! ;-)

|> Seems to me its a ploy to sell more as they`ve seen how the A1200 sold
|> loads of 2meg chip/no HD machines and they realise that people will buy
|> the cheapest machine and then upgrade with memory and HD later as they can
|> afford to. I ran my A1200 with only 2 megs and 2 floppies for 8 or 9
|> months until I could afford a HD and more memory, and was able to do C and
|> AMOS programming on it.

Very true. I remember I even did some simple Dpaint animations for
selling tickets for a student association's party with my old HD-less,
1 Meg, 1.3 OS, A500!... ouch! that was hard though ;-)

|>
|> Gavan.
|>

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1458. REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-16 05:10:23 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar15.231023.24492@cobra.uni.edu>
Source record: 17959

```
== TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==

10) Just one model in production (Falcon) makes selection a 'no-
brainer.'
9) Tramiel's multimedia computer development in a 'class by itself.'
8) Still sports the largest collection of 'masochistic' programmers.
7) Less time wasted reading thick, glossy monthly periodicals.
6) No portability 'problems' due to no portable notebooks or laptops.
5) Extensive collection of 'two' games available for the amazing
Falcon.
4) Limit of one dealer per metropolitan area promotes close friend-
ships.
3) One-piece design featuring 'mushy' keyboard way ahead of it's
time.
2) Ergonomically-placed joystick ports good practice for fumbling &
cursing.
1) Who really needs all those CD-ROMs anyway?

TOP 10 REASOMS TO BUY A MAC
---------------------------
10 - words like CDEV, INIT and FPU are lots easier to learn than
DOS, DEL, and INTEL
9 - the local computer store has fewer shelves of Mac computers
making buying decisions easier
8 - you haven't lived until you see an Application not Found error
7 - where else can you buy a Centris and end up with a Quadra?
6 - Jack and his sons don't do Mac
5 - Windoze 4.0 will break more programs than System 7.0
4 - Macs aren't just user friendly, with added sounds, wallpapers,
and startup screens, they are down right cuddly.
3 - Microsoft does its experimenting on that other computer, leaving
us safe a while longer
2 - Sim City 2000 is awesome!
1 - Swampy don't hug IBMers

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA
```

1459. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-16 10:02:44 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMr58K.EK2@barclays.co.uk>
Source record: 17960

In article <1994Mar15.231023.24492@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
Sigh, here we go again.......

|> == TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==
|>
|> 10) Just one model in production (Falcon) makes selection a 'no-
|> brainer.'
And the TT. I like the facts that as you stated, the Mac has several designations
for the same model. Nice & clear.

|> 9) Tramiel's multimedia computer development in a 'class by itself.'
Yup :-) At least it has classy owners.

|> 8) Still sports the largest collection of 'masochistic' programmers.
Why masochistic? Skilled and intelligent certainly.

|> 7) Less time wasted reading thick, glossy monthly periodicals.
I read ST User, ST Review, Computer Shopper, ST Format, St Applications. Keeps me
going.

|> 6) No portability 'problems' due to no portable notebooks or laptops.
There have been portable ST systems and there have never been any problems with
these machines. The programs didn't need to be modified to run on them. Maybe
this is a problem with Macs? As I said before, before portable Macs were
available, people bought portable STs with Mac emulators to get a portable Mac...

|> 5) Extensive collection of 'two' games available for the amazing
|> Falcon.
4 actually. More on the way plus all the ST programs (many...)

|> 4) Limit of one dealer per metropolitan area promotes close friend-
|> ships.
Near you maybe. I have many places to buy ST sofwtare - more than Macs in fact.

|> 3) One-piece design featuring 'mushy' keyboard way ahead of it's
|> time.
I like the Falcon keyboard. I've used PC, DEC, Amiga, AS400, Mac, Atari, HP and a
few more. I like the Atari one fine thanks.

|> 2) Ergonomically-placed joystick ports good practice for fumbling &
|> cursing.
It's a fair cop, these are crap.

|> 1) Who really needs all those CD-ROMs anyway?
I do and so do many other Falcon/TT/ST users I know who have CDROMs connected to
their machines. Atari sold CDROM drives for the ST in Germany back in 88 or so
when there weren't even CDROM about! We were there first! There are now dedicated

ST CDROMS (not many) plus you can use fonts, graphics, data etc. from PC/Mac ones.

|> TOP 10 REASOMS TO BUY A MAC
|> --------------------------
|> 10 - words like CDEV, INIT and FPU are lots easier to learn than
|> DOS, DEL, and INTEL
If you say so.

|> 9 - the local computer store has fewer shelves of Mac computers
|> making buying decisions easier
Thank God.

|> 8 - you haven't lived until you see an Application not Found error
You haven't lived.

|> 7 - where else can you buy a Centris and end up with a Quadra?
In your dreams.

|> 6 - Jack and his sons don't do Mac
Ah, one up for the Mac camp!

|> 5 - Windoze 4.0 will break more programs than System 7.0
How can you make a statement like that? a) you admist system 7 breaks programs.
Nice one Appple. b) You can't say an unreleased product will do X. It's a
non-statement.

|> 4 - Macs aren't just user friendly, with added sounds, wallpapers,
|> and startup screens, they are down right cuddly.
PC, STs, Unix workstations can all do this. Probably HP calculators too.

|> 3 - Microsoft does its experimenting on that other computer, leaving
|> us safe a while longer
Another plus for Macs. That's 2 so far...

|> 2 - Sim City 2000 is awesome!
Sim City is dull.

|> 1 - Swampy don't hug IBMers
Wibble.

|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA

PETER!!! HOW ABOUT ANSWERING SOME OF THE POINTS I HAVE MADE ABOUT HOW YOU ARE
WRONG ABOUT ATARIS? CAN YOU ADMIST YOU ARE WRONG?

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1460. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-16 12:46:09 UTC
From: mdg@ukc.ac.uk
Message-ID: <9072@gos.ukc.ac.uk>
Source record: 17961
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <1994Mar15.191351.10654@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
>mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>Mr Brown thinks that doing a blitter clear (just channel D) takes the same
:>>time as a copy op (using channels a and d).
:>>THIS IS COMPLETELY WRONG, a memory copy will take twice as long. A blit
:>>using all four channels will take twice as long again. Could some other Amiga
:>>coder post and tell Mr Brown that he doesn't know what he is talking about.
:>
:> Well, Griff. I'm sorry, but you're all wrong on this one. A blitter copy
:>takes only three cycles longer to execute compared to a blitter clear. Read
:>the Amiga hardware reference guide if you doubt it.

according to the h/ware ref manual, it takes 4 ticks per op, (the same as
a fill), but when you actually do this in real life, the timing bar jumps
a considerable amount (1.6-2.2 times as much time depending on the res),
I'm only speaking from MY experience, a while back I had some 3d vectors
going and I thought a background picture would be nice instead of clearing
the screen, but it took too much time (longer) so I ditched it.

>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

Griff
--

1461. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-16 13:20:39 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2m7137$iqb@lyra.csx.cam.ac.uk>
Source record: 17962
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <9062@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In email Chris Brown <cpb1001@hermes.cam.ac.uk> writes
|>
|> >You are still talking crap. There is no way on this planet you can get
|> >the ECS blitter to write more than 40K in 1/50th of a second. There
|> >simply are not enough DMA cycles available. I don't know where you're
|> >getting your figures from, but they are simply incorrect.

Wouldn't go quoting out of context bits of email, Griff. It confuses the reader and, quite frankly, it's rude. That's why I never quoted that little snippet you sent me about a certain piece of software and the activities of some very naughty boys whom the Federation Against Software Theft might be quite interested in having a chat with.

|>
|> so clearing a 320x200 screen takes nearly a whole 1/50th of a second?
|> even an st can clear a screen in 1/100th of a second!

Depends on your colour depth really, doesn't it? As I originally said, using the blitter to clear a piece of memory isn't a terribly efficient use of it. I won't explain about it's DMA cycles again, because I've already done it several times. You didn't take a blind bit of notice then, so I don't see why you should now.

|>
|> read ya h/ware ref manual (pg 188) (you DO LOVE TEXT BOOKS)
|>
|> t= (n* H * W / 7,090,000)
|>
|> H in this case is 80 words, H is 256 (lines) and n is 4 (ticks)

Ah, so he finally realises that the blitter DOES only write on every 4th DMA cycle (every 2nd even DMA cycle.)

|>
|> ~ 1/100th of a second.

That's nice. Slight problem there is that your blitter magically seems to have grown an extra set of DMA cycles. Try dividing by 3.5 million instead of 7.1 million. (Unless you're talking about the AGA blitter, which I doubt, because the AGA hardware documentation isn't publicly available. Then again, neither was the above mentioned software package.. :-))

|>
|> I guess I must be talking crap! (laugh) Just admit your wrong.

Well, Griff, the slight problem with admitting that I'm wrong is that I'm not. Are you just doing this to try and get attention? It certainly seems that way. Perhaps it would be more beneficial for you if I just ignored your postings...

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1462. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-16 14:51:06 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2m76cq$ft8@harbinger.cc.monash.edu.au>
Source record: 17963

sinclap2954@cobra.uni.edu wrote:

[... Pete requotes 45 lines of text, which is totally irrelevant to
his oh, so witty remark ...]

: Stop your whining, this is advocacy....

Gee Pete, how about procuring a clue or two.

- Jim
B.Ec, B.Ap.Sci

1463. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 07:15:53 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar17.071553.16523@mnemosyne.cs.du.edu>
Source record: 17964

In article <1994Mar15.231023.24492@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>
>
>
> == TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==
>

Lint of ten incorrect, false items deleted - I've already responded to
them before...

>

TOP 10 REASOMS TO BUY A MAC

Still misspelling "reasons", eh? Even I, world champion mispeller,
would not be so foolish...

Here's the corrected version of the real Top Ten list he meant to post!

10) "Mac" Rhymes with "Frac" - cool Battlestar Galactica swear word
9) Point n' Drool interface reqires less thinking than watching "Baywatch!"
8) Mouse is great if you loose nine fingers and nose in freak accident
7) Your purchase funds the mightest team of lawyers this side of LA Law
6) Get to own dying platform - have great contribution for museum of future!
5) Be the only person on your block with a non-preemtive OS!
4) Can use that mac keyboard cable as S-Video cable - who needs a keyboard!
3) Pretty Screen Saver Make User Happy
2) Get rid of pesky loose money by buying expensive Mac apps

And the number one reason to buy a mac is...

1) Free Peter Sinclair-Day scratch n' sniff sticker free with every purchase!

P.S. - I've saved the thing this time, so I'll post mine every time you
post yours! What fun!
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1464. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 11:38:05 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CMt4BI.98L@news.Hawaii.Edu>
Source record: 17965

Erling Henanger (erlingh@idt.unit.no) wrote:
:#I think he was talking about PC (Intel-type) machines.
:#Anyway, it's the same in Norway. Actually, this is the *most used* argument
:#I hear for buying a pc.
:#Like "Actually, I'd much rather have an Amiga/Archimedes/Atari, but most people
:#I know have PC's, so it is easier to copy programs for this architecture."

:#I thought this was the norm all over.

It usually is. In the U.S., it's not mentioned in a public forum due to
the stigmatism and legality of "backups"/pirating. In Europe, it seems to
be a bit of a different story.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1465. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 11:42:47 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CMt4JB.9AF@news.Hawaii.Edu>
Source record: 17966

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
:#There's no software that'll work on a 1/0 config, the whole thread is silly.

Huh? If no software will run on a 1/0 configuration, why offer a 1/0 configuration? Doesn't really seem to make sense. I can understand not offering a monitor and external stuff that usually can be shared from other machines, but internal stuff like memory? Gee, that's like a car salesman selling you a car without an engine.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1466. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 11:46:53 UTC
From: mdg@ukc.ac.uk
Message-ID: <9095@gos.ukc.ac.uk>
Source record: 17967
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <2m7137$iqb@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
:>In article <9062@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>|> In email Chris Brown <cpb1001@hermes.cam.ac.uk> writes
:>|>
:>|> >You are still talking crap. There is no way on this planet you can get
:>|> >the ECS blitter to write more than 40K in 1/50th of a second. There
:>|> >simply are not enough DMA cycles available. I don't know where you're
:>|> >getting your figures from, but they are simply incorrect.
:>Wouldn't go quoting out of context bits of email, Griff. It confuses the
:>reader and, quite frankly, it's rude. That's why I never quoted that little
:>snippet you sent me about a certain piece of software and the activities of
:>some very naughty boys whom the Federation Against Software Theft might be
:>quite interested in having a chat with.

Says a lot about your character Chris. (I'm shaking in my boots).

:>|>
:>|> read ya h/ware ref manual (pg 188) (you DO LOVE TEXT BOOKS)
:>|>
:>|> t= (n* H * W / 7,090,000)
:>|>
:>|> H in this case is 80 words, H is 256 (lines) and n is 4 (ticks)
:>Ah, so he finally realises that the blitter DOES only write on every 4th DMA
:>cycle (every 2nd even DMA cycle.)
:>|>
:>|> ~ 1/100th of a second.
:>That's nice. Slight problem there is that your blitter magically seems to
:>have grown an extra set of DMA cycles. Try dividing by 3.5 million instead of
:>7.1 million. (Unless you're talking about the AGA blitter, which I doubt,
:>because the AGA hardware documentation isn't publicly available. Then again,
:>neither was the above mentioned software package.. :-))

BBZZZZZT! PAGE 188 OF THE OFFICIAL COMMODORE ECS H/WARE REF MANUAL STATES, The
time take for a blit is :

t= (n* H * W / 7,090,000) (n=4 for 1 channel clear).

I'll repeat what u wrote:

>You are still talking crap. There is no way on this planet you can get
>the ECS blitter to write more than 40K in 1/50th of a second.

Do the sums Chris, YOU ARE WRONG, can't you admit you made a mistake?

>Perhaps it would be more beneficial for you if I just ignored your
>postings...

I'm not gonna let you squirm out of this one.

> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.

Griff
--

1467. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 11:48:04 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CMt4s4.9Cr@news.Hawaii.Edu>
Source record: 17968

Ken Stevens (kstevens@srs.gov) wrote:
:#In article <CMJC02.8E0@news.Hawaii.Edu>, you wrote:

:#> I still remember back a few months ago when there was discussion about
:#> Jaguar games when the Jaguar just came out. A few posters were saying that
^^^
:#> Jaguar games were going to be all of these new games and not just ports or
:#> enhanced games, yet here I see people raving about a Tempest port.
:#>
:#> These same people are the ones that were saying that the CD32 games were
:#> all ports. Let's see a game for the CD32 that's a port is just so-so, but
:#> a game that comes out for the Jaguar that's a port is considered to be
:#> great. Hmmm...

:#Jimmy get your information correct. There were only a FEW people who were
:#saying that all games were going to be new. Unfortunately these people
:#just happen to post more frequently that others.

Gee Ken, if you learned to read a little better you'll notice I said few.
In case you didn't notice, I marked it for you. I know what I said, and it
still doesn't change the facts. While these "few" people who happen to
post frequently seem to be the most vocal also happen to be the only people
giving their opinions but, if people read it and don't say anything then
all one can assume is that you must agree. If you didn't you'd have said
something much earlier.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1468. Re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 12:09:54 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CMt5sI.9HL@news.Hawaii.Edu>
Source record: 17969

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
:#Wrong, most Atari 8bit users got Amigas, and C64 owners got Atari ST:s. (In
:#Sweden, I don't know what happened where you live though)

I had a C-64 and I bought an Amiga. I don't know what you're basing your information on. Most people that had C-64's didn't really like Tramiel and his buying of Atari just made a lot of us stay away from Atari.

:#WHAT? .. Geez .. You like to talk about the big Amiga market .. yeah sure, of
:#those 260000 A1200's you can bet that only 1 out of 100 buys his software ...
:#(Out of the "35000" Falcons I can promise you that figure is much higher)

You know, I'd really like to know where you got your figures from? Are you just spouting them or are you actually getting quoting from an actual source? If you're just spouting them, then you're full of it and I guess you're making up figures for your own benefit and whoever else will believe you. If you're actually quoting from a source, I'd like to know this source and maybe I could even start believing what you post.

:#Actually I convinced a friend of mine that developing hardware/software for the
:#Falcon can make bigger bucks than on the PC/Amiga ... less competition and
:#users willing to shell out money ....

Given the way you tend to spout unconfirmed "numbers", I wouldn't doubt you convinced your friend. I'd really like to see how you based your arguments on users shell out more money for the Falcon. Given your earlier statement that C-64 moved to Atari, and the C-64 was swamped with pirates, though developers still made a profit on developing for the C-64, am I to assume that the pirates all moved to Atari?

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1469. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 12:16:09 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CMt62x.9Jn@news.Hawaii.Edu>
Source record: 17970

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:
:#Gee Pete, how about procuring a clue or two.

Jim, Jim, if he hasn't by now what makes you think he ever will.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

"....more drivel" - Sinclap's famous words

1470. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 12:30:02 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMt6q3.2uL@barclays.co.uk>
Source record: 17971

```
In article <CMt4JB.9AF@news.Hawaii.Edu>, jimmy@Hawaii.Edu (Jimmy Chan) writes:
|> Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
|> :#There's no software that'll work on a 1/0 config, the whole thread is silly.
|>
|> Huh? If no software will run on a 1/0 configuration, why offer a 1/0
|> configuration? Doesn't really seem to make sense.
It makes perfect sense - you buy the basic machine and add whatever RAM
expansion, HD etc, you want without having to pay for Ataris own bits.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1471. Re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 14:02:30 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2m9ntm$i80@lyra.csx.cam.ac.uk>
Source record: 17972

In article <CMt5sI.9HL@news.Hawaii.Edu>, jimmy@Hawaii.Edu (Jimmy Chan) writes:
|> Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
|> :#Wrong, most Atari 8bit users got Amigas, and C64 owners got Atari ST:s. (In
|> :#Sweden, I don't know what happened where you live though)
|>
|> I had a C-64 and I bought an Amiga. I don't know what you're basing your
|> information on. Most people that had C-64's didn't really like Tramiel and
|> his buying of Atari just made a lot of us stay away from Atari.

Likewise, I had a C64 and bought an Amiga, everyone I know who upgraded from a C64 (and quite a few other 8 bits too) bought an Amiga. The ST was never an option because it just didn't deliver the goods (both in terms of hardware and software).

|>
|> :#WHAT? .. Geez .. You like to talk about the big Amiga market .. yeah sure, of
|> :#those 260000 A1200's you can bet that only 1 out of 100 buys his software ...
|> :#(Out of the "35000" Falcons I can promise you that figure is much higher)
|>
|> You know, I'd really like to know where you got your figures from? Are you
|> just spouting them or are you actually getting quoting from an actual
|> source? If you're just spouting them, then you're full of it and I guess
|> you're making up figures for your own benefit and whoever else will believe
|> you. If you're actually quoting from a source, I'd like to know this
|> source and maybe I could even start believing what you post.

He's just spouting them. I was at the launch of Digita's Wordworth 3 WP in London last week. They were selling one every few seconds. Most people there appeared to be A1200 owners (I saw someone buying one of those 68030/memory expansion combo cards too.)

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1472. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 14:03:17 UTC
From: "Gareth Bull Bull"@vaxc.cc.monash.edu.au
Message-ID: <1994Mar18.000317.1@vaxc.cc.monash.edu.au>
Source record: 17973
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:
>s1180252@giaeb.cc.monash.edu.au (Chuggles (N.Ashford)) writes:
>> sinclap2954@cobra.uni.edu writes:
>>
>>>Does C= and Atari have a future in the computer market?
>>
>>>Atari is dead as far as their computer division is. But Atari droids cannot
>>>see the light.
>>
>> It makes you wonder about the falcon doesn't it.

Apologies for digging up this thread, but I thought I'd say something.
I saw the specs for the Atari Jaguar today. If the graphics capability had
been the specs for a unix workstation 2 or 3 years ago, they would have been
very impressive (excluding SGI's). This machine will sell for $hundreds,
whereas a general purpose computer with the same graphics will sell for
$thousands. Then again, the computer has to provide hardware that the
Jaguar doesn't need to (floppy drives, hard disks, full keyboard, etc).

I'm suprised the Falcon didn't make a much stonger impact than it
actually did. It didn't do very well in Australia at all. *If* Atari can
keep their computer division alive, they have the hardware in the Jaguar
to develop a seriously impressive general purpose computer (Falcon-2?).
They obviously now have experience in working with risc technology, but
will they be able to develop an O/S that's up to the same standards?

Personally, with the class of game systems just emerging from
Atari, Sony, Nintendo and Sega this year, I think this is the doorstep
of an unsuspected revolution in computer technology. In the past it was
the technical/business end of the market that drove computer technology
development. Now we are looking at a level of development that even 12
months ago was considered remarkable. And for what? TV game consoles.
This is technology which will filter back into mainstream computing,
rather than mainstream computing technology driving the game console
market.

Once the eye health issues currently facing head mounted displays
are adequately addressed, we may just see William Gibson's "cyberspace"
become economically viable.

>>>Lets face it C= and Atari will never do well in the North American market and
>>>various parts of the world such as Australia.
>>
>> Amiga's do OK is Australia, esp the CD32.

They don't do as well as they used to. The Amiga's share of the
personal computer market in Australia has shrunk. It's going to take
something special to recapture the lost ground. It's going to take something
really special to put Atari back in the picture here in Australia. The
Jaguar may help with that, but Atari is going to need a more impressive
system than the Falcon to take advantage of any marketplace momentum the
Jaguar may give them.

>>>Once the Power PC macs come out on the market world wide on March 14 or sooner,
>>>the price/performance ratio will widen. A $2000 Power PC system($1700- my
>>>price) will be competing against a $1500 Amiga 4000/030 with out monitor and $1500
>>>Falcon HD system with monitor(I am being generous with price)

Both C= and Atari are facing uphill battles in keeping abreast of
advances in the PC and Mac arenas. They have a fraction of the budgets
that their bigger competitors are able to allocate for R&D, and a
fraction of the purchasing power when sourcing components for their
mass production. Any short term future lies in niche markets for both
C= and Atari. Longer term viability will depend on technology
convergence among the larger players (eg Apple/IBM alliance with the
Power-PC chip).

The next 2 years are going to be very interesting. :)

Gareth.Bull@cc.monash.edu.au
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer: An idle mind is the devil's nintendo!

1473. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 15:05:08 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECROBGVW@dksoft.ping.dk>
Source record: 17974

In <1994Mar15.231023.24492@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote :

>
>
>
> == TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==
>
> TOP 10 REASOMS TO BUY A MAC

The only thing you show with a message like this, is that you know nothing
about Atari, and you also know nothing about Mac's.

Who are you trying to fool!

Maybe you should try work with an C64 insted. It seems to be the only machine
you can handle.

Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1474. Re: Does C= and Atari have a future?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 15:20:25 UTC
From: marmoset@garnet.msen.com
Message-ID: <2m9sfp$hga@nigel.msen.com>
Source record: 17975
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Ricardo Hernandez drove Bus #<1994Mar16.190353.41330@rmece02.upr.clu.edu>
onto the Information Highway:

: I have seen it... and it couldn't run DOOM * BECAUSE* IT is a 286
: emulation!

: Now, I'll admit, there must be (or will be) a 386 emulation sometime...

Insignia is promising 486 emulation by the end of the year. Frankly, I
can wait. I played around a bit with SoftWindows and I was pleasantly
surprised -- it "feels" (scrolling, window updates, etc.) like a fast 386
with a decent graphics card, even on the 6100 (low end box) -- not bad for
what amounts to a "free" computer thrown in the box with your PowerMac.
(well, the SoftWindows bundle version does cost a bit more, but not by
much).

--
| Dave Walker, Detroit Art Services (DAS) |
| |
| marmoset@msen.com "Clear." |

1475. Re: any portfolio users out there?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 15:29:24 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16F7C9386S85.TOMM@cms.cc.wayne.edu>
Source record: 17976

In article <2lot6c$30e@merlin.nando.net>
nando@nando.net (NandO BBS System) writes:

>
>Are there any portfolio users out there???
>MArk
>mdreeevs@wart.nando.net
>
I have one, but it's broken. I think the problem is in the connections between the keyboard part and the display part. I get a screwed up display most of the time when I turn it on. I bought one and it failed after about a year of pretty heavy use. I sent it back to Atari and got another for a couple hundred bucks. When the second one broke after another year, I just stopped using it. I didn't want to spend another couple hundred dollars every year or so...

Does anyone know how to open it up? One of these days maybe I'll do that and fix the cable. . . .

Tom Marchant

1476. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 17:08:47 UTC
From: sglass@sglass.demon.co.uk
Message-ID: <6vYD-Jj024n@sglass.demon.co.uk>
Source record: 17977
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <2m7137$iqb@lyra.csx.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

> |> I guess I must be talking crap! (laugh) Just admit your wrong.
>
> Well, Griff, the slight problem with admitting that I'm wrong is that I'm
> not. Are you just doing this to try and get attention? It certainly seems
> that way. Perhaps it would be more beneficial for you if I just ignored your
> postings...

Why don't you both go away & leave us alone...this discussion got tedious a
very long time ago and things have been in decline ever since

Either that or talk about something else.

Please?

--
Simon

Sig line trunca

1477. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 18:25:30 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16F7CBCCDS85.TOMM@cms.cc.wayne.edu>
Source record: 17978

```
In article <1994Mar14.164614.24371@cobra.uni.edu>
sinclap2954@cobra.uni.edu writes:

>
>In article <16F73F3CBS85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu writes:
>> There sure is a lot of stupid bullshit on this newsgroup.
>>
>> "More comments deleted"
>>
>> I fail to understand why Amiga and Mac bigots spend so much time
>> posting here. Pay attention, you Bozos, this is a group for Atari.
>>
>> There is nothing to be gained by getting on here and telling us that
>> we are stupid for buying Ataris.
>>
>> "More comments deleted"
>>
>> By far the worst offender is sinclap. You rude jerk, Peter Dickhead.
>> I'm glad you like your Mac. Get the hell off of this group. You
>> do not belong here. You NEVER have anything constructive to say.
>> You don't post on the Mac groups, do you? We sure don't care what
>> you think. You must really be afraid of Atari and Commodore.
>
>Stop your whining, this is advocacy....
>
Get out your dictionary, Peter.
Look up "Advocacy".
If this task is not beyond your pitiful mental capabilities you will
find that it means "The act or process of advocating." or something like
that, depending on who'se dictionary you use.
Now comes the hard part.
Look up "Advocating". It will be listed with "Advocate". Be careful
here. There are two forms of "Advocate". One is a noun, the other is
a verb. This is the one you want. It will say something like, "To
speak or write in support of".
^^ ^^^^^^^ ^^

Now look at what group you keep posting to:
comp.sys.atari.advocacy
^^^^^

If you want do dispute something that someone says in their advocacy
of Atari, feel free. But if you want to advocate PowerPC or Mac or
System 7 or anything else, post it elsewhere. Believe it or not,
some of are interested in other systems than Ataris, and we look
```

for information about other systems on other news groups. There is no point in flooding this group with the same stupid stuff over and over.

I am certain you will respond to this with more drivel, but I am finished. You have ***NOTHING*** to contribute, Peter. This will be my last posting in response to you. I hope everyone else will also refrain from responding to you. Then maybe you will eventually give up and go elsewhere to spread your stupidity.

Tom Marchant, Wayne State University, Detroit, MI

1478. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 22:20:17 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar17.222017.35798@rmece02.upr.clu.edu>
Source record: 17979

In article <2l8gi9$c04@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White) writes:
|> In article <1994Mar4.201121.54667@rmece02.upr.clu.edu>,
|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
|> [stuff deleted]
|> >
|> > While the Jaguar got a couple of awards... I kind of wonder... I mean,
|> >how come Tempest 2000 can get an award? It's like giving an award
|> >to Space Invaders.
|> >
|>
|> So why don't you buy it and find out for yourself? Should be out in
|> the next couple of weeks.

I'll probably rent it. But c'mon Michael, how different
Tempest can be to get an award? Perhaps the best game of all
Jaguar games released to date, yes... but that's another thing ;-)

|>
|> [stuff deleted]
|> >--
|> >Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
|>
|> Michael
|> whitema@rtsg.mot.com

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1479. Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 22:24:16 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar17.222416.22446@rmece02.upr.clu.edu>
Source record: 17980

In article <CMI6to.2CH@nrtpa22.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> In article <9403111116.AA18737@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:

[stuff deleted]

|> |> Gavan
|> |>
|>
|> Gavan,
|> Me thinks you should check WHERE you are posting these kinds
|> of requests! You just shot a big hole in the Amiga image you were
|> trying to build in comp.sys.atari.advocacy.

Oh, like there are no problems on the Falcon side either...

|>
|> Brian
|> --
|>
|> Disclaimer: The opinions expressed are mine not those of BNR.
|>
|> ____
>	Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
>	Bell Northern Research	on I'd buy an Amiga. However I have
>	Research Triangle Park, NC	real work to do. So please get lost!
>	____________________________________	_____________________________________

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1480. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 22:30:31 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar17.223031.22352@rmece02.upr.clu.edu>
Source record: 17981

In article <1994Mar13.075431.22017@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|> In article <CMJC02.8E0@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
|> >Randy Hoekstra (renfro@bnr.ca) wrote:

[stuff deleted]

|> What you miss is that T2000 is much much more than just a port. It is
|> almost an entriley new game...

Regarding the sounds and graphics... yes... The concept is almost
the same though.

|> It includes a classic mode for those
|> who want to try the original again, but it also has a 2000 mode that
|> has many more different enemies, powerups, and things like the ability
|> to jump off of the playing grid. It also has a two player mode.

Very different concepts. *NOT* ;-)

|>
|> In addition to the features that push it far beyond being merley a
|> port, it also makes extensive use of the Jaguar's graphics and sound.

True, on that one- so it seems.

|>
|> For what it's worth, go pick up the April edition of EGM - the rate
|> T2000 as the best game of the month (like they did at WCES, doubt it
|> now?), and should have pictures and descriptions.

Kendall, have you heard about hype? Selling magazines? Best game
of the month is ok. BEST GAME OF XXXX (year? Decade?) like
the original 'awards' mentioned seem a bit ludicrous to me.

Isn't it funny, that EGM who has slagged off ATARI constantly now
is being considered as an objective source?

|> In short, those who claim it is just Temtest are really mistaken.

Well... it *is* Tempest... an enchanced version of it.

I am waiting for AvsP... :-)

|>
|> --
|> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
|>
|> < Those who do not read about the future are condemned to enact it. >

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1481. Re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 22:32:27 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar17.223227.15897@rmece02.upr.clu.edu>
Source record: 17982

In article <1994Mar14.193056.10570@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> >In a message of 09 Mar 94 12:00:35, Gavan Moran wrote:
|>
|> >GM> software for it. Even so, a lot of ST owners were ex 8-bit owners and they
|> >GM> seemed to take the 8-bit Atari piracy scene over with them when they got
|>
|> >Wrong, most Atari 8bit users got Amigas, and C64 owners got Atari ST:s. (In
|> >Sweden, I don't know what happened where you live though)
|>
|> Bah. Almost everybody got Amigas, regardless of what they had before. In
|> all the places in Sweden I've been to, Atari has been a non-competitor.
^^

Ha ha ha ha... HA HA HA *ROTFL* Well Rickard... does the sun revolve
around your room then? (not even Sweden?) :-b :-)

|> >GM> Maybe I`m just too optimistic but it seems that piracy is on the wane
|> >GM> on the Amiga - attitudes are changing. Plus CD32 means that more Amiga
|> >GM> stuff is coming out on CDROM which will help cut piracy.
|>
|> >WHAT? .. Geez ... You like to talk about the big Amiga market .. yeah sure, of
|> >those 260000 A1200's you can bet that only 1 out of 100 buys his software ..
|>
|> Hmm.. We made the game "Alien Breed II" in both OCS/ECS and AGA versions,
|> and guess what: the AGA version sold around 20,000 copies. Go figure.

Is that more or like half the Falcons sold? ;-)

|>
|> >+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|>
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> Applied Physics and Electrical Engineering Student, Linkoping University
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1482. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-17 22:34:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar17.223403.33742@rmece02.upr.clu.edu>
Source record: 17983
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

In article <1994Mar14.193921.10675@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> mdg@ukc.ac.uk (M.D.Griffiths) writes:
|>

[stuff deleted]

|>
|> With the Amiga blitter, you can get substantially more complex operations
|> than that. Some which any microprocessor would have serious problems competing
|> with the blitter speed-wise.
|>
|> In fact, the Amiga blitter is more complex than the Jaguar blitter in
^^
|> several respects. Don't ask for any specifics though (can you spell NDA? ;-)
^^^^^^^^^^^^^^^^^

Woa! I have to admit, I didn't expect this to be true.... Hmmm.....

|>
|> >Griff
|> >--
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> Applied Physics and Electrical Engineering Student, Linkoping University
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1483. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 03:24:36 UTC
From: whitema@rtsg.mot.com
Message-ID: <2mb6tk$fmm@delphinium.cig.mot.com>
Source record: 17984

In article <1994Mar17.222017.35798@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
[stuff deleted]
>|>
>|> So why don't you buy it and find out for yourself? Should be out in
>|> the next couple of weeks.
>
> I'll probably rent it. But c'mon Michael, how different
>Tempest can be to get an award? Perhaps the best game of all
>Jaguar games released to date, yes... but that's another thing ;-)
>
>---
>Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150

Have you tried "Ridge Racer" at your local arcade? It's a lot like
Atari Games' "Hard Drivin'" - in concept that is. I hated "Hard Drivin'"-
it reacted to slow, the graphics were blocky, etc... Compare that to
"Ridge Racer" - very quick, fun to play, greate graphics, TOO fast at
times. I wouldn't stick a quarter in "Hard Drivin'", but "Ridge Racer"
is a dollar a pop - and the machine does not sit alone for long.

Anyway, what I'm trying to say is that if you expand the concept
in an intelligent way (we're not talkin' Super Mario World 18), you
could have a cool game. Just look how many sports games there are
out there - why bother producing them at all? Didn't Atari do it
already on the 2600?

Anyway,
Michael
whitema@rtsg.mot.com

1484. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 06:42:36 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar18.064236.44084@rmece02.upr.clu.edu>
Source record: 17985

In article <2m7j55$jlh@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:
|> In article <1994Mar15.191318.26535@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> |> In article <2d7f4b5c@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

[stuff deleted]

|>
|> I think he was talking about PC (Intel-type) machines.
|> Anyway, it's the same in Norway. Actually, this is the *most used* argument
|> I hear for buying a pc.
|> Like "Actually, I'd much rather have an Amiga/Archimedes/Atari, but most people
|> I know have PC's, so it is easier to copy programs for this architecture."
|>
|> I thought this was the norm all over.

Kind of. I think it happens in all architectures to a decent (:-))
extent, but the PC market is so huge it can withstand more of that.

|>
|> --
|> _______ _____ o ____ Erling Henanger

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

PS: Erling, isn't the group "AHA!" from your contry? I am a big fan of them!
(well, not a big fan, I just like their music a lot ;-))

1485. Re: was: "Bitness of processors" Now: Griffs ridiculous claims

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 10:33:16 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403181033.AA13065@nyx.cs.du.edu>
Source record: 17986

ee90jde@brunel.ac.uk (Jonathan D Evans) writes...

>Also DMA mean DIRECT MEMORY ACCESS Ok. On my micro electronics course, when a >DMA device
>accesses the bus it does it while the CPU is executing its instructions and not >during
>memory access by the CPU. As the CPU accesses the memory at a max speed of >about 12.5MHz
>on the Falcon and the DMA at most will only require 400KHz contention is a very >very
>very minor thing indeed. At most only 2% of access(with continual access from >both) of
>the bus time should be in contention.

>Read some more books on DMA access Gavan, and start stating instead of guessing >okay.

Well, although DMA generally will do its fectches whilst the CPU is executing instructions, there will be times when DMA and CPU clash. This is why an A1200 with only chipRAM is only about half the speed of one with fastRAM. Its also why all Falcons slow down as you up the resolution - the screen DMA is `stealing` cycles from the CPU.

ALL DMA takes up system bandwidth, its just that a lot of the time this doesnt matter as the system is operating within capacity. Its when you have a lot of things going on like there is in the `dual playfield` type effect that you are going to notice DMA contention becoming a problem.

Its just not true toi suggest that DMA wont have any impact on overall processor performance, though its still better than getting the processor to do the xfers itself.

Gavan.

1486. Subject: Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 10:34:19 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403181034.AA13084@nyx.cs.du.edu>
Source record: 17837

bjgrier@bnr.ca (Brian Grier Perpk) writes...

[my stardust post deleted]

>Gavan,
> Me thinks you should check WHERE you are posting these kinds
>of requests! You just shot a big hole in the Amiga image you were
>trying to build in comp.sys.atari.advocacy.

>Brian

Whoops! That was meant to go to c.s.amiga.games. Still, theres nothing wrong with having superb games like StarDust or Pinball Dreams available for your machine, it makes it even more fun to use.

Gavan

1487. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 10:35:36 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403181036.AA13138@nyx.cs.du.edu>
Source record: 17838

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes...

>|> >You just canniot admidt when you are 100% wrong. Find one message in
>|> >the last TEN CENTURIES on this base that claims you cannot buy a 1MB
>|> >Falcon. Surprize!!!!!!!! You can't. That is because NO ONE HAS EVER
>|> >STATED THIS. Do You Under Stand? Earth to Gavan...

> Kendall, I have saved some messages from last year conversations,
>I'll attempt to find at least one that have that, but I can't guarantee
>it. I DO REMEMBER people claiming that there was no low-end 1MB
>Falcon though.

Yes, RT *DEFINITELY* claimed that there was no such thing as a 1Mb
Falcon, as did other people too. I actually saved the text but lost it
when I lost my old account. Its amazing some of the claims and `facts`
that certain Atari owners will post when they feel that someone has
sleighted their machine.

I can remember people claiming that the Falcon had dual ported RAM as
standard and claims that the 256 colour mode was chunky......

Gavan.

1488. re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 10:36:43 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403181037.AA13158@nyx.cs.du.edu>
Source record: 17839

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...

>GM> software for it. Even so, a lot of ST owners were ex 8-bit owners and
they
>GM> seemed to take the 8-bit Atari piracy scene over with them when they
got

>Wrong, most Atari 8bit users got Amigas, and C64 owners got Atari ST:s.
(In
>Sweden, I don't know what happened where you live though)

It seems to have been the other way around in the UK (and the rest of the world outside Sweden). C-64 owners stayed loyal to C= and most of the Atari 8-bit people went and got STs. In the early days when the ST was popular it did of course get the upgrade market from all kinds of 8-bits though.

>The Amiga's design is much closer to the Atari 8bit.

Yes, very very similar indeed. In many ways the 8-bit Atari XL is in fact an 8-bit 6502 based Amiga. Thats why I bought an Amiga and not an ST. I still have my old 800XL.

>GM> Maybe I`m just too optimistic but it seems that piracy is on the
wane
>GM> on the Amiga - attitudes are changing. Plus CD32 means that more Amiga
>GM> stuff is coming out on CDROM which will help cut piracy.

>WHAT? .. Geez ... You like to talk about the big Amiga market .. yeah
sure, of
>those 260000 A1200's you can bet that only 1 out of 100 buys his software
....

>(Out of the "35000" Falcons I can promise you that figure is much higher)

Amiga software sells as well as Sega cartridge games in the UK. CD32 software not outsells ALL OTHER CD FORMATS in the UK - and that includes MegaCD and PC-CDROM software. People do pirate, but there are enough honest Amiga owners to make a market.

>Actually I convinced a friend of mine that developing hardware/software
for the
>Falcon can make bigger bucks than on the PC/Amiga ... less competition and
>users willing to shell out money ....

What are you people smoking in your part of the world?

Gavan

1489. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 10:37:51 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403181038.AA13182@nyx.cs.du.edu>
Source record: 17840

mdg@ukc.ac.uk (M.D.Griffiths) writes....

>Oh please, don't make me laugh, an AGA blitter better than an 040? NAME
>ONE OPERATION THAT CAN BE DONE FASTER WITH THE BLITTER. I guess all these
>040 coders use the blitter to convert byte per pixel to bitplane NOT!!!!

Take a look at the c.s.Amiga.games and c.s.a.graphics for discussions
on people using the Blitter and Copper to do the planar<->chunky
conversion for Wolf and DOOM type games.....

Gavan

1490. Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 10:39:14 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403181039.AA13234@nyx.cs.du.edu>
Source record: 17841

mdg@ukc.ac.uk (M.D.Griffiths) writes...

>BTW Gavan, Stardust is written by a bunch of demo-writers, so perhaps you
>should not be so quick to slag of the 'techie' demo-writing type.

Demo writers do make good games programmers, but unfortunately they do
tend to write system unfriendly code. Crashing when fastRAM is installed
really is ridiculous. Still, I hadnt played the game for ages so it is
possible that the disks had become corrupted since the time I bought the
expansion. It could be that the expansion is dodgy too - quite likely
since I got it cheap and other things like the internal clock are dodgy.

>PS. Does anybody have a technique for the '36/100' on level 2 of stardust?
> (time seems to be a real bitch on this level).

Thats just lots of meteors with a tight (60 sec) time level? I made
sure I was really powered up (full bouncers/plasma and two missiles) and
just went in there with bouncers. Good shields help here as you can use
them to destroy the rocks too.

Gavan

1491. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 12:25:13 UTC
From: kstevens@srs.gov
Message-ID: <01HA3Y3KR6B6002HGU@SAEMS.SRS.GOV>
Source record: 17842

In article <1994Mar17.223031.22352@rmece02.upr.clu.edu>, you wrote:

> Kendall, have you heard about hype? Selling magazines? Best game
> of the month is ok. BEST GAME OF XXXX (year? Decade?) like
> the original 'awards' mentioned seem a bit ludicrous to me.
>
> Isn't it funny, that EGM who has slagged off ATARI constantly now
> is being considered as an objective source?
>
Actuall, this is probably a good sign for the Jaguar. A company who has no real motivation to hype any Atari product has finally picked one of it's games as game of the month. I would be more willing to accept their judgement because of the "no love loss" between them and atari. Also, Die Hard Game Fan picked T2K as game of the month. Two different mags picking the same game has to say something, even if there is some market hype involved.
--
Ken Stevens | kstevens@srs.gov |

1492. Re: Reasons to buy an Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 13:51:58 UTC
From: rz2a024@rzaix03.uni-hamburg.de
Message-ID: <2mcblu$e45@rzsun02.rrz.uni-hamburg.de>
Source record: 17843

Iain.Laskey@barclays.co.uk wrote:

: ie a large base of programmers producing for it. Have you actually written
: anything on an ST? The OS is actually very nice to work with.

HAHAHAHAHA!
Are you joking?!?
And what means NICE?!?
Have you ever written a programm which trys to move a window from
one point to another...
Dozends of functions to call, otherwise your NICE and EASY OS will
collaps...

: Well designed and
: easy to use and doesn't get in your way if you wan't to replace bits with your
: own code for whatever reason. Fast too.

HAEHAE?!?
Ok, I'm sure, you are joking. Fast?!? Look at the fantastic MultiTos
and repeat this last statement.

: |> 4) Limit of one dealer per metropolitan area promotes close friend-
: |> ships.
: I have several shops nearby and regualrly use many mail order outlets.

Good bye ATARI: Atari-Deutschland (Atari Germany) isn't existing any longer...
(see CT 4/94)

Bye, Friedemann
+-------------+---+

1493. Atari-Germany is dead?!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 13:55:57 UTC
From: rz2a024@rzaix03.uni-hamburg.de
Message-ID: <2mcbtd$e45@rzsun02.rrz.uni-hamburg.de>
Source record: 17844

Hello,
this morning i read in my CT (4/94) that "Atari-Deutschland" (Atari
in Germany) isn't existing any longer?
Is that really true?
If it is, Atari is really at the end - Germay was one of the
greatest markets for Atari-Corp.
Thanks, Friedemann

1494. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 14:51:36 UTC
From: renfro@bnr.ca
Message-ID: <2mcf5p$95s@crchh610.bnr.ca>
Source record: 17845

In article <9403181036.AA13138@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes...
|>
|> >|> >You just canniot admidt when you are 100% wrong. Find one message in
|> >|> >the last TEN CENTURIES on this base that claims you cannot buy a 1MB
|> >|> >Falcon. Surprize!!!!!!!! You can't. That is because NO ONE HAS EVER
|> >|> >STATED THIS. Do You Under Stand? Earth to Gavan...
|>
|> > Kendall, I have saved some messages from last year conversations,
|> >I'll attempt to find at least one that have that, but I can't guarantee
|> >it. I DO REMEMBER people claiming that there was no low-end 1MB
|> >Falcon though.
|>
|> Yes, RT *DEFINITELY* claimed that there was no such thing as a 1Mb
|> Falcon, as did other people too. I actually saved the text but lost it
|> when I lost my old account. Its amazing some of the claims and `facts`
|> that certain Atari owners will post when they feel that someone has
|> sleighted their machine.
|>
|> I can remember people claiming that the Falcon had dual ported RAM as
|> standard and claims that the 256 colour mode was chunky......
|>
|> Gavan.
|>

It is very convienient that you lost that text. I don't doubt that that
those who were trying to prove a point would interpret what Rickard said
as meaning no such thing as a 1MB Falcon. We all know that Rickard often
gets over enthusiastic and often posts incomplete bits and sometimes even
with less than the best grammer. As I knew that there were plans for 1MB
Falcons all along, it was easy for me to realize what Rickard was trying
to say (that he had never seen one for sale and that developers were told
that the 4/65(80) was the base). You, however, were trying to pick a fight
and of course interpreted his remarks as meaning that a 1MB Falcon did not
and would not exist anywhere. Sure you may say that I am just defending
the point because I am biased towards the Falcon, but I think we all tend
to take what we want out of post and bend it to say what we want it to say.

Hey, this is a free form advocacy group so stop taking everything someone
says as some kind of gospel and stop reading more into someones post than
what is there.

RandyH

1495. Re: Mr Brown thinks the Blitter is faster than an 040 / ARM 3 (laugh).

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 18:32:43 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar18.183243.16602@ida.liu.se>
Source record: 17846
Cross-posted to: comp.sys.acorn.advocacy,comp.sys.atari.advocacy

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <1994Mar14.193921.10675@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>|> In fact, the Amiga blitter is more complex than the Jaguar blitter in
> ^^^
>|> several respects. Don't ask for any specifics though (can you spell NDA? ;-)
> ^^^^^^^^^^^^^^^^

> Woa! I have to admit, I didn't expect this to be true.... Hmmm.....

Don't get me wrong. I'm not saying the Amiga blitter is more powerful overall, just that it has some features not found in the Jaguar blitter. Obviously, the Jaguar blitter has a number of nice features not found on the Amiga one.

>Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1496. Re: Reasons to buy an Atari!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 19:27:07 UTC
From: renfro@bnr.ca
Message-ID: <2mcvab$s0k@crchh610.bnr.ca>
Source record: 17851

In article <2mcblu$e45@rzsun02.rrz.uni-hamburg.de>,
F. Florey <rz2a024@rzaix03.uni-hamburg.de> wrote:
>Iain.Laskey@barclays.co.uk wrote:
>
>: ie a large base of programmers producing for it. Have you actually written
>: anything on an ST? The OS is actually very nice to work with.
>
>
>HAHAHAHAHA!
>Are you joking?!?
>And what means NICE?!?
>Have you ever written a programm which trys to move a window from
>one point to another...
>Dozends of functions to call, otherwise your NICE and EASY OS will
>collaps...

What the heck are you talking about??? I have several programs that
allow the user to move windows around and I didn't think it was
difficult to program at all. I programmed on a Mac some years ago
and I found that to be a pain (like trying to use the Toolbox without
causing the system to crash 'cause you didn't pass the parameters
just the right way).

>
>: Well designed and
>: easy to use and doesn't get in your way if you wan't to replace bits with your
>: own code for whatever reason. Fast too.
>
>HAEHAE?!?
>Ok, I'm sure, you are joking. Fast?!? Look at the fantastic MultiTos
>and repeat this last statement.
>
>
>: |> 4) Limit of one dealer per metropolitan area promotes close friend-
>: |> ships.
>: I have several shops nearby and regualrly use many mail order outlets.
>
>Good bye ATARI: Atari-Deutschland (Atari Germany) isn't existing any longer...
>(see CT 4/94)
>
>Bye, Friedemann
>+-------------+---+

1497. days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-18 23:39:01 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Mar18.233901.89181@yuma>
Source record: 17853

after reading this newsgroup for some time, i've seen a lot
of rude and inconsiderate posts, but none puzzle me as does this "sinclap"
fellow. i can imagine a mac user finding this newsgroup and posting maybe
one message like "atari sucks, get a real computer" and then getting on
with his/her life, but mr. sinclap seems to get some sort of power trip
by coming on here ALL OF THE TIME and posting his stupid messages about
how everything but the Mac sucks!

What's even more pathetic, HE DOES THE SAME THING ON THE AMIGA
ADVOCACY SECTION! Do you have a life?! If you enjoy your computer,
fine! Who has so much time to waste that they actually take the time
out to make a "Top Ten Reasons Not to Buy Atari?!"If this sort of
behavior s normal at the university of northern iowa..!

o

1498. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 01:25:59 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar18.192559.24681@cobra.uni.edu>
Source record: 17847

In article <CMr58K.EK2@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:> In article <1994Mar15.231023.24492@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> Sigh, here we go again.......
>
> |> == TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==
> |>
> |> 10) Just one model in production (Falcon) makes selection a 'no-
> |> brainer.'
> And the TT. I like the facts that as you stated, the Mac has several designations
> for the same model. Nice & clear.

The marketing dept. is doing something right.

>
> |> 9) Tramiel's multimedia computer development in a 'class by itself.'
> Yup :-) At least it has classy owners.

Classy owners who ruined the company. I never seen such imcompetence! When if Atari goes under, maybe Apple will hire em....You wish.
>
> |> 8) Still sports the largest collection of 'masochistic' programmers.
> Why masochistic? Skilled and intelligent certainly.
>

I am sure Atari developers are a talented bunch.

> |> 7) Less time wasted reading thick, glossy monthly periodicals.
> I read ST User, ST Review, Computer Shopper, ST Format, St Applications. Keeps me
> going.

MacUser, MacComputing, MacWorld, MacHome Journal, MacFormat and PowerPC World, MacGames, Odyssey and more to come...

>
> |> 6) No portability 'problems' due to no portable notebooks or laptops.
> There have been portable ST systems and there have never been any problems with
> these machines. The programs didn't need to be modified to run on them. Maybe
> this is a problem with Macs? As I said before, before portable Macs were
> available, people bought portable STs with Mac emulators to get a portable Mac...
>

Are these portables in production? These Atari portables are not availabe in North America. Comming April 25: You guess it another round of Mac Intros, this time a new series of powerBooks code name 'Blackbird'. Gee how many new Macs has Apple introed since the Falconcame out. Apple had 200,000 PowerMacs available on opening day. Thats what you call real marketing coordination. None of this six month- a year later shipping after the official announcement.

> |> 5) Extensive collection of 'two' games available for the amazing
> |> Falcon.
> 4 actually. More on the way plus all the ST programs (many...)

Hundreds of Mac CDrom titles...
>
> |> 4) Limit of one dealer per metropolitan area promotes close friend-
> |> ships.
> Near you maybe. I have many places to buy ST sofwtare - more than Macs in fact.
>

Your cool! But Atari dealers are scarcer than the Delorian Automobile. I have
a Mac reseller here on campus.

> |> 3) One-piece design featuring 'mushy' keyboard way ahead of it's
> |> time.
> I like the Falcon keyboard. I've used PC, DEC, Amiga, AS400, Mac, Atari, HP and a
> few more. I like the Atari one fine thanks.
>

Yea right...

> |> 2) Ergonomically-placed joystick ports good practice for fumbling &
> |> cursing.
> It's a fair cop, these are crap.
>
> |> 1) Who really needs all those CD-ROMs anyway?
> I do and so do many other Falcon/TT/ST users I know who have CDROMs connected to
> their machines. Atari sold CDROM drives for the ST in Germany back in 88 or so
> when there weren't even CDROM about! We were there first! There are now dedicated
> ST CDROMS (not many) plus you can use fonts, graphics, data etc. from PC/Mac ones.

Not here in the U.S.
>
> |> TOP 10 REASOMS TO BUY A MAC
> |> ----------------------------
> |> 10 - words like CDEV, INIT and FPU are lots easier to learn than
> |> DOS, DEL, and INTEL
> If you say so.
>
> |> 9 - the local computer store has fewer shelves of Mac computers
> |> making buying decisions easier
> Thank God.

We got MacConnection, MacWarehouse, MacZone. Who needs stores. $3.00 over
night shipping.
>
> |> 8 - you haven't lived until you see an Application not Found error
> You haven't lived.
>
> |> 7 - where else can you buy a Centris and end up with a Quadra?
> In your dreams.
>

> |> 6 - Jack and his sons don't do Mac
> Ah, one up for the Mac camp!
>
> |> 5 - Windoze 4.0 will break more programs than System 7.0
> How can you make a statement like that? a) you admist system 7 breaks programs.
> Nice one Appple. b) You can't say an unreleased product will do X. It's a
> non-statement.
>
> |> 4 - Macs aren't just user friendly, with added sounds, wallpapers,
> |> and startup screens, they are down right cuddly.
> PC, STs, Unix workstations can all do this. Probably HP calculators too.
>
> |> 3 - Microsoft does its experimenting on that other computer, leaving
> |> us safe a while longer
> Another plus for Macs. That's 2 so far...
>
> |> 2 - Sim City 2000 is awesome!
> Sim City is dull.
>

F18 Hornet combat is awesome!

> |> 1 - Swampy don't hug IBMers
> Wibble.
>
> |> Peter Sinclair-Day
> |> University of Northern Iowa
> |> Cedar Falls, Iowa USA
>
> PETER!!! HOW ABOUT ANSWERING SOME OF THE POINTS I HAVE MADE ABOUT HOW YOU ARE
> WRONG ABOUT ATARIS? CAN YOU ADMIST YOU ARE WRONG?

I did!

>
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

> --
> +-------------+---+
> |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
> | |Laserdisc & Pro-Logic - The only way to watch movies at home|
> | |Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+

1499. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 05:25:14 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CMwCE2.FqD@news.Hawaii.Edu>
Source record: 17857

Michael A. White (whitema@rtsg.mot.com) wrote:
:#I don't think that is what people were saying. I believe it was something
:#along the lines of "They're just going to be Amiga 500/1200/etc.. games
:#with extra levels and music.", not "They're going to be re-makes of yet-
:#to-be-seen-on-the-Amiga games.". I mean, 90%+ of all games out there
:#are just remakes of old games anyway. Hard Drivin' was one of the first
:#arcade games to really put you "inside" a car, but just check out Ridge
:#Racer or Virtua Racing or ... Improvements on games are possible, and
:#they make the game a lot more funt to play. No one is claiming that the
:#Jag games are all "new and original in concept".
:#That would leave about two games for the system.

No. It was I that said that many of the CD32 early stuff would be ports
that were from the Amiga software but, with added extras. The people that
were responding to me said that the CD32 software wouldn't have much extra
and would be just direct ports that would only take about 2-10 megs on the
CD. Though not everyone took this extreme a view but to a varying degree
with some. There was someone claiming that Jag games would be all "NEW",
remember Rickard? He originally claimed this and I even showed him his
post when he asked for proof of it. I've yet to see him prove anything
that I've asked for.

I don't doubt that T2000 is a good game but I wanted to show how
hypocritical some people can be. Bias is one thing but to let it color
your thinking just because it's the competition? Oh, and I should mention
that so far all the games that came out for the CD32 are games that I don't
even have in my software collection, for a lot of other people this must be
true to one degree or another, so there are lots of good games that I and
others haven't played as yet available for the CD32. Of course, I don't
have any of the games on my computer that is available for the Falconn
either. But I have about 1 or 2 computer games that already came out for
the 3D0...8-).
3D0..8-).

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1500. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 05:32:17 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar19.053217.12540@mnemosyne.cs.du.edu>
Source record: 17856

In article <1994Mar17.223031.22352@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <1994Mar13.075431.22017@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall
Gelner) writes:
>|> In article <CMJC02.8E0@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>|> >Randy Hoekstra (renfro@bnr.ca) wrote:
>
>[stuff deleted]
>
>|> What you miss is that T2000 is much much more than just a port. It is
>|> almost an entriley new game...
>
> Regarding the sounds and graphics... yes... The concept is almost
>the same though.

But the stretegy is not...

>
>|> It includes a classic mode for those
>|> who want to try the original again, but it also has a 2000 mode that
>|> has many more different enemies, powerups, and things like the ability
>|> to jump off of the playing grid. It also has a two player mode.
>
> Very different concepts. *NOT* ;-)

The underlying goal is quite obviously the same as the original
Tempest. But these additions make it a very different game from the
original.

<some stuff deleted>
>
>|>
>|> For what it's worth, go pick up the April edition of EGM - the rate
>|> T2000 as the best game of the month (like they did at WCES, doubt it
>|> now?), and should have pictures and descriptions.
>
> Kendall, have you heard about hype? Selling magazines? Best game
>of the month is ok. BEST GAME OF XXXX (year? Decade?) like
>the original 'awards' mentioned seem a bit ludicrous to me.
>
> Isn't it funny, that EGM who has slagged off ATARI constantly now
>is being considered as an objective source?

Hey, you didn't her ME claiming that EGM was an objective source.
What I take into account when analysing their like of Tempest is:

1) Other people and magazines have reported equal enthusiasm for the game.

2) Egm has been far from pro-Atari in the very recent past.

3) The author is Jeff Minter, which says a lot for the gameplay.

So, I conclude that this game must actually be pretty good. Believe me, if only EGM were trumeting the wonders of T2K, I'd be the last to play along...

>
>|> In short, those who claim it is just Temtest are really mistaken.
>
> Well... it *is* Tempest... an enchanced version of it.

A greatly enhanced one - and it is not just Tempest alone.

>
> I am waiting for AvsP... :-)

Yep! I just hope it lives up to potential... I am really concerned about how the other characters will look from your view.

I personally am also waiting for Doom - I really hope they end up supporting the serial port with modem use.

And hey - where is Tiny Toons!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1501. Re: re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 06:14:23 UTC
From: Walter Koziol <wkoziol@delphi.com>
Message-ID: <B24vw1X.wkoziol@delphi.com>
Source record: 17858

Piracy had nothing to do with it!!! I know a lot of Amiga owners who pirated software on their systems here in the USA. Piracy didn't kill the Atari system. It was Atari themselves that killed their own system. Sure software companies were pointing the finger at Atari owners for pirating software but every computer system has them. The only reason these software companies were pointing the finger at the Atari community was that the sales of software didn't amount to any decent profit so of course they are going to pick on the little guy. As for the so called clones the market is flooded with them and it doesn't really stand out as much as the little guy. Its like an elephant standing next to a mouse, you can easily see the difference.

How come I can go into almost any store in the USA, and see, or even purchase a Jaguar but I haven't seen the A1200 or the CD 32 except in mail order catalog. Answer me that bright boy!!!! Also, ask anyone thats not around computers or don't know too much about computers, to see if they know what the A1200 or the CD32 is. But if you ask them if they have heard of the Jaguar most likely they will.

Yes I'm an avid Atari user and I love my machine. I am really pissed-off when you say that it was the Atari owners pirating the software that killed the Atari computer. What proof do you have to back this obscene statement?!? Your probably one of those people who talk out of their ass!!! So until you can back up what you say then you are totally wrong and inane!!!

1502. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 08:57:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8abe74@secom.ct.se>
Source record: 17848

In a message of 17 Mar 94 12:42:47, Jimmy Chan wrote:

JC> :#There's no software that'll work on a 1/0 config, the whole thread is
JC> silly.
JC>
JC> Huh? If no software will run on a 1/0 configuration, why offer a 1/0
JC> configuration? Doesn't really seem to make sense. I can understand not

EXACTLY!

The 1/0 is sold for ONE SINGLE REASON: People like to "make" their own computer
.. adding SIMM Memory, TT-RAM, bigger HD:s etc from the beginning ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1503. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 13:09:23 UTC
From: pla@sktb.demon.co.uk
Message-ID: <6WWR31j024n@sktb.demon.co.uk>
Source record: 17849
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <6vYD-Jj024n@sglass.demon.co.uk>
sglass@sglass.demon.co.uk (Simon Glass) writes:

[Of C.P. Brown]

> Why don't you both go away & leave us alone...this discussion got tedious a
> very long time ago and things have been in decline ever since

Well, C.P. is such a brainless dork that he's probably been killfiled by
everyone who takes the comp.sys.amiga* groups so he's had to come over here
to find someone still willing to listen to him. I doubt that will be the
case for much longer...

BTW, C.P., *plonk*.

--Paul

1504. Re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 14:03:37 UTC
From: wfan1@lindblat.cc.monash.edu.au
Message-ID: <2mf0np$dep@harbinger.cc.monash.edu.au>
Source record: 17850

Walter Koziol (wkoziol@delphi.com) wrote:

: Yes I'm an avid Atari user and I love my machine. I am really
: pissed-off when you say that it was the Atari owners pirating the software
: that killed the Atari computer. What proof do you have to back this obscene
: statement?!? Your probably one of those people who talk out of their ass!!!
: So until you can back up what you say then you are totally wrong and inane!!!

Probably because the Atari ST has about 600,000 units sold in the UK.
The Amiga has about 4 times more units sold in the UK (from A500, A1200,
A4000, etc). The software sales for Amiga software amounted to 25%-30%
(or there abouts) of the market, while ST software sales was about 1 or 2%.

There are pirates on nearly everyone platform, from illegal copies of
AT&T Sys V, R4 and compiler, to dodgey games on a C=64. But piracy
hurts the platforms with the smaller user base than more popular
platforms. Small user bases usually means you have to target the high-
price, low-volume software market.

There are 1/4 as many ST users as Amiga users, but the software sales is
10x more for the Amiga. I'd say piracy has a lot to do with low software
sales. For the C=64 and other old 8bit machines, piracy is about the only
way you're going to get any software.

- Jim

1505. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 19:00:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8b4bd4@secom.ct.se>
Source record: 17852

In a message of 19 Mar 94 06:25:14, Jimmy Chan wrote:

JC> No. It was I that said that many of the CD32 early stuff would be ports
JC> that were from the Amiga software but, with added extras. The people that
JC> were responding to me said that the CD32 software wouldn't have much extra
JC> and would be just direct ports that would only take about 2-10 megs on the

...which is exactly what happened.

JC> CD. Though not everyone took this extreme a view but to a varying degree
JC> with some. There was someone claiming that Jag games would be all "NEW",
JC> remember Rickard? He originally claimed this and I even showed him his
JC> post when he asked for proof of it. I've yet to see him prove anything
JC> that I've asked for.

Ok, one more time. (do you have learning problems?)

On the CD32, developers can take an old game, copy it to the CD and release it
as "new 32 bit blasting software!!!" (And they have done it too)

...that is impossible on the Jaguar. You *HAVE* to WRITE the game code, thus
there is a bigger chance of new featurs being added.

I can repeat this as long as I need 'til you understand.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1506. Atari-Germany is dead?!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 21:10:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8b6a4c@secom.ct.se>
Source record: 17854

In a message of 18 Mar 94 14:55:57, F. Florey wrote:

FF> Hello,
FF> this morning i read in my CT (4/94) that "Atari-Deutschland" (Atari
FF> in Germany) isn't existing any longer?
FF> Is that really true?
FF> If it is, Atari is really at the end - Germay was one of the
FF> greatest markets for Atari-Corp.

I'll let one of the German Atario advocates answer why, but I can point out
that Atari sales are rising here, and I suspect that's the case in most places.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1507. Re: Falcon sales vs. 1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-19 21:22:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8b6d2e@secom.ct.se>
Source record: 17855

In a message of 16 Mar 94 19:28:52, Erling Henanger wrote:

EH> I think he was talking about PC (Intel-type) machines.
EH> Anyway, it's the same in Norway. Actually, this is the *most used*
EH> argument
EH> I hear for buying a pc.
EH> Like "Actually, I'd much rather have an Amiga/Archimedes/Atari, but most
EH> people
EH> I know have PC's, so it is easier to copy programs for this architecture."
EH>
EH> I thought this was the norm all over.

You know you should not agree with me .. you'll get a bunch of Amiga owners all over you calling you a liar whatever they happened to misinterpret.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1508. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 06:14:53 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar20.001453.24703@cobra.uni.edu>
Source record: 17859

In article <16F7CBCCDS85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu (Tom Marchant) writes:
> In article <1994Mar14.164614.24371@cobra.uni.edu>
> sinclap2954@cobra.uni.edu writes:
>
>>
>>In article <16F73F3CBS85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu writes:
>>> There sure is a lot of stupid bullshit on this newsgroup.

No kidding!

>>>
>>> "More comments deleted"
>>>
>>> I fail to understand why Amiga and Mac bigots spend so much time
>>> posting here. Pay attention, you Bozos, this is a group for Atari.
>>>

Yes when Misinformation is posted here, than it is our business to set the facts straight Sherlock.

>>> There is nothing to be gained by getting on here and telling us that
>>> we are stupid for buying Ataris.

Who me. Hell I own a Lynx. I guess that makes me stupid.

>>>
>>> "More comments deleted"
>>>
>>> By far the worst offender is sinclap. You rude jerk, Peter Dickhead.
>>> I'm glad you like your Mac. Get the hell off of this group. You
>>> do not belong here. You NEVER have anything constructive to say.
>>> You don't post on the Mac groups, do you? We sure don't care what
>>> you think. You must really be afraid of Atari and Commodore.
>>
>>Stop your whining, this is advocacy....
>>

Again stop your whining...

> Get out your dictionary, Peter.
> Look up "Advocacy".
> If this task is not beyond your pitiful mental capabilities you will
> find that it means "The act or process of advocating." or something like
> that, depending on who'se dictionary you use.
> Now comes the hard part.
> Look up "Advocating". It will be listed with "Advocate". Be careful

> here. There are two forms of "Advocate". One is a noun, the other is
> a verb. This is the one you want. It will say something like, "To
> speak or write in support of".
> ^^ ^^^^^^^ ^^
>

Oh please. Advocating also means that you have counterpoints too. Nice try
fella.

> Now look at what group you keep posting to:
> comp.sys.atari.advocacy
> ^^^^^

I suppose I own a LYNX would qualify me to be here.

>
> If you want do dispute something that someone says in their advocacy
> of A
tari, feel free. But if you want to advocate PowerPC or Mac or
> System 7 or anything else, post it elsewhere. Believe it or not,
> some of are interested in other systems than Ataris, and we look
> for information about other systems on other news groups. There is
> no point in flooding this group with the same stupid stuff over and
> over.
>

Whats there not to advocate. You honestly can't inflect pain on people to
advocate to buy a Falcon. The atari computer is a DEAD PLATFORM.

> I am certain you will respond to this with more drivel, but I am
> finished. You have ***NOTHING*** to contribute, Peter. This will
> be my last posting in response to you. I hope everyone else will
> also refrain from responding to you. Then maybe you will eventually
> give up and go elsewhere to spread your stupidity.
>

Here is more drivel, or do you mean shit?

> Tom Marchant, Wayne State University, Detroit, MI

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1509. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 06:19:45 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar20.001945.24704@cobra.uni.edu>
Source record: 17860

In article <Up-ECROBGVW@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
> In <1994Mar15.231023.24492@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote :
>
>>
>>
>>
>> == TOP TEN REASONS TO STILL CHOOSE AN ATARI OVER A MAC ==
>>
>> TOP 10 REASOMS TO BUY A MAC
>
> The only thing you show with a message like this, is that you know nothing
> about Atari, and you also know nothing about Mac's.

Yea, you know nothing about Macs, thats why you got an Atari.

>
> Who are you trying to fool!

What do you mean?

>
> Maybe you should try work with an C64 insted. It seems to be the only machine
> you can handle.
>

Whats a C64?

> Kim
>
>
> --
> -- --
> DK-Soft, the danish adventure of atari information
> -- --
>
> Atari UUCP : UPoint-'light'

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls,Iowa USA

'PowerMacs have crushed the Falcon - The score is 200,000 Power Macs sold
versus 35,000 Falcons: How pathetic!!! Not apologitic about it.

1510. Re: re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 06:22:36 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar20.002236.24705@cobra.uni.edu>
Source record: 17861

In article <B24vw1X.wkoziol@delphi.com>, Walter Koziol <wkoziol@delphi.com> writes:
> Piracy had nothing to do with it!!! I know a lot of Amiga owners who
> pirated software on their systems here in the USA. Piracy didn't kill the
> Atari system. It was Atari themselves that killed their own system. Sure
> software companies were pointing the finger at Atari owners for pirating
> software but every computer system has them. The only reason these software
> companies were pointing the finger at the Atari community was that the sales
> of software didn't amount to any decent profit so of course they are going
> to pick on the little guy. As for the so called clones the market is
> flooded with them and it doesn't really stand out as much as the little guy.
> Its like an elephant standing next to a mouse, you can easily see the
> difference.
>
> How come I can go into almost any store in the USA, and see, or even
> purchase a Jaguar but I haven't seen the A1200 or the CD 32 except in mail
> order catalog. Answer me that bright boy!!!! Also, ask anyone thats not
> around computers or don't know too much about computers, to see if they know
> what the A1200 or the CD32 is. But if you ask them if they have heard of
> the Jaguar most likely they will.
>
> Yes I'm an avid Atari user and I love my machine. I am really
> pissed-off when you say that it was the Atari owners pirating the software
> that killed the Atari computer. What proof do you have to back this obscene
> statement?!? Your probably one of those people who talk out of their ass!!!
> So until you can back up what you say then you are totally wrong and inane!!!

Excuse me, piracy is rampant on all platforms. Atari Corp killed the Atari
computer. atari did not advance the hardware and competed on the cheap.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1511. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 12:30:58 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2mhfm2$t4j@darkstar.UCSC.EDU>
Source record: 17862

In <2d8b4bd4@secom.ct.se> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>On the CD32, developers can take an old game, copy it to the CD and release it
>as "new 32 bit blasting software!!!" (And they have done it too)

>...that is impossible on the Jaguar. You *HAVE* to WRITE the game code, thus
>there is a bigger chance of new featurs being added.

Of course, the _real_ way to argue with this point is to say that the shorter
amount of time it takes to get a working version on the CD32 allows for more
time to add enhancements, thus increasing the chance of more features over
an equivalent Jag game. But I know software devleopers, "if it works - Ship
It!" :) Only add features if you HAVE to take apart that code anyways. :)

~Chris

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
>+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
>+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are those of my employee! --------+

1512. Re: Atari-Germany is dead?!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 13:58:02 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar20.135802.18674@ida.liu.se>
Source record: 17863

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>> <Atari Gemany went belly-up>

>I'll let one of the German Atario advocates answer why, but I can point out
>that Atari sales are rising here, and I suspect that's the case in most
>places.

Atari sales? In Sweden? Considering it's painfully close to nil, it's
rather difficult for it to decline, isn't it?

Seriously, the only market I can see is for musicians that can't afford
a Mac. Computer hobbyists either buy PC's or Amiga's, depending on age.
Not only is it difficult to find a dealer that sells Atari machines, but
finding software for it is even more difficult. Browsing through a couple
of generic swedish computer mags, the only place I could find selling Atari
software didn't advertise any titles, but had a little note in a red box
in the right corner saying "Games for MSX, Atari ST/STFM/STE/130/800/2600,
Vic-20, ZX Spectrum and TI-99/4A are available. Free price list available.
Name computer."... The other computer models mentioned in the note say
quite a lot, don't they? [Obsolescence is what they tell me ;-)]

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1513. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 17:59:28 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECURBGXS@dksoft.ping.dk>
Source record: 17864

In <1994Mar18.233901.89181@yuma> gerald wenzel wrote :

> after reading this newsgroup for some time, i've seen a lot
>of rude and inconsiderate posts, but none puzzle me as does this "sinclap"
>fellow. i can imagine a mac user finding this newsgroup and posting maybe
>one message like "atari sucks, get a real computer" and then getting on
>with his/her life, but mr. sinclap seems to get some sort of power trip
>by coming on here ALL OF THE TIME and posting his stupid messages about
>how everything but the Mac sucks!
>
> What's even more pathetic, HE DOES THE SAME THING ON THE AMIGA
>ADVOCACY SECTION! Do you have a life?! If you enjoy your computer,
>fine! Who has so much time to waste that they actually take the time
>out to make a "Top Ten Reasons Not to Buy Atari?!"If this sort of
>behavior s normal at the university of northern iowa..!
>

Well, maybe it's time to try the so called 'mailbombing'. If sinclap don't
know what that is, he sure gona have himself a supprise, and i'm sure his
Host is gona react upon that as well. I have never seen this mailbombing, but
just heard, that it can be very usefull, if you want to remove some guy.

If he is sitting at somekind of school, this mailbombing can cause serious
damange to their system, and/or maybe close the connecting in one term.

What do you say mr. sinclap. Are you prepared to take this ?

I tried mail him a personal letter with friendly feelings. Didn't help.

I have a few powerfull friends here, who are prepared to give him this mailbomb.
I'm sure they can supply a few hundreds Gigabytes of crap in just a few seconds.

Let's see if he can manage that.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1514. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 18:14:24 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECURBGXV@dksoft.ping.dk>
Source record: 17865

In <1994Mar20.001945.24704@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote :

>> The only thing you show with a message like this, is that you know nothing
>> about Atari, and you also know nothing about Mac's.
>
>Yea, you know nothing about Macs, thats why you got an Atari.

I knew enough about Mac's to stated that i would rather have atari, even though
they are not supported the same way as Mac's.

>
>>
>> Who are you trying to fool!
>
>What do you mean?

You can't sell Mac's to Atari users. They have all been where you are today.
We all know what Mac's is all about. You still need to learn.

>
>Whats a C64?
>

Well, at least you were hornest this time. C64 is a Commondore 64. Like i
said, you need to learn much about computers in general.

>'PowerMacs have crushed the Falcon - The score is 200,000 Power Macs sold
>versus 35,000 Falcons: How pathetic!!! Not apologitic about it.

Well, my guess is, you bought all 200.000.

Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1515. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 22:37:16 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94079.173716STIRRE31@MAINE.MAINE.EDU>
Source record: 17866

What I don't understand is Sinclair's constant harping on the lack of local Atari dealers, yet he shops at MacWarehouse. "Only $3 for overnight shipping...." Why mailorder, Sinclair? I mailorder from Toad and get everything from them in three to four days. Also my campus computer dealer will order me any Atari stuff I want!!!!

-scott tirrell

1516. Re: stupid postings

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 22:39:17 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar20.223917.36675@rmece02.upr.clu.edu>
Source record: 17867

In article <1994Mar14.164614.24371@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <16F73F3CBS85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu writes:

[unnecesary quoted mail deleted]

|>
|> Stop your whining, this is advocacy....
|>
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA

Peter, I thought you will be more mature than this! I mean, are you
still quoting a lot of lines for just adding no more than a few lines?
Tsk tsk... you haven't changed.

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1517. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 22:40:12 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94079.174013STIRRE31@MAINE.MAINE.EDU>
Source record: 17868

One difference between CD-32 games and Jaguar games as far as ports
go, I think, is that the CD-32 are straight from the Amiga line
while Jaguar's games (ported or not) have to be written for scratch.
Maybe this was the argument? I don't believe that anyone believed
that the Jag would have no arcade ports. After all, from day one
Jag owner have been speculating on NBA Jam and Mortal Kombat.
-scott tirrell

1518. MORE recyclying!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 22:43:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar20.224321.23708@rmece02.upr.clu.edu>
Source record: 17869

We are getting posts as old as almost 1 month ago!

Any ideas?
--

Raist: "I LOVE SCALA 300!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, Real 3D V2, ****> SCALA MM300!!!!!!
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

1519. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-20 23:15:36 UTC
From: mdg@ukc.ac.uk
Message-ID: <9131@gos.ukc.ac.uk>
Source record: 17870
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <6WWR31j024n@sktb.demon.co.uk> pla@sktb.demon.co.uk writes:
:>Well, C.P. is such a brainless dork that he's probably been killfiled by
:>everyone who takes the comp.sys.amiga* groups so he's had to come over here
:>to find someone still willing to listen to him. I doubt that will be the
:>case for much longer...
:>BTW, C.P., *plonk*.

no... he's kilfiled in the acorn groups too :-)

>--Paul

(couldn't have said it better myself Paul, :-)).

Griff
--

1520. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 00:07:40 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2miogc$i9n@scapa.cs.ualberta.ca>
Source record: 17873

sinclap2954@cobra.uni.edu writes:

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls,Iowa USA

>'PowerMacs have crushed the Falcon - The score is 200,000 Power Macs sold
>versus 35,000 Falcons: How pathetic!!! Not apologitic about it.

So? That really doesn't say anything much, considering that the number of
PC clones that were sold probably outwieghs both the Power Macs and the
Falcon sales combined. And the majority of them sold were probably
inferior to either (386's). Anyway as if the Falcon was competing with the
Power Macs anyway. I for one am not going to lose any sleep about it.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

1521. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 00:16:19 UTC
From: sglass@sglass.demon.co.uk
Message-ID: <6wOYHDj024n@sglass.demon.co.uk>
Source record: 17871
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <6WWR31j024n@sktb.demon.co.uk> pla@sktb.demon.co.uk ("Paul L. Allen") writes:

> In article <6vYD-Jj024n@sglass.demon.co.uk>
> sglass@sglass.demon.co.uk (Simon Glass) writes:
>
> [Of C.P. Brown]
>
> > Why don't you both go away & leave us alone...this discussion got tedious a
> > very long time ago and things have been in decline ever since
>
> Well, C.P. is such a brainless dork that he's probably been killfiled by
> everyone who takes the comp.sys.amiga* groups so he's had to come over here
> to find someone still willing to listen to him. I doubt that will be the
> case for much longer...
>
> BTW, C.P., *plonk*.
>
> --Paul
>

I recommend a good irish coffee, sorts out most dorks. Might even help with
noisy neighbours...

Regards,

--
Simon

Sig line trunca

1522. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 03:01:41 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar20.210141.24714@cobra.uni.edu>
Source record: 17877

In article <2miogc$i9n@scapa.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:> sinclap2954@cobra.uni.edu writes:
>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls,Iowa USA
>
>>'PowerMacs have crushed the Falcon - The score is 200,000 Power Macs sold
>>versus 35,000 Falcons: How pathetic!!! Not apologitic about it.
>
> So? That really doesn't say anything much, considering that the number of
> PC clones that were sold probably outwieghs both the Power Macs and the
> Falcon sales combined. And the majority of them sold were probably
> inferior to either (386's). Anyway as if the Falcon was competing with the
> Power Macs anyway. I for one am not going to lose any sleep about it.

200,000 PowerMacs sold less than a week after its rollout. I guess you are right that the Falcon is not competition,at those sales figures.

>
>
> --
> |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
> | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
> |<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1523. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 03:10:03 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar20.211003.24715@cobra.uni.edu>
Source record: 17878

In article <Up-ECURBGXV@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:> In
<1994Mar20.001945.24704@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote :
>
>>> The only thing you show with a message like this, is that you know nothing
>>> about Atari, and you also know nothing about Mac's.
>>
>>Yea, you know nothing about Macs, thats why you got an Atari.
>
> I knew enough about Mac's to stated that i would rather have atari, even though
> they are not supported the same way as Mac's.

Thats being honest. No flame intended, but Atari is not a vaiable platform.
When is atari going to upgrade their Falcon? When is Atari going to support
their developers and users. Yo canot honestly reccomend any atari computer to
general users. I suggest you pick up a PC and Mac magazine and see whats
available and then you should ask your self "With all these choices, why Atari?

>
>>
>>>
>>> Who are you trying to fool!
>>
>>What do you mean?
>
> You can't sell Mac's to Atari users. They have all been where you are today.
> We all know what Mac's is all about. You still need to learn.
>

Many atari users have already jumped ship. I guess they already know what a Mac
and PC is.

>>
>>Whats a C64?
>>
>
> Well, at least you were hornest this time. C64 is a Commondore 64. Like i
> said, you need to learn much about computers in general.
>

Actualy, I was being starcastic.

>>'PowerMacs have crushed the Falcon - The score is 200,000 Power Macs sold
>>versus 35,000 Falcons: How pathetic!!! Not apologitic about it.
>
> Well, my guess is, you bought all 200.000.
>

Apple had over 100,000 on dealers shelves on day 1 and tens of thousands more shipping all week. Unlike Atari and C= who announce things but takes six months or more to get on the market.

> Kim
>
>
> --
> -- --
> DK-Soft, the danish adventure of atari information
> -- --
>
> Atari UUCP : UPoint-'light'

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1524. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 03:22:14 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar20.212214.24716@cobra.uni.edu>
Source record: 17874

In article <Up-ECURBGXS@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:> In <1994Mar18.233901.89181@yuma> gerald wenzel wrote :
>
>> after reading this newsgroup for some time, i've seen a lot
>>of rude and inconsiderate posts, but none puzzle me as does this "sinclap"
>>fellow. i can imagine a mac user finding this newsgroup and posting maybe
>>one message like "atari sucks, get a real computer" and then getting on
>>with his/her life, but mr. sinclap seems to get some sort of power trip
>>by coming on here ALL OF THE TIME and posting his stupid messages about
>>how everything but the Mac sucks!

I never said that the Falcon sucked. The Falcon and to a certain extent the Amiga are unsupported machines. In Atari's case the falcon is a dismal failure due to its lack of market acceptance. I am sorry but its shameful to advocate a computer that has no future, lack of software and support and knowing that future models are not on the horizon. Hell PC's and Macs are cheap with lots of plentiful and cheap software and hardware. There is no convincing argument left in advocating a falcon with so many choices out there. No flame intended with this one, but a Power Mac 6100/60 8/160 sells for U.S. $1599($1457 my price) while a decent configured Falcon sells for $1299.

>>
>> What's even more pathetic, HE DOES THE SAME THING ON THE AMIGA
>>ADVOCACY SECTION! Do you have a life?! If you enjoy your computer,
>>fine! Who has so much time to waste that they actually take the time
>>out to make a "Top Ten Reasons Not to Buy Atari?!"If this sort of
>>behavior s normal at the university of northern iowa..!

Ge and all you atari advocates say the mac sucks.....Grow up, insecure you are.

>>
>
> Well, maybe it's time to try the so called 'mailbombing'. If sinclap don't
> know what that is, he sure gona have himself a supprise, and i'm sure his
> Host is gona react upon that as well. I have never seen this mailbombing, but
> just heard, that it can be very usefull, if you want to remove some guy.

Lost the argument have you! Feel insecure that Atari may not be here in the not to distant. Trying to cut off debate knowing that you are losing...
>
> If he is sitting at somekind of school, this mailbombing can cause serious
> damange to their system, and/or maybe close the connecting in one term.
>

I will copy this message for evidence if any criminal activity is taken.

> What do you say mr. sinclap. Are you prepared to take this ?

Grow up. I have taken my lumps maturely have you?

>
> I tried mail him a personal letter with friendly feelings. Didn't help.
>

Which one was that?

> I have a few powerfull friends here, who are prepared to give him this mailbomb.
> I'm sure they can supply a few hundreds Gigabytes of crap in just a few seconds.
>

Gee i am scared....

> Let's see if he can manage that.
>
> Greets
> Kim
>
>
> --
> -- --
> DK-Soft, the danish adventure of atari information
> -- --
>
> Atari UUCP : UPoint-'light'

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1525. Re: was "Bit-ness" of Processors now: The Panther 030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 08:17:24 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <4311@btmwj1.se.bel.alcatel.be>
Source record: 17872

In article <2d8494dc@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

> There's no software that'll work on a 1/0 config, the whole thread is silly.

You just made it sillier. Any clean-living GEM or TOS program that ran on a 1040 STe will run on a 1/0 Falcon. I'd be willing to bet that this includes Dr.T's KCS in its basic configuration, and tons of other useful stuff. 'Tis true that when Falcons were hard to come by the 1/0 config. was downright impossible: IMO Atari only announced it so as to have a low (<$1000) ``base'' price.

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
----
Wear your propeller with pride!

1526. re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 10:53:48 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403211054.AA07688@nyx.cs.du.edu>
Source record: 17883

Walter Koziol <wkoziol@delphi.com> writes....

> Piracy had nothing to do with it!!! I know a lot of Amiga owners who
>pirated software on their systems here in the USA. Piracy didn't kill the
>Atari system. It was Atari themselves that killed their own system.

Yes, crap support and next to no advertising helped contribute to the
demise of the ST. There still were a lot of STs about though, in the UK
this was about 1/4 to 1/3 the number of Amigas, yet whereas Amiga games
software sales account for 25% of the market, the ST share is neglible
(1.5 to 2%). That smacks of widespread piracy to me.

> The only reason these software companies were pointing the finger at
the >Atari community was that the sales
>of software didn't amount to any decent profit so of course they are going
>to pick on the little guy.

Why didnt Atari software sales amount to much then? - PIRACY!

> How come I can go into almost any store in the USA, and see, or even
>purchase a Jaguar but I haven't seen the A1200 or the CD 32 except in mail
>order catalog. Answer me that bright boy!!!!

Possibly because the CD32 isnt yet on sale in the USA. Just as the
Jaguar isnt yet on sale in the UK (and wont be until june/july either). As
for the A1200, just how many stores sell the Falcon either?

> Also, ask anyone thats not
>around computers or don't know too much about computers, to see if they
know
>what the A1200 or the CD32 is. But if you ask them if they have heard of
>the Jaguar most likely they will.

The Jaguar is a games console, so comparisons with an A1200 simply
arent valid. The Atari COMPUTER line is pretty much unknown too. As for
visiblity, the most widely heard about system will be the 3DO, with the
Sega Saturn following close. The Jaguar has supposedly been out since 31st
October, yet I dont see much sign of it setting the console world alight.
How many games in the 4 1/2 months since its launch? 4, 5?

> Yes I'm an avid Atari user and I love my machine. I am really
>pissed-off when you say that it was the Atari owners pirating the software
>that killed the Atari computer. What proof do you have to back this
obscene
>statement?!? Your probably one of those people who talk out of their
ass!!!
>So until you can back up what you say then you are totally wrong and

inane!!!

Like it or not, if more Atari users had BOUGHT their games instead of copying them, then Atari might still be a serious force. As for serious software, I`d say piracy is no worse than on the Amiga but as the Amiga has many more machines installed, then it makes a more attractive market for publishers.

Gavan
PS The Amiga market in europe is still thriving, of course in the states it is a different story but at least US amiga owners can benefit from the hardware and software developed as a result of the European popularity.

1527. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 15:33:33 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Mar21.153333.45343@ucl.ac.uk>
Source record: 17885

kim@dksoft.ping.dk (Kim Andersen) writes:

[moan about Peter Sinclap deleted]

>Well, maybe it's time to try the so called 'mailbombing'. If sinclap don't
>know what that is, he sure gona have himself a supprise, and i'm sure his
>Host is gona react upon that as well. I have never seen this mailbombing, but
>just heard, that it can be very usefull, if you want to remove some guy.

>If he is sitting at somekind of school, this mailbombing can cause serious
>damange to their system, and/or maybe close the connecting in one term.

Precisely why we shouldn't lower ourselves to his level. Anyone who gets annoyed by this idiot's inane ramblings should mail his system administrator and complain to him/her - if enough of us do it, the sys.admin. will want some peace and hopefully will come down on Mr. sinclap like a ton of bricks. Just a thought.

ObAdvocacy: Doom on the Falcon. Under development (in parallel with Doom on the Archimedes (ARM3 only)) Got the decode for .WAD files done, got quick texture mapping routines up and working. Just wait (and any A1200 owners wanna have a go!)

Cheers

```
/================\ On Valentine's Day:
\======\ /====/ Kim: "Nobody loves me"
#  #  Me: "We all know that!"
#  #  Kim: "But the evidence doesn't HAVE to
#  #  support this theory."
#  #  /========\ /===========\
#  #  #  @@  #  #  ===  #
/==\ /  #  #  @@  #  #  #  #  #
#  ==  /  #  @@  #  #  #  #  #
\=========/ \========/ \===/ \===/
```

spbcajk@ucl.ac.uk

1528. Re: Commodore Amiga gives up and joins the 90's!?!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 16:26:07 UTC
From: umisef@yoyo.cc.monash.edu.au
Message-ID: <2mkhqv$79c@harbinger.cc.monash.edu.au>
Source record: 17888
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.atari.advocacy

D P Marshall <D.P.Marshall@durham.ac.uk> writes:

>Bernd Meyer (umisef@yoyo.cc.monash.edu.au) wrote:
>: tron1@shasti.xei.com (Kenneth Jamieson) writes:

>: >Development team, Lou Eggbrecht, is the best in the business. He was head
>: >of the design team that produced all the chips for the IBM PC;

>: I wonder what chips they are referring to?!? The evr so popular 6845?
>: The 8088? Or even the 74 series? Oh, wait, it must be the 8245s!

>It's common knowledge that Lew was head of the design team that produced
>the PC itself, not the chips. I thought you PC owners should know that.
>And that he know thinks they aren't a patch on Amigas, too much cost
>cutting at IBM...

Well, this wording ("the chips for the IBM PC") didn't actually add to
the credibility of the information presented in that article, did it?

Bernie

P.S.: I own a PC. A real IBM PC, no fancy XT stuff :-)

1529. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 17:22:18 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94080.122218STIRRE31@MAINE.MAINE.EDU>
Source record: 17875

You keep talking about "choices", Peter, but what exactly is it
that you do with your Mac? Word process? There are plenty of
word processors in the Atari market. DTP? How about Calamus
or Pagestream (not to mention Fleet Street for the casual user).
MIDI? I won't try to list the music programs available on the
Falcon. What is it that you can't do on the Atari, Peter? Tell
us here on the Atari group and we'll point you to a package that
will fill that need.
-scott tirrell

1530. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 17:29:09 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94080.122909STIRRE31@MAINE.MAINE.EDU>
Source record: 17876

Peter, with the cost of the system you have to take into account
the cost of software on the Mac compared to the Atari. On the
whole software costs much less on the Falcon. Of course almost
every Mac user I know pirates most of their stuff....
-scott tirrell

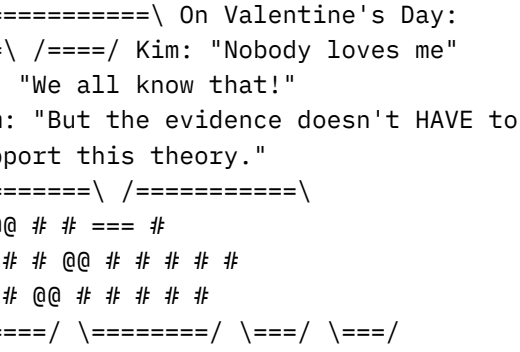
1531. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 19:32:41 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar21.133241.24748@cobra.uni.edu>
Source record: 17879

In article <1994Mar21.153333.45343@ucl.ac.uk>, spbcajk@ucl.ac.uk (Mr Andrew John Kale) writes:> kim@dksoft.ping.dk (Kim Andersen) writes:
>
> [moan about Peter Sinclap deleted]
>
>>Well, maybe it's time to try the so called 'mailbombing'. If sinclap don't
>>know what that is, he sure gona have himself a supprise, and i'm sure his
>>Host is gona react upon that as well. I have never seen this mailbombing, but
>>just heard, that it can be very usefull, if you want to remove some guy.
>
>>If he is sitting at somekind of school, this mailbombing can cause serious
>>damange to their system, and/or maybe close the connecting in one term.
>
> Precisely why we shouldn't lower ourselves to his level. Anyone who gets
> annoyed by this idiot's inane ramblings should mail his system administrator
> and complain to him/her - if enough of us do it, the sys.admin. will want
> some peace and hopefully will come down on Mr. sinclap like a ton of bricks.
> Just a thought.

Trying to cut off debate. Can't stand the fact that you are in the minority.
I forgot you UK people don't have the Bill of Rights. I have done nothing
wrong here, thats why there is advocacy..
>
> ObAdvocacy: Doom on the Falcon. Under development (in parallel with Doom on
> the Archimedes (ARM3 only)) Got the decode for .WAD files done, got quick
> texture mapping routines up and working. Just wait (and any A1200 owners wanna
> have a go!)
>
> Cheers
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA



> spbcajk@ucl.ac.uk

1532. MORE recyclying!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 19:42:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8df8c2@secom.ct.se>
Source record: 17880

In a message of 20 Mar 94 23:43:21, Ricardo Hernandez wrote:

RH> We are getting posts as old as almost 1 month ago!

YOU are.

```
+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1533. Re: Atari-Germany is dead?!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 19:42:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8df8ae@secom.ct.se>
Source record: 17881

In a message of 20 Mar 94 14:58:02, Stefan Boberg wrote:

SB> Atari sales? In Sweden? Considering it's painfully close to nil, it's
SB> rather difficult for it to decline, isn't it?

...I thought you knew what you were talking abuot when you started writing here, it's now obviuos that you're just another kiddie-Amiga-owner, no matter what fancy title you may have earned.

SB> Seriously, the only market I can see is for musicians that can't afford
SB> a Mac. Computer hobbyists either buy PC's or Amiga's, depending on age.

Again, you CAN'T get the equivalent of the Falcon on the Mac or the PC when it comes to sound .. it has nothing to do with cost ..

SB> Not only is it difficult to find a dealer that sells Atari machines, but
SB> finding software for it is even more difficult. Browsing through a couple
SB> of generic swedish computer mags, the only place I could find selling
SB> Atari
SB> software didn't advertise any titles, but had a little note in a red box
SB> in the right corner saying "Games for MSX, Atari ST/STFM/STE/130/800/2600,
SB> Vic-20, ZX Spectrum and TI-99/4A are available. Free price list available.
SB> Name computer."... The other computer models mentioned in the note say
SB> quite a lot, don't they? [Obsolescence is what they tell me ;-)]

Try "Attack" (PC-magazine) and you'll see "AtariSpecialisten" advertise the Falcon for example ..

Funny you didn't mention the names of the magz .. isn't it?

SB> ========== Disclaimer: I only speak for myself, not Team 17. ============

I really hope so.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1534. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 21:09:18 UTC
From: woodford@esca.com
Message-ID: <1994Mar21.210918.8700@esca.com>
Source record: 17882

kim@dksoft.ping.dk (Kim Andersen) writes:

>In <1994Mar18.233901.89181@yuma> gerald wenzel wrote :

[some very relevant stuff about our friendly neighbourhood Mr Sinclap...]

>Well, maybe it's time to try the so called 'mailbombing'. If sinclap don't
[snip]
>If he is sitting at somekind of school, this mailbombing can cause serious
>damange to their system, and/or maybe close the connecting in one term.

Uhm, this is not a good idea. Other, more sensible people, who use
the same system would likely object. Besides, it doesn't solve much.

>I tried mail him a personal letter with friendly feelings. Didn't help.

There is an easier way, just hit the good 'ol 'K' button on your
favourite news reader. I don't see any of Mr Sincrap's posts now,
but I get the general flavour from the follow-ups...

BTW, Mr Sinclap, I'm actually removing you from my killfile now,
since I'm getting to enjoy reading your stuff! You'd make a good
author of short fiction... ;-)

Cheers, Steve

1535. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-21 22:10:52 UTC
From: renfro@bnr.ca
Message-ID: <2ml61c$2vm@crchh610.bnr.ca>
Source record: 17905

In article <1994Mar20.212214.24716@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <Up-ECURBGXS@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:> In <1994Mar18.233901.89181@yuma> gerald wenzel wrote :
|> >
|> >> after reading this newsgroup for some time, i've seen a lot
|> >>of rude and inconsiderate posts, but none puzzle me as does this "sinclap"
|> >>fellow. i can imagine a mac user finding this newsgroup and posting maybe
|> >>one message like "atari sucks, get a real computer" and then getting on
|> >>with his/her life, but mr. sinclap seems to get some sort of power trip
|> >>by coming on here ALL OF THE TIME and posting his stupid messages about
|> >>how everything but the Mac sucks!
|>
|> I never said that the Falcon sucked. The Falcon and to a certain extent the
|> Amiga are unsupported machines. In Atari's case the falcon is a dismal failure
|> due to its lack of market acceptance. I am sorry but its shameful to advocate
|> a computer that has no future, lack of software and support and knowing that
|> future models are not on the horizon. Hell PC's and Macs are cheap with lots
|> of plentiful and cheap software and hardware. There is no convincing argument
|> left in advocating a falcon with so many choices out there. No flame intended
|> with this one, but a Power Mac 6100/60 8/160 sells for U.S. $1599($1457 my
|> price) while a decent configured Falcon sells for $1299.
|>

Ever heard of freedom of choice??? Just because everybody tells me that Coke is the real thing and Pepsi is the choice of a new generation, does that mean I can't drink Dr. Pepper??? (Ok, bad comparison as all of those products are easily available and supported) The point is, some people just prefer to use Atari computers and we don't need you telling us how many other people prefer otherwise or all the lack of support/software/market/etc that we have to deal with. It is very annoying to see you advocating Macs here when this is the Atari advocacy group. If you want to dispute what someone else says, that's fine, but keep the pure Mac hype to yourself. If I was interested I would go look for it in a more appropriate group.

I know I shouldn't have responded to 'the clap', but this is for everyone. I am really getting tired of being told that I don't have the freedom to choose the platform that I like and that I have been able to put to good computing use for the past 14 years (well thats 8-bit plus 16/32-bit platforms). No, you really haven't removed my freedom of choice, but constantly badgering us about the situation is as good as saying I shouldn't be able to choose Atari even if I want to.

Carry on....

RandyH

1536. Where CAIN Newsletter is located (ftp site)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 05:27:43 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2mlvkf$f7b@usenet.INS.CWRU.Edu>
Source record: 17884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

The March 10, 1994 CAIN Newsletter includes:

-=-=-=-=- All new CAIN Newsletter! & New Version of Atari SIG! -=-=-=-=-

-=- Cleveland Free-Net Information -=- New Jaguar Support Area
-=- More Free-Nets coming! -=- Jaguar: Doom 2-Player only!
-=- Jaguar Developers Signed -=- Jaguar: Online Reviews
-=- 8-Bit: Richard Gore's Support! -=- Jaguar: What do you think of
-=- 8-Bit: Fine Tooned Engineering the Jaguar!
-=- 8-Bit: All Z*Mags on CFN! -=- Jaguar Raiden Review
-=- 16/32-Bit: ST/TT/Falcon Support -=- Atari Show Listing!
-=- Portfolio users--not forgotten! -=- Who's Who in the Atari
-=- Lynx: More games are coming... Community E-Mail Directory
-=- Lynx: Didn't get your free Lynx -=- Voting Booth!
game card? Here's how! -=- How to Contribute to CAIN!

And much more!!!

Don't miss the very first exciting issue of CAIN Monthly Newsletter!

CAIN Newsletter can be found at:

FTP site: akh104.rh.psu.edu

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu

********** NOTE: CAIN Newsletter now has an FTP site home! **********

((((akh104.rh.psu.edu))))

1537. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 09:47:32 UTC
From: sys1@exnet.com
Message-ID: <Cn28J9.E1u@exnet.com>
Source record: 17886

In article <1994Mar20.212214.24716@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <Up-ECURBGXS@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:> In
<1994Mar18.233901.89181@yuma> gerald wenzel wrote :
>>
>
>I never said that the Falcon sucked. The Falcon and to a certain extent the

In case you have not noticed, nobody actually cares what you say.

>with this one, but a Power Mac 6100/60 8/160 sells for U.S. $1599($1457 my
>price) while a decent configured Falcon sells for $1299.

A brand new machine:)! Cor! Dead sexy. Except, of course, that users
who depend on reliability and functionality will stick to their old
UNIX boxes until the new hardware/software is completely debugged. A
businessman who employed me as a consultant to inform him of the best
way to set up a live internet site has just been knocked back by his backers
`cause he *had* to specify `power mac this, power mac that' when his backers
knew that new hardware and software can take a couple of years to settle
down.

>
>> [stuff about mailbombing deleted]
>
>I will copy this message for evidence if any criminal activity is taken.

It would not work in a court, I'm afraid. There are far too many ways to fake
an ascii message.

Xavier

1538. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 09:52:22 UTC
From: sys1@exnet.com
Message-ID: <Cn28rC.EBJ@exnet.com>
Source record: 17887

In article <1994Mar21.133241.24748@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <1994Mar21.153333.45343@ucl.ac.uk>, spbcajk@ucl.ac.uk (Mr Andrew John Kale)
writes:> kim@dksoft.ping.dk (Kim Andersen) writes:
>>
>> [moan about Peter Sinclap deleted]
>>
>
>Trying to cut off debate. Can't stand the fact that you are in the minority.
>I forgot you UK people don't have the Bill of Rights. I have done nothing
>wrong here, thats why there is advocacy..

We also don't have the worlds biggest drug market, or the largest porn
manufacturers, or indeed Hollywood....gee, you may have a point 8-{, our
lives would be so much better with all that stuff---America, here I come.

Xavier

1539. Re: Atari-Germany is dead?!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 12:59:49 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2mmq45$ohk@rs18.hrz.th-darmstadt.de>
Source record: 17889

>Hello,
>this morning i read in my CT (4/94) that "Atari-Deutschland" (Atari
>in Germany) isn't existing any longer?
>Is that really true?
>If it is, Atari is really at the end - Germay was one of the
>greatest markets for Atari-Corp.
>Thanks, Friedemann

It seems to be true. Atari Germany closed their doors.
But why not ? What can they do in Germany at the moment ?
They don't have any new computer coming out, so they moved
to Rotterdam (that's waht I've heard). Maybe they'll come
back when the Jaguar's is really avaiable in Germany.

But another thing: I heard that Commodore Australia has closed ?

What's the hell is going on in our old loved 68000 market ?
Will both Atari and Amiga owners loose against the PC even
if they know that they both have better systems ?

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

1540. HELP:Complete and Utter Novice requires Information

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 14:44:44 UTC
From: naf@psy.ox.ac.uk
Message-ID: <1994Mar22.144444.14088@dragon.dragon.psych>
Source record: 17890

I'm primarily in the field of composing and sequencing music, yet I'd quite like a computer to write up my thesis on. I would like you people out there to give me some plus points for the Atari.

The main advantage I can see is that they're dirt cheap second hand, which is good for my limited budget, and there's lots of music software out there.

But how are they in terms of compatability with PCs? I'd quite like to be able to write on the PC at work (WP5.1 and AmiPro) and also at home on my machine (possible a 1040ST). Is this possible? Should I just forget it and save up for a PC (eurgh)?

Please inform me!

Thanks in advance

N.

1541. FAQ Wanted! Considering Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 15:01:18 UTC
From: casino@pobox.upenn.edu
Message-ID: <casino-220394100118@mac9.dev.upenn.edu>
Source record: 17891

I'm looking into different computers, and would like some basic info on the Atari ST and whatever else they're up to now (Falcon?).

Last time I looked at Atari was in the early '80's. Alot has changed since then, I'm sure. I'm having trouble even finding Atari's for sale...Please help!

Thanks. :)

--
****
Melinda "Rowan Atkinson is a Babe" Casino
casino@pobox.upenn.edu
alias "Bob"
****

1542. Re: FAQ Wanted! Considering Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 15:22:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn2o1y.7MI@barclays.co.uk>
Source record: 17892

In article <casino-220394100118@mac9.dev.upenn.edu>, casino@pobox.upenn.edu (Melinda Anne Casino) writes:
|> I'm looking into different computers, and would like some basic info on the
|> Atari ST and whatever else they're up to now (Falcon?).
|>
|> Last time I looked at Atari was in the early '80's. Alot has changed since
|> then, I'm sure. I'm having trouble even finding Atari's for sale...Please
|> help!
If your in the US, I'd say forget it. Unless you want a machine for MIDI, you'd do much better to buy somthing else. It's different in Europe where support for the Atari computer line is much better ie you can go in a shop and buy one. Personally, I have an Atari Falcon which I am extremely happy with but I have the advantage of being in UK which has some good dealers/importers.

The Atari computers are unfortunately in a state of decline right now and I can't see that changing in the foreseeable future. If you already had an Atari I'd say stick with it and upgrade to a Falcon or whatever but if your starting from scratch, think again. There is an FAQ posted in comp.sys.atari.st fairly regularly.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1543. Re: HELP:Complete and Utter Novice requires Information

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 16:06:25 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn2q2q.Cv7@barclays.co.uk>
Source record: 17893

In article <1994Mar22.144444.14088@dragon.dragon.psych>, naf@psy.ox.ac.uk (Neil Forrester) writes:

|>
|>
|> I'm primarily in the field of composing and sequencing music, yet I'd quite
|> like a computer to write up my thesis on. I would like you people out
|> there to give me some plus points for the Atari.
|>
|> The main advantage I can see is that they're dirt cheap second hand, which
|> is good for my limited budget, and there's lots of music software out there.
|>
|> But how are they in terms of compatability with PCs? I'd quite like to be
|> able to write on the PC at work (WP5.1 and AmiPro) and also at home on
|> my machine (possible a 1040ST). Is this possible? Should I just forget it
|> and save up for a PC (eurgh)?

For MIDI, you can't do better than buy an ST. You'll probably need a mono monitor too to use the STs hi-res mode. As for files, the ST can read 720K PC floppies. If you use an ST word processor like Papayrus (available from Hisoft), you can read/write RTF format files which a lot of PC packages can also read/write. (windows).

There are some quite good bits of PD MIDI software such as sequencers, patch editors etc. I expect you'll have to pay for scoring software but I could be wrong here.

--

+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1544. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 16:50:19 UTC
From: woodford@esca.com
Message-ID: <1994Mar22.165019.21637@esca.com>
Source record: 17894

sys1@exnet.com (Xavier Gallagher) writes:

>In article <1994Mar21.133241.24748@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Trying to cut off debate. Can't stand the fact that you are in the minority.
>>I forgot you UK people don't have the Bill of Rights. I have done nothing
>>wrong here, thats why there is advocacy..

>We also don't have the worlds biggest drug market, or the largest porn
>manufacturers, or indeed Hollywood....gee, you may have a point 8-{, our
>lives would be so much better with all that stuff---America, here I come.

We also don't have sinclap ;-]

Cheers, Steve

1545. Re: re: Falcon sales vs. A1200 sales

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 17:00:16 UTC
From: JohnK@infosys.demon.co.uk
Message-ID: <764355616snz@infosys.demon.co.uk>
Source record: 17895

In article <B24vw1X.wkoziol@delphi.com>
wkoziol@delphi.com "Walter Koziol" writes:

> How come I can go into almost any store in the USA, and see, or even
> purchase a Jaguar but I haven't seen the A1200 or the CD 32 except in mail
> order catalog. Answer me that bright boy!!!!

The simple answer is that Commodore and Atari have chosen completely
different market. At the moment the Jag is a complete unknown in
the UK compared to the US. It is not possible to buy a Jag without
resorting to mail order. The same is true for most of Europe as well,
as Atari have stated they are holding off a UK/Europe launch to
concentrate on the US.

Likewise C= are concentration on where they do best. It is possible
to buy a CD32 here without problems, and all electrical stores sell
A1200s (a new pack has just be launched).

In a `has my mother heard of it test` she had definitely not heard of
Atari`s Jag, but had seen plenty of A1200s around and remember the
CD32 from the TV ad campain.

> Your probably one of those people who talk out of their ass!!!
> So until you can back up what you say then you are totally wrong and inane!!!

That makes perfect sense. Not.
Anyway, the STs time had come as the Amiga became much more fashionable
to own. There just wasn`t enough continued development on the ST to
keep interest at a reasonable level.

--
John Kennedy

1546. Re: Subject: Re: STARDUST Fastmem crash - HELP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 17:05:20 UTC
From: JohnK@infosys.demon.co.uk
Message-ID: <764355920snz@infosys.demon.co.uk>
Source record: 17896

In article <9403181034.AA13084@nyx.cs.du.edu>
gmoran@nyx.cs.du.edu "Gavan Moran" writes:

> Whoops! That was meant to go to c.s.amiga.games. Still, theres nothing
> wrong with having superb games like StarDust or Pinball Dreams available
> for your machine, it makes it even more fun to use.

Yes, what you meant to say was Amiga software is generally very
reliable and works with practically all configurations of hardware
and operating systems (which is almost entirely true - there are dozens of
different chips and OS revisions and most Amiga software can be convinced
to run on any hardware if you try hard enough).

You were not trying to imply the Amiga was somehow at fault at
a deeper concectual level.

Is that so, Gavan?

--
John Kennedy

1547. Re: FAQ Wanted! Considering Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 18:12:53 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94081.131253STIRRE31@MAINE.MAINE.EDU>
Source record: 17897

I wouldn't discount Ataris too quickly.If you know what you want
to do with your computer and the Atari does it than it is worth
considering. The Atari line right now is mainly the Atari TT
and the Falcon030. There are two Atari US magazines right now
(although I've heard that Processor Direct has started up as well).
Pick up a copy of one of these mags (Current Notes or ST Informer)
and flip through them. Where do you live? If you are lucky enough
to live near an established Atari dealer than you will get good
support. Otherwise mail order is the only alternative.
I am biased, but the Atari is the best machine on the market in
terms of having fun computing, IMO. Certainly more fun than a clone!
-scott tirrell

1548. Re: HELP:Complete and Utter Novice requires Information

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 18:18:37 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94081.131837STIRRE31@MAINE.MAINE.EDU>
Source record: 17898

For writing and MIDI you really can't go wrong with a simple
ST! The great thing about it is that the ST and IBM clone's
disk formats are the same and so files can be tranferred to
each platform as easy as sticking the disk into the computer.
Just save your IBM files in ASCII or RTF and read them into
your ST!
-scott tirrell

1549. Re: Falcon vs 1200 sales...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 18:47:46 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HA9W5C5TPU95PNXF@SNYONEVA.CC.ONEONTA.EDU>
Source record: 17899

No, piracy didn't kill the Atari - it certainly hurt it but it wasn't the main culprit. That special honor belongs to Atari itself!

Far too many companies have under estimated the power and influence that an effective marketing and advertising program can have in their markets.

Marketing, if done well, can bring sub-standard products to the forefront (i.e witness the success of the Apple II series even after they were obsolete or MicroSoft and Windows, etc.)

Commodore-Amiga made many mistakes in marketing during the early days of the Amiga (like positioning it as a business machine) and almost folded as a result. When they used their brains, they were able to make the machine a success, etc.

Atari had a great product in its hands - it was cheap and powerful. However, after the initial momentum of the product waned, they didn't spend the capital necessary to keep the ST line in the hearts and minds of the public. Simply, they had the opportunity and blew it!

Remember, up until about 1988, PC clones were still too expensive for the average home user - Atari could have expolited that fact and made Atari known. I remember when Atari actually advertised in mags like Compute! - then they got cheap and just decided to peddle hardware and ignored the other 3 P's of the marketing mix.

In business, you only get one or two shots and Atari missed them all...The Jag is a whole different story...lets hope they don't blow this one...

As for piracy - sure it did damage. I had a friend who used to have suitcases of ST games even before they hit dealer's shelves. I remember the hacking groups like the UNION, MCA, the BladeRunners, etc.. But, the AMiga has (had) its share of them too. I had more friends with Amigas and they pirated like fiends...

Just my two bits on the subject as both a marketing student and Atari owner.

Ari

P.S. I like my Falcon - nice machine but three years too late and about $600 too much.

1550. Re: HELP:Complete and Utter Novice requires Information

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 19:29:29 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2mngup$1u1@darkstar.UCSC.EDU>
Source record: 17901

In <Cn2q2q.Cv7@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>you can read/write RTF format files which a lot of PC packages can also
>read/write. (windows).

AtariWorks reads/writes RTF as well.

~Chris

>There are some quite good bits of PD MIDI software such as sequencers, patch
>editors etc. I expect you'll have to pay for scoring software but I could be
>wrong here.

>--
>+-------------+---+
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
>| |REPLIES to ilaskey@cix.compulink.co.uk |
>+-------------+---+

1551. Re: FAQ Wanted! Considering Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 19:35:10 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2mnh9e$1vs@darkstar.UCSC.EDU>
Source record: 17902

In <Cn2o1y.7MI@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>If your in the US, I'd say forget it. Unless you want a machine for MIDI, you'd
>do much better to buy somthing else. It's different in Europe where support for
>the Atari computer line is much better ie you can go in a shop and buy one.
>Personally, I have an Atari Falcon which I am extremely happy with but I have the
>advantage of being in UK which has some good dealers/importers.

Not true. It depends a lot on where one is in the US and how much truly
minimal effort one is willing to put in. The Bay Area (CA) has several
stores, most of which are ATari specific. My best suggestion would be to
get a Falcon and a GEnie account. Product support via "conventional" means
may be slow, but all the big Atari developers are on GEnie, as are several
Atari employees themselves. It is true that shopping before you buy is
difficult in some areas.

>The Atari computers are unfortunately in a state of decline right now and I can't
>see that changing in the foreseeable future. If you already had an Atari I'd say
>stick with it and upgrade to a Falcon or whatever but if your starting from
>scratch, think again. There is an FAQ posted in comp.sys.atari.st fairly
>regularly.

No, they aren't in decline, they are in hibernation... Things will get better,
but probably not soon enough for most people...

~Chris
>--
>+-------------+---+
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
>| |REPLIES to ilaskey@cix.compulink.co.uk |
>+-------------+---+

1552. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 19:46:56 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16F81CFE9S85.TOMM@cms.cc.wayne.edu>
Source record: 17903

In article <2ml61c$2vm@crchh610.bnr.ca>
renfro@bnr.ca (Randy Hoekstra) writes:

>
>"Comments from and about 'the clap' deleted"
>
>I am really getting tired of being told that I don't have the freedom to
>choose the platform that I like and that I have been able to put to good
>computing use for the past 14 years (well thats 8-bit plus 16/32-bit platforms).
>No, you really haven't removed my freedom of choice, but constantly
>badgering us about the situation is as good as saying I shouldn't be able to
>choose Atari even if I want to.
>
>Carry on....
>
>RandyH

. . . and by filling up **OUR** advocacy group with unrelated subjects,
he diminishes **OUR** right to discuss real Atari issues.

Tom Marchant

1553. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 20:07:14 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECWTDCXB@dksoft.ping.dk>
Source record: 17900

In <1994Mar21.153333.45343@ucl.ac.uk> Mr Andrew John Kale wrote :

>Precisely why we shouldn't lower ourselves to his level. Anyone who gets
>annoyed by this idiot's inane ramblings should mail his system administrator
>and complain to him/her - if enough of us do it, the sys.admin. will want
>some peace and hopefully will come down on Mr. sinclap like a ton of bricks.
>Just a thought.

We don't have to lower ourself to his point at all. We could try his sys.admin, but
i have been told, that most often this don't work, when he is at somekind of
school.
But let's see what happens. I once again mailed him a friendly e-mail.

>
>ObAdvocacy: Doom on the Falcon. Under development (in parallel with Doom on
>the Archimedes (ARM3 only)) Got the decode for .WAD files done, got quick
>texture mapping routines up and working. Just wait (and any A1200 owners wanna
>have a go!)
>

Sounds good!

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1554. The role of Atari in an IBM/MAC/PPC world

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 20:21:02 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Mar22.202102.6041@kodak.rdcs.kodak.com>
Source record: 17904

About six years ago I got an ST for home: CPU, color Monitor, and printer for under a grand, brand new, in the box, warranties, all that good stuff. This was at the time when a Mac Plus sold for two grand or more. Power with out the price. I felt that I had made a good choice. It soon became obvious that Atari, for whatever reason, was not going anywhere in the computer world. In spite of that my Atari served long and well with good cheap applications, tremendous PD SW, and a local user group (ACORN) that was fantastic.

There comes a time when you realize you've outgrown your ST and that Atari just isn't a player anymore. The focus now is on how to move from Atari to the modern platforms. This morning I brought an Atari disk to work with my kid's term paper on it. Stuck it in the Mac, yanked the file into Word, changed the font, and printed it. Five minutes tops (once I got some hints from you folks on how to read disks).

My wife has a pretty good size database going using something ancient called DB One. Once I get around to hacking the file format I'll import it into something modern. I'm going to continue to use the ST, but with the price of a Quadra (including monitor, keyboard, and printer) down to around $1300 and still dropping, you can bet that the Falcon won't get much consideration when it's new computer time.

My 'advocacy' of the Atari is in the form of coming up with ideas and methods to preserve the utility of what was (still is?) a pretty good machine for as long as possible. I'd appreciate hearing back from anybody who has already fought their way through the translation/transition issues.

Thanks for listening. e-mail to rappleye@felix.kodak.com.

1555. Re: Mr Brown's blitter fantasy.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 22:08:05 UTC
From: jmccoull@bruny.cc.utas.edu.au
Message-ID: <2mnq85$q6n@franklin.cc.utas.edu.au>
Source record: 17906
Cross-posted to: comp.sys.atari.advocacy,comp.sys.acorn.advocacy

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>Mr Brown thinks that doing a blitter clear (just channel D) takes the same
>time as a copy op (using channels a and d).
>THIS IS COMPLETELY WRONG, a memory copy will take twice as long.

No Mr Brown is correct.
The blitter is a two stage pipelined device -- it can't output data
faster than one word every second cycle. Thus under certain patterns
of DMA usage [vertical and horizontal blanking] a copy operation
will have the same latency as a clear operation. Of course the copy
operation will eat twice as many cycles.

--
Shelter me for I am lost in a world | Rescue me for all I can do is try
That lost the will to be free | To escape this reality
Dying age a chronical of forgotten peace | Trip away color the night until the
Replaced by hate | Sun awakes another day

1556. STBook

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 23:32:16 UTC
From: jperez@Hawaii.Edu
Message-ID: <Cn3Aps.K0M@news.Hawaii.Edu>
Source record: 17907

Anyone know where I can find an ST Book? I had seen them advertised in various UK ST magz from a few months back (at Gasteiner?) - are there any left anywhere? (Stacy is just too darned heavy!)

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

e-mail me...

1557. Re: any portfolio users out there?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-22 23:43:31 UTC
From: jperez@Hawaii.Edu
Message-ID: <Cn3B8K.K3L@news.Hawaii.Edu>
Source record: 17908

TOMM@cms.cc.wayne.edu wrote:
: In article <2lot6c$30e@merlin.nando.net>
: nando@nando.net (NandO BBS System) writes:
:
: >
: >Are there any portfolio users out there???
: >MArk
: >mdreeevs@wart.nando.net
: >
: I have one, but it's broken. I think the problem is in the connections
: between the keyboard part and the display part. I get a screwed up
: display most of the time when I turn it on. I bought one and it failed
: after about a year of pretty heavy use. I sent it back to Atari and
: got another for a couple hundred bucks. When the second one broke after
: another year, I just stopped using it. I didn't want to spend another
: couple hundred dollars every year or so...
:
: Does anyone know how to open it up? One of these days maybe I'll do that
: and fix the cable. . . .
:
: Tom Marchant

Um, it'a real pain to open, but I'll tell you what I know...

1. There are screws under the rubber feet strips
2. The Portfolio screen plate (the plastic sheet that covers the screen
and says Portfolio 16 BIT PERSONAL COMPUTER is _removable_ It peels
off if you are VERY careful and can be replaced once you finish repairs.
-There are some screws under it if I remember correctly.
3. There is a screw on the interface port that may need to be removed to
get the system apart.
4. Take your time, be careful, and be gentle - the port is a very
repairable machine - our ports (my friends and I) have undergone repairs
from screen replacement (after having been sat on) to screen ribbon cable
patching, and even a little surface mount microsoldering.
5. The most common problem seems to be a crack in one of the traces on
the ribbon going from the screen to the main board - once you get the
port apart, you can test this by checking continuity between all the pins
on the ribbon.

Good Luck...

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)

Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

1558. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 00:49:37 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2mo3n1$5oi@scapa.cs.ualberta.ca>
Source record: 17909

sinclap2954@cobra.uni.edu writes:

>200,000 PowerMacs sold less than a week after its rollout. I guess you are
>right that the Falcon is not competition,at those sales figures.

I'm not here to argue the fact that Apple Corp. has much more money to spend
on advertising, and the fact that they are not split between two machines
also has an effect. Personally I don't care how much speed you put into
a mac, it is still a mac. I bet that if the falcon were marketed by any
other company rather than atari, that its sales figures would at least be
in the same ballpark. So there. :P

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

1559. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 01:28:59 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Mar23.012859.23173@ccd.harris.com>
Source record: 17910

: I never said that the Falcon sucked. The Falcon and to a certain extent the
: Amiga are unsupported machines. In Atari's case the falcon is a dismal failure
: due to its lack of market acceptance. I am sorry but its shameful to advocate
: a computer that has no future, lack of software and support and knowing that
: future models are not on the horizon. Hell PC's and Macs are cheap with lots
: of plentiful and cheap software and hardware. There is no convincing argument
: left in advocating a falcon with so many choices out there. No flame intended
: with this one, but a Power Mac 6100/60 8/160 sells for U.S. $1599($1457 my
: price) while a decent configured Falcon sells for $1299.

I would hardly compare Mac support to the IBM PC. In comparison, there is
little software out for the Mac. Also, why try to compare the Mac to the
Amiga? The Amiga simply blows the Mac away, in price and performance. If it
wasn't for rich yuppies, the Mac would be dead. Face it, much like the Amiga
and Atari, the Mac only hold a small niche market.

-Richard Mills

1560. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 07:03:55 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar23.010355.24792@cobra.uni.edu>
Source record: 17911

In article <2mo3n1$5oi@scapa.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
> sinclap2954@cobra.uni.edu writes:
>
>
>>200,000 PowerMacs sold less than a week after its rollout. I guess you are
>>right that the Falcon is not competition,at those sales figures.
>
> I'm not here to argue the fact that Apple Corp. has much more money to spend
> on advertising, and the fact that they are not split between two machines
> also has an effect. Personally I don't care how much speed you put into
> a mac, it is still a mac. I bet that if the falcon were marketed by any
> other company rather than atari, that its sales figures would at least be
> in the same ballpark. So there. :P

Of cource its a Mac, why should it not be? Thats correct that Apple had money
for advertising and is a reason that Apple takes the mac seriously than Atari
does with the Falcon. Another strong point in not considering a Falcon.

>
>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

> --
> |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
> | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
> |<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

1561. Re: FAQ Wanted! Considering Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 10:20:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn44pD.1tr@barclays.co.uk>
Source record: 17912

In article <2mnh9e$1vs@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <Cn2o1y.7MI@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|> >If your in the US, I'd say forget it. Unless you want a machine for MIDI, you'd
|> >do much better to buy somthing else.
|> Not true. It depends a lot on where one is in the US and how much truly
|> minimal effort one is willing to put in. The Bay Area (CA) has several
|> stores, most of which are ATari specific. My best suggestion would be to
|> get a Falcon and a GEnie account. Product support via "conventional" means
|> may be slow, but all the big Atari developers are on GEnie, as are several
|> Atari employees themselves. It is true that shopping before you buy is
|> difficult in some areas.
To say my mailbox exploded with letters of various levels of indignation regarding my reply, would be an understatement. Enough already!

OK, it *may* not be as bad in the US as I said. All I know is I see message after message here from US people saying how dire it is, they can't buy the hardware, they can't buy the software, loads of packages/products never even get to the States. With that in mind, I really couldn't put my hand on my heart and tellsomeone to buy an Atari in that kind of market unless they are willing to put a lot of effort into owning it. I still stand by that. I have regularly recommended Ataris to people and many have bought them but in this case, I do not believe it would be a good choice IMHO. I have been told by several people I am shooting them down in flames after they have put so much effort into Atari in the US. I'm sorry if you feel that way I can see it can be frustrating.

I DO love Atari, I've had a VCS, 400, 800, 130XE (2), 520STM, 4160STe, MSTe and now a Falcon. I've caused literally dozens of people to buy STs over the years. It's right for me but I felt that for the original poster, buying an Atari at this time would be wrong for them.

|> >The Atari computers are unfortunately in a state of decline right now and I can't
|> >see that changing in the foreseeable future. If you already had an Atari I'd say
|> >stick with it and upgrade to a Falcon or whatever but if your starting from
|> >scratch, think again. There is an FAQ posted in comp.sys.atari.st fairly
|> >regularly.
|>
|> No, they aren't in decline, they are in hibernation... Things will get better,
|> but probably not soon enough for most people...
Semantics. Until/if they pick up again, you can only view it as a decline. Like it or not, PCs and Macs are dirt cheap. I can buy a 486 with 4Mb RAM and a 250Mb HD for almost half what I paid for my Falcon. The day of the 'home computer' is over. There will continue to be Amigas, STs and Archimedes bought by various people for some time because some people like going against the system. I know I

do and when I end up with a PC, it will be to the sound of me kicking and screaming. Unfortunately, as a programmer/analyst, I live in the real world and I'm not going to add to my CV with and entry saying "I can program TOS'.

```
|> >--
|> >+-------------+-------------------------------------------------------------+
|> >|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
|> >+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
|> >| |REPLIES to ilaskey@cix.compulink.co.uk |
|> >+-------------+-------------------------------------------------------------+

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1562. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 14:03:12 UTC
From: sys1@exnet.com
Message-ID: <Cn4F1G.4DK@exnet.com>
Source record: 17913

In article <1994Mar22.165019.21637@esca.com> woodford@esca.com (Steven Woodford) writes:
>sys1@exnet.com (Xavier Gallagher) writes:
>
>>In article <1994Mar21.133241.24748@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>>Trying to cut off debate. Can't stand the fact that you are in the minority.
>>>I forgot you UK people don't have the Bill of Rights. I have done nothing
>>>wrong here, thats why there is advocacy..
>
>>We also don't have the worlds biggest drug market, or the largest porn
>>manufacturers, or indeed Hollywood....gee, you may have a point 8-{, our
>>lives would be so much better with all that stuff---America, here I come.
>
>We also don't have sinclap ;-]

True, they also have the bible belt....hmmmm. Atari UK here i come (again).
>
>Cheers, Steve

1563. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 17:37:05 UTC
From: quinlan@gemini.csil.sfu.ca
Message-ID: <quinlan.764444225@sfu.ca>
Source record: 17914

<STIRRE31@MAINE.MAINE.EDU> writes:

>You keep talking about "choices", Peter, but what exactly is it
>that you do with your Mac? Word process? There are plenty of
>word processors in the Atari market. DTP? How about Calamus
>or Pagestream (not to mention Fleet Street for the casual user).
>MIDI? I won't try to list the music programs available on the
>Falcon. What is it that you can't do on the Atari, Peter? Tell
>us here on the Atari group and we'll point you to a package that
>will fill that need.
>-scott tirrell

How about graphics art? The mac is a much better platform for
graphics art then the atari. The mac has the processing power to rotate a
600 dpi, 24-bit, 640x480 image in a resonable amount of time. Not to
meantion ripples, blurs, tiling, etc which takes a long time on a 33 Mhz
040 mac. These operations are acceptably fast on my PPC but they would not
be on a TT.

How about multi-media? Can you buy a stock atari with RCA jacks and
video capture software? How many frames per second can it capture? How
long does a 040 TT take to compress 100,000 frames compared to my PPC?
These operations take speed and the TT isn't up to it.

How about scientific applications? Can the TT generate a 3-d image
based on a fairly complex equation and rotate it in real-time? How long
would it take to evaluate an integral to a high level of precision?

--

Brian Quinlan
quinlan@sfu.ca
"And people also thought that the world was flat"

1564. Re: The role of Atari in an IBM/MAC/PPC world

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 17:39:06 UTC
From: renfro@bnr.ca
Message-ID: <2mpurq$7o3@crchh610.bnr.ca>
Source record: 17915

In article <1994Mar22.202102.6041@kodak.rdcs.kodak.com>, rappleye@felix.kodak.com (Paul Rappleye) writes:
[stuff about original Atari purchase deleted]

|> There comes a time when you realize you've outgrown your ST and that
|> Atari just isn't a player anymore. The focus now is on how to move from
|> Atari to the modern platforms. This morning I brought an Atari disk to
|> work with my kid's term paper on it. Stuck it in the Mac, yanked the
|> file into Word, changed the font, and printed it. Five minutes tops
|> (once I got some hints from you folks on how to read disks).
|>
|> My wife has a pretty good size database going using something ancient
|> called DB One. Once I get around to hacking the file format I'll
|> import it into something modern. I'm going to continue to use the ST,
|> but with the price of a Quadra (including monitor, keyboard, and
|> printer) down to around $1300 and still dropping, you can bet that the
|> Falcon won't get much consideration when it's new computer time.
|>
|> My 'advocacy' of the Atari is in the form of coming up with ideas and
|> methods to preserve the utility of what was (still is?) a pretty good
|> machine for as long as possible. I'd appreciate hearing back from
|> anybody who has already fought their way through the
|> translation/transition issues.
|>
|> Thanks for listening. e-mail to rappleye@felix.kodak.com.
|>

If you truly have outgrown your ST, then it makes sense to move to another platform. But, what is it that you can do on another platform that you can't do on the ST (as far as computing is concerned)? If it is just processing speed/power you need, there are plenty of upgrade options. I realize that it is much easier to live in the DOS or MAC worlds due to having more software that is more readily available, but as far as actually getting things done, the Atari line is perfectly capable (for general home computing needs anyway).

The thought of a platform change has crossed my mind plenty of times, but when I look at what I use my computers for, I just can't justify the change only to be 'more acceptable' amongst friends and have a wider variety of software choose from (I don't really need 20 different word processors to choose from, do I???) just down the street at the local DOS/MAC store. I have enjoyed my Ataris for many years, have a sizeable software library built up that does everything that I really need (most new stuff is just for fun), I don't mind getting support from other users and mail-ordering my software, and I really like using my ST & Falcon better than any other machine I have

used (I have used DOS boxes at work and currently use a MAC IIci).

Granted, I couldn't really reccommend an Atari to someone just starting out unless they had a specific need (like MIDI) and were willing to put up with the headaches, but I personally see no reason to switch.

RandyH

1565. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 17:45:41 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2mpv85$q2k@lyra.csx.cam.ac.uk>
Source record: 17916

In article <1994Mar23.010355.24792@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

|> Of cource its a Mac, why should it not be? Thats correct that Apple had money
|> for advertising and is a reason that Apple takes the mac seriously than Atari
|> does with the Falcon. Another strong point in not considering a Falcon.

Peter, you have to realise that a lot of people do not like Macs. This is
chiefly because of Apples patronising, limited and crippling operating system.
If the Amiga did not exist, then the Mac would be somewhere near the bottom of
the list of computers I would likely be using. The Falcon would probably be
quite a bit higher. I'm sure a lot of people feel the same, and no amount of
flaming by you is going to alter that.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1566. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 19:15:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d90956e@secom.ct.se>
Source record: 17917

In a message of 20 Mar 94 23:40:12, <stirre31@maine.Maine.Edu> wrote:

<> One difference between CD-32 games and Jaguar games as far as ports
<> go, I think, is that the CD-32 are straight from the Amiga line
<> while Jaguar's games (ported or not) have to be written for scratch.
<> Maybe this was the argument? I don't believe that anyone believed
<> that the Jag would have no arcade ports. After all, from day one
<> Jag owner have been speculating on NBA Jam and Mortal Kombat.

THANKS ... atlast here's someone that understood the whole meaning behind the
"Jag-no copies" "cd32 - amiga copies" discussion ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1567. Re: The role of Atari in a IBM/MAC/PPC world...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 20:08:14 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HABD1Y0BW895PSU0@SNYONEVA.CC.ONEONTA.EDU>
Source record: 17918

Unfortunately, unless Atari makes a commitment to stay with the architecture the ST/TT/Falcon series will be doomed to a niche and orphaned status much like the TI-99/4a and the IBM PCjr were.

Sure, you can use many of the same devices (i.e. drives, disks, printers, etc) but without specific hardware and software support, the machines will outgrow their usefulness.

I couln't honestly recommend the Atari platform to a computing novice because they need their hands held by support. If something breaks they're often not industrious to fix it themselves. They want the ability to buy the software they want, when they want it, and the prices they want. They want the ability to take work home with them ,etc.

Unfortunately, the Atari line can't give them what they want or need. If you're an experienced/knowledgable user they are great machines and fun to use - but such people are the majority or the largest segment of the computer buying public.

I'm not fortunate to live in an area where I can drive to an Atari dealer... If it weren't for the nets and contacts throughout the Atari community I wouldn't of known anything about the machines.

Like it or not, the Atari platform is in terminal decline (all over!) - not just in the US where there maybe 20,000 active users but in Europe too.

Now, I enjoy my Falcon - and I have enough software and knowledge to make it worth keeping. However, in the long-term, unless things start hapening for Atari and their computer line, I'll be selling my $1500 Falcon system for $200 at a local flea-market in a years time!

I hate flaming the Atari platform - I really do...but at least I'm being honest. Hey people, stop getting so upset about whether someone insults your Atari! Big deal! It's only a machine!

This board should be for real Atari oriented issues not for the "na na, my machine is better than yours" BS! The Mac people don't belong here, the PC people don't belong here and the Amiga people don't belong here.

Heck, I've used or owned all of those machines and I didn't like 'em but it doesn't mean I have to go to a net board and tell everybody so!

Let's try to return to the purpose of this board, ok?

Ari

1568. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 20:17:53 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cn4wDt.79r@freenet.carleton.ca>
Source record: 17919

In a previous article, quinlan@gemini.csil.sfu.ca (Brian Quinlan) says:

>--
> How about graphics art? The mac is a much better platform for
>graphics art then the atari. The mac has the processing power to rotate a
>600 dpi, 24-bit, 640x480 image in a resonable amount of time. Not to
>meantion ripples, blurs, tiling, etc which takes a long time on a 33 Mhz
>040 mac. These operations are acceptably fast on my PPC but they would not
>be on a TT.

There are proffesional Photo-manipulation packages available for the TT.
From what I hear they are comparable to stuff like Photoshop on the Mac.
I think Retouche Proffesional is one of em' (I believe there were some
articles on it in Current Notes last year. They are quite expensive though)

> How about multi-media? Can you buy a stock atari with RCA jacks and
>video capture software? How many frames per second can it capture? How
>long does a 040 TT take to compress 100,000 frames compared to my PPC?
>These operations take speed and the TT isn't up to it.

No it is not as fast as your PPC but is plenty fast enough compared to the
other 680x0 Macs.

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1569. Re: FAQ Wanted! Considering Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-23 21:04:03 UTC
From: jimmy@Hawaii.Edu
Message-ID: <Cn4ylr.81x@news.Hawaii.Edu>
Source record: 17920

Iain.Laskey@barclays.co.uk wrote:
#In article <casino-220394100118@mac9.dev.upenn.edu>, casino@pobox.upenn.edu (Melinda Anne Casino) writes:
#> I'm looking into different computers, and would like some basic info on the
#> Atari ST and whatever else they're up to now (Falcon?).
#>
#> Last time I looked at Atari was in the early '80's. Alot has changed since
#> then, I'm sure. I'm having trouble even finding Atari's for sale...Please
#> help!
:If your in the US, I'd say forget it. Unless you want a machine for MIDI, you'd
:do much better to buy somthing else. It's different in Europe where support for
:the Atari computer line is much better ie you can go in a shop and buy one.
:Personally, I have an Atari Falcon which I am extremely happy with but I have the
:advantage of being in UK which has some good dealers/importers.

Melinda, you should figure out what you plan on using your computer for first, then see what computers are available to do what you want. A computer is only as good as what you can get it to do thru software. When you've decided what computers are best for your purposes, then you can figure out price, quality, reliability, availability, etc.

As Iain has said, Atari computers is very scarce in the U.S. The two major players are PC clones and Apple. Amigas though available, are somewhat hard to find and remain a distant third in the U.S. market.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

1570. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-24 05:39:29 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar24.053929.7246@mnemosyne.cs.du.edu>
Source record: 17921

In article <quinlan.764444225@sfu.ca>,
Brian Quinlan <quinlan@gemini.csil.sfu.ca> wrote:
><STIRRE31@MAINE.MAINE.EDU> writes:
>
>>You keep talking about "choices", Peter, but what exactly is it
>>that you do with your Mac? Word process? There are plenty of
>>word processors in the Atari market. DTP? How about Calamus
>>or Pagestream (not to mention Fleet Street for the casual user).
>>MIDI? I won't try to list the music programs available on the
>>Falcon. What is it that you can't do on the Atari, Peter? Tell
>>us here on the Atari group and we'll point you to a package that
>>will fill that need.
>>-scott tirrell
>---
> How about graphics art? The mac is a much better platform for
>graphics art then the atari. The mac has the processing power to rotate a
>600 dpi, 24-bit, 640x480 image in a resonable amount of time. Not to
>meantion ripples, blurs, tiling, etc which takes a long time on a 33 Mhz
>040 mac. These operations are acceptably fast on my PPC but they would not
>be on a TT.

Hmm, a 600 dpi image at 640x480? That's about a 1" x .75" image I
guess...

There are some pretty powerful image processing programs for the
Falcon, and they won't cost you $500 either! Sure a professional
needs that kind of speed, but for the casual user slower is OK.

>
> How about multi-media? Can you buy a stock atari with RCA jacks and
>video capture software? How many frames per second can it capture? How
>long does a 040 TT take to compress 100,000 frames compared to my PPC?
>These operations take speed and the TT isn't up to it.

Nope, video capture is the one area Atari is short on... but if I
wanted to do that stuff, I'd buy an Amiga!

>
> How about scientific applications? Can the TT generate a 3-d image
>based on a fairly complex equation and rotate it in real-time? How long
>would it take to evaluate an integral to a high level of precision?

Longer than on the PowerPC, of course... but there is software to do
it.

Enjoy your PowerPC - I know I'm enjoying my Falcon,
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1571. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-24 11:50:09 UTC
From: jimmy@Hawaii.Edu
Message-ID: <Cn63JL.8xt@news.Hawaii.Edu>
Source record: 17922

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
:#In a message of 19 Mar 94 06:25:14, Jimmy Chan wrote:

:#JC> No. It was I that said that many of the CD32 early stuff would be ports
:#JC> that were from the Amiga software but, with added extras. The people that
:#JC> were responding to me said that the CD32 software wouldn't have much extra
:#JC> and would be just direct ports that would only take about 2-10 megs on the

:#...which is exactly what happened.

:#JC> CD. Though not everyone took this extreme a view but to a varying degree
:#JC> with some. There was someone claiming that Jag games would be all "NEW",
:#JC> remember Rickard? He originally claimed this and I even showed him his
:#JC> post when he asked for proof of it. I've yet to see him prove anything
:#JC> that I've asked for.

:#Ok, one more time. (do you have learning problems?)

:#On the CD32, developers can take an old game, copy it to the CD and release it
:#as "new 32 bit blasting software!!!" (And they have done it too)

:#...that is impossible on the Jaguar. You *HAVE* to WRITE the game code, thus
:#there is a bigger chance of new featurs being added.

:#I can repeat this as long as I need 'til you understand.
:#
:#+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
:#+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
:#+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
:#+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
:#+ SYNC -------- Opinions expressed are those of my employee! --------+

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================
"My A3000 runs Mac software better than Macs." -Marc Barrett
"You are quoting somebody who quoted somebody who quoted somebody who
misquoted me." -Quess

1572. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-25 00:55:11 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar24.185511.24847@cobra.uni.edu>
Source record: 17923

In article <94079.173716STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> What I don't understand is Sinclair's constant harping on the lack
> of local Atari dealers, yet he shops at MacWarehouse. "Only $3
> for overnight shipping...." Why mailorder, Sinclair? I mailorder
> from Toad and get everything from them in three to four days. Also
> my campus computer dealer will order me any Atari stuff I want!!!!

For one thing, traditional dealers do not have a wide selection of software to offer. Each month I receive catalogs from MacConnection, MacWarehouse and MacZone offering the latest software with specs, ect. Plus I get great prices and is delivered to my house overnight for $3.00(regardless onhow many items you have bought) and a money back no hassle guarantee.

I also have a Campus reseller where I can try out the latest hardware. Can't be said for Atari. Apple sends their marketing droids at least twice a year to sponsor a min Mac expo in my student union. Can't be said for Atari.

>
> -scott tirrell

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Sinclap = Sinclair-Day

1573. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-25 01:03:29 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar24.190329.24848@cobra.uni.edu>
Source record: 17924

In article <94080.122218STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> You keep talking about "choices", Peter, but what exactly is it
> that you do with your Mac? Word process? There are plenty of
> word processors in the Atari market. DTP? How about Calamus
> or Pagestream (not to mention Fleet Street for the casual user).
> MIDI? I won't try to list the music programs available on the
> Falcon. What is it that you can't do on the Atari, Peter? Tell
> us here on the Atari group and we'll point you to a package that
> will fill that need.
> -scott tirrell

How about Quicktime, and other multimedia software and hardware that is lacking and or non existent on the Falcon. How about cdrom support with hundreds of titles. Sure you can use a cdrom on a falcon, but is not a Company supported standard and a miniscule number of titles. Plus the Falcon uses a slow 030 and is only $300 less than a Powermac 6100 with raw speed(64 bit bus)

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1574. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-25 01:06:52 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar24.190652.24849@cobra.uni.edu>
Source record: 17925

In article <94080.122909STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Peter, with the cost of the system you have to take into account
> the cost of software on the Mac compared to the Atari. On the
> whole software costs much less on the Falcon.

Prove it!

Of course almost
> every Mac user I know pirates most of their stuff....
> -scott

Yea and the Atari users I knew did not pay for their software.

tirrell

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1575. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-25 01:15:21 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar24.191521.24850@cobra.uni.edu>
Source record: 17926

In article <Cn4wDt.79r@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>
>
> In a previous article, quinlan@gemini.csil.sfu.ca (Brian Quinlan) says:
>
>>--
>> How about graphics art? The mac is a much better platform for
>>graphics art then the atari. The mac has the processing power to rotate a
>>600 dpi, 24-bit, 640x480 image in a resonable amount of time. Not to
>>meantion ripples, blurs, tiling, etc which takes a long time on a 33 Mhz
>>040 mac. These operations are acceptably fast on my PPC but they would not
>>be on a TT.
>
> There are proffesional Photo-manipulation packages available for the TT.
> From what I hear they are comparable to stuff like Photoshop on the Mac.
> I think Retouche Proffesional is one of em' (I believe there were some
> articles on it in Current Notes last year. They are quite expensive though)

Can you buy these packages now? Why are these packages not piblicly known. If I was a proffesional graphic artist, I would want reausurance on product reliability, availability and schedule improvements. Graphic Artists would find the Mac appropriate than the Falcon due to the fast speed on the fastest 040 and PowerMacs.
>
>> How about multi-media? Can you buy a stock atari with RCA jacks and
>>video capture software? How many frames per second can it capture? How
>>long does a 040 TT take to compress 100,000 frames compared to my PPC?
>>These operations take speed and the TT isn't up to it.
>
> No it is not as fast as your PPC but is plenty fast enough compared to the
> other 680x0 Macs.

Prove it! Faster than a less than a grand 040 Mac? A TT is in the same price range as a PowerMac 6100.
>
>
> --
> ** Computer Systems Engineering Jack Kitowicz **
> ** Carleton University ac382@freenet.carleton.ca **
> ** Ottawa Ontario Canada jack@aurora.carleton.ca **

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1576. Re: The role of Atari in a IBM/MAC/PPC world...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-25 07:31:45 UTC
From: Mountain Air <mountainair@delphi.com>
Message-ID: <BQ2NJIZ.mountainair@delphi.com>
Source record: 17927

The future of computing is in the power pc chip I believe. Mac thinks so, so does IBM. I hope Atari is joining the party. Imagine a day when we could run Pagestream next to Filemaker Pro and Sound Tools.
I think that unity is definately the answer. The problems we face as Atari owners stem from market share.
Bill Gates wants to put Windows on every dishwasher in America. To this end Windows has been ported to almost all OS's. The concept is there, any Windows program runs on any platform supporting Windows.

Now along comes the New Boss, Same as the Old Boss. IBM is farther ahead of the game I suspect than we can hope to play. The Power PC Chip, now theres something I can live with. Buy a power PC pop in an Atari add on instruction set and you now have access
to expansion slots, sound cards, more software than you can use and Atari developers have a larger market to sell to.

1577. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-25 08:33:09 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Mar24.152346.53115@ucl.ac.uk>
Source record: 17928

In response to my comment that the best way to deal with sinclap would be to complain to his sysadmin about his complete lack of netiquette (and I must apologise in advance for my propagation of a flamefest) I received the following, somewhat incomprehensible, post.

>Trying to cut off debate. Can't stand the fact that you are in the minority.
>I forgot you UK people don't have the Bill of Rights. I have done nothing
>wrong here, thats why there is advocacy..

Of course I'm in the minority. I'm British. I own a couple of Ataris (and also an Amiga and an Archimedes and several more vintage computers). No Macs (I've never felt the need to let my computer think for me) and no PCs (why, I'm not sure. Once you've binned M$-DOG and installed Linux, they aren't bad. And cheap peripherals too). I vote Labour. And I do believe in free speech - it's what this forum (and I use the word in its original sense), among others, is about. But I am also capable of discrimination between arguments on the basis of inherent value - while I don't deny sinclap's (or anybody else's) rights to stick their tongues out and go "My computer's better than yours so yah boo sucks" I do feel that the constant clogging-up of switchers and routers which are already strained is tantamount to vandalism.

Historical note - the UK does have a Bill of Rights. It provides (if I remember correctly) for the separation of Church, Crown and State and dates back to the reign of James II and the Glorious Revolution (anybody like to correct me on this - my historical chops are more than a little rusty)

Could we also please continue this by Email or in alt.flame, to avoid interrupting more reasoned arguments.

Cheers
/================\
\======\ /====/ Vote YES to
rec.music.makers.techno
and the world will thank you
(probably!)
/========\ /===========\
@@ # # ===
/==\ / # # @@ # # # # #
== / # @@ # # # #
\=========/ \========/ \===/ \===/
spbcajk@ucl.ac.uk

1578. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-25 15:51:06 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn89D6.4AA@barclays.co.uk>
Source record: 17929

In article <9403251511.AA06812@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan
|> Get a grip on reality! What this means is that there is LESS chance of
|> seeing software for the Jaguar, its a major DRAWBACK. Given that the
|> Jaguar hasnt set the console world on fire what are the chances that
Hasn't set the console world on fire?? What planet are you on. T2K has got the highest rating ever for a game in several magazines, they have sold 120,000+ Jags a matter of a month or so into full rollout and this despite heavy production problems. There are back orders so big the European launch has been put back twice.

|> software companies will spend big bucks redeveloping software for the
|> jaguar when their coders have to learn a complete new system? Thats why
|> there is so little support for the jaguar, and why there is so *MUCH* for
|> the CD32.
I'd hardly call 89 companies 'little support'. There will be a lot of games very soon. It takes time to code a game as you well know, that's why there have only been a few so far. What's coming out looks very good. There are *loads* of titles on the way.
As Jeff Minter has already said, the jag is easy to code for if your used to assembler and in a few days you can be coding some awesome effects and graphics.

|> **IF** the Jaguar were to sell millions this wouldnt be a problem, but
|> given that Atari market it (meaning market confidence is ZERO) then this
|> is the main reason why the Jaguar will most probably sink into obscurity
|> along with the Lynx and the Falcon.
If you really believe the Jag will fail then you have an amazing ability to filter out what is going on around you.

|> Still, maybe if you keep saying it will be a success, that will make it
|> so...
I don't think Sega need to start worrying just yet but the Jag will surely put Atari back on the map.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1579. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-25 15:53:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn89HB.4MM@barclays.co.uk>
Source record: 17930

I generally agree with Gavins observations here. The Power Macs only run Mac software at a fairly slow speed compared to native PPC software. Ditto for Windows 3 stuff. Plus, the WIndows 3 emulator is naother 500GBP or so on top of the basic price. On paper they look nice but the reality I suspect will be somewhat less, in the short term at least. Once some decent native applications appear, it may show it's true abilities but until then it's just away of running Mac/PC software slowly.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1580. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-25 18:25:28 UTC
From: quinlan@malibu.sfu.ca
Message-ID: <quinlan.764619928@sfu.ca>
Source record: 17931

whitema@rtsg.mot.com (Michael A. White) writes:

>What's Quicktime? And while you're at it, what's multimedia? Let's see,
>my Atari does word processing and prints documents, compiles, allows me
>to telecommunicate, access CD ROMS if I want (but have no need or desire
>to), play games (which is where the Mac sorely lacks), use spreadsheets,
>keep databases, play music in stereo, draw pictures, edit sounds, and
>about anything else a user would ever want to do.
>Sure, I need PowerPC technology to do all those things (sarcasm, there
>Peter).

>Michael
>whitema@rtsg.mot.com

You don't need 680x0 technology to do that. I can pull my TI-99
out of the closet, my a sound chip (sony OK?) and build a SCSI port and
it could do all the things that you mentioned above. It might take a
little longer to do a 10 pass gaussian blur and it might take a while
to manipulate the sound but hey, you can do it.

--

Brian Quinlan
quinlan@sfu.ca
"And people also thought that the world was flat"

1581. Modem for the JAGUAR ????

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-27 11:48:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.149.249.0N96611D@teaminfinity.com>
Source record: 17932

Is there a modem for the JAGUAR and where can I by JAG games from ?

Thanks

sysop@teaminfinity.com

1582. Re: The role of Atari in a IBM/MAC/PPC world...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-27 14:33:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d959938@secom.ct.se>
Source record: 17933

In a message of 26 Mar 94 00:01:36, Sinclap2954 wrote:

S> Atari should come out with a Power PC ST for their customers that could
S> offer
S> features missing on the powerMac such as MIDI. Are you listening Atari?

They will ... as soon as they profit from the Jaguar they will enhance their computer line, and when reading what Bob Brodie says carefully, one easily sees that it's PowerPC they're looking into ..

I'd say wait 1.5-2 years .. that's the time when PowerPC will start to take over the Intel-PC market, and that's when Atari will have earned some money on the Jaguar and begun developing PowerPCs ..

S> Yea, I hope not. I would rather have TOS than Windows anyday.

I really really hope we'll see MultiTOS running on an Atari PPC603 based computer .. Falcon compatible in graphics and sound (though added 24bit modes etc in the graphics area, as Bob Brodie hinted when he said "future Atari computers will definitely have 24bit graphics") ..

S> Again Atari are you listening? Would Atari users but a Power PC ST?

I assume "but" = "buy" .. Well, not a PPC ST ... but a MultiTOS PowerPC (with the above Falcon compatibility) ... you forget Peter that the Falcon is a *WONDERFUL* computer - but without the big software support of the PCs .. (I consider the Falcon to be THE computer for anyone who likes to program and hack together things himself ...)

Who will go out today and switch his/her Amiga/Atari for a 486? Not me .. I expect my Falcon to keep me floating until I can buy a PowerPC ... because I will buy a PowerPC, no matter if it's from Atari or IBM ... I will however NOT buy a PowerMAC if it's not 110% compatible with the rest of the PowerPCs and *NOT* running System 7 or something as stupid ...
The only thing I find weird is the TOTAL lack of "Amiga PPC" talk ... I mean ... does ANYONE really believe the AAA chipset will sell Amigas instead of PPCs???? Me thinks Commodore will cease to exist within 1-2 years if they don't do something ...

I want to do Virtual Reality on a PowerPC .. now ... anyone wanna give one to me?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1583. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-27 18:53:47 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94086.135347STIRRE31@MAINE.MAINE.EDU>
Source record: 17934

Thank you for correcting me on ClarisWorks. I must admit that I have
no experience using it. My question was not meant as a flame and I
thank you for telling me more about ClarisWorks.
I apologize if I have given the impression that I think of Mac users
as "filthy pirates." I know pirates on all platforms (yes, even
Atari). However, I posted this messege out of frustration from the
responses I get when pointing out the low cost of Atari software.
Most Mac and IBM users will laugh at me saying, "You mean you actually
pay for software?!" I feel that Macintosh software prices have
encouraged piracy. While I would never pay $895 for Photoshop, I
might pay for Studio Photo at $99. While the initial investment
for Mac hardware is less than the Atari on some models, this difference
is quickly eliminated by the cost of Mac software (assuming that
people pay for their software).
I have a question about the Performa.... is there a way to get around
At Ease?
I would like to know other packages that you use, Peter. So far it
seems that we've payed about the same money for our systems. You have
listed word processing and communications software as your main
packages. Neither of these needs are better filled by a Macintosh,
IMO.
-scott tirrell

1584. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-27 20:56:51 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar27.145651.24903@cobra.uni.edu>
Source record: 17935

In article <1994Mar26.230423.18536@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
> In article <1994Mar24.190652.24849@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
>>In article <94080.122909STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>> Peter, with the cost of the system you have to take into account
>>> the cost of software on the Mac compared to the Atari. On the
>>> whole software costs much less on the Falcon.
>>
>>Prove it!
>
> Photoshop: Many humdreds of $$$$. There you go...

Hasn't been an obstacle for Adobe. Like I said I have no use for Photoshop.

>
> Perhaps you'd care to post some mac software prices for decent
> packages?
>
What software do have in mind?

>>
>> Of course almost
>>> every Mac user I know pirates most of their stuff....
>>> -scott
>>
>>Yea and the Atari users I knew did not pay for their software.
>
> Like you Mac users are posters of cleanlieness!! Mac and PC people
> are the most blatant pirates in the whole world - you keep harping
> about photoshop and programs of it's caliber for the Mac, but neglect
> to mention the outlandish price. All of the Mac and PC owners I know
> (except for my cousin, who actually purchased Photoshop!!!!) just copy
> and copy and copy... I can only assume you condone this from your
> attitude that software prices do not matter.
> --
> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>

I never said that Mac and PC users do not pirate. Piracy killed the ST software market due to its small size.

> < Those who do not read about the future are condemned to enact it. >

I agrea!

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Chamelean Mac - Does more, costs less

1585. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-28 06:21:51 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar28.062151.11720@mnemosyne.cs.du.edu>
Source record: 17936

In article <1994Mar27.144935.24902@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <1994Mar26.225129.17514@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>> In article <1994Mar24.191521.24850@cobra.uni.edu>,
>> <sinclap2954@cobra.uni.edu> wrote:
>>>In article <Cn4wDt.79r@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>> BUT - for a hobbiest, the Atari line offers a fairly decent platform
>> that you can get very capable software for a fraction of Mac prices.
>> Even with the educational discount, Photoshop is VERY expensive!
>
>What hobbiest? That may have been true years ago. ST software for a fraction
>of the price compared to Mac software, BULLSHIT! I suggest you provide
>evidence. As for Photoshop, I have no use for it. Do you use the expensive
>Retouche and Calmus DP with the modules? As for PageMaker, the education price
>is $100. You can also get mac software cheaply too.
>Hell i paid about $70 for WriteNow 3.0 and Version 4.0 sells for under $60
>mailorder plus $3 for over night shipping.

I can also get Pagestream or Calamus 1.09n which I think is every bit
as good as PageMaker...

What hobbies? How about programming - The atari is an execllent
platform for this, with a good unix environment and all of the Gnu
stuff at hand.

For sound & music, there is a lot of good, free midi and sound software around.

I can also get Atari WP's as good as WriteNow for about that much or
less...

Also, you forget the Added-Non-Mac bonus - it does not rub me the
wrong way!! I don't want to have to use "ctop()" or whatever call to
convert all of my C strings to pascal strings when programming. I
don't want to have to live with shoddy multitasking at its worst.

The problem with your cheap Mac software is that I can get stuff in
almost any area just as good on the ATari, probably cheaper. If you
want to say "The mac has the programs that the Atari cannot compete
with, then fine... but you totally neglect the fact that these
programs cost many many $$$$.

>
>I hate to burst your bubble, the Mac is a much better price and value compared
>to the Falcon. Plus the Mac has a future than the Falcon does. Where is the

>040 and PPC version? Not likely! In August Apple will release the Chamelean
>Mac that offers four exp. slots, monitor, KB, CDROM, fast 040, 250 meg HD,
>infrared remote, wireless comm. for PowerBook and Newton for under $1500. This
>Mac is upgradeable to the PPC 601 and 603.

But you seem to have forgetten the undeiable Truth of my argument
against buying a Mac - it is a Mac! I don't like them, I don't like
programming them, I don't want one. You have to get a fairly
expensive mac to beat the Falcon by a vast amount. I don't care,
though - as I have said before, I may become tempted if a PowerPC OS/2
box comes along. There's a real OS for you...

>
>
>>
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>Chamelean Mac - Does more, costs less

Peter Sinclair-Day - Talks more, Says less.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1586. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-28 14:44:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar28.084432.24923@cobra.uni.edu>
Source record: 17787

In article <1994Mar27.160453.21857@ccd.harris.com>, rmills@ccd.harris.com (Richard C. Mills) writes:
> sinclap2954@cobra.uni.edu wrote:
> : Have you seen the PowerMac? Here in the U.S., PowerMacs cost less than 486
> : machines. As for the emulation, that was to remain compatible with existing mac
>
> You're living in a dream world. Since when is a PowerMac cheaper than a
> 486? Oh, you mean buying from a retail store? I can easily buy a good 486
> system for under $1500 mailorder. What about the PowerMac?
>

Yes. the lowest common demoninator. Yea, I can get an 040 Mac for $900 with keyboard..

> : No, but Apple has it now. What do you mean save the Mac line. Apple sold
> : millions of macs in 1993. Alot more than Amiga and St combined. Will AAA save
> : C=, probably not.
>
> This is pretty laughable. Where do you get your figures? Maybe the PowerMac
> outsells those computers here in the U.S. (not hard to do), but not elsewhere.

Apple sold over two million Macs in the USA market in 1993. Apples worldwide sales of Macs amounted to 3.5 million units. Apple Europe had sales of $2 billion, while Apple Pacific was about $1.6 billion. These figures came from the Wall ST. Journal and Apples 1993 Annual report. Apple sold estimated 800,000 Macs in Europe...

>
> -Richard Mills
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less

1587. Hay::Anyone know if the Jaguar will have the Rygar Game like the lynx?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-28 16:54:15 UTC
From: mdfitzge@eos.ncsu.edu
Message-ID: <2n723n$c2a@taco.cc.ncsu.edu>
Source record: 17788

I am interested in knowing if the Jaguar, by Atari will sometime

have the game RYGAR released for it. I know that the atari portable

system, Lynx had Rygar and I am really interested in playing it on

the Jaguar. If you have any information please

Email me at : mdfitzge@eos.ncsu.edu

Thank You

Fitz

1588. Please Bus Your Tray

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-28 17:23:25 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2n73qd$o3l@hearst.cac.psu.edu>
Source record: 17789

A few observations:

1) Mac users usually don't start violent uprisings.
I have never know a Mac "user" who knew much about anything
about the hardware inside.
So, when I see a "mac" person flaming another platform...
I have to wonder...what an IDIOT.

2) IBM compatible people are closed minded people who either
a) know less than mac people do about their hardware
b) BELIEVE they know hardware
c) acutally do know their hardware (very rare..must have a DEGREE)

3) IBM'ers have always flamed Atari.

4) Commie's have always flamed Atari, Yet I have more respect for
an Commie user anyday than for an IBM user.

5) The Jaguar is a good machine. I am going to buy it just to play
T2K. That's right...I am slapping down $300 for it.

6) I would never consider buying a 3D0 ..even if the Jaguar FAILS...

7) Nintendo? PLEASE...half the damn kids who play it have no
grip on the history of the industry. And I hates ignorance.

8) Sega... okay..pretty damn good system... its the ADULT version
of Nintendo.

9) I really hate walking into a store and seeing <13 year olds
all talking about which is better ...the Sega or the Nintendo..
and about how dady is bigger than other dady...and how this
machine kicks but...its a "real" machine.

10) previous children should stop reading such fish wrap magazines
and buy an entertainment system such as the Jaguar...or atleast
an Amiga.

11) Atari does NOT = 2600

12) Atari Users are slightly more well rounded and open minded than
most other platform users... except maybe unix users.

13) Please feel free to flame me...for I will chuckle at your
feeble attempts.

--
Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1589. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-28 22:26:09 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-280394142609@edfuc7.ctis.af.mil>
Source record: 17792

In article <1994Mar27.160453.21857@ccd.harris.com>, rmills@ccd.harris.com (Richard C. Mills) wrote:

> You're living in a dream world. Since when is a PowerMac cheaper than a
> 486? Oh, you mean buying from a retail store? I can easily buy a good 486
> system for under $1500 mailorder. What about the PowerMac?
>

You're right, a 486 machine is cheaper than a PowerMac, but slower.
PowerMacs are competing with Pentium machines and generally are
cheaper. You can walk away with a store bought complete system
for under $2,000.

Compare the best decent mail-order Pentium with a street price
PowerMac and you'll find PowerMacs are a reasonable deal.

> : No, but Apple has it now. What do you mean save the Mac line. Apple sold
> : millions of macs in 1993. Alot more than Amiga and St combined. Will AAA save
> : C=, probably not.
>
> This is pretty laughable. Where do you get your figures? Maybe the PowerMac
> outsells those computers here in the U.S. (not hard to do), but not elsewhere.
>

Macs outsell Amiga and ST in the US, Amiga and ST probably outsell
the Mac in Europe.

But total both sets of sales for total world wide. I wonder what
those totals will be? For the Amiga and ST to be higher they need
to ship between them almost 4 million machines a year.

Atari makes some fine machines which sell well in Europe, but I
don't think they sell 2 million a year there.

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1590. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-28 22:32:44 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EC3WCBWK@dksoft.ping.dk>
Source record: 17790

In <1994Mar25.172639.24877@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote :
>
>First of all, I vote Democrat. I have owned Atari's , Amigas and now a Mac Duo
>210. I still have a Lynx which should have done well. I never said that my
>Computer is better than yours. But Atari users have and flamed the Macs and
>amigas constantly(sense the double standard. It's alright to flame the mac and
>amiga but its not alright for Amiga and other mac users to do the same.

Wrong my dear Sinclap. It's allright to flame whatever you want to flame, but
NOT!! in this newsgroup. If you want to flame Atari, do it in a Mac newsgroup
and see what happens.
I can't stop wondering how many times i have told you this! I think it's
because you know what happens if you write your flaming in a Mac newsgroup.
They'll all laugh at you, and probably kick you out!

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1591. Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-28 22:48:18 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EC3WCBWN@dksoft.ping.dk>
Source record: 17791

Steinberg has just announced a 16 channel Hd-recording version of Cubase Audio. And ofcouse it's for the Falcon.
Even better, Steinberg just downed their prices due to this new 16 channel version. And ofcouse it's for the Falcon.

Yo mr. Sinclap. This leaves the Falcon in the front on the music line. Just so you wont forget it. You seem to live in a dream world!

And once again i have to tell you. Atari produced the Falcon not Apple!

Oh, and btw. How about an 2 channel digital 8 channel analog output expander for Cubase Audio.. And guess what, it's for the Falcon.

I guess you don't even know who Steinberg is, and probably never heard of Cubase before.

Eat this!

Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1592. Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-28 23:02:32 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2n7nm8$prj@usenet.INS.CWRU.Edu>
Source record: 17793
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

COMMODORE SAYS IT FACES POSSIBILITY OF LIQUIDATION
Wall Street Journal, March 28, 1994 p.B4

WEST CHESTER, Pa. -- Commodore International Ltd., a once highflying personal computer maker, warned that it is on the verge of collapse and could be liquidated unless it secures new funding.

In releasing a quarterly earnings report, the maker of the Amiga computer said it is attempting to negotiate a restructuring plan with creditors, including suppliers that have sued the company. The release did not describe the nature of the lawsuits, and the company did not make a spokesman available.

In its earnings report, Commodore said, "In the absence of additional resources and a restructuring, the company may become subject to reorganization or other liquidation proceedings."

Commodore's Amiga PC, first released in the mid 1980s, never caught on among mainstream computer users, though it was praised by computer magazines for its easy-to-use features.

For the second quarter ended Dec. 31, Commodore had a loss of $8.2 million, or 25 cents a share, compared with a loss of $77.2 million, or $2.33 a share, a year earlier. Revenue fell to $70.1 million from $237.7 million.

Commodore stock fell 12.5 cents to $3 in New York Stock Exchange trading.

--

1593. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 00:31:24 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2n7sss$5qs@news.dmpe.CSIRO.AU>
Source record: 17794

>the future will be in 486 based machines - increasingly of the clock
>doubled variety. I imagine we`ll see a 40/80 clock doubled 486 soon from
>AMD at around the same price as you would pay for an Intel 33Mhz 486.

Just saw a pre-release ad for some new clones with 100mhz 486DX's, run to about
$5000 Aus ...

So they may be a crap architecture, but they're damn fast ...

Karl.

(A Proud Falcon Owner.)

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1594. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 01:22:53 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2n7vtd$5vs@news.dmpe.CSIRO.AU>
Source record: 17795

>There are proffesional Photo-manipulation packages available for the TT.
>From what I hear they are comparable to stuff like Photoshop on the Mac.
>I think Retouche Proffesional is one of em' (I believe there were some
>articles on it in Current Notes last year. They are quite expensive though)

Ahh, but they're cheap compared to MAC soft - one reason many people can't
afford MACs, apart from they're a dog to use ...

Hell, I prefer WinDoze to System/Finder ...

>> How about multi-media? Can you buy a stock atari with RCA jacks and
>>video capture software? How many frames per second can it capture? How
>>long does a 040 TT take to compress 100,000 frames compared to my PPC?
>>These operations take speed and the TT isn't up to it.

Since when can you compare a 68030 with a PPC601!? Or even 040 for that
matter!? RISC architecture is totally different, heaps more efficient, and
even the guys at Motorola have said that the 680x0 series is now defunct
(although they added that the 68060 is coming out soon ...)

Karl.

(A Proud Falcon Owner.)

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1595. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 03:02:28 UTC
From: bakey@admin1.memphis.edu
Message-ID: <1994Mar28.220228.16068@admin1.memst.edu>
Source record: 17796
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2n7nm8$prj@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:

> COMMODORE SAYS IT FACES POSSIBILITY OF LIQUIDATION
> Wall Street Journal, March 28, 1994 p.B4
>
> WEST CHESTER, Pa. -- Commodore International Ltd., a once highflying
> personal computer maker, warned that it is on the verge of collapse and could
> be liquidated unless it secures new funding.
>
> In releasing a quarterly earnings report, the maker of the Amiga computer
> said it is attempting to negotiate a restructuring plan with creditors,
> including suppliers that have sued the company. The release did not describe
> the nature of the lawsuits, and the company did not make a spokesman available.
>
> In its earnings report, Commodore said, "In the absence of additional
> resources and a restructuring, the company may become subject to reorganization
> or other liquidation proceedings."
>
> Commodore's Amiga PC, first released in the mid 1980s, never caught on among
> mainstream computer users, though it was praised by computer magazines for its
> easy-to-use features.
>
> For the second quarter ended Dec. 31, Commodore had a loss of $8.2 million,
> or 25 cents a share, compared with a loss of $77.2 million, or $2.33 a share,
> a year earlier. Revenue fell to $70.1 million from $237.7 million.
>
> Commodore stock fell 12.5 cents to $3 in New York Stock Exchange trading.
>
>
>
> --
>

I talked to somebody who talked to somebody who said that if they
don't find some money in the next week there will be no more C=....
Oh nooooo.......

1596. Re: Atari in the WSJ

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 05:49:45 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2n8fhp$fhh@scapa.cs.ualberta.ca>
Source record: 17797

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

> Well, that ATARI report pretty much kills the any
>'future ATARI computer products' plan or even the
>little birdie (read Falcon).... :-(

> But then, C= is certainly on the very brink on non-existance...
>I think there's a 90% of C= dying if the reports are true... :-(

>--
>Raist: Will consider buying a Jaguar. I talked personally
> to one of the Id Software guys (PC DOOM guys)

This revives the old idea... what would happen with a C= and Atari
merger?

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

1597. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 08:56:07 UTC
From: tempelma@cs.utwente.nl
Message-ID: <1994Mar29.105607@cs.utwente.nl>
Source record: 17798
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2n7nm8$prj@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:

|>
|> COMMODORE SAYS IT FACES POSSIBILITY OF LIQUIDATION
|> Wall Street Journal, March 28, 1994 p.B4
|>
|> WEST CHESTER, Pa. -- Commodore International Ltd., a once highflying
[cut]
|> Commodore stock fell 12.5 cents to $3 in New York Stock Exchange trading.
|>
|>

Commodore stock prices are denoted as '-' today, after '3.00' yesterday.
Does this imply liquidation, or something like that?

|>
|> --
|>

--

Frank Tempelman / Dept. of Computer Science / Knowledge Based Systems Group
University of Twente / The Netherlands / tempelma@cs.utwente.nl from 9 to 5

1598. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 09:06:39 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403290907.AA11053@nyx.cs.du.edu>
Source record: 17799

sinclap2954@cobra.uni.edu writes....

>>Given that the PPC chip has neglible
>> amounts of software specially written for it and that most POWER macs
and
>> POWER pcs will be spending their time running *existing* software via
>> SOFTWARE EMULATION of the appropriate CPU, then I dont really think that
>> their price is justified. You can buy a pentium and run ALL your
existing
>> PC software much faster. As for mac software, well its just a niche
market
>> like the Amiga or ST. I dont think its very relevent to the business
world
>> at all.

> Have you seen the PowerMac? Here in the U.S., PowerMacs cost less than
486
>machines.

Really? I`ve seen 486 machines advertised in American mags for around
$900 inc 4 megs/monitor/hd. How much do Power Macs cost?

> As for the emulation, that was to remain compatible with existing mac
>software until lots of native apps arrive in the comming days, weeks and
>months. Hardly any PC software takes advantage of the Pentium.

The POWER Mac isnt really a MAC at all - its an entirely NEW machine
that comes with some software to EMULATE a macintosh. Apple has been very
clever marketing the machine as a macintosh, but in reality its just
another new box with a powerful CPU. The mac has been around for years and
sold millions, but it still doesnt have anything like the range of
software for the PC. You think that suddenly everyone is going to switch
to the Power `Mac` overnight just because of a clever marketing campaign??

ALL PC software will run at its fastest on the Pentium. Show me a
piece of PC software that will run faster on a 486 than a Pentium. Some
slight optimisation is needed to get absolute performance, but thats a lot
easier than recompiling your application to run on an entirely NEW chip
with no proven development tools.....

>> As for the mac
>>as being a Niche, your right but a very large niche market. I have
hundreds >>of
>>Macs on this campus along with an Apple reseller. Apple had
150,000Powermacs >>.on
>>opening day and sold out. The bussiness world is buying the powerMac.

I >>don't
>>know if you are referring to the UK but in the U.S. its a different
story.

Any adverts I`ve seen for the power mac here major on its ability to
run MSDOS software on a macintosh! MSDOS/Intel *IS* the business software
market. Weve had lots of new, powerful chips and computers before but NONE
has captured the Intel market because they cant run PC stuff as well as
PCs! Just look at the DEC Alpha PC - theres a phenomenally powerful chip
but noone wants it since its no better than a fast 486 for running PC
software.

When the PPC can deliver better than 486 performance at less than 486
price **on existing MSDOS SOFTWARE** THEN it will capture the business
market. Until then, it just falls into the `nice architecture, shame its
not as good as my 486 for running my existing software` bracket.

Of course, Mac users tend to be technically ignorant. Just tell them
there is an amazingly powerful new chip in the Power Mac and they`ll go
out and buy it without taking the time to discover that for **running
their software** its actually slower than their Quadras.

>>>
>>> Could it be that this PowerMac stuff is just mindless hype from Apple
to
>>> try to save the Mac line - surely not!
>>>

>>No, but Apple has it now. What do you mean save the Mac line. Apple
sold
>>millions of macs in 1993. Alot more than Amiga and St combined. Will
AAA save
>>C=, probably not.

The apple macintosh is DEAD! Apple now make a new machine that
happens to have a software emulator to run older software. One of two
things now happens:

1) PPC601 is hailed as a success and everyone starts using them in
their machines - apple becomes just another CLONE manufacturer.

I`d like to see this happen since it means we might finally get rid of
the AWFUL PC/Intel/MSDOS architecture in favour of a properly designed,
modern system.

but more realistically what is likely to happen is.....

2) PPC601 fails after a brief period of success due to clever
marketing, submerged by the rising tide of cheap clock doubled 486s and
apple go under.

either way, the Macintosh as we know it is finished.

>'PowerMac - Does more, costs less....

Oh, so it will run MAC software faster than a Quadra then? Or PC software faster than, say, a 486DX/33? And it costs less than either of these machines?

Gavan

1599. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 09:09:44 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403290910.AA11172@nyx.cs.du.edu>
Source record: 17800

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...

>>>"Jag-no copies" "cd32 - amiga copies" discussion ..
>>
>>
>>Get a grip on reality! What this means is that there is LESS chance of
>>seeing software for the Jaguar, its a major DRAWBACK. Given that the
>>Jaguar hasnt set the console world on fire what are the chances that
>>software companies will spend big bucks redeveloping software for the
>>jaguar when their coders have to learn a complete new system? Thats why
>>there is so *MUCH* for
>>the CD32.

>Sure the CD-32 has a lot more titles - but it did start earlier, and
>of the titles I see in the lists there aren't many there I would pay
>money for.

It has more titles by virtue of its Amiga compatibility, NOT because
it was available first. THATS where compatiblity with existing hardware
helps software developement and sales.

>> **IF** the Jaguar were to sell millions this wouldnt be a problem, but
>>given that Atari market it (meaning market confidence is ZERO) then this
>>is the main reason why the Jaguar will most probably sink into obscurity
>>along with the Lynx and the Falcon.

>Your reading of the level of market confidence is sorley lacking.
>Atari stock just wen't up another dollar despite a release of a 4th
>quarther statement from last year, in which I am assuming Atari lost
>money.

What counts is machines in homes and software availability. Look at
3DO (whose stock was originally SKY HIGH!). Very few machines sold, but
loads of software in developement and about to be released. This should
pull its fat out of the fire. Why so much software? because money was
spent making sure games would be developed and the 3DO people really took
the time to convince software houses. Compare that to the lukewarm
feelings about the Jaguar from the main software houses.

>Additionally, Time Warned just purchased another 1.5 million shares of
>Atari, incresing thier stake in Atari to 27% or so, I think.

>WHere is the CBM stock? If the CD-32 is so very successful, why does
>the CBM stock sit like a rock at it's current price?

I`ve no idea and I dont really care. What matters to me is support for
my machine and right now I`m quite happy. Since when does the price of C=

stock have anything to do with the possible success or not of the Jaguar. If C= did go under (as you seem to hope so much for), then would it make the Jaguar more or less likely to be a sucess? NO.

>I just don't understand the drive you have to malign the Jaguar. I'm
>willing to admit te CD-32 has been a good success overseas, and I'm a
>pretty strong Atari fanatic...

I`m just making a pretty fair comment on its performance so far and looking at the past Atari performance in launching new hardware.

Does anyone have a definitive statement on no. of Jaguars sold? Last I saw the figure was 27000 for NY and SF in the pre Xmas season. Sales are always slow after Xmas and especially coming into summer.

Gavan.

1600. Re: The role of Atari in a IBM/MAC/PPC world...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 09:13:34 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403290914.AA11330@nyx.cs.du.edu>
Source record: 17801

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...

>Who will go out today and switch his/her Amiga/Atari for a 486? Not me .. I
>expect my Falcon to keep me floating until I can buy a PowerPC ... because I
>will buy a PowerPC, no matter if it's from Atari or IBM ... I will however NOT
>buy a PowerMAC if it's not 110% compatible with the rest of the PowerPCs and
>*NOT* running System 7 or something as stupid ...

>The only thing I find weird is the TOTAL lack of "Amiga PPC" talk ...

Thats not weird, Rickard. Unlike you Amiga owners tend to stick with FACTS and dont go around making things up because they think they would be a cool idea. Theres absolutely NO sign of any Atari PPC (or even 040 <snigger>) and all that has been said is an Atari engineer saying a PPC Atari is an option..

> I mean
>... does ANYONE really believe the AAA chipset will sell Amigas instead of
>PPCs???? Me thinks Commodore will cease to exist within 1-2 years if they don't
>do something ...

Hmmm, C= have just released some upgrades to the A4000 line. Some cheaper LC040s and a Tower system. They at least have the AAA chipset on the horizon. We`ll have to wait and see how this works out, but surely as an Atari owner you should be worried about the Atari line? I mean, what have they done to their computer line since the Falcon? There isnt even an 040 Falcon model and theres no definite plans for any new machines or chipsets. Seems to me theyve decided to go back to being a videogame console manufacturer and have abandoned their home computer line.

Now, an Amiga with 060 and AAA *would* kick Power Mac ass but we`ll have to wait and see if C= can ever deliver.....

Gavan

1601. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 09:15:24 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403290916.AA11561@nyx.cs.du.edu>
Source record: 17802

carol@edfua0.ctis.af.mil (Andrew Carol) writes....

>> You're living in a dream world. Since when is a PowerMac cheaper than a
>> 486? Oh, you mean buying from a retail store? I can easily buy a good
486
>> system for under $1500 mailorder. What about the PowerMac?
>>

>You're right, a 486 machine is cheaper than a PowerMac, but slower.
>PowerMacs are competing with Pentium machines and generally are
>cheaper. You can walk away with a store bought complete system
>for under $2,000.

Are you saying the 486 is SLOWER at running **PC** software than a
power mac? If not, then its COMPLETELY IRRELEVENT as to how many mips it
can deliver as it cant run the software that they want faster than they
already can on a decent 486.

>Compare the best decent mail-order Pentium with a street price
>PowerMac and you'll find PowerMacs are a reasonable deal.

Compare how much PERFORMANCE you actually get on software and you`ll
find out you`ve wasted your money to get a toy that can do reasonable
emulations of a Mac and PC.

Gavan.
--

Power Mac - allowing WINDOWS software to get a foothold in Mac markets.

1602. Attention PowerMac Bashers: Read These FACTS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 09:17:56 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403290918.AA11692@nyx.cs.du.edu>
Source record: 17803

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes...

>First, speed (and in comparison to the Pentium). The PowerPC chip (in the
>Mac) has two modes: A native mode, and an emulation mode. Under emulation
>mode it'll run all existing Mac software. It's not "pitifully slow," as
>some people say here. Speed varies depending on the application being run,
>but it generally varies between that of a 25Mhz 68030 (i.e., a Mac IIci)
>and a 25Mhz 68040 (i.e., a Mac Centris 650). [By the way, does Atari have
>an 040-based machine out yet?] In my experience, most programs run at
>approximately the speed of a 40Mhz 68030, while those that demand number
>crunching (i.e., Excel, rendering programs, graphics programs, etc) run
>faster. Every program I tried runs faster than on my IIci.

At the end of the day it is slower at running Mac software than a Mac
Quadra which costs a LOT less. Thats a REAL advance in computing ....

>As far as the Pentium goes, the PowerMac still holds the edge - and will
>for some time to come, IMO. A 60Mhz Pentium processor (running
>Pentium-optimized software) is roughly equivalent to a 60Mhz PowerPC
>(running optimized software and *without* a cache card). Add a cache card
>to that PowerMac and speed increases about 30% - which is more than enough
>to give the PowerMac an even more significant lead over the Pentium.

Adding a decent caching system will also improve the Pentium
performance. Its a fact that at anything >16Mhz the system RAM cant keep
up with the CPU, so caching will improve ANY fast machine. You still dont
mention how good the Power Mac is at emulating a PC .. not as fast as a 33
Mhz 486 I`ll bet. Lets see how the takeup of PPC601 chips is in the market
that **REALLY** matters - the PC compatible market.

>Currently, a 60Mhz PowerMac is the "slowest" one you can get, with the
>next step being a 66Mhz and then an 80Mhz chip in the top level Mac (and
>all can be equipped with the cache card for added speed).

Its also the ONLY PPC chip you can currently get. Pentiums will also
have 66 and 80 MHz clock speeds.

The difference is that PC owners will actually see an INCREASE in
speed over even the fastest 486 is they buy a Pentium (even more speed if
the software is Pentium optimised), whereas if they go for a PPC they will
get a SLOWER machine than their existing 486. (As will mac owners get a
slower machine than their Quadra)

What we have here is a case of Apple matching the Power of a
Pentium, but in doing so they have had to junk full hardware compatiblity
and the resulting software emulations only provide a fraction of the
possible performance.

PC owners will see a speed benefit in moving to a Pentium,
Mac owners will see a loss of speed in moving to a PPC.

Since the market IS for PC-software, I cant see the Mac grabbing any sort of market share with the PPC, except maybe in the extreme short term when clever marketing will hype sales. Once the press start showing the actualities of running your existing software on Power Macs I think we`ll see that the PPC601 at any rate is irrelevent to the larger market.

Lets just see what happens when (if) Motorola bring out the 68060. If the PPC601 is sooo wonderful and the way forward, then Apple *WONT* bring out a Mac with an 060, but my money is on the appearance of an 060 Mac as soon as they have the chips......

Gavan.

1603. Re: The role of Atari in a IBM/MAC/PPC world...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 10:13:23 UTC
From: sys1@exnet.com
Message-ID: <CnF8EJ.K82@exnet.com>
Source record: 17804

In article <9403290914.AA11330@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...
>
>
> Hmmm, C= have just released some upgrades to the A4000 line. Some
>cheaper LC040s and a Tower system. They at least have the AAA chipset on
>the horizon. We`ll have to wait and see how this works out, but surely as
>an Atari owner you should be worried about the Atari line? I mean, what
>have they done to their computer line since the Falcon? There isnt even an
>040 Falcon model and theres no definite plans for any new machines or
>chipsets. Seems to me theyve decided to go back to being a videogame
>console manufacturer and have abandoned their home computer line.
>

Hmmm, I don't know if the Tom and Jerry chips in a Jaguar count but I think
they sound like they have a lot of potential. I would like to get their
specs to find out, I suppose I will have to become a developer *sigh*.

> Now, an Amiga with 060 and AAA *would* kick Power Mac ass but we`ll
>have to wait and see if C= can ever deliver.....

If they can avoid folding in the next week or so.

I will be sad to see them go, the bright side is that we can all invade the
amiga groups and give them a hard time.

>
>Gavan
>

1604. Re: Modem for the JAGUAR ????

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 12:41:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CnFF8K.F33@barclays.co.uk>
Source record: 17805

In article <76.149.249.0N96611D@teaminfinity.com>, sysop@teaminfinity.com (Sysop) writes:
|> Is there a modem for the JAGUAR and where can I by JAG games from
Why would you want a modem for the Jag?

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1605. Re: REPOST: Atari top ten..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 15:28:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d98490c@secom.ct.se>
Source record: 17806

In a message of 27 Mar 94 21:49:35, Sinclap2954 wrote:

S> 040 and PPC version? Not likely! In August Apple will release the
S> Chamelean
S> Mac that offers four exp. slots, monitor, KB, CDROM, fast 040, 250 meg HD,
S> infrared remote, wireless comm. for PowerBook and Newton for under $1500.
S> This
S> Mac is upgradeable to the PPC 601 and 603.

...and when will the PowerMAC's be PReP compatible? Until they are, they're a
DEAD END.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1606. Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 15:29:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d98495e@secom.ct.se>
Source record: 17807

In a message of 24 Mar 94 06:58:00, Karl Meyland wrote:

KM> >Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
KM> > Applied Physics and Electrical Engineering Student, Linkoping University
KM> > InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
KM> >========== Disclaimer: I only speak for myself, not Team 17.
KM> ============
KM>
KM> Hi Stefan ...
KM>
KM> Now answer this - isn't Team 17 developing on the Jaguar now !?

They are according to Atari .. and Atari (unlike 3DOugh) only lists companies
that has the development HARDWARE ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1607. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 19:02:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d987b62@secom.ct.se>
Source record: 17808

In a message of 29 Mar 94 04:02:28, Bakey wrote:

B> I talked to somebody who talked to somebody who said that if they
B> don't find some money in the next week there will be no more C=....
B> Oh nooooo.......

Now we know why the CD32 and A1200 sold so well ... C= didn't profit ... too
low pricing ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1608. Re: Atari in the WSJ

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 19:04:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d987bd6@secom.ct.se>
Source record: 17809

In a message of 29 Mar 94 07:11:49, Ricardo Hernandez wrote:

RH> Well, that ATARI report pretty much kills the any
RH> 'future ATARI computer products' plan or even the
RH> little birdie (read Falcon).... :-(

??? Have you read something I haven't? If you mean that Atari won't make another 680x0 based computer - I *HOPE* you are right ... but if you're saying they're leaving the computer business totally .. I don't agree ..

RH> But then, C= is certainly on the very brink on non-existance...
RH> I think there's a 90% of C= dying if the reports are true... :-(

Yup, I guess those 250000 A1200 and 150000 CD32 owners will just LOVE that ..

RH> Raist: Will consider buying a Jaguar. I talked personally
RH> to one of the Id Software guys (PC DOOM guys)

<grin>

What did he say? 16 bit graphics vs 8 bit graphics? :-))

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1609. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 22:31:08 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2naa7c$qjc@darkstar.UCSC.EDU>
Source record: 17810
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <1994Mar29.105607@cs.utwente.nl> tempelma@cs.utwente.nl (Frank Tempelman) writes:

>Commodore stock prices are denoted as '-' today, after '3.00' yesterday.
>Does this imply liquidation, or something like that?

What exchange is COmmodore on, and what is the stock symbol?

~Chris
>|>
>|> --
>|>

>--
>---
> Frank Tempelman / Dept. of Computer Science / Knowledge Based Systems Group
> University of Twente / The Netherlands / tempelma@cs.utwente.nl from 9 to 5

1610. Re: The role of Atari in a IBM/MAC/PPC world...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-29 23:30:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Mar29.233003.31381@rmece02.upr.clu.edu>
Source record: 17811

In article <CnF8EJ.K82@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> In article <9403290914.AA11330@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> >rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...

[stuff deleted]

|>
|> If they can avoid folding in the next week or so.
|>
|> I will be sad to see them go, the bright side is that we can all invade the
|> amiga groups and give them a hard time.

Oh my, that's now very matture. ATARI is on the risk on folding too,
I hope they don't because the Jaguar is a very nice machine.

If you ask me, I'll say C='s fold is 90%++++++ imminent.... :-(

|>
|>
|> >
|> >Gavan
|> >
|>
|>

--

"The life of the little computer that could and the
little computer that could have been
could be over" - Raist regarding the Amiga
---> Opinions are my own, not of my college campus

1611. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 00:14:24 UTC
From: rsrodger@wam.umd.edu
Message-ID: <2nag90$ejh@cville-srv.wam.umd.edu>
Source record: 17812
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2n7nm8$prj@usenet.ins.cwru.edu>,
Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>COMMODORE SAYS IT FACES POSSIBILITY OF LIQUIDATION
>Wall Street Journal, March 28, 1994 p.B4

A friend, this morning: "Commodore's for sale, but who'd want to buy
it?"

Maybe NewTek or some other gfx-card manufacturer, but probably
not.

Does C= have any assets worth selling off?
--
Be sure to vote *YES* on rec.music.menudo!

1612. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 02:17:20 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nanfg$sf6@darkstar.UCSC.EDU>
Source record: 17813
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <2nag90$ejh@cville-srv.wam.umd.edu> rsrodger@wam.umd.edu (R S Rodgers) writes:

>In article <2n7nm8$prj@usenet.ins.cwru.edu>,
>Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>>COMMODORE SAYS IT FACES POSSIBILITY OF LIQUIDATION
>>Wall Street Journal, March 28, 1994 p.B4

Thanks to the person who pointed me to the NYSE for Commodore stock, but to no avail. It was listed in the sunday mercury news as "Commdre" but it was _not_ listed in today's (tuesday's) paper. I saw the stocks around it, but no CBM... sounds like bad news to me... (yes, bad news for an Atari supporter since that means less people on "alternative" platforms and more people for the behemoth MicroSoft/Apple monopoly. :P Let's face it, even IBM is a "good guy" these days!)

~Chris

1613. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 03:55:35 UTC
From: barrett@iastate.edu
Message-ID: <2nat7n$fr9@news.iastate.edu>
Source record: 17814
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2naa7c$qjc@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <1994Mar29.105607@cs.utwente.nl> tempelma@cs.utwente.nl (Frank Tempelman) writes:
>
>>Commodore stock prices are denoted as '-' today, after '3.00' yesterday.
>>Does this imply liquidation, or something like that?
>
>What exchange is COmmodore on, and what is the stock symbol?

It is traded on the New York Stock Exchange. On the "ticker" listings (the ones that go by on the bottom of the screen on stations such as CNN Headline News) it is "CBU". In most of the NYSE listings, it is "Commdre" or "Cmmdr" or something like that.

Don't go looking for it, though, as it has be delisted. I couldn't find the stock listed anywhere.

+++++++
++++ Marc Barrett -MB-
++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
+

1614. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 06:57:05 UTC
From: sachs@cadetblue.crayola.cse.psu.edu
Message-ID: <CnGtz7.lsq@cse.psu.edu>
Source record: 17815
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2nanfg$sf6@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <2nag90$ejh@cville-srv.wam.umd.edu> rsrodger@wam.umd.edu (R S Rodgers) writes:
>
>>In article <2n7nm8$prj@usenet.ins.cwru.edu>,
>>Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>>>COMMODORE SAYS IT FACES POSSIBILITY OF LIQUIDATION
>>>Wall Street Journal, March 28, 1994 p.B4
>
>Thanks to the person who pointed me to the NYSE for Commodore stock, but to
>no avail. It was listed in the sunday mercury news as "Commdre" but it was
>_not_ listed in today's (tuesday's) paper. I saw the stocks around it, but
>no CBM...

"Commdre" is not Commodore. They're someone else. Commodore is CBU, on
the other stock exchange.

Not that it helps now, of course. Geez, this really bites.

sounds like bad news to me... (yes, bad news for an Atari supporter
>since that means less people on "alternative" platforms and more people for
>the behemoth MicroSoft/Apple monopoly. :P Let's face it, even IBM is a "good
>guy" these days!)

Who'd have thought it, huh? Now Bill Gates wants to build his own space
fleet, too, and he has the money to do it. The computer biz just gets
more and more depressing...

-Mark

1615. Re: Please Bus Your Tray

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 07:08:28 UTC
From: woodford@esca.com
Message-ID: <1994Mar30.070828.19989@esca.com>
Source record: 17816

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> A few observations:

> 1) Mac users usually don't start violent uprisings.
> I have never know a Mac "user" who knew much about anything
> about the hardware inside.
> So, when I see a "mac" person flaming another platform...
> I have to wonder...what an IDIOT.
Come on, there are *some* mac users who know about the hardware; mind you,
they all work for Apple. ;-)

> 2) IBM compatible people are closed minded people who either
> a) know less than mac people do about their hardware
> b) BELIEVE they know hardware
> c) acutally do know their hardware (very rare..must have a DEGREE)
Certainly, I've met people who think that state of the art is
a PC with 8Mb of RAM, 240Mb disk and windoze 3.1 and some of them
had degrees.... in accounting or some other M-mouse type subject...

> 3) IBM'ers have always flamed Atari.
I'm not complaining! IBM'ers are always good flame-bait in my book!

> 4) Commie's have always flamed Atari, Yet I have more respect for
> an Commie user anyday than for an IBM user.
I'm not American, so I don't have this pathological distrust/hatred for
"Commies", so what do I know?

> 5) The Jaguar is a good machine. I am going to buy it just to play
> T2K. That's right...I am slapping down $300 for it.
I'd wait for the price to drop, myself.

> 6) I would never consider buying a 3D0 ..even if the Jaguar FAILS...
What if T2K was released on the 3D0 at half the price? ;-)

> 7) Nintendo? PLEASE...half the damn kids who play it have no
> grip on the history of the industry. And I hates ignorance.
Hey, *most* kids havn't a clue on the history of the industry. To them,
time as we know it began when Nintendo/Sega released the NES and
Genesis/Mega-drive. Heck most of them were shitting in nappies
when the likes of us were soldering together ZX-80's!

> 8) Sega... okay..pretty damn good system... its the ADULT version
> of Nintendo.
Still pretty crap, though, in terms of hardware. It's just that Sega
have got some shit-hot programmers working for them.

> 9) I really hate walking into a store and seeing <13 year olds
> all talking about which is better ...the Sega or the Nintendo..
> and about how dady is bigger than other dady...and how this
> machine kicks but...its a "real" machine.
I avoid those places like the plague now anyway.

> 10) previous children should stop reading such fish wrap magazines
> and buy an entertainment system such as the Jaguar...or atleast
> an Amiga.
Cough, splutter... Did he say 'Amiga'?

> 11) Atari does NOT = 2600
It did when I was a lad ;-}

> 12) Atari Users are slightly more well rounded and open minded than
> most other platform users... except maybe unix users.
Gee, I use Atari at home and assorted flavours of Unix at work, talk
about the best of both worlds....

> 13) Please feel free to flame me...for I will chuckle at your
> feeble attempts.

Not flaming you at all! Just couldn't let this rest without hitting
the old 'f' key! (Some parts might even get a response from old Sincrap
himself!)

Cheers, Steve

1616. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 09:40:41 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403300941.AA04943@nyx.cs.du.edu>
Source record: 17817

carol@edfua0.ctis.af.mil (Andrew Carol) writes...

>> Are you saying the 486 is SLOWER at running **PC** software than a
>> power mac? If not, then its COMPLETELY IRRELEVENT as to how many mips it
>> can deliver as it cant run the software that they want faster than they
>> already can on a decent 486.
>>

>No, No, No!

>You are missing the point. A 66mhz 486 is _faster_ running DOS programs
>than a PowerMac. The point of emulation is to _TRANSITION_ over to
>native programs.

Actually, you are missing the point. **IT DOESNT MATTER HOW POWERFUL
THE PPC CHIP MIGHT BE** as it isnt faster for PC stuff than the existing
Intels and clone chips. There have always been better systems than Intel,
until the recent spate of cheap clock doubled 486s even the standard macs
were faster than PCs but that didnt matter. The business market is tied
into IBM PC compatibility.

From the PC users point of view with masses of industry standard
software titles, how many of these will EVER be available as native PPC
apps? Of course, Mac users have a smaller base of titles and with apple
commited to the PPC chips then we will see Apple software manufacturers
convert their titles.

Relevence of power mac to the REAL business market - Next to zero.

>I will say that a PowerPC machine is generally faster running native
>than a similar priced Pentium running 80x86 code.

So what? Since Pentium just requires an Optimised recompile of existing
code and PPC needs the program to be compiled for a completely different
platform than the old code we`ll see LOADS of Pentium apps and all the PPC
will get is existing Mac apps ported to it.

To be a success it will have to capture the Intel market. If it doesnt,
then its just a fast mac which the great PC buying business community will
ignore.

>If someone has a 386, (which is a _lot_ of people) and are thinking
>of upgrading, a PowerMac may suit them. It emulates at similar or
>better speeds and holds the promise of faster than Pentium for less
>dollars. I would rather transition to RISC now, when my current
>machine is not so fast, than wait until I have a super CISC and there
>is no way to emulate that fast.

No, because they can upgrade to say a 66MHz PC for less than a Power Mac. They are unlikely to want to run Mac software, as they already have a PC and are tied into PC software.

You just cant accept that the Intel platform holds all the software cards. Sure its crap and creaky, but thats where the software is. There have always been faster systems than the PC but the PC has the trump card of being compatible with existing software. Its a stupid situation, but thats just the way it is,

If your logic held true, we`d all be using SPARCstations or even DEC ALPHA machines as they offer astounding power......

>If people are buying PowerMacs to emulate forever they are fools.

ha ha. Lots of Mac users seem to be buying the Power Mac because of the hype. No business is going to spend extra money now on the promise of faster software in the future. The smart thing is to wait, and if the PPC native software promises come off (and you actually WANT mac software) then you buy a PPC to run it.

>If someone belives that is the whole point of PowerMacs, they are also >fools.

The emulation was needed so that at least Mac owners would have some software to run. It`ll be a year or two before the Power Mac has anything like the range and variety of software for it native that the mac has now. And the Mac is just a niche market anyway. The action is in the PC market I`m afraid.

>Every week, new programs go native. By high summer, all of the major >Microsoft apps will be native. WordPerfect already is. Photoshop already >has a native drop-in. There is a lot of native shareware already. By the >end of April there will be over 100 major apps native.

So some Mac apps go native, so what? Will we see PC apps being xferred to run native on the new Power Macs? I doubt it.

>The native software is coming and soon this whole emulation issue will >blow away. This is not rocket science. if anyone has any doubts, come >back in 6 months and look at total PowerMac sales. I don't think Apple >will have any trouble selling them.

Its not going to blow anyone away. If you get some mac apps starting to run faster its not going to make a bean of difference to the wider market. The power mac is just a faster version of an existing niche machine. Mac owners will be pleased that they can get faster versions of their software (whenever the software companies get around to releasing a `native` version) but the main PC market will go on as it always has. In fact, since people can run a PC emu on their power macs they may well be tempted into the Windows software market...

Do you really think if C= or Atari had made a POWER Falcon or POWER Amiga that there would be loads of people rushing to develop for it simply because it was really powerful? Where are all the software companies

looking to port their wares to the DEC Alpha chip then? Why dont we see all the PC applications heading for Sun SPARC?

We`ve had a serious hype machine run by apple, but once the market takes a look at what the PPC actually offers them they`ll simply keep on buying 486s, like it or not.

Gavan.

1617. Re: Attention PowerMac Bashers: Read These FACTS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 09:42:32 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403300943.AA05018@nyx.cs.du.edu>
Source record: 17818

carol@edfua0.ctis.af.mil (Andrew Carol) writes....

>I will bet you a dollar that in 6 months, more major applications will
>be PowerPC native than re-compiled for the Pentium.

ha ha ha! Only a MAC user could be so _stupid!_ Here are 2 MAJOR
points..

1) A re-compiled Pentium app is simply recompiling for the same
architecture with optimisations to allow for parallelism withing the CPU,
BUT
A native PPC app will have to be compiled on a completely new compiler
with a completely new target system - which do you think will be
easier?

and

2) Native PPC apps will be drawn from existing Mac apps BUT Pentium
optimised apps will be drawn from existing PC/Windows apps - which of
these markets has the most amount of software available for it?

>Do you not wonder why the entire Workstation world has gone RISC?
>Do you think IBM, Apple, Motorola, HP, SUN, MIPS, Cannon, SGI, etc
>are _all_ wrong about RISC?

Look, theres no question that Intel dont have the _best_ CPUs, but
that is where all the software runs. I dont see the workstation market
having anything like the prominence of the PC market, despite having much
better hardware and OSs than the PC. The best way to run the VAST amount
of Intel software out there is to run it on an Intel or clone chip. Period.

>I bet they sell a lot. In a few months no one will remember the
>emulation deal as everything will be native, and people will be
>happily out performing their neighborhood Pentium for a lot less money.

Irrelevent. For years you could outperfrom the PC with Mac, Amiga and
ST but the PC won out because of compatiblity. You can also emulate both
Macs and PCs with the Amiga and Atari but still the PC sells. Workstations
outperform the PC but there is no wide market for them. The market is with
Intel/PC architecture and thats that.

>Oh well. Please check back in a year!

Thats probably the best thing to do. I reckon the net effect of the
Power Mac is that Mac users will get better performance in the long run
(after putting up with emulation for quite a while) but that the PC market
will still march forward towards global domination as it has been doing
steadily for the last few years.

I dont own a PC so I have no reason to advocate them, other than the fact I recognise the way the market it going. In fact, after easter I will be going for placement work in an organisation that uses loads of Macs and which has a bundle of Power Macs on order, so I imagine I`ll be using Power Macs a lot myself. I`ll report back on my Power Mac findings if anyone still thinks that they have any relevence in the business world after the initial buzz dies down.

Gavan.

1618. Re: The role of Atari in a IBM/MAC/PPC world...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 11:09:13 UTC
From: sys1@exnet.com
Message-ID: <CnH5nE.2Kz@exnet.com>
Source record: 17819

In article <1994Mar29.233003.31381@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <CnF8EJ.K82@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>|>
>|> If they can avoid folding in the next week or so.
>|>
>|> I will be sad to see them go, the bright side is that we can all invade the
>|> amiga groups and give them a hard time.
>
> Oh my, that's now very matture. ATARI is on the risk on folding too,
>I hope they don't because the Jaguar is a very nice machine.
>
> If you ask me, I'll say C='s fold is 90%++++++ imminent.... :-(

Ooops, sorry, I forgot the :)

> ---> Opinions are my own, not of my college campus

xavier

1619. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 15:19:25 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403301520.AA20608@nyx.cs.du.edu>
Source record: 17820

>> Really? I`ve seen 486 machines advertised in American mags for
around
>> $900 inc 4 megs/monitor/hd. How much do Power Macs cost?

>It's not competing against the 486, it's competing against the
>Pentium. It's faster than the Pentium and cheaper. Don't
>quote Apple list price against mail order street prices.

Its competing against MS-DOS machines for business. It will be
expected to run MSDOS and Windows software FASTER/CHEAPER than any
equivalent Intel x86 type machines if PC buyers are to go for it. Thats
why the DEC Alpha chip, despite having more raw power than a PPC601 and
despite running a 486 in emulation has failed.

The Power Mac will fail to capture the PC market. It might manage to
take over the Mac market, but since Apple already had that I dont think
its going to help them that much! Having more powerful machines as
standard might help to slow the erosion of the Mac by the PC though.

>Street prices of both machines put the PowerMac 6100 $200 - $500
>cheaper than a similar Pentium. Many fence sitters will buy
>on that margin.

PC buyers tend to be better informed than Mac buyers. They will see
that the can get about the same specinf/specfp for slighly less with a
Power Mac, but then they will realise that the delivered performance on
all their software is less with the PPC and will go for the Pentium which
(gasp!) will actually run all that software theyve invested in FASTER!
What a concept for a `next generation` chip, eh? The chances of PC
software houses rushing to produce Power PC/Mac versions of their existing
software is about the same as them rushing it out on OS/2!!!!

>> Of course, Mac users tend to be technically ignorant. Just tell them
>> there is an amazingly powerful new chip in the Power Mac and they`ll go
>> out and buy it without taking the time to discover that for **running
>> their software** its actually slower than their Quadras.
>>

>Unlike PC buyers who slavishly send Microsoft money for each
>useless tweek to MS-DOS? Or Amiga owners who pine for AAA,
>or Atari owners who, etc, etc?

Yes, but upgrades to MSDOS dont mean you have to run your older
software under emulation and AAA is backwards compatible with ECS in
addition to the improved functionality.

>I expect you to post how stupid Intel is to expect people to
>emulate when they announce RISC. You will won't you?

You dont seem to grasp the way the PC market is moving. What is happening is that there is a move to migrate software not (initially) to a completely new processor platform (as Apple is forcing with the Power Mac) but rather to move software development to a new OPERATING SYSTEM which is more machine independent. Hence, Windows NT which effectively runs your old Windows and DOS apps under emulation, whilst providing the potential for really excellent future development. Of course, just as the Power Mac will fail in its attempt to muscle in on the PC market, so Windows NT has had a slow uptake since for most people all that happens is that you get your existing software, slower! (sounds like the Power Mac to me!). OS/2 also falls down in the same way.

Even so, changing OS first and then porting the OS is a much better idea than forcing users to port to a new platform and then running an emulator for compatiblity. After all, that was one of the driving forces behind UNIX. In fact, this portability of software under Win NT could be the saviour of the PPC boxes. Of course, then PPC would be competing with all manner of processors such as the Alpha, SPARC etc and even other PPC boxes from rival clone manufacturers. So in the best case Apple gets a slice of the PC market but just becomes a clone manufacturer doing it!

>> The apple macintosh is DEAD! Apple now make a new machine that
>> happens to have a software emulator to run older software. One of two
>> things now happens:

>True, sort of. It is a new machine which will attract new software.
>The nice bonus is you can run your old software generally as fast
>as you could before. Remember, most people are upgrading from
>'386 PCs or '030 Macs. Those power users who had Quadras will
>just upgrade their software to native.

Why pay x to upgrade to a Power Mac when you can spend LESS on a Quadra and run your software faster. PC owners wont even CONSIDER a Power Mac as an upgrade since there is NO chance of seeing their software being rewritten in native mode and if they were satifisfied with the relatively smaller range of software for the Mac they wouldnt have bought a PC in the first place. Smart Quadra owners will WAIT AND SEE how much native software there is before deciding to commit funds to a Power Mac. GULLIBLE Mac heads will of course rush out and buy the Power Mac since the adverts told them to.....

>In 9 months this whole emulation thing will evaperate. Why
>did people buy Windows at first? All they could do was run
>DOS programs, but the Windows programs came. They will for PowerMacs
>also. Macs represent almost 20% of the computer market. They
>can't be ignored.

Windows only took off when it was included with machines, and after there was a decent array of software for it. It was around for years in versions 1 and 2 but was a total non starter. It was only once people

could buy Windows versions of their favourite DOS software that Windows really took off. And of course, Windows ran on the machines they already had - if you had to upgrade your hardware to run it you also got a faster machine to run your DOS software.

>> Oh, so it will run MAC software faster than a Quadra then? Or PC
>> software faster than, say, a 486DX/33? And it costs less than either of
>> these machines?
>>

>Can it run PC software faster then a 486DX/33? Not generally, but
>some it can come pretty close. _BUT_ can a top-of-the-line 486
>run any software faster than a PowerPC can native? I don't think
>so. Many power users want raw speed. The PowerPC promises to deliver
>that and cheaper. Even a good Pentium can't keep up for graphics
>intensive work.

People want a machine that runs established industry standard software better and faster. If they had been happy with Mac software theyd have bought a Mac in the first place instead of a PC. The PPC has no relevance to the PC market until it has better price/performance on existing PC software than Intel chips. ie Never.

>Either way it will be an interesting year. Care to
>place a bet on who has the fastest, cheapest computers
>in a year?

Care to place a bet on which platfrom will STILL be dominant in a year? I doubt that Power Mac will have much of an effect on overall apple market share.

Gavan.

1620. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 15:40:47 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2nc6hv$drk@usenet.INS.CWRU.Edu>
Source record: 17821

In a previous article, rickard.troedsson@secom.ct.se (Rickard Troedsson) says:

>In a message of 29 Mar 94 04:02:28, Bakey wrote:
>
>B> I talked to somebody who talked to somebody who said that if they
>B> don't find some money in the next week there will be no more C=....
>B> Oh nooooo.......
>
>Now we know why the CD32 and A1200 sold so well ... C= didn't profit ... too
>low pricing ..

REMEMBER, Commodore was the souce the the A1200 and Amiga CD-32 were selling so well. We just took their word as stone. And the people that heard they were selling so well decided to get them since they were doing good.

Commodore was stupid. They should have made the Amiga CD-32 cartridge based (with capability of expanding it into a computer) and allow game players to purchase a CD-ROM for it later. Let's face it, 75% of the games for the new Commodore products don't need CD-ROM.

Just think, how would the Amiga CD-32 do if it cost the equivalent of $200 American dollars in Europe??? Let's just put it this way... Commodore would have made it tough for any company that came into those markets next year.

Len
>
>

--

1621. Re: Atari in the WSJ

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 15:46:43 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Mar30.154643.13000@apgea.army.mil>
Source record: 17822

```
In article writes:
>ca!quartz.ucs.ualberta.ca!alberta!assn030.cs.ualberta.ca!cs93294
>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>Newsgroups: comp.sys.atari.advocacy
>Subject: Re: Atari in the WSJ
>Date: 29 Mar 1994 05:49:45 GMT
>Organization: Computing Science, U of Alberta, Edmonton, Canada
>Lines: 21
>Message-ID: <2n8fhp$fhh@scapa.cs.ualberta.ca>
>References: <narowetz.17.764909619@slab.unt.edu>
<1994Mar29.061149.45854@rmece02.upr.clu.edu>
>NNTP-Posting-Host: assn030.cs.ualberta.ca
>
>raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>
>> Well, that ATARI report pretty much kills the any
>>'future ATARI computer products' plan or even the
>>little birdie (read Falcon).... :-(
>
>> But then, C= is certainly on the very brink on non-existance...
>>I think there's a 90% of C= dying if the reports are true... :-(
>
>>-------------------------------------------------------------
>>Raist: Will consider buying a Jaguar. I talked personally
>> to one of the Id Software guys (PC DOOM guys)
>
>This revives the old idea... what would happen with a C= and Atari
>merger?
>

the atoms of both companies would explode, taking most of the known solar
system with it. :)
Face it, it was never ment to be.

However, it would prove if there is a god or not. One thing that would bring
him back and quick would be an unholy union such as that.

Robert Merritt email: robertm@magnus1.com OR rcmerrit@cbda9.apgea.army.mil
------------------------------------------------------------------------------
my opinions are my own,|"Call me old fashion, but I believe | "Give me OS/2
not of my employer. | in the one true god. His name is | or give me DOS!"
| Orgo and he lives in this lake" | -me
| -- The State |
------------------------------------------------------------------------------
```

1622. Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 15:49:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2nc71j$ed9@usenet.INS.CWRU.Edu>
Source record: 17823
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

I suggest the following things happen:

Atari Corp. hire Commodore's engineers before they are hired by another company.

A company make an Amiga emulator for the Falcon030 (since it will no doubt continue to be produced).

Atari Corp. purchase patents and operating system from Commodore.

Commodore owners hold onto their Amigas for another year until the shake-out in the personal computer industry happens. And to see which is clearly the better CPU... PowerPC or Pentium? And to see if Atari Corp. can capture some of that magic that Commodore users enjoyed when using their Amiga. (Both companies have similar computers... you can't argue that).

See how successful the Jaguar is which will determine how strong Atari Corp. will be when re-entering the personal computer industry.

I _WOULD_ say that Commodore and Atari should merge together, BUT Atari Corp. cannot afford to pay Commodore's debts. AND Commodore really doesn't have outstanding products left. The only thing Atari Corp. has that really may get the company going again is the Lynx, Jaguar, and games.

That's it.

--

1623. The 'New' Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 16:29:07 UTC
From: jonathan@yoyodyne.WPI.EDU
Message-ID: <2nc9cj$oqa@bigboote.WPI.EDU>
Source record: 17824
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ok, after a few days of pondering I've come to some
interesting conclusions. Honestly, though, is C= UK hurting at all?!
It sounds as if the machines there are selling well (maybe not as good
as C= International planned), and C= UK are holding their own. Now,
how about this. Is there a good chance (or any for that matter) that
C= UK could separate from/or even buy out C= International? The UK,
being C='s best market, would be a key place for a world HQ. They
already have those ACE (sp?) stores starting to pop up everywhere,
and, IMHO, Dave Pleasance (sp?) seems like a great guy. It's really a
shame that the US market just plain sucks...I hope that C= can somehow
make it through. I want a CD32 damn it!

```
_/_/_/_/_/_/ _/_/_/_/_/_/_/ jonathan@wpi.wpi.edu
_/_/_/_/_/_/ _/_/_/_/_/_/_/ __ '94 ME
_/_/ _/_/_/ C= /// "I don't have
_/_/ _/_/_/ AMIGA /// any weak points."
_/_/ _/_/_/ __ /// - Arnold
_/_/_/_/_/ _/_/_/_/_/_/_/ \\\/// Schwarzenegger,
_/_/_/_/_/ _/_/_/_/_/_/_/ \XX/ "Pumping Iron"
```

1624. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 17:03:47 UTC
From: hgm@unity.ncsu.edu
Message-ID: <2ncbdj$rq9@taco.cc.ncsu.edu>
Source record: 17825
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>I suggest the following things happen:

>Atari Corp. hire Commodore's engineers before they are hired by another company

Like NTG ;-)

>A company make an Amiga emulator for the Falcon030 (since it will no doubt
>continue to be produced).

Not worth the effort. Who owns a Falcon030 anyway?

>Atari Corp. purchase patents and operating system from Commodore.

With what? Another cash advance from Time-Warner?

>See how successful the Jaguar is which will determine how strong Atari Corp.
>will be when re-entering the personal computer industry.

Prediction: Atari will never re-enter the personal computer market. Too much
HASSLE, low profit margins compared to video game consoles.

>I _WOULD_ say that Commodore and Atari should merge together, BUT Atari Corp.
>cannot afford to pay Commodore's debts. AND Commodore really doesn't have
>outstanding products left.

They have a line of proven sellers. Just can't afford parts to build them.

>The onlY thing Atari Corp. has that really may get
>the company going again is the Lynx, Jaguar, and games.

The Lynx is dead. I know, because I own one. Nobody carries them anymore. If
Nintendo would release a Gameboy with a decent, backlit display, the Lynx
would be out of here.

The Jaguar just might make it. I like it -- wish another company was
selling it. I'd hate to see it suffer the same fate as the Lynx -- great
hardware, some decent software, but lousy market penetration, lack of big name
licenses.

--hal

--
//
~~~~//~~~~~~
\\// hgm@unity.ncsu.edu "Hype is the dominant art form of the 90's"
--VV--
~~~~

1625. Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 17:06:42 UTC
From: Lexicor@world.std.com
Message-ID: <CnHM76.Fvp@world.std.com>
Source record: 17826
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Hi,

not too long ago there was some discussion about splitting up the group possibly to 68030 and 68000 or to make new TOS newsgroup alternatives. However I am wondering if anyone of you are interested in creating a

comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce

whichever..may as well stick to the st notation...(?)

The reason why I ask this is as follows, though there are quite a few new things released for the Atari concerning also commercial produce, very often so people do not like it...i.e. it is often frowned upon when people do press releases into a public newsgroup. This is why very often computer newsgroup have posted an announce newsgroup...so that people are more free to announce new stuff...basically invited to, and I think it is beneficial to both vendor and/or user. Also, he can of course choose not to read it...:) nothing unusual

Discussion would then be continued in this newsgroup if it was about an announcement..the announcement would be solely used for pure and simple announcing of any product related atari computers (or clones).

Watch'a all think?

Thanks for any input

Yat

ps: If this appears to create enough interest, i will go ahead and start

1626. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 18:35:27 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CnHqB8.LH9@cbnews.cb.att.com>
Source record: 17827
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2ncbdj$rq9@taco.cc.ncsu.edu> hgm@unity.ncsu.edu (Hal G. Meeks) writes:
>
>The Lynx is dead. I know, because I own one. Nobody carries them anymore. If
>Nintendo would release a Gameboy with a decent, backlit display, the Lynx
>would be out of here.

Have you been in the Wiz lately? The Lynx is not dead.

>The Jaguar just might make it. I like it -- wish another company was
>selling it. I'd hate to see it suffer the same fate as the Lynx -- great
>hardware, some decent software, but lousy market penetration, lack of big name
>licenses.

Already have some big names and lots of advertising, so already it won't suffer
the same problems the Lynx did.

Tom

--
+---+
|Tom Pschar | Hi there. I am an Apteryx, a wingless bird with hairy feathers.|
|It is dark. You are likely to be eaten by a grue. | Hong Kong Phooey lives! |
+---+

1627. Re: Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 20:17:13 UTC
From: gruber@austin.ibm.com
Message-ID: <CnHv0p.44v2@austin.ibm.com>
Source record: 17828
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <CnHM76.Fvp@world.std.com>, Lexicor@world.std.com (y.siu@lexicor.com) writes:
>
> However I am wondering if anyone of you are interested in creating a
> comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce

> Watch'a all think?
>
> Thanks for any input
>
> Yat

I think it is a good idea for what it's worth.

Scott Gruber
Austin, TX

Disclaimer : The views of the poster are not necessarily that of IBM

1628. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 20:52:14 UTC
From: L.E.Anthony-SE2@cs.bham.ac.uk
Message-ID: <2ncopu$o99@percy.cs.bham.ac.uk>
Source record: 17829

In article 174013STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> writes:
>After all, from day one
>Jag owner have been speculating on NBA Jam and Mortal Kombat.
>-scott tirrell

And now rumours are spreading that Mortal Kombat III will be using the Jags chipset in the Arcade machines....

--

Lea Anthony lea@uk.ac.bham.cs | There's a time for everything under the sun.....

1629. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 21:02:29 UTC
From: L.E.Anthony-SE2@cs.bham.ac.uk
Message-ID: <2ncpd5$oeh@percy.cs.bham.ac.uk>
Source record: 17830

> It has more titles by virtue of its Amiga compatibility, NOT because
>it was available first. THATS where compatiblity with existing hardware
>helps software developement and sales.

Yeah right..! The only people who will buy the CD-32 is Amiga fanatics. When they get their "cutting edge" console home what do they find ? All the games they bought were *exactly* the same as their 1200 games, just with prettier graphics........

--

Lea Anthony lea@uk.ac.bham.cs | There's a time for everything under the sun.....

1630. Re: The 'New' Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 21:22:53 UTC
From: billmi@zimmer.CSUFresno.EDU
Message-ID: <CnHy26.5qK@zimmer.CSUFresno.EDU>
Source record: 17831
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2nc9cj$oqa@bigboote.WPI.EDU> jonathan@yoyodyne.WPI.EDU (Jonathan F Zimmitti) writes:
>
> Ok, after a few days of pondering I've come to some
>interesting conclusions. Honestly, though, is C= UK hurting at all?!
>It sounds as if the machines there are selling well (maybe not as good
>as C= International planned), and C= UK are holding their own. Now,
>how about this. Is there a good chance (or any for that matter) that
>C= UK could separate from/or even buy out C= International? The UK,
>being C='s best market, would be a key place for a world HQ. They
>already have those ACE (sp?) stores starting to pop up everywhere,
>and, IMHO, Dave Pleasance (sp?) seems like a great guy. It's really a
>shame that the US market just plain sucks...I hope that C= can somehow
>make it through. I want a CD32 damn it!
>
>
> _/_/_/_/_/_/ _/_/_/_/_/_/_/ jonathan@wpi.wpi.edu
> _/_/_/_/_/_/ _/_/_/_/_/_/_/ __ '94 ME
> _/_/ _/_/_/ C= /// "I don't have
> _/_/ _/_/_/ AMIGA /// any weak points."
> _/_/ _/_/_/ __ /// - Arnold
> _/_/_/_/_/ _/_/_/_/_/_/_/ \\\/// Schwarzenegger,
> _/_/_/_/_/ _/_/_/_/_/_/_/ \XX/ "Pumping Iron"
>

They can't be doing all that bad. According to an article in the latest issue of A/V Video (production industry mag) as of January, Commodore international had announced the sale of 100,000 CD32 units. It also stated that there are indications that they may have actually sold 250,000, but are only admitting to 100K (I guess when you're in debt that far you don't want your creditors to know you've got a little cash). The Philipenes factory has been converted to 100% CD-32 production, (now at 22,000 per week). The Scotland factory had to be re-opened to take up the slack in A1200 and A4000 production.

Be seeing you...
-Bill Mills

Bill_Mills@CSUFresno.edu

(=====) Corinthian Media Services Video
| | | (209)277-8150 Multimedia
| | | 2562 N. Dewey Ave. Touch Screen Info Centers
| | | Fresno, CA 93722 Production/Consultation

```
| | |
(=====) This is a guest account, CMS is not affiliated with CSUF
```

1631. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-30 21:49:05 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-300394134905@edfuc7.ctis.af.mil>
Source record: 17832

In article <9403300941.AA04943@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) wrote:

> So what? Since Pentium just requires an Optimised recompile of existing
> code and PPC needs the program to be compiled for a completely different
> platform than the old code we`ll see LOADS of Pentium apps and all the PPC
> will get is existing Mac apps ported to it.
>

There are TODAY more PPC native applications on the market than Pentium re-compiled programs. Watch this trend to continue.

The lack of Pentium specific programs after a YEAR on the market has not gone unnoticed by all the magazines.

Byte (and others) have observed little desire to make P5 specific code. It's only 20% faster. Existing stuff runs "okay" already. It requires two distributions because those speed ups often hurt 386 and while sometimes helping 486, often don't.

But there is an incentive to go PowerPC because the speed up is over 100%, and will be required to play in the Macintosh market. That is 20% of all computer sales. Microsoft makes huge earnings off of its Macintosh applications sales as do others. There is only one distribution due to "fat binaries", which increase size by between 30 and 60%, but allow the same app to run on 68K machines and RISC machines. End owners can remove the part they don't want/need (if they choose to).

By the end of the year, emulation will be a memory for most people. Then it's pure RISC scaling for a decade or more.

All Intel is doing is puting that day off when they must do the same. A time when emulation will be harder because we will be so spoiled on the much talked about P6.

On that day, will you feed your pro-80x86 line back to Intel and tell them that RISC is a goof, or will RISC magicly be okay then? All the problems you observed, will they just poof away?

I expect most sheep to bow down and say to Intel, "Thank you sir, may I have another".

Oh well.

--
****

Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1632. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 00:50:28 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nd6ok$2t8@darkstar.UCSC.EDU>
Source record: 17833
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <CnGtz7.Isq@cse.psu.edu> sachs@cadetblue.crayola.cse.psu.edu (Mark B Sachs) writes:

>"Commdre" is not Commodore. They're someone else. Commodore is CBU, on
>the other stock exchange.

It has to be, unless there is another company that closed at 3 on friday,
was not listed monday, and was at 1 on tuesday...

~Chris

>-Mark

1633. Re: Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 04:59:59 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CnIJ80.JCu@utnetw.utoledo.edu>
Source record: 17834
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Scott Gruber (gruber@austin.ibm.com) wrote:

: In article <CnHM76.Fvp@world.std.com>, Lexicor@world.std.com (y.siu@lexicor.com) writes:
: >
: > However I am wondering if anyone of you are interested in creating a
: > comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce

: I think it is a good idea for what it's worth.

So, the reason for posting to the 8bit group I assume is fishing for support
of an comp.sys.atari.8bit.announce group? Actually, I could see a plain
comp.sys.atari.announce group, since there have been a fair amount of releases
of new hardware to the 8bit community the past few weeks.

-Tim

1634. Re: Attention PowerMac Bashers: Read These FACTS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 05:22:55 UTC
From: lordthan@news.delphi.com
Message-ID: <2ndmnf$8me@news.delphi.com>
Source record: 17835

Andrew Carol, *THANK YOU* for that very well written facts. Gavor (sp?) has been mailing me for the past two days about my post and seems to be an avid fan of recession rather than progression. If you're ever in central New Jersey, look me up. I owe you a beer. :)

1635. just saw

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 06:30:20 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Mar31.063020.17756@yuma>
Source record: 17836

..the first ad I'd ever seen for the Jag. It was on MTV, no less.
(that's actually smart marketing!) this evening. Pretty slick ad, but it
was for Crescent Galaxy (actually, I admit I only saw the last few seconds
of it.)
If this market saturation will continue the jag will have to kick
ass.. we all know the average dumbass 11 year old kid knows nothing of tech-
specs, only what he sees on braindead television.
The JAG just needs more killer games NOW.. I'm sick of them rehasing
old games like Tempest.. Flame the 3d0 all you want but you can't deny that
Megarace is a wonderful game.. JAG needs a killer Tecmo Bowl or something
like that and the market is THEIRS..

look to the future..

Jon

1636. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 09:00:24 UTC
From: ewhac@shell.portal.com
Message-ID: <CnIuCp.17I@unix.portal.com>
Source record: 17687
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2nc70j$ed9@usenet.INS.CWRU.Edu>,
Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>I suggest the following things happen:
>
>Atari Corp. hire Commodore's engineers before they are hired by another
>company.
>
Too late. We already got 'em all.

Martin Taillefer works across the hall from me. John Wiederhirn is
just down the hall. Spencer Shanson and Martin Hunt are in adjoining rooms.
Dale Luck has a nice view of the neighborhood pheasant. -=RJ Mical=- and
Dave Needle were last seen drawing diagrams on whiteboards somewhere and
muttering about chocolate, spicy chicken wings, and nocturnal temporal
compression. Stan Shepard works quietly next to where the Robotron-2084
machine used to be. Hedley Davis makes CD's spin in various interesting
ways, and Andy Finkel pops in now and again to change diapers :-).

They, myself, and over 250 other people are hard at work to make
3DO amazingly great.

(And yes, some of us have Amigas on our desks.)

_-_-_-

1637. Re: just saw

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 09:53:58 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-300394125424@edfdc0.ctis.af.mil>
Source record: 17688

In article <1994Mar31.063020.17756@yuma>, wenzel@CS.ColoState.EDU (gerald wenzel) wrote:

> The JAG just needs more killer games NOW.. I'm sick of them rehasing
> old games like Tempest.. Flame the 3d0 all you want but you can't deny that
> Megarace is a wonderful game.. JAG needs a killer Tecmo Bowl or something
> like that and the market is THEIRS..

"Old games like Tempest"? How many kids today have ever seen it?
It would probably be new to them. There's a lot of the old
arcade games which were well done, which people today would see as
new. Joust, Tempest, etc.

I would buy a JAG just for Tempest.

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1638. Subject: Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 09:54:35 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403310955.AA01264@nyx.cs.du.edu>
Source record: 17689

carol@edfua0.ctis.af.mil (Andrew Carol) writes...

>> So what? Since Pentium just requires an Optimised recompile of existing
>>code and PPC needs the program to be compiled for a completely different
>>platform than the old code we`ll see LOADS of Pentium apps and all the
PPC
>>will get is existing Mac apps ported to it.
>>

>There are TODAY more PPC native applications on the market than
>Pentium re-compiled programs. Watch this trend to continue.

>The lack of Pentium specific programs after a YEAR on the
>market has not gone unnoticed by all the magazines.

>Byte (and others) have observed little desire to make P5 specific
>code. It's only 20% faster. Existing stuff runs "okay" already.
>It requires two distributions because those speed ups often hurt
>386 and while sometimes helping 486, often don't.

Exactly, people are actually SATISFIED with the level of performance
they are getting from the Pentium even without optimised software. Why on
earth would they want to go to an incompatible PPC and run everything
under emulation and get less performance. When a really Power hungry app
comes along there will be a Pentium version and when enough people have
Pentiums we`ll see Pentium versions appear as a matter of course. Until
then you can run ALL your PC software at speeds 50% faster than even the
fastest 66MHz 486. All thanks to HARDWARE COMPATIBILITY.

>But there is an incentive to go PowerPC because the speed up
>is over 100%, and will be required to play in the Macintosh
>market. That is 20% of all computer sales. Microsoft makes
>huge earnings off of its Macintosh applications sales as do
>others. There is only one distribution due to "fat binaries",
>which increase size by between 30 and 60%, but allow the
>same app to run on 68K machines and RISC machines. End owners
>can remove the part they don't want/need (if they choose to).

Wow, so manufacturers are going to put all that effort and to
developing ports for 20% of the market when they can just keep on
enhancing their existing products which run on a platform that has 80% of
the market share? Give me a break! Since when does the Mac have 20% of the
business market anyway, wasnt it more like 13-14%?

And dont confuse the market share of the EXISTING mac line with that
of the Power line. Are you saying that the Power Mac will account for 20%
of the market next year????? With Intel shipping cheap pentiums, Cyrix the

M1, and more cheap clock doubled 33/66 or 40/80 or 33/99 DX clones than you can shake a stick at?

>By the end of the year, emulation will be a memory for most
>people. Then it's pure RISC scaling for a decade or more.

>All Intel is doing is puting that day off when they
>must do the same. A time when emulation will be harder
>because we will be so spoiled on the much talked about P6.

I answered this in another post, the PC stuff is shifting OS to a more transportable system anyway. For the time being though, the best way to run PC compatible software is on an x86 hardware-compatible processor and thats the way its going to be for the forseeable future.

>On that day, will you feed your pro-80x86 line back to
>Intel and tell them that RISC is a goof, or will RISC
>magicly be okay then? All the problems you observed,
>will they just poof away?

>I expect most sheep to bow down and say to Intel,
>"Thank you sir, may I have another".

>Oh well.

I`m not `pro 80x86` - I`m simply observing the way things are. Like most fanatical advocates of `your` system, when that platform takes an incompatible step forward you seem to expect everyone to rush out and buy the new machine simply because of the potential it might have. Anyone spending money on a Power mac right now is gambling that it will (rather quickly) aquire a range of software on a par with the PC and that they will soon all be running their apps much faster than they ever could on, say, an Intel chip. For the huge majority of the market who own a PC this is just wishful thinking bullshit. Even for Mac owners, buying a PPC mac now means spending more now in the hope of `jam tomorrow`.

Just WHY should people/businesses spend their hard earned cash on a machine which doesnt actually offer any more speed on the packages that they want to run right now??

YOU may be so enamoured with the MAC line that you will rush out and support a new, unproven technology with your money but please dont expect the rest of us to be so naive.

IF the Power Mac turns out to have a huge range of super-powerful apps in a years time that can rival the PC software for functionality then terrific, I hope that it can take over from the PC line but the smart thing to do is simply to `wait and see` before spending your money. I dont think the Power Mac will fulfill even a half of the fanciful hype being spread by Apple and diehard mac-heads like yourself.

Gavan

1639. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 09:55:31 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9403310956.AA01275@nyx.cs.du.edu>
Source record: 17690

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes..

>B> I talked to somebody who talked to somebody who said that if they
>B> don't find some money in the next week there will be no more C=....
>B> Oh nooooo.......

>Now we know why the CD32 and A1200 sold so well ... C= didn't profit ...
too
>low pricing ..

Yes, Atari with their policy of selling overpriced computers and
shifting only 35000 of them in a year had it right, whilst C=s policy of
selling the sort of hardware that users want at good prices and shifting
350000+ (in the UK alone) in a year is totally wrong........

Just tell that to any Amiga owner who enjoys a great selection of
hardware and software for their machine pricisely BECAUSE it is so popular.

Just WHERE is all this C= is dead bullshit coming from anyway? C= UK
are fine and the Amiga line (A1200, A4000 and CD32) is selling strongly in
Europe and has good software and hardware support. Looks like some Atari
loonies arent just satisfied at living in a dream world where Atari is
king, they now want to delude themselves that the Amiga is dead too....

Seek some professional help quickly, Atari-losers!

Gavan

1640. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 10:06:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CnIxEo.5pr@barclays.co.uk>
Source record: 17691

In article <9403310956.AA01275@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
|> Just WHERE is all this C= is dead bullshit coming from anyway? C= UK
|> are fine and the Amiga line (A1200, A4000 and CD32) is selling strongly in
|> Europe
Commodore themselves have been quoted in the Wall Street Journal as stating sales
of CD32 in Europe have been poor although 1200 sales ave been good. CBM reckon
they have sold 100,000 CD32s, not 350,000 as you state.

|>Seek some professional help quickly, Atari-losers!
Gavan, Commodore *are* in a bad way. They aren't gone yet though. Getting abusive
just shows your nervousness. Why not do a bit of research before comming out with
knee-jerk reactions like this.

|> Gavan
|>

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1641. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 10:35:04 UTC
From: molin@ludd.luth.se
Message-ID: <molin.765110118@father.ludd.luth.se>
Source record: 17692

In <2d98495e@secom.ct.se> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>In a message of 24 Mar 94 06:58:00, Karl Meyland wrote:

>KM> >Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
>KM> > Applied Physics and Electrical Engineering Student, Linkoping University
>KM> > InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>KM> >========== Disclaimer: I only speak for myself, not Team 17.
>KM> ============
>KM>
>KM> Hi Stefan ...
>KM>
>KM> Now answer this - isn't Team 17 developing on the Jaguar now !?

>They are according to Atari .. and Atari (unlike 3DOugh) only lists companies
>that has the development HARDWARE ...

According to Stefan they havent got a dev. unit yet!

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
>+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
>+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
>+ SYNC -------- Opinions expressed are those of my employee! --------+
>

Tom
--

Tom Molin	I may hate what you stand for but I
LTH	can die for your right to express
p92-tmn@sm.luth.se	it.

1642. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 12:14:51 UTC
From: meikled@kralizec.zeta.org.au
Message-ID: <2neerr$1o7@kralizec.zeta.org.au>
Source record: 17693
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <2nc71j$ed9@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Commodore owners hold onto their Amigas for another year until the shake-out
>in the personal computer industry happens.

Yes, that's reasonable, but...

> And to see which is clearly
>the better CPU... PowerPC or Pentium?

we already know the answer to that question. PowerPC has a future, while
the Pentium is the end of a line that's fast running out of puff. All you
need to ask is, if the Pentium wasn't compatible with that vast existing
library of x86 binaries, would anyone bother designing systems around it?
It's only advantage is software compatibility. As an Amiga user, do you
think I give a hoot about compatibility?

>See how successful the Jaguar is which will determine how strong Atari Corp.
>will be when re-entering the personal computer industry.

Yeah, yeah, dream on. CD32 is selling faster than Commodore could make them,
but it wasn't enough to save them. Why should Atari be different?

--
David Meiklejohn Ph: +61 02 708 1007 (home), 516 3833 (work)

1643. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 12:14:51 UTC
From: meikled@kralizec.zeta.org.au
Message-ID: <9neerr$1o7@kralizec.zeta.org.au>
Source record: 17694
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <2nc71j$ed9@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Commodore owners hold onto their Amigas for another year until the shake-out
>in the personal computer industry happens.

Yes, that's reasonable, but...

> And to see which is clearly
>the better CPU... PowerPC or Pentium?

we already know the answer to that question. PowerPC has a future, while
the Pentium is the end of a line that's fast running out of puff. All you
need to ask is, if the Pentium wasn't compatible with that vast existing
library of x86 binaries, would anyone bother designing systems around it?
It's only advantage is software compatibility. As an Amiga user, do you
think I give a hoot about compatibility?

>See how successful the Jaguar is which will determine how strong Atari Corp.
>will be when re-entering the personal computer industry.

Yeah, yeah, dream on. CD32 is selling faster than Commodore could make them,
but it wasn't enough to save them. Why should Atari be different?

--
David Meiklejohn Ph: +61 02 708 1007 (home), 516 3833 (work)

1644. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 12:48:48 UTC
From: mettinen@cc.Helsinki.FI
Message-ID: <2negrg$bb3@klaava.Helsinki.FI>
Source record: 17695
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Leo 'Bols Ewhac' Schwab (ewhac@shell.portal.com) wrote:

>[stuff about ex-Amiga ppl now working for 3do]

so when will we be able to buy a 3do we can use for something else
than playing games =)

--
INTERNET:mettinen@cc.helsinki.fi | _ // |
Kari.Mettinen@helsinki.fi | \X/ |

1645. Re: Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 14:01:20 UTC
From: sys1@exnet.com
Message-ID: <CnJ8AA.4H6@exnet.com>
Source record: 17696
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <CnHv0p.44v2@austin.ibm.com> gruber@austin.ibm.com (Scott Gruber) writes:
>
>In article <CnHM76.Fvp@world.std.com>, Lexicor@world.std.com (y.siu@lexicor.com) writes:
>>
>> However I am wondering if anyone of you are interested in creating a
>> comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce
>

comp.sys.atari.announce OK.

Xavier

1646. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 14:17:19 UTC
From: e91sg@efd.lth.se
Message-ID: <2nem1f$7hv@nic.lth.se>
Source record: 17697
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CnIuCp.17I@unix.portal.com> ewhac@shell.portal.com (Leo 'Bols Ewhac' Schwab) writes:
> They, myself, and over 250 other people are hard at work to make
>3DO amazingly great

...and how about starting with an AMAZINGLY GREAT PAL-version of the 3do :)

/stefan

_ _
Stefan Gimeson UNet: e91sg@efd.lth.se | Let's build a nightmare-nation
Tunavagen 39 B660 dr_dream@df.lth.se | learn and work as never yet !
S-223 63 Lund Voice:(0)46-394280 | L I F E
Sweden (XTCIZNRG4U) EC in '94 ! Vote YES!! | *the ultimate VR experience*
- -

1647. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 14:22:05 UTC
From: djeopm@telerama.lm.com
Message-ID: <2nemad$ilv@telerama.lm.com>
Source record: 17698
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Kari J Mettinen (mettinen@cc.Helsinki.FI) wrote:
: Leo 'Bols Ewhac' Schwab (ewhac@shell.portal.com) wrote:

: >[stuff about ex-Amiga ppl now working for 3do]

: so when will we be able to buy a 3do we can use for something else
: than playing games =)

: --
: INTERNET:mettinen@cc.helsinki.fi | _ // |
: Kari.Mettinen@helsinki.fi | \X/ |

Yes, please. If we want a game box alone, we'll buy CD32 or Jaguar.
--
(}}}__
({{{{{{{{{{{{{{{ Aim to please. Shoot to Kill.{{{ /(**)\
({djeopm@telerama.LM.com{{{{{{{Sourcerer{{{{{{{{{{) \../
(}}}) ||

1648. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 14:23:44 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Mar31.142344.15334@apgea.army.mil>
Source record: 17699

In article <9403310956.AA01275@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>rickard.troedsson@secom.ct.se (Rickard Troedsson) writes..
>
>
>>B> I talked to somebody who talked to somebody who said that if they
>>B> don't find some money in the next week there will be no more C=....
>>B> Oh nooooo.......
>
>>Now we know why the CD32 and A1200 sold so well ... C= didn't profit ...
>too
>>low pricing ..
>
>
> Yes, Atari with their policy of selling overpriced computers and
>shifting only 35000 of them in a year had it right, whilst C=s policy of
>selling the sort of hardware that users want at good prices and shifting
>350000+ (in the UK alone) in a year is totally wrong........
>
> Just tell that to any Amiga owner who enjoys a great selection of
>hardware and software for their machine pricisely BECAUSE it is so popular.
>
> Just WHERE is all this C= is dead bullshit coming from anyway? C= UK

API, Newspaper, The New York Stock exchange. See, Commodor International ows
more than its worth and creditors are moving in and will start pressing
legal action. Plus there is the small problem of their stock dropping from
$3 to .35 cents.

>are fine and the Amiga line (A1200, A4000 and CD32) is selling strongly in

Yes they are selling strong. BUT its less than they need to survive. They
made a press release a few days ago saying that CD 32 sales were weak over`
christmas.

>Europe and has good software and hardware support. Looks like some Atari
>loonies arent just satisfied at living in a dream world where Atari is
>king, they now want to delude themselves that the Amiga is dead too....

Nope, it isn't a dream. While Commodore might survive, its looking really
bad. The fat lady is standing up and clearing her throat.

Robert Merritt email: robertm@magnus1.com OR rcmerrit@cbda9.apgea.army.mil
---
my opinions are my own,|"Call me old fashion, but I believe | "Give me OS/2
not of my employer. | in the one true god. His name is | or give me DOS!"
| Orgo and he lives in this lake" | -me

```
| -- The State |
-------------------------------------------------------------------------
```

1649. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 14:26:35 UTC
From: blanke@cbnewst.cb.att.com
Message-ID: <CnJ9GE.H0t@cbnewst.cb.att.com>
Source record: 17700
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
>>Commodore stock prices are denoted as '-' today, after '3.00' yesterday.
>>Does this imply liquidation, or something like that?
>
>What exchange is Commodore on, and what is the stock symbol?
>
New York Stock Exchange - CBU.

--
| Mark S. Blanke // Systems Engineer - AT&T - blanke@hogpa.ho.att.com |
| // Owner - Blanke Computer Consulting |
| \\ // > -- Certified Amiga Developer -- < |
| AT&T is not \X/ responsible for the stupid things I do with my finger tips! |
```

1650. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 14:31:02 UTC
From: blanke@cbnewst.cb.att.com
Message-ID: <CnJ9ns.H64@cbnewst.cb.att.com>
Source record: 17701
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
>>"Commdre" is not Commodore. They're someone else. Commodore is CBU, on
>>the other stock exchange.
>
>It has to be, unless there is another company that closed at 3 on friday,
>was not listed monday, and was at 1 on tuesday...
>
Commodore Business Machines International ticket is CBU. Papers do not list
stocks according to the ticket, they usually spell is out more so people
who don't know the ticket symbols can follow the stocks. Commdre is
CBM.

Mark

--
| Mark S. Blanke // Systems Engineer - AT&T - blanke@hogpa.ho.att.com |
| // Owner - Blanke Computer Consulting |
| \\ // > -- Certified Amiga Developer -- < |
| AT&T is not \X/ responsible for the stupid things I do with my finger tips! |
```

1651. Re: just saw

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 14:34:42 UTC
From: sys1@exnet.com
Message-ID: <CnJ9tw.69q@exnet.com>
Source record: 17702

In article <carol-300394125424@edfdc0.ctis.af.mil> carol@edfua0.ctis.af.mil (Andrew Carol) writes:
>In article <1994Mar31.063020.17756@yuma>, wenzel@CS.ColoState.EDU (gerald
>wenzel) wrote:
>
>> The JAG just needs more killer games NOW.. I'm sick of them rehasing
>> old games like Tempest.. Flame the 3d0 all you want but you can't deny that
>> Megarace is a wonderful game.. JAG needs a killer Tecmo Bowl or something
>> like that and the market is THEIRS..
>

A good game is a good game regardless of when it was invented---if you
doubt me just look at chess. I will buy a jag for Tempest.
>
>"Old games like Tempest"? How many kids today have ever seen it?
>It would probably be new to them. There's a lot of the old
>arcade games which were well done, which people today would see as
>new. Joust, Tempest, etc.

I had forgotten about Joust. Cor! I would love that.

>
>I would buy a JAG just for Tempest.

Agreed.
>
>--
>***
>Andrew Carol
>carol@edfua0.ctis.af.mil
>71350.3646@compuserve.com
>***

1652. Re: The 'New' Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 14:55:33 UTC
From: bakey@admin1.memphis.edu
Message-ID: <1994Mar31.095533.16310@admin1.memst.edu>
Source record: 17703
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2nc9cj$oqa@bigboote.WPI.EDU>, jonathan@yoyodyne.WPI.EDU (Jonathan F Zimmitti) writes:

> Ok, after a few days of pondering I've come to some
> interesting conclusions. Honestly, though, is C= UK hurting at all?!
> It sounds as if the machines there are selling well (maybe not as good
> as C= International planned), and C= UK are holding their own. Now,
> how about this. Is there a good chance (or any for that matter) that
> C= UK could separate from/or even buy out C= International? The UK,
> being C='s best market, would be a key place for a world HQ. They
> already have those ACE (sp?) stores starting to pop up everywhere,
> and, IMHO, Dave Pleasance (sp?) seems like a great guy. It's really a
> shame that the US market just plain sucks...I hope that C= can somehow
> make it through. I want a CD32 damn it!
>
>
> _/_/_/_/_/_/ _/_/_/_/_/_/_/ jonathan@wpi.wpi.edu
> _/_/_/_/_/_/ _/_/_/_/_/_/_/ __ '94 ME
> _/_/ _/_/_/ C= /// "I don't have
> _/_/ _/_/_/ AMIGA /// any weak points."
> _/_/ _/_/_/ __ /// - Arnold
> _/_/_/_/_/ _/_/_/_/_/_/_/ \\\/// Schwarzenegger,
> _/_/_/_/_/ _/_/_/_/_/_/_/ \XX/ "Pumping Iron"
>

The US market doesn't suck the marketing and shiping sucks. I know
of many dealer that would love to sell tons of 1200's, 4000T's and
CD32's but can't get there hands on more than a hand full at a time.
Now how is the market supposed to be great if the machines are
hard to get and there is little to no service and no marketing
from C=. Give me a break. Look at the numbers, someone said 14,000
CD32's sold in the US from Canada before it was released in the US.
That is with no advertising. There is a wide market here people
just have to have the hardware and software and service to want
a product......

1653. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 16:53:49 UTC
From: djeopm@telerama.lm.com
Message-ID: <2nev6t$m7j@telerama.lm.com>
Source record: 17704
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

mark.blanke (blanke@cbnewst.cb.att.com) wrote:
: >>"Commdre" is not Commodore. They're someone else. Commodore is CBU, on
: >>the other stock exchange.
: >
: >It has to be, unless there is another company that closed at 3 on friday,
: >was not listed monday, and was at 1 on tuesday...
: >
: Commodore Business Machines International ticket is CBU. Papers do not list
: stocks according to the ticket, they usually spell is out more so people
: who don't know the ticket symbols can follow the stocks. Commdre is
: CBM.

: Mark

In the WSJ it's commodoreint, I believe, followed by CBU. Everything's
listed alphabetically (according to the actual name, and not according to
the abbbreviation or ticket.
--
(}}}

1654. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 17:14:24 UTC
From: sachs@cadetblue.crayola.cse.psu.edu
Message-ID: <CnJH81.7yt@cse.psu.edu>
Source record: 17705
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2nemad$ilv@telerama.lm.com> djeopm@telerama.lm.com (Sourcerer) writes:
>Kari J Mettinen (mettinen@cc.Helsinki.FI) wrote:
>: Leo 'Bols Ewhac' Schwab (ewhac@shell.portal.com) wrote:
>
>: >[stuff about ex-Amiga ppl now working for 3do]
>
>: so when will we be able to buy a 3do we can use for something else
>: than playing games =)
>
>Yes, please. If we want a game box alone, we'll buy CD32 or Jaguar.

Me three. I wouldn't pay $600 for a game console, even one as powerful
as the 3DO. But a home computer as powerful as the 3DO, that's a whole
'nother story. (the thought of getting my hands on those millions of
polygons, hardware shading and texture mapping... *drool*)

-Mark

1655. Re: Attention PowerMac Bashers: Read These FACTS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 17:57:11 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2nf2tnEq2k@uni-erlangen.de>
Source record: 17706

Many of these 'facts' are wrong...

for example: Motorola now announced the 100MHz 601 PowerChip. But inspite the faster Pentium chip, this chip will probably be cheaper than the existing one - due to 30% less size than the slower ones (only Motorola can do such things ;-) And while probably most Pentium chips won't live for many years (as they are kind of a central heating) the faster PC will only use half has much as the slower ones. And what is even better: The Pentium in it's present design is the end of the line - while IBM and Motorola already said AND shown how they CAN speed up the processors by a factor of 4 or even much more.

You are speaking as if Apple has sold 'few' computers and is rather un-important. Well, there are running about 10 Million Apples now - versus about 80 Million Clones. Not too bad for one single company! And I'm sure, things get better with this enourmus speed up!

PC owners can profit more of the higer speed than Mac users? Well, I doubt that! While Windows is a hell of an OS (Still no desktop for copying files :-))) that uses much of the resources (in speed, memory and disk space), System 7 is nice, small and fast. And well designed. (I love the possibilty to switch the number of planes at any time whithout restarting all programs for example!).

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1656. Re: Attention PowerMac Bashers: Read These FACTS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 18:04:51 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2nf3c3Eqia@uni-erlangen.de>
Source record: 17707

carol@edfua0.ctis.af.mil (Andrew Carol) writes:

>In article <9403290918.AA11692@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan
>Moran) wrote:

>> At the end of the day it is slower at running Mac software than a Mac
>> Quadra which costs a LOT less. Thats a REAL advance in computing ....

>Emulation is to just get over the hump. Nobody will be running large
>amounts of emulated code in a year. Many people are running native
>software already!

>How much Pentium recompiled software is there out there? Almost NONE.
Almost NONE? There's not even 486 software at the moment!

>I will bet you a dollar that in 6 months, more major applications will
>be PowerPC native than re-compiled for the Pentium.

One should not mix up the emulation (where the smallest PPC is as fast as
the fastet Quadra - or even faster (look at the tests)), and recompiled
programs. They ARE much faster without any change in the code. These
recompiled programs are available already next months - due to infos
from many big softwarecompanies at the CeBit.

Really re-written software won't be out that soon. But that's almost not
necessary.

>What happens when Intel pulls the same evil trick on you when they go
>RISC? That will be different huh? Watch for it at P7!

Do you think a machine with an 8 bit AT-bus would make a good
RISC based system? before using new CPU's they would have to do a
redesing of the whole PC-system. What would come out? A PREP system - like
the PowerChip based one :-))

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1657. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-03-31 23:51:10 UTC
From: meikled@kralizec.zeta.org.au
Message-ID: <2nfnle$7nm@kralizec.zeta.org.au>
Source record: 17708
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <CnIuCp.17I@unix.portal.com> ewhac@shell.portal.com (Leo 'Bols Ewhac' Schwab) writes:

>In article <2nc70j$ed9@usenet.INS.CWRU.Edu>,
>Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>>I suggest the following things happen:
>>
>>Atari Corp. hire Commodore's engineers before they are hired by another
>>company.
>>
> Too late. We already got 'em all.

An impressive list, to be sure, but still no Dave Haynie...

> They, myself, and over 250 other people are hard at work to make
>3DO amazingly great.

How about making it into a computer? A games machine with no OS doesn't
do anything to help me recapture that ol' Amiga magic, regardless of
how impressive it may be ("may", since, living in Australia, I've never had
the chance to see a 3DO - I hope I will, one day).

--
David Meiklejohn Ph: +61 02 708 1007 (home), 516 3833 (work)

1658. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 01:02:43 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr1.010243.7812@ccd.harris.com>
Source record: 17709

sinclap2954@cobra.uni.edu wrote:
: Yes. the lowest common demoninator. Yea, I can get an 040 Mac for $900 with
: keyboard..

I can easliy get a 486dx66 for under that. I just read an article on the PowerMac in OPen Systems, and it does sound pretty spiffy. BUt to even get a decent system w/monitor/160mgHD/and a few other things costs close to $3000 (around $2900 to be more precise).

-Richard Mills

1659. Re: Attention PowerMac Bashers: Read These FACTS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 02:52:48 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr1.025248.23387@mnemosyne.cs.du.edu>
Source record: 17710

In article <2n8877$a2q@news.delphi.com>,
LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> wrote:
>I'm constantly embarrased at the general population of the Atari
>community. Why? Because many of them live in a dream world. I laugh every
>time I hear someone say something like, "Apple's just trying to save the
>Mac from sure doom." Well, in the strictest business sense, I suppose
>they're right - but then so is everyone else who has a sellable product.
>Realistically speaking, the Mac (and Apple) has ABSOLUTELY no finacial
>difficulties - at least in comparison to Atari and Commodore, who seem to
>be the largest source for comments like these.

True enough, Apple is pretty sturdy - the people who talk of the Mac
dying out if the PPC doesn't fly probably are thinking in terms of
many years (or should be).

>First, speed (and in comparison to the Pentium). The PowerPC chip (in the
>Mac) has two modes: A native mode, and an emulation mode. Under emulation
>mode it'll run all existing Mac software. It's not "pitifully slow," as
>some people say here. Speed varies depending on the application being run,
>but it generally varies between that of a 25Mhz 68030 (i.e., a Mac IIci)
>and a 25Mhz 68040 (i.e., a Mac Centris 650). [By the way, does Atari have
>an 040-based machine out yet?] In my experience, most programs run at

There is an Atari compatible 040 machine out. Yes, it is very expensive.

It is true that the PPC is very very fast. But you miss the whole
point - it is a Mac. Your arguments apply double to cheap 486
machines - why not get one of those instead of an Atari or Amiga?
This has been true for some time now.

>As far as the Pentium goes, the PowerMac still holds the edge - and will
>for some time to come, IMO. A 60Mhz Pentium processor (running
>Pentium-optimized software) is roughly equivalent to a 60Mhz PowerPC
>(running optimized software and *without* a cache card). Add a cache card
>to that PowerMac and speed increases about 30% - which is more than enough
>to give the PowerMac an even more significant lead over the Pentium.
>Currently, a 60Mhz PowerMac is the "slowest" one you can get, with the
>next step being a 66Mhz and then an 80Mhz chip in the top level Mac (and
>all can be equipped with the cache card for added speed).

Herein lies the major problem with this - it is a mac. And this time
i say this not becuase I dislike macs (though I do), but becuase I see
the even larger reality of the huge Intel based software - much larger
than Mac, in fact. Sure the PowerPC has an emulator, but it costs
almost as much as a cheap 486 alone, and it is slower than a fast 486
machine.

>
>Second, software compatability. I know of *absolutely* no software that
>WON'T run on a PowerMac. In fact, I've heard some reports of software that
>didn't like the 040's caches (forcing the Mac owner to turn off the caches
>and slow things down) but *does* run on PowerMacs. Therefore, software
>compatability is not an issue.

Well, that's good to know - I was wondering how compatible it would be.

>
>And finally, there's overall support. How many people (here in the USA)
>have a store which has shelves upon shelves of Atari hardware and software
>within, say, a five mile radius? And how many have similar stores for
>Apple? Within a five mile radius from my house, there's exactly ONE place
>that charges an arm and a leg for everything. Within that same radius,
>there's at least half a dozen Apple stores. Now please cut the bullshit
>that Apple is trying to "save" the Macintosh.

But they are - for the long term. The real problem is that very soon,
a number of very good OS choices are going to appear - there's OS/2,
taligent (PINK), Chicago, or even nextstep. All of these throw off
the vestages of MSDOS, and are pretty decent OS's.

The real problem is, that apple does not play well with others. They
are so used to being locked in the ivory tower of macness that they
will not get along well with all of the new OS choices, and they may
very well be swallowed up.

Also, as a side point, is not Taligents venture underwritten in part
by Apple? What will all the PowerPC mac users do in a few years if
apple switches to this new OS?

>
>If anyone has anything *intelligent* to say, please do so in my mailbox.
>And make sure it's relevant and, as I mentioned, intelligent. Thank you.
>

I see no need to go to e-mail for this - this is advocacy, we can say
anything!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1660. Re: Attention PowerMac Bashers: Read These FACTS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 02:58:11 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr1.025811.23550@mnemosyne.cs.du.edu>
Source record: 17711

In article <carol-280394130956@edfdc0.ctis.af.mil>,
Andrew Carol <carol@edfua0.ctis.af.mil> wrote:
>In article <9403290918.AA11692@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan
>Moran) wrote:
>
>>
>> At the end of the day it is slower at running Mac software than a Mac
>> Quadra which costs a LOT less. Thats a REAL advance in computing ....
>
>Emulation is to just get over the hump. Nobody will be running large
>amounts of emulated code in a year. Many people are running native
>software already!

Yeah, all 12 mac software packages... each about $600, right?

>
>How much Pentium recompiled software is there out there? Almost NONE.
>
>I will bet you a dollar that in 6 months, more major applications will
>be PowerPC native than re-compiled for the Pentium.

You fail to understand... if a Pentium is in a machine, the speedup
will be vast even if not specifically recompiled for that machine.

But on the Mac - if you don't recompile, you've got to go through the
Emulator. There goes the speed...

<lots of stuff deleted>

>Do you not wonder why the entire Workstation world has gone RISC?
>Do you think IBM, Apple, Motorola, HP, SUN, MIPS, Cannon, SGI, etc
>are _all_ wrong about RISC?
>
>It is the future. At least for this decade, until something better
>comes out.

While the PowerPC chip may be the right engine for the future - is
Apple the right transport? That is the real question.

<rest deleted>
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1661. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 03:10:32 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr1.031032.23854@mnemosyne.cs.du.edu>
Source record: 17712
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1994Mar29.105607@cs.utwente.nl>,
Frank Tempelman <tempelma@cs.utwente.nl> wrote:
>In article <2n7nm8$prj@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>|>
>|> COMMODORE SAYS IT FACES POSSIBILITY OF LIQUIDATION
>|> Wall Street Journal, March 28, 1994 p.B4
>|>
>|> WEST CHESTER, Pa. -- Commodore International Ltd., a once highflying
>[cut]
>|> Commodore stock fell 12.5 cents to $3 in New York Stock Exchange trading.
>|>
>|>
>
>Commodore stock prices are denoted as '-' today, after '3.00' yesterday.
>Does this imply liquidation, or something like that?

I read somewhere that trading for CBM stock has been suspended on WS
until they either reorganize or...

Good Luck CBM!
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1662. Re: Atari in the WSJ

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 03:13:28 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr1.031328.24125@mnemosyne.cs.du.edu>
Source record: 17713

In article <1994Mar29.061149.45854@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
> Well, that ATARI report pretty much kills the any
>'future ATARI computer products' plan or even the
>little birdie (read Falcon).... :-(

I personally think that the possiblilty of further computer presence
is still quite likley - though not for some time.

>
> But then, C= is certainly on the very brink on non-existance...
>I think there's a 90% of C= dying if the reports are true... :-(

Well, perhaps they'll reorganize... I find it hard to believe that
they will be able to find no investors with a fairly successful CD-32
on board.

Perhaps they were selling the CD-32 too cheaply?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1663. Re: Press coverage of Jaguar in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 03:24:45 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr1.032445.24529@mnemosyne.cs.du.edu>
Source record: 17714

In article <9403290910.AA11172@nyx.cs.du.edu>,
Gavan Moran <gmoran@nyx.cs.du.edu> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes...
>
>>>>"Jag-no copies" "cd32 - amiga copies" discussion ..
>>>
>>>
>>>Get a grip on reality! What this means is that there is LESS chance of
>>>seeing software for the Jaguar, its a major DRAWBACK. Given that the
>>>Jaguar hasnt set the console world on fire what are the chances that
>>>software companies will spend big bucks redeveloping software for the
>>>jaguar when their coders have to learn a complete new system? Thats why
>>>there is so *MUCH* for
>>>the CD32.
>
>>Sure the CD-32 has a lot more titles - but it did start earlier, and
>>of the titles I see in the lists there aren't many there I would pay
>>money for.
>
> It has more titles by virtue of its Amiga compatibility, NOT because
>it was available first. THATS where compatiblity with existing hardware
>helps software developement and sales.

Careful with that double-edged sword... oops! You've just sliced
yourself clean open.

The main reason why most of the CD-32 titles look bleak to say the
least is becuase they are ports. What I was mainly talking about are
titles that really take advantage of the CD-32 (like microcosm).
There are (I think) more of these titles that there are Jaguar
titles.

>
>
>>> **IF** the Jaguar were to sell millions this wouldnt be a problem, but
>>>given that Atari market it (meaning market confidence is ZERO) then this
>>>is the main reason why the Jaguar will most probably sink into obscurity
>>>along with the Lynx and the Falcon.
>
>>Your reading of the level of market confidence is sorley lacking.
>>Atari stock just wen't up another dollar despite a release of a 4th
>>quarther statement from last year, in which I am assuming Atari lost
>>money.
>
> What counts is machines in homes and software availability. Look at

>3DO (whose stock was originally SKY HIGH!). Very few machines sold, but
>loads of software in developement and about to be released. This should
>pull its fat out of the fire. Why so much software? because money was
>spent making sure games would be developed and the 3DO people really took
>the time to convince software houses. Compare that to the lukewarm
>feelings about the Jaguar from the main software houses.
>

But there are over 80 Jaguar devs signed up now... more not less.
Also, rumors abound that MKIII will use the Jaguar chipset (perhaps
you've headr that acclaims contract was dropped). All this combined
with a very warm Jaguar reception from the game magazines, and actual
for-real Jaguar ads on cable mean a good time ahead for Atari.

You make a mistake by saying anything about the 3dO - that is an
entriley different matter, and will sink or swim regardless of what
Atari does. Anyone who is able to spend $400 to $500 at once on a
game machine will be able to spend another $200...

>
>>Additionally, Time Warned just purchased another 1.5 million shares of
>>Atari, incresing thier stake in Atari to 27% or so, I think.
>
>>WHere is the CBM stock? If the CD-32 is so very successful, why does
>>the CBM stock sit like a rock at it's current price?
>
> I`ve no idea and I dont really care. What matters to me is support for
>my machine and right now I`m quite happy. Since when does the price of C=
>stock have anything to do with the possible success or not of the Jaguar.
>If C= did go under (as you seem to hope so much for), then would it make
>the Jaguar more or less likely to be a sucess? NO.

I am not for CBM going under at all. I am just giving logical reasons
for the Jaguar's success.

I would howveer say that the stock price does matter - if the stock
price does not go up, that means something is wrong - as we now can
all see. If CBM DOES go under, how happy do you think you'll be
playing old A1200 games in a year after only three developers are
left? I looked pretty hard at all of the facts before I bought my
Jaguar, and that's also why I have yet to buy a 3DO.

>
>
>>I just don't understand the drive you have to malign the Jaguar. I'm
>>willing to admit te CD-32 has been a good success overseas, and I'm a
>>pretty strong Atari fanatic...
>
> I`m just making a pretty fair comment on its performance so far and
>looking at the past Atari performance in launching new hardware.

But ONLY using Atari's past performance is a silly thing - they have
done a lot of very positive things for the Jaguar, and it is starting
to show.

>
>
> Does anyone have a definitive statement on no. of Jaguars sold? Last
>I saw the figure was 27000 for NY and SF in the pre Xmas season. Sales are
>always slow after Xmas and especially coming into summer.

Nope, all I've heard is an additional 110,000 units shipped (not
sold). However, the good news is that it appears Atari has begun
placing TV ads in quite a few cities on cable - MTV, and programs like
that.

The only thing that annoys me is the painfully slow release of
software. At least most of it is really good!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1664. Re: The role of Atari in a IBM/MAC/PPC world...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 03:28:49 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr1.032849.24631@mnemosyne.cs.du.edu>
Source record: 17715

In article <1994Mar29.233003.31381@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>In article <CnF8EJ.K82@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>|> In article <9403290914.AA11330@nyx.cs.du.edu> gmoran@nyx.cs.du.edu (Gavan Moran)
writes:
>|> >rickard.troedsson@secom.ct.se (Rickard Troedsson) writes...
>
>[stuff deleted]
>
>|>
>|> If they can avoid folding in the next week or so.
>|>
>|> I will be sad to see them go, the bright side is that we can all invade the
>|> amiga groups and give them a hard time.
>
> Oh my, that's now very matture. ATARI is on the risk on folding too,
>I hope they don't because the Jaguar is a very nice machine.
>
> If you ask me, I'll say C='s fold is 90%++++++ imminent.... :-(

Atari is in little danger of folding right now - the stock price just
went up another $1 to about $8 now, and Time-Warner just purchased
another 1.5 million shares. Hardly sounds like a company on the brink
of disaster!

I think CBM will probably pull out of it - my guess is that it is some
crafty CBM plot to put all other companies off their gaurd - probably
next week they release the PowerPC AAAAA A32K! :-)

Seriously, though, I do home CBM pulls out of it OK...
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1665. Re: Subject: Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 04:10:39 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-310394065358@edfdc0.ctis.af.mil>
Source record: 17716

In article <9403310955.AA01264@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) wrote:

> YOU may be so enamoured with the MAC line that you will rush out and
> support a new, unproven technology with your money but please dont expect
> the rest of us to be so naive.
>
> IF the Power Mac turns out to have a huge range of super-powerful
> apps in a years time that can rival the PC software for functionality then
> terrific, I hope that it can take over from the PC line but the smart
> thing to do is simply to `wait and see` before spending your money. I dont
> think the Power Mac will fulfill even a half of the fanciful hype being
> spread by Apple and diehard mac-heads like yourself.
>

I don't "expect" anybody to do anything... Of course time will tell.

I agree with the wait and see attitude. But Apple has had no trouble selling these things yet. The software will come for one reason, Apple has commited to getting 90% of their systems onto RISC in two years. And Apple sold almost 4 million machines last year, that a lot of potential buyers. Even if only current Mac software companies move over, it will be enough.

Microsoft and others make lots of money on Mac software, they know there will be a large demand for such software. They will produce it. Most exisiting Mac software gets away with a re-compile. This is not expensive, but has a large potential payoff. The first native program in any catagory has an advantage.

I don't expect PowerMac to make inroads into Intel for a while. If Apple can get it's product line smoothly moved over, within two years they will have a very large catalog of native software.

But a first time buyer, who can buy a PowerMac which is cheaper and faster than a Pentium may be swayed. Remember, RISC natives run at full speed, but there has been almost ZERO re-compiles for Pentium.

This is because the Intel world is in disarray. Do they go Pentium, M1, an AMD variation, or that new Pentium clone which was talked about last week? Each requires different compiles. So the venders are waiting until that settles. They will, for now, ship only current binaries. This makes quickly coming RISC natives look even faster!

Please don't confuse my liking RISC and PowerPC in particular with total Apple support. I happen to like Mac, but am realistic to know that it has an uphill fight. I do however see PowerPC has a great

boon for those who use it. It's fast, cheap, and increasing in power at an excellent rate. I don't see Intel doing that.

Like I aways say, Pentium was late, hot, slow, and expensive. PowerPC was on time, cool, fast, and cheap.

Time and the free market will decide the rest! :-)

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1666. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 04:29:52 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-310394071511@edfdc0.ctis.af.mil>
Source record: 17717

In article <9403301520.AA20608@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) wrote:
>
> The Power Mac will fail to capture the PC market. It might manage to
> take over the Mac market, but since Apple already had that I dont think
> its going to help them that much! Having more powerful machines as
> standard might help to slow the erosion of the Mac by the PC though.
>

They arn't making a frontal assault on the PC market. They will keep almost 100% of the Mac people, get many new people and might sway a small amount of current PC people.

> PC buyers tend to be better informed than Mac buyers. They will see
> that the can get about the same specinf/specfp for slighly less with a
> Power Mac, but then they will realise that the delivered performance on
> all their software is less with the PPC and will go for the Pentium which
> (gasp!) will actually run all that software theyve invested in FASTER!

PC buyers better informed? Where did that come from? Are Mac owners stupid? Do owning PC's convey integlligence? You generalize too much.

And yes, if I had a large PC library, and could not afford to upgrade I would stick with a PC. I'd be a fool otherwise. But there are MILLIONS of people who have PC's that are slower than PPC's emulation, or don't own a PC, or are willing to buy new software for enough of a speed up.

> What a concept for a `next generation` chip, eh? The chances of PC
> software houses rushing to produce Power PC/Mac versions of their existing
> software is about the same as them rushing it out on OS/2!!!!

True. The point? Microsoft make tons of money in Macs. Most software is availble on both platforms. Too keep their market, the Mac software people will quickly be forced to move over. Almost every large PC vender has a Mac arm also. Microsoft, Wordperfect, Novell, Symantec, Lotus, etc, etc.

>
> Care to place a bet on which platfrom will STILL be dominant in a
> year? I doubt that Power Mac will have much of an effect on overall apple
> market share.

Of course Intel machines will dominate. I've never said otherwise. I think that they will feel a lot of pressure though.

Apple shipped more computers than anyone last year. Their
market share has improved in the last two years.

They have had improving sales every year when more expensive
than PC's, without the ability to emulate, and medium speed running
their own software.

Why won't things improve, when they are cheaper than similar PC's,
with an okay emulation, and super speed running their own software?

These things subtract nothing, add a lot, and will sway customers.

They have nothing to lose, and everything to gain.

Again, time and the free market will decide...

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1667. Re: days of our lives

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 04:31:07 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar31.223107.25204@cobra.uni.edu>
Source record: 17718

In article <Up-EC3WCBWK@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
> In <1994Mar25.172639.24877@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote :
>>
>>First of all, I vote Democrat. I have owned Atari's , Amigas and now a Mac Duo
>>210. I still have a Lynx which should have done well. I never said that my
>>Computer is better than yours. But Atari users have and flamed the Macs and
>>amigas constantly(sense the double standard. It's alright to flame the mac and
>>amiga but its not alright for Amiga and other mac users to do the same.
>
> Wrong my dear Sinclap. It's allright to flame whatever you want to flame, but
> _NOT_!! in this newsgroup. If you want to flame Atari, do it in a Mac newsgroup
> and see what happens.

I have not flamed the Falcon, just Atari management!

> I can't stop wondering how many times i have told you this! I think it's
> because you know what happens if you write your flaming in a Mac newsgroup.
> They'll all laugh at you, and probably kick you out!

You told me to do this? I have four words for you: -uck off and die!
>
> Greets
> Kim
>
>
> --
> -- --
> DK-Soft, the danish adventure of atari information
> -- --
>
> Atari UUCP : UPoint-'light'

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less

1668. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 04:39:43 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar31.223943.25205@cobra.uni.edu>
Source record: 17719

In article <Up-EC3WCBWN@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
> Steinberg has just announced a 16 channel Hd-recording version of Cubase
> Audio. And ofcouse it's for the Falcon.
> Even better, Steinberg just downed their prices due to this new 16 channel
> version. And ofcouse it's for the Falcon.

Awesome dude! Radius has this board called video Vision for multimedia stuff
and of course it's for the Mac.

>
> Yo mr. Sinclap. This leaves the Falcon in the front on the music line. Just
> so you wont forget it. You seem to live in a dream world!
>

This Video board leaves the Mac in front on the Multimedia line. Just so you
won't forget it. You seemed to live in a dream world!

> And once again i have to tell you. Atari produced the Falcon not Apple!
>

And once again i have to tell you. Apple produced the powerMac not Atari!

> Oh, and btw. How about an 2 channel digital 8 channel analog output expander
> for Cubase Audio.. And guess what, it's for the Falcon.
>

Oh, and btw. How about 16 bit stereo, Quicktime, multimedia, ability to
integrte multimedia onto a screen.. And guess what, it's for the Mac.

> I guess you don't even know who Steinberg is, and probably never heard of
> Cubase before.

I GUESS YOU DON'T EVEN KNOW WHO RADIUS IS, AND PROBABLY NEVER HEARD OF VIDEO
VISION BEFORE.

>
> Eat this!

Eat what?
>
> Kim
>
>
> --
> -- --
> DK-Soft, the danish adventure of atari information
> -- --
>

> Atari UUCP : UPoint-'light'

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less

1669. Re: The 'New' Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 06:21:19 UTC
From: neilm@domino.demon.co.uk
Message-ID: <19940401.363D18.5D29@domino.demon.co.uk>
Source record: 17720
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2nc9cj$oqa@bigboote.WPI.EDU> writes:

: Ok, after a few days of pondering I've come to some
: interesting conclusions. Honestly, though, is C= UK hurting at all?!
: It sounds as if the machines there are selling well (maybe not as good
: as C= International planned), and C= UK are holding their own. Now,
: how about this. Is there a good chance (or any for that matter) that
: C= UK could separate from/or even buy out C= International? The UK,
: being C='s best market, would be a key place for a world HQ. They
: already have those ACE (sp?) stores starting to pop up everywhere,
: and, IMHO, Dave Pleasance (sp?) seems like a great guy. It's really a
: shame that the US market just plain sucks...I hope that C= can somehow
: make it through. I want a CD32 damn it!

Nope, CBM UK (and all other divisions?) work on an operating profit, David Pleasance (big cheese CBM UK) has said this before many times) and all the profits go to Irv`s Swiss bank account ;) If CBM INTL go they all go :(

Note how I don`t quote the sig

regards,

Neil.

--
neilm@ibmpcug.co.uk <Messages ONLY | Neil J. McRae
neilm@domino.demon.co.uk <Home Mail | 37 Kingsknowe Road North
n.mcrae@csu.napier.ac.uk <Anything | Edinburgh, EH14 2DE, United Kingdom
Domino: There`s nothing you can do when you`re the next in line: Domino

1670. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 07:54:02 UTC
From: ewhac@shell.portal.com
Message-ID: <CnKLy2.B7B@unix.portal.com>
Source record: 17721
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2nem1f$7hv@nic.lth.se>, Stefan Gimeson <e91sg@efd.lth.se> wrote:
>...and how about starting with an AMAZINGLY GREAT PAL-version of the 3do :)
>
We're dancing as fast as we can...

_-_-_-

1671. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 09:45:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d9bed4c@secom.ct.se>
Source record: 17722

In a message of 31 Mar 94 11:35:04, Tom Molin wrote:

TM> >They are according to Atari .. and Atari (unlike 3DOugh) only lists
TM> companies
TM> >that has the development HARDWARE ...
TM>
TM> According to Stefan they havent got a dev. unit yet!

Stefan is an idiot, just look at his posts.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1672. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 17:41:31 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1994Apr1.174131.6781@news.uit.no>
Source record: 17723
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CnKLy2.B7B@unix.portal.com> ewhac@shell.portal.com (Leo 'Bols Ewhac' Schwab) writes:
>In article <2nem1f$7hv@nic.lth.se>, Stefan Gimeson <e91sg@efd.lth.se> wrote:
>>...and how about starting with an AMAZINGLY GREAT PAL-version of the 3do :)
> We're dancing as fast as we can...

HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAAAAAA!
The Amiga spirit lives on I see :).

>Leo L. Schwab -- Digital Spellweaver ewhac@ntg.com

BTW, how big is the 'OS' in the 3DO? Does it look anything like Exec?
--
/// borgen@stud.cs.uit.no (B�rge N�st)	Amiga 4000/040 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

1673. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 17:52:37 UTC
From: mdg@ukc.ac.uk
Message-ID: <9257@gos.ukc.ac.uk>
Source record: 17724

In article <2n7sss$5qs@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>Just saw a pre-release ad for some new clones with 100mhz 486DX's, run to about
>$5000 Aus ...
>
>So they may be a crap architecture, but they're damn fast ...

yup DAMN fast, an 100mhz 486 with 16kb on chip cache will run 70% faster than
a DX-50... which will keep most people happy...

>Karl.
>(A Proud Falcon Owner.)

Griff (another Proud Falcon Owner)
--

1674. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-01 20:35:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d9c859a@secom.ct.se>
Source record: 17725

In a message of 01 Apr 94 05:39:43, Sinclap2954 wrote:

S> And once again i have to tell you. Apple produced the powerMac not
S> Atari!

...too bad the didn't make it PReP compatible, thus making it a dead end for
anyone but an avid Mac user ..

S> Oh, and btw. How about 16 bit stereo, Quicktime, multimedia, ability to

You shouldn't talk about 16 bit stereo to a Falcon owner .. we've had it for a
long time ..

S> PowerMac - Does more, costs less

Incompatible - sux.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1675. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-02 03:24:10 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-010494062009@edfdc0.ctis.af.mil>
Source record: 17726

In article <1994Apr1.010243.7812@ccd.harris.com>, rmills@ccd.harris.com (Richard C. Mills) wrote:

> sinclap2954@cobra.uni.edu wrote:
> : Yes. the lowest common demoninator. Yea, I can get an 040 Mac for $900 with
> : keyboard..
>
> I can easliy get a 486dx66 for under that. I just read an article on the
> PowerMac in OPen Systems, and it does sound pretty spiffy. BUt to even
> get a decent system w/monitor/160mgHD/and a few other things costs close
> to $3000 (around $2900 to be more precise).
>
> -Richard Mills

Where do you get a $2,900 price? Please don't compare Apple list price quoted in a magazine to mail order PC prices. Apple street prices are much lower. Articles generally quote the companys offical price, not actualy what people pay for it.

A complete PowerMac 6100 with

1) 60Mhz PowerPC601 (32K L1 cache, FPU, etc)
2) 8 Meg RAM (64 bit path to memory)
3) 160M Harddrive
4) ethernet
5) 16 bit video
6) 16 bit stereo sound in and out
7) Floppy drive
8) SCSI
9) 2 serial ports.
10) 14" monitor
11) Keyboard

Can be bought for between $2,000 and $2,300. I've odles of ads from stores which have them at these prices.

The base machine with everything except monitor and keyboard can also be store bought at CompUSA or Fry's, etc, for about $1,600.

This is only two weeks after they came out, expect the prices to drop.

Pentiums have been out for almost a year and still are too expensive.

--
****
Andrew Carol

carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1676. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-02 03:38:46 UTC
From: wfan1@lindblat.cc.monash.edu.au
Message-ID: <2nipc6$d5g@harbinger.cc.monash.edu.au>
Source record: 17727

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
: In a message of 31 Mar 94 11:35:04, Tom Molin wrote:

: TM> >They are according to Atari .. and Atari (unlike 3DOugh) only lists
: TM> companies
: TM> >that has the development HARDWARE ...
: TM>
: TM> According to Stefan they havent got a dev. unit yet!

: Stefan is an idiot, just look at his posts.

Of course, what would Stefan know. Mr Troedsson, using his telepathy and third vision can see clearly that Team 17 have Jaguar development units stacked to the rafters. In fact, the reason why there's been a lack of Jaguars available in the US and Europe is that Team 17 have bought millions of them.

Sheesh.

Pot.
Kettle.
Black.

If we had a stupidity contest, I think you would come out a long way ahead.

- Jim

It's always April the first somewhere in the world.

1677. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-02 17:29:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cnn78C.6nK@ecf.toronto.edu>
Source record: 17728

In article <2d9c859a@secom.ct.se>,
Rickard Troedsson <rickard.troedsson@secom.ct.se> wrote:
>
>S> Oh, and btw. How about 16 bit stereo, Quicktime, multimedia, ability to
>
>You shouldn't talk about 16 bit stereo to a Falcon owner .. we've had it for a
>long time ..

The Falcon hasn't even been out that long -- barely a year.
Macs have had stereo sound since the Mac II. They've had 16-bit sound since
the AVs.

>S> PowerMac - Does more, costs less
>
>Incompatible - sux.

And what, pray tell, is the 16MHz 68030 Falcon compatible with?

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

1678. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-02 21:54:18 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr2.155418.25292@cobra.uni.edu>
Source record: 17729

In article <2d9c859a@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
> In a message of 01 Apr 94 05:39:43, Sinclap2954 wrote:
>
> S> And once again i have to tell you. Apple produced the powerMac not
> S> Atari!
>
> ...too bad the didn't make it PReP compatible, thus making it a dead end for
> anyone but an avid Mac user ..

PREP has not been fianalized between IBM and Apple. Future PowerMac models
will comform to this standard.

>
> S> Oh, and btw. How about 16 bit stereo, Quicktime, multimedia, ability to
>
> You shouldn't talk about 16 bit stereo to a Falcon owner .. we've had it for a
> long time ..

We have had Quicktime for a long time! Still not available on the Falcon.
>
> S> PowerMac - Does more, costs less
>
> Incompatible - sux.

Atari Falcon - Costs more, does less
>

> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
> + SYNC -------- Opinions expressed are those of my employee! --------+
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less, it's that simple!

1679. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-02 23:34:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nkve6$1tn@darkstar.UCSC.EDU>
Source record: 17730

In <Cnn78C.6nK@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>The Falcon hasn't even been out that long -- barely a year.
>Macs have had stereo sound since the Mac II. They've had 16-bit sound since
No, stereo since the Centris line. all before was 8 bit mono. And the AVs
and centris lines came out AFTER the Falcon, thank you very much.

>the AVs.

>>S> PowerMac - Does more, costs less
>>
>>Incompatible - sux.

>And what, pray tell, is the 16MHz 68030 Falcon compatible with?

Most ST software, which I happen to prefer over any comparable Mac software.

~Chris

>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| he public from realising the full extent of our ignorance."

1680. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-02 23:36:03 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nkvh3$1tu@darkstar.UCSC.EDU>
Source record: 17731

In <1994Apr2.155418.25292@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>We have had Quicktime for a long time! Still not available on the Falcon.

Ooh, quicktime. esxcuse me while I laugh myself silly...

>>
>> S> PowerMac - Does more, costs less
>>
>> Incompatible - sux.

>Atari Falcon - Costs more, does less

Falcon - COsts more, but it's worth it! (like all the good things in life)

~Chris
>>

>> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
>> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
>> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
>> + SYNC -------- Opinions expressed are those of my employee! --------+
>>

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>PowerMac - Does more, costs less, it's that simple!

1681. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 00:56:40 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDDBFEUQ@dksoft.ping.dk>
Source record: 17734
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <2nc71j$ed9@usenet.INS.CWRU.Edu> Len Stys wrote :

>Atari Corp. hire Commodore's engineers before they are hired by another company.
>
>A company make an Amiga emulator for the Falcon030 (since it will no doubt
>continue to be produced).
>
>Atari Corp. purchase patents and operating system from Commodore.

What operating system is that ? Since when have the commodore had an
operating system ?

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1682. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 02:39:45 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr2.203945.25302@cobra.uni.edu>
Source record: 17732

In article <Cnn78C.6nK@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
> In article <2d9c859a@secom.ct.se>,
> Rickard Troedsson <rickard.troedsson@secom.ct.se> wrote:
>>
>>S> Oh, and btw. How about 16 bit stereo, Quicktime, multimedia, ability to
>>
>>You shouldn't talk about 16 bit stereo to a Falcon owner .. we've had it for a
>>long time ..
>
> The Falcon hasn't even been out that long -- barely a year.
> Macs have had stereo sound since the Mac II. They've had 16-bit sound since
> the AVs.

Correction: The Falcon has been out for over two years. Falcon sales are in
the range of 35,000. I suggest Atari lowers the price and sales could double
with in a three month period if that many units were available.

>
>>S> PowerMac - Does more, costs less
>>
>>Incompatible - sux.
>
> And what, pray tell, is the 16MHz 68030 Falcon compatible with?
>
>
> --
> David "Crazy Elec" Pischke (pischke@ecf.toro
nto.edu)
> ___ _____ "Engineering is the art of moulding materials we do not fully
> |__ |) | | | understand into shapes we cannot fully analyse and preventing
> |__ |\ | |/\| he public from realising the full extent of our ignorance."

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa

PowerNac - Does more, costs less, it's that simple!

1683. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 02:46:40 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2nlamh$sfn@usenet.INS.CWRU.Edu>
Source record: 17733
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In a previous article, ewhac@shell.portal.com (Leo 'Bols Ewhac' Schwab) says:

>In article <2nc70j$ed9@usenet.INS.CWRU.Edu>,
>Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>>I suggest the following things happen:
>>
>>Atari Corp. hire Commodore's engineers before they are hired by another
>>company.
>>
> Too late. We already got 'em all.
>
> They, myself, and over 250 other people are hard at work to make
>3DO amazingly great.
>

WOW. So 3DO is temporarily paying for your living, huh?

I bet Commodore's former engineers will have quite some resume by the
end of the year... :(

Not many people will pay $499.99 for a game system, just like not many
people paid $699.99 for it. A major financial backer of 3DO just decided
to pour 12.8 million dollars into 3DO's main competition--Atari Corp.
Even though Trip Hawkins will never admit to Atari being 3DO's main
competition.

MY PREDICTION: 3DO is going to lay-off a hundred employees by the end
of the year due to the fact that they must lower the amount they charge
companies for the use of their technology.

QUESTION: What happened to AT&T's machine and all of the other companies
that promised to use the 3DO technology? "Ah, we'll wait on it" haha.

> (And yes, some of us have Amigas on our desks.)
They collecting discontinued products? Who knows, they might have one
added to their desk soon enough. :)

>

--

1684. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 16:59:04 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Cnp0IG.3Br@cix.compulink.co.uk>
Source record: 17735

```
>> The Falcon hasn't even been out that long -- barely a year.
>Correction: The Falcon has been out for over two years. Falcon sales are in
>the range of 35,000. I suggest Atari lowers the price and sales could double
The Falcon has been out about a year. I bought mine in July 1994 and it
was one of the first available to the public.
I won't disagree about the price though :-)

--------------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---------------------------+---------------+-------------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user
```

1685. Re: Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 17:15:35 UTC
From: Lexicor@world.std.com
Message-ID: <Cnp1A0.GCL@world.std.com>
Source record: 17736
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <CnIJ80.JCu@utnetw.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Scott Gruber (gruber@austin.ibm.com) wrote:
>
>: In article <CnHM76.Fvp@world.std.com>, Lexicor@world.std.com (y.siu@lexicor.com)
writes:
>: >
>: > However I am wondering if anyone of you are interested in creating a
>: > comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce
>
>: I think it is a good idea for what it's worth.
>
>
> So, the reason for posting to the 8bit group I assume is fishing for support
>of an comp.sys.atari.8bit.announce group? Actually, I could see a plain

yes..infact if this newsgroup is to be created as a comp.sys.atari.announce
which should incorporate all atari computer hardware, 8,16,32 bit hard and
software developments as much support as possible is needed.

It requires at least +100 votes to create this group and no more than
1/3 of votes against it. All the votes will be posted, (the people who
voted against and the people who voted for the group) once the actual
idea has passed and it is deemed worthy to vote for this group (for possible
creation).

Cheers

Yat

>comp.sys.atari.announce group, since there have been a fair amount of releases
>of new hardware to the 8bit community the past few weeks.
>

ps: comp.sys.atari.announce is i think good enough :)

>
> -Tim
>

1686. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 17:45:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d9f00a4@secom.ct.se>
Source record: 17737

In a message of 03 Apr 94 00:34:30, Christopher Taylor Oates wrote:

CT> No, stereo since the Centris line. all before was 8 bit mono. And the
CT> AVs
CT> and centris lines came out AFTER the Falcon, thank you very much.

Someone should tell Atari to sue Apple .... in Sweden Apple has had an advertisment-campain in which they claimed they had "the first home-computer with a built in DSP" .. <laughter> .. that was 6 months after Atari had released the Falcon ....

Oh .. even the STe has STEREO 8-bit sound ... ;) ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1687. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 17:46:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d9f00ee@secom.ct.se>
Source record: 17738

In a message of 02 Apr 94 22:54:18, Sinclap2954 wrote:

S> PREP has not been fianalized between IBM and Apple. Future PowerMac
S> models
S> will comform to this standard.

...which means that anyone who buys a PowerMAC today will have to sell it if he
wants a PReP compatible machine later on ... how nice ... NOT!

I heard IBM's PowerPC is PReP compatible though ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1688. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 17:46:19 UTC
From: lordthan@news.delphi.com
Message-ID: <2nmvdb$fop@news.delphi.com>
Source record: 17739

rmills@ccd.harris.com (Richard C. Mills) writes:
>sinclap2954@cobra.uni.edu wrote:
>: Yes. the lowest common demoninator. Yea, I can get an 040 Mac for $900 with
>: keyboard..
>I can easliy get a 486dx66 for under that. I just read an article on the
>PowerMac in OPen Systems, and it does sound pretty spiffy. BUt to even
>get a decent system w/monitor/160mgHD/and a few other things costs close
>to $3000 (around $2900 to be more precise).

Actually, you can now buy a Quadra 605 (68LC040 @ 25Mhz) w/8-MB RAM, a
120-MB hard drive, keyboard, mouse, StyleWriter II printer, System 7.1 and
ClarisWorks 2.0 (2.1?) for less than $900. Tack on another $200 for a
starter monitor (640x480, decent quality) and off you go - or you can hook
up a PC-type monitor for even less $$$.

1689. 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 22:04:40 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Apr3.220441.20491@yuma>
Source record: 17740

but the Atari users start to whine.. "Jaguar will stomp 3dO! Just give it
more time! 3dO is inferior!"

well, inferior or not if you think this machine sucks you obviously haven't
played the games or even SEEN it. I vegged out for eight hours this weekend
and played both a Jag and 3dO (he has both.) Guess where the Jag is after
he bought 3dO? In a box!

Just cast aside your prejudices for a few minutes, go into a store, and paly
some games (Wing Commander II is killer also..) How could you NOT be impressed.Maybe if you
were blind and deaf... I just want you all to spend yer money
wisely, and not be blocked from getting cool stuff by some ridiculous pro-
Atari prejudice, that's my $.02..

Jon

1690. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 22:33:33 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-020494143252@edfdc0.ctis.af.mil>
Source record: 17741

In article <Cnp0IG.3Br@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk
("Iain Laskey") wrote:

> >> The Falcon hasn't even been out that long -- barely a year.
> >Correction: The Falcon has been out for over two years. Falcon sales are in
> >the range of 35,000. I suggest Atari lowers the price and sales could double
> The Falcon has been out about a year. I bought mine in July 1994 and it
^^^^^^^^^
> was one of the first available to the public.
> I won't disagree about the price though :-)
>

You will buy in in July of 1994? <grin>

The Falcon is a fine machine, with many inovative features, but I would
not want to brag about sales of 35,000. That is about 4 days of sales
of IBM or Apple corperation. Perhaps 5 days of Compaq sales.

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1691. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-03 22:42:44 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-020494143708@edfdc0.ctis.af.mil>
Source record: 17742

In article <2d9c859a@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) wrote:

> ...too bad the didn't make it PReP compatible, thus making it a dead end for
> anyone but an avid Mac user ..

There are _zero_ PRep machines out today. IBM and Apple are still working PReP out. Avid Mac people are amongst the biggest buyers they need a computer _today_ not at the end of the year.

Plenty of people bought Macs without being PC compatible. Do you thing the average buyer will care about PReP? Many people will, but not a large percentage of the potential market.

IBM and Apple are each pushing for things they want the other doesn't. I hope they come together, as I would rather own a PReP machine. With the level of hardware abstraction, there is no real reason for Apple not to ship a PReP machine when the standard is actually released. This assume no political stupidity at Apple.

> Incompatible - sux.
>

And the Falcon is compatible with.?.?.?.

BTW this is not a Falcon slam, I think it's a pretty hot machine, but those in "compatibility" glass houses should not throw stones.

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1692. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 00:05:05 UTC
From: whitema@rtsg.mot.com
Message-ID: <2nnljh$7gi@delphinium.cig.mot.com>
Source record: 17743

In article <2nmvdb$fop@news.delphi.com>,
LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> wrote:
[stuff deleted]
>
>Actually, you can now buy a Quadra 605 (68LC040 @ 25Mhz) w/8-MB RAM, a
>120-MB hard drive, keyboard, mouse, StyleWriter II printer, System 7.1 and
>ClarisWorks 2.0 (2.1?) for less than $900. Tack on another $200 for a
>starter monitor (640x480, decent quality) and off you go - or you can hook
>up a PC-type monitor for even less $$$.
>

Could you quote a store on this? I just finished looking in the Sunday
paper and found NO deal close to that.

Michael
whitema@rtsg.mot.com

1693. Help!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 04:08:06 UTC
From: lineber@lonestar.utsa.edu
Message-ID: <1994Apr4.040806.22304@ringer.cs.utsa.edu>
Source record: 17744
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

This is so difficult to understand. I've been using IBM's for years now, but Atari is hundred times more confusing. I want to get files that I've downloaded with my 386sx to an atari 1050 disk (800XL.) The programs are all "term" programs so there is no way I can download them from my computer using phone lines. So then, I downloaded programs like UTIL and MULE, I don't understand MULE and UTIL only works with MYDOS disks. So now, I've gone and downloaded MYDOS but, it doesn't seem to have been compiled yet. So can someone please help me get the programs on my IBM disk to my ATARI disk with the correct DOS.

I would like for these programs to just pop on the Atari screen when I boot-up. How do I do this? Any help would be appreciated.

Jerry

1694. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 04:52:19 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2no6e3$5sb@scapa.cs.ualberta.ca>
Source record: 17745

wenzel@CS.ColoState.EDU (gerald wenzel) writes:

>but the Atari users start to whine.. "Jaguar will stomp 3dO! Just give it
>more time! 3dO is inferior!"

>well, inferior or not if you think this machine sucks you obviously haven't
>played the games or even SEEN it. I vegged out for eight hours this weekend
>and played both a Jag and 3dO (he has both.) Guess where the Jag is after
>he bought 3dO? In a box!

>Just cast aside your prejudices for a few minutes, go into a store, and paly
>some games (Wing Commander II is killer also..) How could you NOT be impressed.Maybe if
you were blind and deaf... I just want you all to spend yer money
>wisely, and not be blocked from getting cool stuff by some ridiculous pro-
>Atari prejudice, that's my $.02..

>Jon

Just out of curiosity, _what_games_ did you play or see played? On the Jag
AND 3D0..

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

1695. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 08:24:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d9fcec2@secom.ct.se>
Source record: 17746

In a message of 03 Apr 94 17:59:04, Iain Laskey wrote:

IL> >> The Falcon hasn't even been out that long -- barely a year.
IL> >Correction: The Falcon has been out for over two years. Falcon sales
IL> are in
IL> >the range of 35,000. I suggest Atari lowers the price and sales could
IL> double
IL> The Falcon has been out about a year. I bought mine in July 1994 and it
IL> was one of the first available to the public.
IL> I won't disagree about the price though :-)

The Falcon was first out in December (November) -92 in Germany.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1696. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 08:24:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d9fcea0@secom.ct.se>
Source record: 17747

In a message of 03 Apr 94 18:46:19, Lordthanatos@delphi.Com wrote:

L> Actually, you can now buy a Quadra 605 (68LC040 @ 25Mhz) w/8-MB RAM, a
L> 120-MB hard drive, keyboard, mouse, StyleWriter II printer, System 7.1 and
L> ClarisWorks 2.0 (2.1?) for less than $900. Tack on another $200 for a
L> starter monitor (640x480, decent quality) and off you go - or you can hook
L> up a PC-type monitor for even less $$$.

You might in US ... here you have to tripple the price ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1697. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 08:58:37 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2nokrt$jrq@percy.cs.bham.ac.uk>
Source record: 17748

In article <1994Apr3.220441.20491@yuma>, wenzel@CS.ColoState.EDU (gerald wenzel) writes:
> but the Atari users start to whine.. "Jaguar will stomp 3dO! Just give it
> more time! 3dO is inferior!"
>
> well, inferior or not if you think this machine sucks you obviously haven't
> played the games or even SEEN it. I vegged out for eight hours this weekend
> and played both a Jag and 3dO (he has both.) Guess where the Jag is after
> he bought 3dO? In a box!
>
> Just cast aside your prejudices for a few minutes, go into a store, and paly
> some games (Wing Commander II is killer also..) How could you NOT be impressed.
> Maybe if you were blind and deaf... I just want you all to spend yer money
> wisely, and not be blocked from getting cool stuff by some ridiculous pro-
> Atari prejudice, that's my $.02..
>
> Jon
>
>

If I was in the position of having 600 quid or wahtever to spend wisely on a 3DO
then I might pay attention, but seeing as how I could buy a JAg and about 10
games for that I think I'd have to disagree...

Ian

1698. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 12:50:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da00d12@secom.ct.se>
Source record: 17749

In a message of 03 Apr 94 23:42:44, Andrew Carol wrote:

AC> > ...too bad the didn't make it PReP compatible, thus making it a dead end
AC> for
AC> > anyone but an avid Mac user ..
AC>
AC> There are _zero_ PRep machines out today. IBM and Apple are still working
AC> PReP out. Avid Mac people are amongst the biggest buyers they need
AC> a computer _today_ not at the end of the year.

According to the PowerPC FAQ, IBM's systems ARE PReP compatible, the current PowerMACs are NOT .... That's my source.

(True, PReP is out in Alpha documentation only, but that's a lot better than nothing)

AC> Plenty of people bought Macs without being PC compatible. Do you thing
AC> the average buyer will care about PReP? Many people will, but not a large
AC> percentage of the potential market.

Bah! Ofcourse the average buyer will care about PReP! The whole idea behind PowerPC and PReP is to *STOP* incompatibilities among computers! All users should be able to run ALL OS's, no matter who built the computer!
(And use all sorts of hardware peripherals)

AC> IBM and Apple are each pushing for things they want the other doesn't.
AC> I hope they come together, as I would rather own a PReP machine. With
AC> the level of hardware abstraction, there is no real reason for
AC> Apple not to ship a PReP machine when the standard is actually released.
AC> This assume no political stupidity at Apple.

But the current PowerMACs aren't anywhere NEAR PReP .. they will be TOTALLY incompatible both soft and hard-wise then they start shipping PReP machines! IBM's PowerPC:s are atleast compatible with the alpha version of PReP.

AC> > Incompatible - sux.
AC>
AC> And the Falcon is compatible with.?.?.?.

All TOS compatible programs, and most of the hardware-bashing ST/STe applications. Did you think it was supposed to be compatible with anything else?

AC> BTW this is not a Falcon slam, I think it's a pretty hot machine, but
AC> those in "compatibility" glass houses should not throw stones.

...you seem to have missed the whole point with the "PowerPC" ..

```
+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1699. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 13:22:51 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2np4bb$jcj@usenet.INS.CWRU.Edu>
Source record: 17750
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

(Jerry Lineberry wants to get started on his Atari 8-bit from a IBM.)
Util only works on MyDOS disks. True, but you can format a MyDOS disk
on your IBM using UTIL, then put the stuff you want on the disk, then
go over to your Atari and read it. IF you have a boot disk for your
Atari that will read the MyDOS disk you write with your IBM. If you
don't have a boot disk that will allow reading the MyDOS disk, hmmmm...,
I guess you'll have to purchase one from CSS or FTe. See vendor
list.
Russ Gilbert

1700. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 16:48:59 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr4.164859.19350@ccd.harris.com>
Source record: 17751

Andrew Carol (carol@edfua0.ctis.af.mil) wrote:
: In article <1994Apr1.010243.7812@ccd.harris.com>, rmills@ccd.harris.com
: (Richard C. Mills) wrote:

: A complete PowerMac 6100 with
: 1) 60Mhz PowerPC601 (32K L1 cache, FPU, etc)
: 2) 8 Meg RAM (64 bit path to memory)
: 3) 160M Harddrive
: 4) ethernet
: 5) 16 bit video
: 6) 16 bit stereo sound in and out
: 7) Floppy drive
: 8) SCSI
: 9) 2 serial ports.
: 10) 14" monitor
: 11) Keyboard

That sounds pretty good. It's still not cheaper than a 486dx66 fully stocked. But then again, we are talking about apples and oranges now (no pun intended). I just thought that it was absurd for someone to say you can get a decent Power Mac system for less than a 486dx66

: This is only two weeks after they came out, expect the prices to
: drop.

I'll be looking.

: Pentiums have been out for almost a year and still are too expensive.

A year? Hmmm, I've only seen them available mail order for a few months. I expect the price to drop quickly by the end of the summer. Well under what they are going for now.

-Richard Mills

1701. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 18:28:59 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CnqzCC.FL0@ecf.toronto.edu>
Source record: 17752

In article <2nkve6$1tn@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <Cnn78C.6nK@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>
>
>>The Falcon hasn't even been out that long -- barely a year.
>>Macs have had stereo sound since the Mac II. They've had 16-bit sound since
>No, stereo since the Centris line. all before was 8 bit mono

I'd dig up the reference for you, but I don't feel like it at the moment.
It was in Macworld or Macuser, I believe...

. And the AVs
>and centris lines came out AFTER the Falcon, thank you very much.

Whoop-de-doo. What's your point. The ST came out after the Mac. So there.

>
>>>S> PowerMac - Does more, costs less
>>>
>>>Incompatible - sux.
>
>>And what, pray tell, is the 16MHz 68030 Falcon compatible with?
>
>Most ST software, which I happen to prefer over any comparable Mac software.

Too bad none of it's comparable. It's not even in the same league! Yeah,
Calligrapher ... The interface is awful and I never did get it to print
correctly in Text mode. There's no other comparable word processor. Database
and Spreadsheet software is non-existent, and AtariWorks is the kind of
software that came out for the Mac years ago. The only areas where ST
software has a hope of competing are DTP and perhaps paint -- Lexicor has
some nice stuff, and Calamus is decent.

> ~Chris

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

1702. Re: Time to make Amiga emulator for Falcon030

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 19:04:46 UTC
From: bradb@plaza.ds.adp.com
Message-ID: <1994Apr4.190446.18605@plaza.ds.adp.com>
Source record: 17753
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <2nc71j$ed9@usenet.INS.CWRU.Edu> Len Stys wrote :
: >Atari Corp. purchase patents and operating system from Commodore.
:
: What operating system is that ? Since when have the commodore had an
: operating system ?

I don't usually quote .sig's, but:

: DK-Soft, the danish adventure of atari information

Figures, doesn't it?

Brad.

--
Brad J. Burleson | Work: bradb@plaza.ds.adp.com
(Of course, all opinions are my own) | Home: <T.B.A>

"It's a long way to the top if you wanna Rock 'n' Roll" - AC/DC

1703. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 20:06:55 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Apr4.200655.23188@iglou.com>
Source record: 17754
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Util only works with DOUBLE DENSITY Mydos disks, which a stock 1050 drive can't read or write.

Bill Marcum bmarcum@iglou.com

1704. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 20:17:24 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2npskk$hd4@darkstar.UCSC.EDU>
Source record: 17755

In <CnqzCC.FL0@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>>>The Falcon hasn't even been out that long -- barely a year.
>>>Macs have had stereo sound since the Mac II. They've had 16-bit sound since
>>No, stereo since the Centris line. all before was 8 bit mono

>I'd dig up the reference for you, but I don't feel like it at the moment.
>It was in Macworld or Macuser, I believe...

reference or not, it's still WRONG! I worked with Macs, I know the specs for
all the models up to the LCIII time period. I remember hearing about the time
I was leaving that job about the change over to stereo for the Centris machines

>. And the AVs
Okay, I guess these did come out before the Centris line, but they are still
several months after the Falcon.

>>and centris lines came out AFTER the Falcon, thank you very much.

>Whoop-de-doo. What's your point. The ST came out after the Mac. So there.

My point is that Atari has had better sound than the Macs. Stereo since STEs,
16 bit since Falcon. You were arguing the opposite point of view. Have you
forgotten so soon?

>Too bad none of it's comparable. It's not even in the same league! Yeah,
>Calligrapher ... The interface is awful and I never did get it to print
>correctly in Text mode. There's no other comparable word processor. Database
>and Spreadsheet software is non-existent, and AtariWorks is the kind of
>software that came out for the Mac years ago. The only areas where ST
>software has a hope of competing are DTP and perhaps paint -- Lexicor has
>some nice stuff, and Calamus is decent.

Yeah right. Nice opinions. I prefer ST stuff on almost every level,
especially in MIDI and graphics stuff, but also in Word Processing and
communications. I happen to use AW and think it is comparable to any Mac WP.
DOn't go spouting "feature wars" because that's not what I'm going at. I'm
talking about qualitative things. Just accept that I've used Macs extensively
and prefer my Falcon okay??

~Chris

>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| he public from realising the full extent of our ignorance."

1705. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 21:20:36 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr4.152036.25377@cobra.uni.edu>
Source record: 17756

In article <2d9f00a4@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
> In a message of 03 Apr 94 00:34:30, Christopher Taylor Oates wrote:
>
> CT> No, stereo since the Centris line. all before was 8 bit mono. And the
> CT> AVs
> CT> and centris lines came out AFTER the Falcon, thank you very much.
>
> Someone should tell Atari to sue Apple .... in Sweden Apple has had an
> advertisment-campain in which they claimed they had "the first home-computer
> with a built in DSP" .. <laughter> .. that was 6 months after Atari had
> released the Falcon ....

But than again, Apple has sold hundreds of thousands of the AV Macs. Atari has floundered in Europe!

>
> Oh .. even the STe has STEREO 8-bit sound ... ;) ...
>

There are more 8-bit sound Macs than there are ST's, Falcons and TT's! So what is your point?

> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
> + SYNC -------- Opinions expressed are those of my employee! --------+
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less, It's that simple!

1706. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 21:23:26 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr4.152326.25378@cobra.uni.edu>
Source record: 17757

In article <2d9f00ee@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
> In a message of 02 Apr 94 22:54:18, Sinclap2954 wrote:
>
> S> PREP has not been fianalized between IBM and Apple. Future PowerMac
> S> models
> S> will comform to this standard.
>
> ...which means that anyone who buys a PowerMAC today will have to sell it if he
> wants a PReP compatible machine later on ... how nice ... NOT!

Yea, and when you buy a Falcon, you will be stuck with an orphan!

>
> I heard IBM's PowerPC is PReP compatible though ..
>

The PREP standard has not been fianalized yet. Apple and IBM are still negotiating.

> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
> + SYNC -------- Opinions expressed are those of my employee! --------+
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less, it's that simple!

1707. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 22:10:07 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cnr9Kv.7t@ecf.toronto.edu>
Source record: 17758

In article <2npskk$hd4@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>. And the AVs
>Okay, I guess these did come out before the Centris line, but they are still
>several months after the Falcon.
>
>>>and centris lines came out AFTER the Falcon, thank you very much.
>
>>Whoop-de-doo. What's your point. The ST came out after the Mac. So there.
>
>My point is that Atari has had better sound than the Macs. Stereo since STEs,
>16 bit since Falcon. You were arguing the opposite point of view. Have you
>forgotten so soon?

I never was arguing that the Macs had better sound than the Atari. The avs
and Power Macs have 16-bit sound. All the other current macs have 8-bit stereo.
There are man more avs and Power Macs out there than there are Falcons.
Whether or not the Falcon had 16-bit sound before the Mac is irrelevant, since
there are so few of them. (Even in comparison to the ST user base, which is
still predominantly ST/(Mega) ST(e)/TT.)

Even if Falcons were more numerous than Macs with 16-bit sound, it still would
not make a difference, since your point was that Falcons had 16-bit sound.
The fact that Falcons have 16-bit sound is not affected in any way by the fact
that they had it earlier than the avs did.

>>Too bad none of it's comparable. It's not even in the same league! Yeah,
>>Calligrapher ... The interface is awful and I never did get it to print
>>correctly in Text mode. There's no other comparable word processor. Database
>>and Spreadsheet software is non-existent, and AtariWorks is the kind of
>>software that came out for the Mac years ago. The only areas where ST
>>software has a hope of competing are DTP and perhaps paint -- Lexicor has
>>some nice stuff, and Calamus is decent.
>
>Yeah right. Nice opinions. I prefer ST stuff on almost every level,
>especially in MIDI and graphics stuff, but also in Word Processing and
>communications. I happen to use AW and think it is comparable to any Mac WP.

Having used both AtariWorks and Mac word processors, I can assure you that
feature-for-feature, this is not so. Before you flame me, also consider the
fact that I have owned Ataris for ten years.

>DOn't go spouting "feature wars" because that's not what I'm going at. I'm
>talking about qualitative things. Just accept that I've used Macs extensively
>and prefer my Falcon okay??

I don't care what you use. I just get tired of people with Ataris telling
me that Macs suck, and bragging about how they think their 16MHz 68000 or their
16MHz 68030 is as fast as a 486DX2/66.

>
> ~Chris
>

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

1708. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 22:39:33 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94094.183933STIRRE31@MAINE.MAINE.EDU>
Source record: 17759

Peter, why do you insist on citing sales figures for every single
argument?! It is so annoying! If you don't have anything constructive
to add than don't post. As your sig says, "It's that simple."
For example....
If someone claims that, "The Falcon030 has 16-bit stereo sound."
an unacceptable argument is:
"Well, Apple sold x Quadras!"
It has nothing to do with the Falcon's sound. If Apple released a
computer that did not sell well would you tell all your Mac cronies
to stop advocating it because it was unsupported?!
-scott tirrell
-Atari Computers- Power without the Price

1709. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-04 23:29:30 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2nq7sq$e1t@scapa.cs.ualberta.ca>
Source record: 17760

sinclap2954@cobra.uni.edu writes:

[snip]

>But than again, Apple has sold hundreds of thousands of the AV Macs. Atari has
>floundered in Europe!

Oh goody all the more lost revenue for atari to claim in a lawsuit! :)

>>
>> Oh .. even the STe has STEREO 8-bit sound ... ;) ...
>>

>There are more 8-bit sound Macs than there are ST's, Falcons and TT's! So what
>is your point?

His point was the STEREO part not the 8-bit. That was in response to your
statement that the MACS had stereo sound before the ST(E) line..

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

1710. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 05:06:09 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr5.050609.24481@mnemosyne.cs.du.edu>
Source record: 17761

In article <Cnr9Kv.7t@ecf.toronto.edu>,
PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
>In article <2npskk$hd4@darkstar.ucsc.edu>,
>Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>>. And the AVs
>>
>>Yeah right. Nice opinions. I prefer ST stuff on almost every level,
>>especially in MIDI and graphics stuff, but also in Word Processing and
>>communications. I happen to use AW and think it is comparable to any Mac WP.
>
>Having used both AtariWorks and Mac word processors, I can assure you that
>feature-for-feature, this is not so. Before you flame me, also consider the
>fact that I have owned Ataris for ten years.
>

Having used AtariWorks and Microsoft Worm on macs and PC's, I'd have
to say that I prefer AW - if nothing else, for the vastly superior
spell checker (superior especially in interface). It all really falls
to opinion - 'ol MW may have a lot more features, but there are very
few I'd actually use.

Besides, all real work calls for no less than LaTex. In terms of raw
features, it makes MW look like an old wooden shoehorn.

>>DOn't go spouting "feature wars" because that's not what I'm going at. I'm
>>talking about qualitative things. Just accept that I've used Macs extensively
>>and prefer my Falcon okay??
>

>I don't care what you use. I just get tired of people with Ataris telling
>me that Macs suck, and bragging about how they think their 16MHz 68000 or their
>16MHz 68030 is as fast as a 486DX2/66.

I'm not claiming that my Falcon runs anywhere near as fast as a 486/66
(except perhaps screen display and music and... well, never mind!).
But I do get tired of being constantly told that Mac is the only
choice. Or IBM. Or whatever.

In the immortal words of Rodney king - "Can't we all just get along?" :-)

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1711. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 05:17:23 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr5.051723.24908@mnemosyne.cs.du.edu>
Source record: 17762

In article <1994Apr3.220441.20491@yuma>,
gerald wenzel <wenzel@CS.ColoState.EDU> wrote:
>but the Atari users start to whine.. "Jaguar will stomp 3dO! Just give it
>more time! 3dO is inferior!"

The Jaguar is not inferior to the 3DO. The 3DO is not inferior to the
Jaguar.

>
>well, inferior or not if you think this machine sucks you obviously haven't
>played the games or even SEEN it. I vegged out for eight hours this weekend
>and played both a Jag and 3dO (he has both.) Guess where the Jag is after
>he bought 3dO? In a box!

TE does look nice... as do a few of the other games. I personally
think C&B looks nice, but I don't like that kind of game. But - I also
quite like some of the games for the Jaguar, and for two player action
games the Jaguar is still ahead (Raiden & Tempest). The Jag is rather
slim on number of games though... which does not look to improve in
the very near future. On the other hand, the games that are coming
out are really good!

>
>Just cast aside your prejudices for a few minutes, go into a store, and paly
>some games (Wing Commander II is killer also..) How could you NOT be impressed.Maybe if
you were blind and deaf... I just want you all to spend yer money
>wisely, and not be blocked from getting cool stuff by some ridiculous pro-
>Atari prejudice, that's my $.02..

The problem is, that's your $500.02 (don't forget tax - or
shipping!). I see the Jaguar having a much broader market than the
3DO in just a few months. At $500, the 3DO is still beyong the magic
price point that makes sales over a few hundred thousand possible in
any resonable length of time. Only Sega may possibly escape this
price event horizon, and then only by burning advertising money to
reach escape velocity...

If only 3DO would work on the multi-player games, and advertise they
would be a huge success. If only ANYONE would really go into large
scale multiplayer games, it would be a huge success. Yes, I know of
the "plans" for Air Warrior for 3DO. Where, or really, When, is it?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1712. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 05:33:20 UTC
From: lordthan@news.delphi.com
Message-ID: <2nqt70$20f@news.delphi.com>
Source record: 17763

ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>>> The Falcon hasn't even been out that long -- barely a year.
>>Correction: The Falcon has been out for over two years. Falcon sales are in
>>the range of 35,000. I suggest Atari lowers the price and sales could double
>The Falcon has been out about a year. I bought mine in July 1994 and it
>was one of the first available to the public.
>I won't disagree about the price though :-)

I used to be an avid Atari user, until I woke up and realized that Atari couldn't care less about the US market.

About eight months ago I was seriously considering replacing my aged 1040STf for a Falcon. I wandered over to the nearest Atari store (over an hour away!) and took a look at it. Yeah, it was a nice machine. Yeah, I was mildly impressed. Then I asked what the price was. SHEESH! $1100 for a barely-supported machine with an anemic 68030 CPU (what is it, 16Mhz? 25?) and an 80-MB hard drive. At that time, I could have bought a 33Mhz 68030 Macintosh *and* a monitor and brought home change! Today, I can buy a 25Mhz 68040-based Macintosh with keyboard *and* mouse *and* monitor *and* an excellent inkjet printer - and STILL bring home change!

So much for "Power Without The Price", huh?

1713. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 06:06:42 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nqv5i$nq8@darkstar.UCSC.EDU>
Source record: 17764

In <Cnr9Kv.7t@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>The fact that Falcons have 16-bit sound is not affected in any way by the fact
>that they had it earlier than the avs did.

Whatever. I won't get into the "you WERE arguing that!" "No I wasn't" wars.

>>communications. I happen to use AW and think it is comparable to any Mac WP.

>Having used both AtariWorks and Mac word processors, I can assure you that
>feature-for-feature, this is not so. Before you flame me, also consider the
>fact that I have owned Ataris for ten years.

AtariWorks is eaier to use and works better for my word processing needs.
I don't know what you were referring to by the "feature for feature" line -
sounds like a computer ad. I don't care if Microsoft word can do xyz billions
of things, I don't use a word processor for that, and frankly don't need it.
On the Mac I used MacWrite because it was the best choice for me. I don't
like ANY microsoft product (I unfortunately have to tolerate their presence on
my 486 laptop. pthbt)

>I don't care what you use. I just get tired of people with Ataris telling
>me that Macs suck, and bragging about how they think their 16MHz 68000 or their
>16MHz 68030 is as fast as a 486DX2/66.

Well, I'm tired of Mac people with this haughty "we're superior to you"
attitude in terms of GUI friendlyness. In my book, Atari wins hands down.
And yes, the OS (desktop) part of the computer is very important to me, since
it is the application I DO use most.

~Chris

>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| he public from realising the full extent of our ignorance."

1714. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 11:12:01 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr5.111201.12478@ccd.harris.com>
Source record: 17765

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: rmills@ccd.harris.com (Richard C. Mills) writes:
: >I can easliy get a 486dx66 for under that. I just read an article on the
: >PowerMac in OPen Systems, and it does sound pretty spiffy. BUt to even
: >get a decent system w/monitor/160mgHD/and a few other things costs close
: >to $3000 (around $2900 to be more precise).

: Actually, you can now buy a Quadra 605 (68LC040 @ 25Mhz) w/8-MB RAM, a
: 120-MB hard drive, keyboard, mouse, StyleWriter II printer, System 7.1 and
: ClarisWorks 2.0 (2.1?) for less than $900. Tack on another $200 for a
: starter monitor (640x480, decent quality) and off you go - or you can hook
: up a PC-type monitor for even less $$$.

That's about what I might pay for a 486@25Mhz with the same stuff. Still
not much a bargain.

-Richard Mills

1715. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 11:18:39 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr5.111839.12665@ccd.harris.com>
Source record: 17766

gerald wenzel (wenzel@CS.ColoState.EDU) wrote:

[3d0 user whining deleted]

: Just cast aside your prejudices for a few minutes, go into a store, and paly
: some games (Wing Commander II is killer also..) How could you NOT be impressed.Maybe if you were blind and deaf... I just want you all to spend yer money
: wisely, and not be blocked from getting cool stuff by some ridiculous pro-
: Atari prejudice, that's my $.02..

I think the 3d0 is a fairly nice machine, and if it was cheaper I may have bought one. However, I bought an Atari Jaguar and am quite happy with it. I wouldn't compare too many of the Jags games with 3do games. But if you are looking to do that, then be fair about it. Compare first gen. to first gen. It's easy to see that the Jaguar has come out with better quality first generation games.

-Richard Mills

1716. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 11:34:52 UTC
From: whitema@rtsg.mot.com
Message-ID: <2nrics$ri6@delphinium.cig.mot.com>
Source record: 17767

In article <Cnr9Kv.7t@ecf.toronto.edu>,
PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
[stuff deleted]
>
>I never was arguing that the Macs had better sound than the Atari. The avs
>and Power Macs have 16-bit sound. All the other current macs have 8-bit stereo.
>There are man more avs and Power Macs out there than there are Falcons.
>Whether or not the Falcon had 16-bit sound before the Mac is irrelevant, since
^^
>there are so few of them. (Even in comparison to the ST user base, which is
^^^^^^^^^^^^^^^^^^^^^^^^^
>still predominantly ST/(Mega) ST(e)/TT.)
>
>Even if Falcons were more numerous than Macs with 16-bit sound, it still would
>not make a difference, since your point was that Falcons had 16-bit sound.
>The fact that Falcons have 16-bit sound is not affected in any way by the fact
>that they had it earlier than the avs did.
>

[reset deleted]
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)

Well, if nothing matters but quantity, then I guess the IBM compatibles
kick Mac's butt, now don't they? He's right, ya' know, we should all be
mindless sheep following everyone else's advice, buying whatever our
neighbor buys.... Ha!

Michael
whitema@rtsg.mot.com

1717. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 13:40:33 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94095.094033STIRRE31@MAINE.MAINE.EDU>
Source record: 17768

David,
You stated that the time when the Falcon came out bears no relevance on its sound quality. Yet, you bring up the argument that Apple has sold much more Macs than Atari has Falcons. My question is: what kind of reasoning is that?!!!! What does sales figures have to do with sound quailty?!
-scott tirrell

1718. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 13:44:46 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94095.094446STIRRE31@MAINE.MAINE.EDU>
Source record: 17769

Lord T.,
Yes, you can buy a comparable Mac for less than a Falcon. However, does that 68030 33Mhz mac perform better than a Falcon. In my experience, no, it doesn't. My stock Falcon keeps up very well with a 68030 25Mhz LCIII w/ FPU. Also, do you want to be limited to an 80 meg hard drive and 4 megs of RAM on a Mac? Since Atari software doesn't need as much horsepower the Falcon runs very well on its 16Mhz 68030. It also doesn't have to contend with System 7.
-scott tirrell

1719. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 13:54:07 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CnsHAA.CA@ecf.toronto.edu>
Source record: 17770

In article <2nqv5i$nq8@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <Cnr9Kv.7t@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>>The fact that Falcons have 16-bit sound is not affected in any way by the fact
>>that they had it earlier than the avs did.
>
>Whatever. I won't get into the "you WERE arguing that!" "No I wasn't" wars.

Translation: "You're right."

>AtariWorks is eaier to use and works better for my word processing needs.

Honestly -- no flames intended here -- you should really try Clarisworks.
I haven't seen any integrated program better than it on *any* platform.

>of things, I don't use a word processor for that, and frankly don't need it.
>On the Mac I used MacWrite because it was the best choice for me. I don't
>like ANY microsoft product (I unfortunately have to tolerate their presence on
>my 486 laptop. pthbt)

I agree with you here. Microsoft releases crap. It's really sad that it sells
so well.

>>I don't care what you use. I just get tired of people with Ataris telling
>>me that Macs suck, and bragging about how they think their 16MHz 68000 or their
>>16MHz 68030 is as fast as a 486DX2/66.
>
>Well, I'm tired of Mac people with this haughty "we're superior to you"
>attitude in terms of GUI friendlyness. In my book, Atari wins hands down.
>And yes, the OS (desktop) part of the computer is very important to me, since
>it is the application I DO use most.

I'm sure that I could argue with you at length about the friendliness of the
Atari GUI, but I'm sure you realise that it's not only the design of the GUI
which makes a computer friendly, but also the consistency of the programs
using the GUI. In this regard, you cannot disagree that Atari programs are
more inconsistent than Mac programs. There is nothing really inherently
inferior with GEM; its problem is that not enough programs follow Atari's
interface guidelines.

Unfortunately, MultiTOS has changed this. I honestly think Atari doesn't
know where they're going with it. It's part Mac, part DOS, part Unix, and
it doesn't do any of them very well. For GEM multi-tasking, Geneva is far
superior.

>
> ~Chris
>

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

1720. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 17:24:40 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cnsr15.6uC@ecf.toronto.edu>
Source record: 17771

In article <94095.094033STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>David,
>You stated that the time when the Falcon came out bears no relevance
>on its sound quality. Yet, you bring up the argument that Apple has
>sold much more Macs than Atari has Falcons. My question is: what
>kind of reasoning is that?!!!! What does sales figures have to do
>with sound quailty?!

No relevance whatsoever. That's my point -- someone said, "Don't talk to
Atari owners about 16-bit sound, they had it before the Mac." and the reply
to that was "Well, so what -- there are more Macs with 16-bit sound than
Falcons." The point is that if you consider time of release as relevant,
you should also consider sales figures -- presumably both will have an
impact on the support available for the feature. Do they affect the sound
quality though? No, not at all.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

1721. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 22:36:53 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr5.163653.25446@cobra.uni.edu>
Source record: 17772

In article <2nq7sq$e1t@scapa.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
> sinclap2954@cobra.uni.edu writes:
>
> [snip]
>
>>But than again, Apple has sold hundreds of thousands of the AV Macs. Atari has
>>floundered in Europe!
>
> Oh goody all the more lost revenue for atari to claim in a lawsuit! :)
>

Atari has no grounds for a lawsuit! In what way has Atari lost revenue due to Apple. Apple would use the Nintendo strategy, that Atari competed on the cheap.

>
>>>
>>> Oh .. even the STe has STEREO 8-bit sound ... ;) ...
>>>
>
>>There are more 8-bit sound Macs than there are ST's, Falcons and TT's! So what
>>is your point?
>
> His point was the STEREO part not the 8-bit. That was in response to your
> statement that the MACS had stereo sound before the ST(E) line..
>

The MacII back in 1987 had eight bit stereo sound.

>
> --
> |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
> | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
> |<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less, it's that simple!

1722. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 22:43:18 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr5.164318.25448@cobra.uni.edu>
Source record: 17773

In article <94094.183933STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Peter, why do you insist on citing sales figures for every single
> argument?! It is so annoying! If you don't have anything constructive
> to add than don't post. As your sig says, "It's that simple."
> For example....
> If someone claims that, "The Falcon030 has 16-bit stereo sound."
> an unacceptable argument is:
> "Well, Apple sold x Quadras!"
> It has nothing to do with the Falcon's sound. If Apple released a
> computer that did not sell well would you tell all your Mac cronies
> to stop advocating it because it was unsupported?!

The Falcon is dead! It was a good machine. But, Atari has abandoned their computer line and new software is almost non existent. So why would a new user consider an orphan? The Macs are cheap with plentiful of inexpensive software. Mac Performas are shipped with ClarisWorks and many other titles. CompUSA is now including ClarisWorks for the $899 040 Quadra 605 FREE!!!!

> -scott tirrell
> -Atari Computers- Power without the Price

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less, it's that simple!

1723. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-05 22:47:26 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr5.164726.25450@cobra.uni.edu>
Source record: 17774

In article <2da00d12@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
> In a message of 03 Apr 94 23:42:44, Andrew Carol wrote:
>
> AC> > ...too bad the didn't make it PReP compatible, thus making it a dead end
> AC> for
> AC> > anyone but an avid Mac user ..
> AC>
> AC> There are _zero_ PRep machines out today. IBM and Apple are still working
> AC> PReP out. Avid Mac people are amongst the biggest buyers they need
> AC> a computer _today_ not at the end of the year.
>
> According to the PowerPC FAQ, IBM's systems ARE PReP compatible, the current
> PowerMACs are NOT .... That's my source.

IBM's version of PRep which is subject to change! IBM and Appleare still deciding. Those IBM machines will not be out until next fall unless the standard has changed.

>
> (True, PReP is out in Alpha documentation only, but that's a lot better than
> nothing)
>
> AC> Plenty of people bought Macs without being PC compatible. Do you thing
> AC> the average buyer will care about PReP? Many people will, but not a large
> AC> percentage of the potential market.
>
> Bah! Ofcourse the average buyer will care about PReP! The whole idea behind
> PowerPC and PReP is to *STOP* incompatibilities among computers! All users
> should be able to run ALL OS's, no matter who built the computer!
> (And use all sorts of hardware peripherals)
>
> AC> IBM and Apple are each pushing for things they want the other doesn't.
> AC> I hope they come together, as I would rather own a PReP machine. With
> AC> the level of hardware abstraction, there is no real reason for
> AC> Apple not to ship a PReP machine when the standard is actually released.
> AC> This assume no political stupidity at Apple.
>
> But the current PowerMACs aren't anywhere NEAR PReP .. they will be TOTALLY
> incompatible both soft and hard-wise then they start shipping PReP machines!
> IBM's PowerPC:s are atleast compatible with the alpha version of PReP.
>

Yes, but IBM wants System 7 on their machines.

> AC> > Incompatible - sux.
> AC>
> AC> And the Falcon is compatible with.?.?.?.
>
> All TOS compatible programs, and most of the hardware-bashing ST/STe
> applications. Did you think it was supposed to be compatible with anything
> else?
>
> AC> BTW this is not a Falcon slam, I think it's a pretty hot machine, but
> AC> those in "compatibility" glass houses should not throw stones.
>
> ...you seem to have missed the whole point with the "PowerPC" ..
>
> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
> + SYNC -------- Opinions expressed are those of my employee! --------+
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less, it's that simple!

1724. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 00:05:39 UTC
From: lordthan@news.delphi.com
Message-ID: <2nsucj$iu@news.delphi.com>
Source record: 17775

whitema@rtsg.mot.com (Michael A. White) writes:
>In article <2nmvdb$fop@news.delphi.com>,
>LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> wrote:
>>Actually, you can now buy a Quadra 605 (68LC040 @ 25Mhz) w/8-MB RAM, a
>>120-MB hard drive, keyboard, mouse, StyleWriter II printer, System 7.1 and
>>ClarisWorks 2.0 (2.1?) for less than $900. Tack on another $200 for a
>>starter monitor (640x480, decent quality) and off you go - or you can hook
>>up a PC-type monitor for even less $$$.
>Could you quote a store on this? I just finished looking in the Sunday
>paper and found NO deal close to that.

Certainly. Head on over to CompUSA. The entire system (excluding monitor)
costs $1150, then CompUSA gives you a $150 rebate on the spot, and Apple
hands you another $150 rebate when you mail in the included coupon. Total
cost: About $850. The CompUSA on Route 1 in Edison (?), NJ has this deal,
and the CompUSA in Mount Laurel (?), NJ does too so I don't think it's
just a one-store deal. I saw this price about two weeks ago.

1725. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 01:05:39 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr5.190539.25457@cobra.uni.edu>
Source record: 17776

In article <94095.094446STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Lord T.,
> Yes, you can buy a comparable Mac for less than a Falcon. However,
> does that 68030 33Mhz mac perform better than a Falcon. In my
> experience, no, it doesn't. My stock Falcon keeps up very well
> with a 68030 25Mhz LCIII w/ FPU. Also, do you want to be limited
> to an 80 meg hard drive and 4 megs of RAM on a Mac? Since Atari
> software doesn't need as much horsepower the Falcon runs very well
> on its 16Mhz 68030. It also doesn't have to contend with System 7.

Quit making excuses for the slowness of your Falcon! Can your Falcon keep up with the $899 Quadra 605 with 80 megs. How about the $1100 Q605 with eight megs and 160 meg HD? The Mac also doesn't have to contend with the Atari OS and their screwed up management!

> -scott tirrell

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less, it's that simple!

1726. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 02:31:24 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nt6ts$78d@darkstar.UCSC.EDU>
Source record: 17777

In <CnsHAA.CA@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>>Whatever. I won't get into the "you WERE arguing that!" "No I wasn't" wars.

>Translation: "You're right."

Ooh, so mature you are. My estimation of you dropped a few points there. I
was trying to avoid a shouting match since it would get us nowhere, let me
try this: YOU SAID EXACTLY THAT YOU IDIOT! There, happy now?

>>AtariWorks is eaier to use and works better for my word processing needs.

>Honestly -- no flames intended here -- you should really try Clarisworks.
>I haven't seen any integrated program better than it on *any* platform.

Okay, I'll give it the benefit because I _do_ like Claris stuff. Still, AW
does enough for me, and because of the inherent differences in the OS and
GUI, _ANY_ Atari based software works better for me than _ANY_ Mac software.
That's the point I was getting at. There are simply too many screwed up
things about the Mac OS such that I will NEVER own or use any Macintosh
computer.

>I'm sure that I could argue with you at length about the friendliness of the
>Atari GUI, but I'm sure you realise that it's not only the design of the GUI
>which makes a computer friendly, but also the consistency of the programs
>using the GUI. In this regard, you cannot disagree that Atari programs are
>more inconsistent than Mac programs. There is nothing really inherently
>inferior with GEM; its problem is that not enough programs follow Atari's
>interface guidelines.

OKay, the past has been more inconsistent, but I like the standard better, and
(by this I mean the Atari std. vs the Mac std.)
new software wil only verge towards that new better (imo of course) standard.
Therefore, it is best for me to stay with Atari. (oh no, not logic...)

>Unfortunately, MultiTOS has changed this. I honestly think Atari doesn't
>know where they're going with it. It's part Mac, part DOS, part Unix, and
>it doesn't do any of them very well. For GEM multi-tasking, Geneva is far
>superior.

Part DOS = Old TOS Stuff, Part Unix = MiNT Stuff, Part Mac = ???
doesn't do any of them well = your opinion. I think MTOS works fine. A
bit slowly, but getting NVDI will cure that.
I haven't tried Geneva, and though I trust Gribnif to make quality software,
I am not willing to go with cooperative MultiTasking stuff and I support the
work Atari is doing with MTOS and am an advocate in that direction.

~Chris

>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| he public from realising the full extent of our ignorance."

1727. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 02:32:34 UTC
From: wfan1@lindblat.cc.monash.edu.au
Message-ID: <2nt702$fln@harbinger.cc.monash.edu.au>
Source record: 17778

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:

: No relevance whatsoever. That's my point -- someone said, "Don't talk to
: Atari owners about 16-bit sound, they had it before the Mac." and the reply
: to that was "Well, so what -- there are more Macs with 16-bit sound than
: Falcons." The point is that if you consider time of release as relevant,
: you should also consider sales figures -- presumably both will have an
: impact on the support available for the feature. Do they affect the sound
: quality though? No, not at all.

Huh, apples says "first home computer with a DSP and 16 bit sounds".
The Next came out with a DSP a long, long time ago. The Falcon was out
before the first mac with inbuilt DSP. There have been DSP as optional
extras for Amigas a long time before the Falcon was introduced. Unless
Apple said "first home computer with DSP and 16 bit sound made by Apple",
their claim is an outright lie.

- Bill

1728. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 02:34:45 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nt745$79m@darkstar.UCSC.EDU>
Source record: 17779

In <Cnsr15.6uC@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>No relevance whatsoever. That's my point -- someone said, "Don't talk to
>Atari owners about 16-bit sound, they had it before the Mac." and the reply
>to that was "Well, so what -- there are more Macs with 16-bit sound than
>Falcons." The point is that if you consider time of release as relevant,
>you should also consider sales figures -- presumably both will have an
>impact on the support available for the feature. Do they affect the sound
>quality though? No, not at all.

The point is that 16 bit sound is the standard for all future Atari Machines.
How much is out there that really uses the advantages of the AV Macs? For
D2D stuff, you still need to get a extra board. The Falcon is a nice unit
with DSP and costs less than the AV Macs as an entry point into DSP/16 bit
sound level computing.

~Chris
>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| he public from realising the full extent of our ignorance."

1729. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 02:37:11 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nt78n$7ak@darkstar.UCSC.EDU>
Source record: 17780

In <1994Apr5.163653.25446@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>The MacII back in 1987 had eight bit stereo sound.

If it did, then why didn't the IIx, the IIfx, IIcx, IIci, IIsi, LC, LC II, classic, Classic II, LC III, Performa (insert random number here) Quadra 700, Quadra 900, Quadra 950 etc. etc. etc which came AFTER the II have stereo sound, eh???????

~Chris
>>
>> --
>> |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
>> | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
>> |<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>PowerMac - Does more, costs less, it's that simple!

1730. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 02:39:45 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nt7dh$7bb@darkstar.UCSC.EDU>
Source record: 17781

In <1994Apr5.164318.25448@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>The Falcon is dead! It was a good machine. But, Atari has abandoned their
>computer line and new software is almost non existent. So why would a new user
>consider an orphan? The Macs are cheap with plentiful of inexpensive software.
>Mac Performas are shipped with ClarisWorks and many other titles. CompUSA is
>now including ClarisWorks for the $899 040 Quadra 605 FREE!!!!

Facts, Peter, post FACTS please! The Falcon is NOT dead! If Atari declares it
so, then you can post this drivel. Until then, every time you say Macs are
dead I think I'll respond with an equally valid "Macs are dead!"

~Chris

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>PowerMac - Does more, costs less, it's that simple!

1731. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 02:41:07 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nt7g3$7bm@darkstar.UCSC.EDU>
Source record: 17782

In <1994Apr5.190539.25457@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Quit making excuses for the slowness of your Falcon! Can your Falcon keep up
>with the $899 Quadra 605 with 80 megs. How about the $1100 Q605 with eight
>megs and 160 meg HD? The Mac also doesn't have to contend with the Atari OS
>and their screwed up management!

Mine can. No explanations necessary. Just cope.

~Chris
>> -scott tirrell

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>PowerMac - Does more, costs less, it's that simple!

1732. Re: Commodore Says It Faces Possibility of Liquidation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 05:00:56 UTC
From: adam@ionews.io.org
Message-ID: <2ntfm8$ngv@ionews.io.org>
Source record: 17783
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <2naa7c$qjc@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <1994Mar29.105607@cs.utwente.nl> tempelma@cs.utwente.nl (Frank Tempelman) writes:
>
>>Commodore stock prices are denoted as '-' today, after '3.00' yesterday.
>>Does this imply liquidation, or something like that?
>
>What exchange is COmmodore on, and what is the stock symbol?
>
> ~Chris
>>|>
>>|> --
>>|>
>
>>--
>>---
>> Frank Tempelman / Dept. of Computer Science / Knowledge Based Systems Group
>> University of Twente / The Netherlands / tempelma@cs.utwente.nl from 9 to 5

NYSE, symbol CBU, but may now be listed on NASD(AQ) with the symbol COES.

adam

1733. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 07:34:40 UTC
From: tlrsidp@nmt.edu
Message-ID: <1994Apr6.073440.3384@nmt.edu>
Source record: 17784

This is the first time that I've felt the need to respond to a post. I find it VERY hard to believe that a 16mhz 030 w/ dsp tied to a 16bit data bus can outperform a 33mhz or even a 25mhz 030 w/ 882. In no way do I doubt the fact that Atari's software is "tighter", but I don't think that its written well enough to over come processors with twice the power and a data bus that doesn't bottleneck the processor.
Secondly, your not limited to 4 / 80. Though I only have one simm slot in my LCIII it can take simms up to 32megs and there are third party extensions which allow for more than one simm to be installed. As for the HD, the largest I've seen that can fit under the hood is over 300megs. If you want bigger, get an external one. (La Cie has gig drives that fit into a TINY case that is very durable for transportaion. And adding the drive is simple, just plug it into the scsi, format, and go. Plus, I can use VGA moniters with it as well, which both me and my wallet prefer over Trinitrons. The 16bit graphics are nice, and so is the 8bit sound. I'm sure the Atari has way better sound, but for the most part I rarely take advantage of it, and when I do, I don't think the difference between 8 bit and 16 bit will be so noticible that I will not enjoy using the program. Anyway, most games anyway, where the sound is important, are on CDROM now with 44.1khz coming straight off the CD through the audio out on the drive.
This is not a flame, I just wanted to express my opinion and correct what I feel to be unfounded comments.
Besides, you could count my age on one hand when I got my first Atari800 and I tried to stick with them through the begining of the st line...but that was back when atari was competing with the mac plus or se and the amiga 500. Unfortunately, it seemed that atari was content to keep competing with those machines long after their companies released newer models.

1734. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 15:07:57 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94096.110757STIRRE31@MAINE.MAINE.EDU>
Source record: 17785

Pete, was I making excuses for my Falcon being slow? No, I wasn't.
I was pointing out that despite the fact that it has a 68030 it
runs at a very decent speed. Of course people like yourself
blindly think, "Gosh, it has a higher clock speed so it MUST be
faster." If this is the truth than why can an 8Mhz ST keep up
with many 386s? The Falcon, in my experience, runs right up there
with an LCIII with FPU. Do you want to argue this? Mind you
I do not have a math coprocessor in the Falcon. Yet it keeps
up with the LCIII which has a higher clock rate 68030. Why is
this, Pete? I can't believe that you'd flame the Atari OS! It
is very System 7-like with hardly any of the system heap. My
friend kept running upwards of 3 megs of system heap with System
7. (Yes, I know you can thin that down).
I'll say this right now, Pete.... the Falcon is a quick machine!
The desktop is much more usable than Windows on my roomate's
486DX-33. TOS 4.04 is much more pleasant to use than System 7
on any system, IMO.
-scott tirrell

1735. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 15:42:35 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr6.094235.25490@cobra.uni.edu>
Source record: 17786

In article <2nt745$79m@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <Cnsr15.6uC@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>>No relevance whatsoever. That's my point -- someone said, "Don't talk to
>>Atari owners about 16-bit sound, they had it before the Mac." and the reply
>>to that was "Well, so what -- there are more Macs with 16-bit sound than
>>Falcons." The point is that if you consider time of release as relevant,
>>you should also consider sales figures -- presumably both will have an
>>impact on the support available for the feature. Do they affect the sound
>>quality though? No, not at all.
>
> The point is that 16 bit sound is the standard for all future Atari Machines.
> How much is out there that really uses the advantages of the AV Macs? For
> D2D stuff, you still need to get a extra board. The Falcon is a nice unit
> with DSP and costs less than the AV Macs as an entry point into DSP/16 bit
> sound level computing.

Of course the Falcon is slightly cheaper than the Q660AV. However there is
only about a $300 difference in price. For the extra $300 - 040, more memory
and HD space, video ports for VCR and TV and so on.

>
> ~Chris
>>--
>> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>>___ _____ "Engineering is the art of moulding materials we do not fully
>>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>>|__ |\ | |/\| he public from realising the full extent of our ignorance."

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac - Does more, costs less,it's that simple!

1736. How's the Jaguar doing?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 17:23:39 UTC
From: SA055@getty.onu.edu
Message-ID: <SA055.16.2DA2F01B@getty.onu.edu>
Source record: 17587

Just checking. Please let me know if you like the system, if you have one.

1737. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 18:00:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da306ce@secom.ct.se>
Source record: 17588

In a message of 01 Apr 94 21:05:39, Sinclap2954 wrote:

S> Quit making excuses for the slowness of your Falcon! Can your Falcon keep
S> up
S> with the $899 Quadra 605 with 80 megs. How about the $1100 Q605 with
S> eight
S> megs and 160 meg HD? The Mac also doesn't have to contend with the Atari
S> OS
S> and their screwed up management!

Please tripple those prices ... I don't recognize them otherwise ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1738. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 18:13:54 UTC
From: cs93294@assn016.cs.ualberta.ca
Message-ID: <2nuu52$5kc@scapa.cs.ualberta.ca>
Source record: 17589

sinclap2954@cobra.uni.edu writes:

>>
>> Oh goody all the more lost revenue for atari to claim in a lawsuit! :)
>>

>Atari has no grounds for a lawsuit! In what way has Atari lost revenue due to
>Apple. Apple would use the Nintendo strategy, that Atari competed on the
>cheap.

It was a joke dude, deal with it. That's what the little ":)" means.

>>>> Oh .. even the STe has STEREO 8-bit sound ... ;) ...
>>>>
>>>There are more 8-bit sound Macs than there are ST's, Falcons and TT's! So what
>>>is your point?
>>
>> His point was the STEREO part not the 8-bit. That was in response to your
>> statement that the MACS had stereo sound before the ST(E) line..
>>

>The MacII back in 1987 had eight bit stereo sound.

Hey, this isn't my argument, I was just bringing you back on track, that's
all..

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>PowerMac - Does more, costs less, it's that simple!

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

1739. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 20:25:57 UTC
From: whitema@rtsg.mot.com
Message-ID: <2nv5sl$ina@delphinium.cig.mot.com>
Source record: 17590

In article <1994Apr5.190539.25457@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:

[stuff deleted]

>megs and 160 meg HD? The Mac also doesn't have to contend with the Atari OS
>and their screwed up management!
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>PowerMac - Does more, costs less, it's that simple!
>
>

Yeah, they just fire their management. I mean, who cares if the guy
founded the company? The board of directors wanted him out (for some
unknown reason - political, most likely), so Mr. Scully gets the
old heave ho!

And gee, Peter, you forgot to mention that there have been more
Macs sold than Falcons - your ever persistent reason why Macs
are superior to all.

Michael
whitema@rtsg.mot.com

1740. COMMODORE NEWS!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 21:22:17 UTC
From: bayko@borealis.cs.uregina.ca
Message-ID: <1994Apr06.212217.2392821@sue.cc.uregina.ca>
Source record: 17591
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

I just heard on the news that Commodore has worked out details with a german com
pany-- they are selling off their RD& divisions and investing in kitchen appliances!
The creditors are taking the company back to their roots and making microwave ovens in
ins
instead of Amigas! I heard they're shut down their factories to make microwaves for
the german company already, and they'll name them after the Amiga!
This is stupiDD!!!!!! How can they do this!!!!!! Someone should shoot them to stop them!

:qw!

--
==========
//			====// rulez!
//				// rulez!
//		**		// rulez!

1741. Re: COMMODORE NEWS!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 22:27:15 UTC
From: mmmakela@cc.Helsinki.FI
Message-ID: <2nvd03$p0m@klaava.Helsinki.FI>
Source record: 17592
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,misc.test,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

John Bayko (bayko@borealis.cs.uregina.ca) wrote:
> I just heard on the news that Commodore has worked out details with a german com
> pany-- they are selling off their RD& divisions and investing in kitchen appliances!
> The creditors are taking the company back to their roots and making microwave ovens in
> ins
> instead of Amigas! I heard they're shut down their factories to make microwaves for
> the german company already, and they'll name them after the Amiga!
> This is stupiDD!!!!!! How can they do this!!!!!! Someone should shoot them to stop them!

> :qw!

> --
> ==
> | //|| |====// rulez! |
> | // || || // rulez! |
> | // || ** || // rulez! |

Microwave named Amiga ??? Wasn't April's Day last thursday ?

BTW, will it have AAA & RISC ???

-Mikko

1742. Re: How's the Jaguar doing?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 22:44:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr6.224452.27788@rmece02.upr.clu.edu>
Source record: 17593

In article <SA055.16.2DA2F01B@getty.onu.edu>, SA055@getty.onu.edu (daniel woodard) writes:
|> Just checking. Please let me know if you like the system, if you
|> have one.

The Jaguar seems to be doing almost ok. ATARI has solved
some of their previous biggest problems like no advertising,
no software companies behind it (finally they got quite
a few decent ones) and such.

The last problem with the Jaguar is.... SUPPLIES! For
some unknown reasons (I'm trying to find out why), the
Jaguar is not being manufactured in the amount of units
it should... and it is costing ATARI because there's
demand for it... I went to three stores and the three
of them where out of stock, waiting for quite a time for
more supplies to come....

I am personally waiting for ATARI to fix this, DOOM
on the Jaguar, and then check if I got the money to buy one ;-)

"The life of the little computer that could and the
little computer that could have been
could be over" - Raist regarding the Amiga
---> Opinions are my own, not of my college campus

1743. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 23:25:24 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cnv2ED.7qC@ecf.toronto.edu>
Source record: 17594

>>>Yeah right. Nice opinions. I prefer ST stuff on almost every level,
>>>especially in MIDI and graphics stuff, but also in Word Processing and
>>>communications. I happen to use AW and think it is comparable to any Mac WP.
>>
>>Having used both AtariWorks and Mac word processors, I can assure you that
>>feature-for-feature, this is not so. Before you flame me, also consider the
>>fact that I have owned Ataris for ten years.
>>
>
>Having used AtariWorks and Microsoft Worm on macs and PC's, I'd have
>to say that I prefer AW - if nothing else, for the vastly superior
>spell checker (superior especially in interface). It all really falls
>to opinion - 'ol MW may have a lot more features, but there are very
>few I'd actually use.

Microsoft Works is a piece of garbage. It's utter trash; I'm sure nobody
will disagree with you there. (Microsoft Works is lacking in features, speed,
and ease-of-use.0 Try WordPerfect 3.0 or ClarisWorks for examples of great
products. ClarisWorks is *very* nice.

>>>DOn't go spouting "feature wars" because that's not what I'm going at. I'm
>>>talking about qualitative things. Just accept that I've used Macs extensively
>>>and prefer my Falcon okay??
>>
>
>
>
>>I don't care what you use. I just get tired of people with Ataris telling
>>me that Macs suck, and bragging about how they think their 16MHz 68000 or their
>>16MHz 68030 is as fast as a 486DX2/66.
>
>I'm not claiming that my Falcon runs anywhere near as fast as a 486/66
>(except perhaps screen display and music and... well, never mind!).
>But I do get tired of being constantly told that Mac is the only
>choice. Or IBM. Or whatever.

I never said that Mac or IBM was the only choice. IMHO, they are *better*
choices. Atari computers no longer have any features to recommend them.

>In the immortal words of Rodney king - "Can't we all just get along?" :-)
>
>--
>---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
>< Those who do not read about the future are condemned to enact it. >

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

1744. Re: COMMODORE NEWS!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-06 23:40:06 UTC
From: oracle@iastate.edu
Message-ID: <oracle.765675606@pv6624.vincent.iastate.edu>
Source record: 17595
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,misc.test,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

Hmmm...

Guess that gives a new meaning to the phrase "hamm mode on the Amiga".

And now the obvious question: Do they cook things faster with fast-RAM installed?

Damn, now we won't know what people mean when they say thier Amiga is Toaster equiped...

--
==========
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==========

1745. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 00:05:15 UTC
From: lordthan@news.delphi.com
Message-ID: <2nvinr$eib@news.delphi.com>
Source record: 17596

<STIRRE31@MAINE.MAINE.EDU> writes:
>-Atari Computers- Power without the Price

Um, change your SIG. That doesn't hold water any more. When Atari can come out with an 040-based computer for under $900, *then* Atari will have Power Without the Price.

1746. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 00:15:00 UTC
From: lordthan@news.delphi.com
Message-ID: <2nvja4$eun@news.delphi.com>
Source record: 17597

<STIRRE31@MAINE.MAINE.EDU> writes:
>Lord T.,
>Yes, you can buy a comparable Mac for less than a Falcon. However,
>does that 68030 33Mhz mac perform better than a Falcon. In my
>experience, no, it doesn't. My stock Falcon keeps up very well
>with a 68030 25Mhz LCIII w/ FPU. Also, do you want to be limited
>to an 80 meg hard drive and 4 megs of RAM on a Mac? Since Atari
>software doesn't need as much horsepower the Falcon runs very well
>on its 16Mhz 68030. It also doesn't have to contend with System 7.

First, let's get something straight. There's no such thing as an Atari that's "comparable" to a Mac (and I *know* I'm going to get dozens of "oh yeah?!?" letters on that point). Atari, in the USA, simply lacks the money, expertise, userbase, distribution channels and overall support that the Mac has. With precious few exceptions, the top-of-the-line software in a given category on the Mac is far superior to the top-of-the-line package on the Atari. (And please don't accuse me of Atari bashing. This is plain fact, coming from someone with both an Atari ST and a Macintosh.)

And yes, a 33Mhz 030 *does* perform better than a Falcon. It's not simply the machine and the CPU, but also the software that runs on it. Show me, for example, a word processor on the ST that can contend with Microsoft Word. Or a desktop publishing program that can compare with QuarkXPress or PageMaker. Hell, even Atari *magazines* aren't produced on Ataris! MacWorld and MacUser, for example, are about 80% produced on Macs. How many full color, internationally distributed, 250+ page Atari magines are there at are produced on Ataris? There's a reason for that.

And praytell, who says you're "limited" to 80-MB hard drive and 4-MB RAM? The 4-MB limit was broken *years* ago when Apple moved away from the 68000 CPU. The Mac SE, in fact, was the last Mac to have a limit of 4-MB. Hard drive space was NEVER limited (except by your budget and the number of SCSI addresses). My own Mac has 16-MB RAM, an internal 240-MB hard drive, an external 80-MB hard drive, and a 44-MB SyQuest drive.

Atari software doesn't require much horsepower for the simple reason that it doesn't *do* much that requires a lot of horsepower. Run a program that's "comparable" to, say, Adobe Photoshop and tell me how powerful your 16Mhz 68030 is.

And what's wrong with System 7?

1747. Re: Mac go home (Read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 03:39:09 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HAVEZQ3JYQ8WWC5J@SNYONEVA.CC.ONEONTA.EDU>
Source record: 17598

Ah c'mon! Stop bickering over stupid things people!

By and large, the MAC has better or at least, more professional software because there is incentive in the market to support the platform.

When the ST line was young and looked promising to many developers it too had its share of innovative and powerful titles.

Remember PC-Ditto? It was a first... GFA BASIC? The Cyber series? Dungeon Master? The list can go on and on...

If the ST market had millions of users, there too would be some siginificant software out (or at least much more of it).

And, don't forget the fact that most early Mac development was done by established software houses who paid dearly for their hardware systems. Thus, there was an additional incentive to control software quality.

The ST was so inexpensive, that for $2,000, a company could buy and entire ST development system and then some. This meant that even college kids and house wives could afford to develop software.

The ST series always had a hardware advantage over the MACS until very recently. Shall I list them? Ok...

1) The ST used the WD 1772 FDC which was faster than the MAC's variable speed disk drive.
2) The ST DMA port could transfer up to a meg a second.
3) ST Video was always color and local bus in nature so it was very fast in graphics manipulation.
4) The ST's internal hardware layout and memory access made it up tp 20% faster than the MACs (until the SE).
5) The ST's always had Midi
6) The ST's mono mode was superior to the MAC's
7) The ST's OS gave the programmer freedom - they could write gui based apps, full-screen games, or text based apps. They weren't locked into one way of writing a program.
8) the ST's were good enough to actual emulate the MACs and run the same software even faster!!!

I don't want to keep flaming everybody but let's just be real and speak the truth...

Ari

"Come. We will smoke the pipe and there will be no lies between us"

- Thunder Heart - starring Val Kilmer & Graham green

1748. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 05:05:26 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr7.050526.3721@mnemosyne.cs.du.edu>
Source record: 17599

In article <1994Apr5.164726.25450@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <2da00d12@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson)
writes:
>> In a message of 03 Apr 94 23:42:44, Andrew Carol wrote:
>>
>> AC> > ...too bad the didn't make it PReP compatible, thus making it a dead end
>> AC> for
>> AC> > anyone but an avid Mac user ..
>> AC>
>> AC> There are _zero_ PRep machines out today. IBM and Apple are still working
>> AC> PReP out. Avid Mac people are amongst the biggest buyers they need
>> AC> a computer _today_ not at the end of the year.
>>
>> According to the PowerPC FAQ, IBM's systems ARE PReP compatible, the current
>> PowerMACs are NOT .... That's my source.
>
>IBM's version of PRep which is subject to change! IBM and Appleare still
>deciding. Those IBM machines will not be out until next fall unless the
>standard has changed.

Which changes nothing - you would have to be a fool to buy a non PReP
PPC machine. Why buy a Powermac now, when in a little while you can
have a machine that will run any OS?

<some stuff deleted>
>> But the current PowerMACs aren't anywhere NEAR PReP .. they will be TOTALLY
>> incompatible both soft and hard-wise then they start shipping PReP machines!
>> IBM's PowerPC:s are atleast compatible with the alpha version of PReP.
>>
>
>Yes, but IBM wants System 7 on their machines.

Not really - they want the interface, but not the garbage behind it.
They certainly don't want non-preemptive multitasking!

<more things deleted - Peter sure is lazy...>

>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>PowerMac - Does more, costs less, it's that simple!

Powermac - nonPReP - it's that simple.

Like I've said again and again - wake me when IBM gets the REAL
PowerPC out the door.
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1749. Re: Mac'Chameleon'(read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 05:52:39 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2o0737$o99@darkstar.UCSC.EDU>
Source record: 17600

In <1994Apr6.235635.25545@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>Atari does not have to declare the death of the Falcon, the market has! 35,000
>units sold in the last two years has not brought a wealth of software. If you
>read Atari's last press release carefuly, no more new Falcon models are in the
>pipeline.

Macs are dead. Macs are dead. Long live the Falcon.

>In August, a new Mac called the Chameleon will debut that will add new meaning
>to price/performance. $1500 gets you a 040 at 33 mhz, 250 meg HD, cdrom,
>monitor, four direct slots and keyboard. Upgradeable to the PowerPC 603. Will
>have wireless capabilities for Newton and the Powerbooks. Hey why don't I
>include the article. I have read the original MacWeek article. If this pup
>comes out as expected, Falcon advocates do not have a leg to stand on by a long
>shot. It's even true today!

Macs are dead. Long live the Falcon. You're really boring, you know that
Peter?

~Chris
>Peter Sinclair-Day
"Mr. Boring" aka "Mr. Off Topic"
>University of Northern Iowa
>Cedar Falls, Iowa USA

Iowa is dead. :)

1750. Re: Mac'Chameleon'(read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 05:56:35 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr6.235635.25545@cobra.uni.edu>
Source record: 17601

In article <2nt7dh$7bb@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1994Apr5.164318.25448@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>The Falcon is dead! It was a good machine. But, Atari has abandoned their
>>computer line and new software is almost non existent. So why would a new user
>>consider an orphan? The Macs are cheap with plentiful of inexpensive software.
>>Mac Performas are shipped with ClarisWorks and many other titles. CompUSA is
>>now including ClarisWorks for the $899 040 Quadra 605 FREE!!!!
>
> Facts, Peter, post FACTS please! The Falcon is NOT dead! If Atari declares it
> so, then you can post this drivel. Until then, every time you say Macs are
> dead I think I'll respond with an equally valid "Macs are dead!"

Atari does not have to declare the death of the Falcon, the market has! 35,000 units sold in the last two years has not brought a wealth of software. If you read Atari's last press release carefuly, no more new Falcon models are in the pipeline.

In August, a new Mac called the Chameleon will debut that will add new meaning to price/performance. $1500 gets you a 040 at 33 mhz, 250 meg HD, cdrom, monitor, four direct slots and keyboard. Upgradeable to the PowerPC 603. Will have wireless capabilities for Newton and the Powerbooks. Hey why don't I include the article. I have read the original MacWeek article. If this pup comes out as expected, Falcon advocates do not have a leg to stand on by a long shot. It's even true today!
==========

Group: comp.sys.mac.announce, Item 403 (Range: #403 - #404, Unread: 1)
Subject: predictions of new AVs in MacWEEK
From: msh2@cornell.edu (Michael S. Holland), Student Agencies Inc.
Date: 24 Mar 94 19:20:11 -0600

[MacWEEK of 3/21/94 speculates on Apple's plans
for a new, cheap AV based on a 33MHz 68LC040....]

In August a new AV mac is due that is to be priced at under $1500 complete system. That includes CPU, 14" monitor and keyboard, CD 300i, 4/250. If this isn't amazing enough, there is quite a lot that is rumored to be new abou this beast apple is creating. Powered by the 33Mhz 68LC040, it is supposed to be easily (under $500) upgradeable to the PowerPC 603 or 601. It was also reported that it might ship with either 25Mhz or a 40Mhz 040 instead of the 33Mhz.

The real interesting thing about this computer is it's inside, which is quite unlike any mac seen before. It will sport 4 "slots" inside a

chasis that can have multiple front panels (LC,Quatra,PPC,Performa) and multiple feet for tower or desktop models...all in the same main box. The 4 slots will be called "direct connect" slots and will contain such things as a MacTV card (said to be about $200 and come with a remote control), AV card, Communications Slot (for ethernet or modem), and '030 PDS slot. This will also be the first mac to have an infrared receiver on the front for the remote control and later for wireless communication with Newtons and PowerBooks. It will also be the first mac model to have an IDE (integrated drive electronics) hard drive. Common in IBM-PCs this is apparently cheeper than SCSI drives.

So what does this mean and where is Apple going? Sources say the machine is set to replace the Centris/Quatra 610 and allow a very flexible approach to desktop systems. This is being seen by many as the first Mac Clone...made by Apple. Set with such a low price and so many options, it seems Apple is getting ready to cover all users with one easy to make chasis with a wealth of options from it's new AV technology to TV integration. Hopefully, with this kind of expandibility and the power of the PowerPC 601 or 603 behind it, and many board options, we might get beyond the myrid mac models and make buying a mac a simple factor of what you want, and not tradeoffs. Another point broght up else where is that with the possible success of the Houdini 486 PDS card, we might see a faster 66Mhz 486 or P54 pentium card that could be used with this machine to capture more of the fence-sitters in the DOS world.

Michael "Shep" Holland
msh2@cornell.edu

>
> ~Chris
>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>
>>PowerMac - Does more, costs less, it's that simple!
>
>
>
Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1751. Re: COMMODORE NEWS!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 07:57:33 UTC
From: hacker@bu.edu
Message-ID: <2o0ede$ruo@news.bu.edu>
Source record: 17602
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,misc.test,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

Mikko Makela (mmmakela@cc.Helsinki.FI) wrote:
: John Bayko (bayko@borealis.cs.uregina.ca) wrote:
: > I just heard on the news that Commodore has worked out details with a german com
: > pany-- they are selling off their RD& divisions and investing in kitchen appliances!
: > The creditors are taking the company back to their roots and making microwave ovens in
: > ins
: > instead of Amigas! I heard they're shut down their factories to make microwaves for
: > the german company already, and they'll name them after the Amiga!
: > This is stupiDD!!!!!! How can they do this!!!!!! Someone should shoot them to stop
them!

: > :qw!

Nah, what I DID hear is that C= will sell TRUE "video toasters" now,
it even puts the butter on the bread for you!!!

nice April Fool's joke... :/

.---'\/\/\/`--- - - - - - - - - - ---'\/\/\/`---.
| hacker@acs.bu.edu |
`----------[Imagination is more important than knowledge...]----------'

1752. Re: COMMODORE NEWS!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 11:24:13 UTC
From: expert@diku.dk
Message-ID: <1994Apr7.112413.24022@odin.diku.dk>
Source record: 17603
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,misc.test,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

bayko@borealis.cs.uregina.ca (John Bayko) writes:

> I just heard on the news that Commodore has worked out details with a german com
>pany-- they are selling off their RD& divisions and investing in kitchen appliances!
> The creditors are taking the company back to their roots and making microwave ovens in
>ins
>instead of Amigas! I heard they're shut down their factories to make microwaves for
>the german company already, and they'll name them after the Amiga!
> This is stupiDD!!!!!! How can they do this!!!!!! Someone should shoot them to stop them!

God, you're SIX DAYS LATE for this!!!!!

1753. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 13:15:09 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94097.091510STIRRE31@MAINE.MAINE.EDU>
Source record: 17604

Lord Thanatos,
Oh yeah?! :-) Your points are well taken but I still don't agree
that the Falcon isn't comparable to any Macs. I have used both
an LCIII and the Falcon and my Falcon easily competes. Even the
owner of the LCIII agrees.
As far as the 4/85 comment that I've been getting crap for.... people
have been posting day after day that they can get a Mac <model>
with 4 megs of RAM and a 80 meg hard drive for $x dollars (x being
less than a Falcon's price). Those were the posts that I was
responding to. My friend is using an LCIII with 8 megs of RAM and
a 160 meg hard drive.
I do not need Photoshop, but I have used it quite a bit on my friend's
machine. Photoshop lists for $895. I merely want to dabble in
photo manipulation (which many other average users want to do) and
am looking into Studio Photo from Compo at $99. Now where did those
savings go from my hardware purchase? They went towards 1 piece of
software!!!! Even if you look at the MS Word list price it is
$495 for Windows (not sure of the Mac price). AtariWorks is $100
(of course it was free with my Falcon). Oh, I am getting the Studio
Photo demo from Compo and will let you know how it compares with
Photoshop (and, no, I don't expect it to have nearly as many features).
Remember STart Magazine? You know, the full color glossy monthly?
Gee, I remember a couple of 100 page issues coming to my house that
were done completely on Atari systems. Imagine that! Current Notes
also uses Ataris (though I know you'll trash it as being amatuer).
Atari Interface Magazine was also produced on Ataris (a stock STe!).
I don't think you'll win many points arguing that Quark is a hell
of a lot better than Calamus SL. Not many people need Quark either.
And, um, what is the price of Quark (yes, Calamus is expensive but
I can choose Pagestream or Calamus 1.09 instead).
What is wrong with System 7 you ask? It is slow (IMO) and takes up
too much memory. I know that you won't agree, but use TOS 4.04
and just maybe you'll see my point. TOS 4.04 is VERY System 7-like
but takes up very little memory. I love it :-)!
BTW, the standard Mac keyboard is hellish and the new mice are also
very difficult to use IMO. Small subjective points, but this is
advocacy :-).
-scott tirrell

1754. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-07 17:18:49 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2o1f9p$8fa@csugrad.cs.vt.edu>
Source record: 17605

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:

: Microsoft Works is a piece of garbage. It's utter trash; I'm sure nobody
: will disagree with you there. (Microsoft Works is lacking in features, speed,
: and ease-of-use.0 Try WordPerfect 3.0 or ClarisWorks for examples of great
: products. ClarisWorks is *very* nice.

I use MS-Works for DOS and find it to be a pretty good all-in-one
package, especially for someone who has to use it under SoftPC (286
emulator) on a DECstation. HOWEVER, I must profess that I'm researching
Atari alternatives for a number of reasons:

1) I need a true WYSIWYG word processor. MS-Works for DOS is text only
and it's graphics mode is a *joke*.

2) I don't want to be limited to only the fonts supported by my printer.
I can make pretty spectacular documents here at Work, but at home I'm
limited to a couple because of the cheapo 9-pin printer that came with my
DEC (which I can't use since SoftPC won't talk to my 1-and-only serial
port! But that's another matter...)

3) I plan on doing a little amatuer DTP. Packages such as AtariWorks and
Calligrapher 3-Gold can be used for amatuer DTP because of how powerful
they are. I could do it on MS-Works, but again, I'd like to see what I'm
doing.

One more comment: I've used ClarisWorks on my parents Mac and can
agree that it's a VERY nice program (better than MS-Works by a long shot).
My only complaint with it is that it's terribly slow on a 16Mhz 030 over
a 16-bit bus (System 7 is such a drag). MS-Works under emulation sorts
faster than ClarisWorks! Can you figure that?

[I think I should have donned flame-proof armor before posting to
an *.advocacy group. Oh, well...]

--
|Chris Fuhrman +--+
|cfuhrman@csugrad.cs.vt.edu |"He's *wise* to us! Quick, download his |
+--------------------------+ video games and *Bail!*" |
|DECstation 5000/20 | -character from Doonesbury |
|Atari Mega STe +--+

1755. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 00:21:01 UTC
From: lordthan@news.delphi.com
Message-ID: <2o281d$un@news.delphi.com>
Source record: 17606

rmills@ccd.harris.com (Richard C. Mills) writes:
>LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
>: Actually, you can now buy a Quadra 605 (68LC040 @ 25Mhz) w/8-MB RAM, a
>: 120-MB hard drive, keyboard, mouse, StyleWriter II printer, System 7.1 and
>: ClarisWorks 2.0 (2.1?) for less than $900. Tack on another $200 for a
>: starter monitor (640x480, decent quality) and off you go - or you can hook
>: up a PC-type monitor for even less $$$.
>That's about what I might pay for a 486@25Mhz with the same stuff. Still
>not much a bargain.

Sure it is, when you take *everything* into consideration. (BTW, how do
you connect a StyleWriter II to your PC?) Such as, for example, ease of
setup and installation which the PC has never, and will never, surpass.
Same thing for upgradability. Is your 486 Pentium ready? Probably not. The
Q-605 is PowerPC ready.

1756. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 00:24:06 UTC
From: lordthan@news.delphi.com
Message-ID: <2o2876$15j@news.delphi.com>
Source record: 17607

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <1994Apr5.163653.25446@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>The MacII back in 1987 had eight bit stereo sound.
>If it did, then why didn't the IIx, the IIfx, IIcx, IIci, IIsi, LC, LC II,
>classic, Classic II, LC III, Performa (insert random number here) Quadra
>700, Quadra 900, Quadra 950 etc. etc. etc which came AFTER the II have
>stereo sound, eh???????

They DO, you silly. And please try to cut down on the question marks. I
realize, by your SIG, that you're an Atari fanatic, but that doesn't make
you a question mark nut. (Or does it?)

1757. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 00:26:40 UTC
From: lordthan@news.delphi.com
Message-ID: <2o28c0$1ar@news.delphi.com>
Source record: 17608

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <1994Apr5.190539.25457@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Quit making excuses for the slowness of your Falcon! Can your Falcon keep up
>>with the $899 Quadra 605 with 80 megs. How about the $1100 Q605 with eight
>>megs and 160 meg HD? The Mac also doesn't have to contend with the Atari OS
>>and their screwed up management!
>Mine can. No explanations necessary. Just cope.
> ~Chris

Chris, to paraphrase you: "FACTS, please, FACTS!"

Please tell me how your (25Mhz?) 68030 Falcon can contend with the Quadra
605's 25Mhz 68040. I'm sure there's millions of people out there who would
like to know.

Just cope. In-friggin'-deed.

1758. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 00:30:04 UTC
From: lordthan@news.delphi.com
Message-ID: <2o28ic$1fi@news.delphi.com>
Source record: 17609

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 01 Apr 94 21:05:39, Sinclap2954 wrote:
>S> Quit making excuses for the slowness of your Falcon! Can your Falcon keep
>S> up
>S> with the $899 Quadra 605 with 80 megs. How about the $1100 Q605 with
>S> eight
>S> megs and 160 meg HD? The Mac also doesn't have to contend with the Atari
>S> OS
>S> and their screwed up management!
>Please tripple those prices ... I don't recognize them otherwise ..

"Tripple"? Try "triple". If you don't recognize them, well, that's your fault. Maybe you should head over to an Apple computer store one day, like CompUSA, and read some of the price tags. Assuming, of course, you can recognize price tags.

If you're attempting to be witty and claim that Mac prices are three times what is quoted above, the joke is on you. Those above-listed prices are pretty accurate, though I've seen 8/160 Q-605's going for about $50-$100 less.

1759. Re: COMMODORE NEWS!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 01:47:49 UTC
From: gary@cdthq.uucp
Message-ID: <Cnx3nr.7pF@cdthq.uucp>
Source record: 17610
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

In article <1994Apr7.112413.24022@odin.diku.dk> expert@diku.dk (Stephan Grubbe) writes:
>bayko@borealis.cs.uregina.ca (John Bayko) writes:

>> I just heard on the news that Commodore has worked out details with a german com
>>pany-- they are selling off their RD& divisions and investing in kitchen appliances!

>God, you're SIX DAYS LATE for this!!!!!

Newsgroups: ...,comp.sys.amiga.applications,misc.test,comp.sys.amiga.misc,...

^^^^^^^^^

Will people never learn?

If there's an inane article with a huge list of newsgroups and a separate
Followup-To: header with another huge list, check the Followup-To: list
very carefully.

Hope all of you who followed up enjoyed all the autoresponder email...

--
Gary Heston, at home..... ...which is now running Unix... :-)
gary@cdthq.uucp or ...uunet!sci34hub!cdthq!gary (for clueless MTAs)
"So", ask Major Gilligan, "Are you guys really from the USA?"
"Cupertino", Wiz replied. "Sort of the same thing." _Wizardry Cursed_

1760. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 02:13:04 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2o2ejg$782@darkstar.UCSC.EDU>
Source record: 17611

In <94097.091510STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:
>were done completely on Atari systems. Imagine that! Current Notes
>also uses Ataris (though I know you'll trash it as being amatuer).
>Atari Interface Magazine was also produced on Ataris (a stock STe!).
>I don't think you'll win many points arguing that Quark is a hell
>of a lot better than Calamus SL. Not many people need Quark either.
>And, um, what is the price of Quark (yes, Calamus is expensive but
>I can choose Pagestream or Calamus 1.09 instead).

Don't forget that Processor Direct, the NEW ATari mag is also done on Atari
machines.
~Chris
>-scott tirrell

1761. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 02:19:57 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2o2f0d$7ga@darkstar.UCSC.EDU>
Source record: 17612

In <2o2876$15j@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>In <1994Apr5.163653.25446@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>>The MacII back in 1987 had eight bit stereo sound.
>>If it did, then why didn't the IIx, the IIfx, IIcx, IIci, IIsi, LC, LC II,
>>classic, Classic II, LC III, Performa (insert random number here) Quadra
>>700, Quadra 900, Quadra 950 etc. etc. etc which came AFTER the II have
>>stereo sound, eh???????

>They DO, you silly. And please try to cut down on the question marks. I
>realize, by your SIG, that you're an Atari fanatic, but that doesn't make
>you a question mark nut. (Or does it?)

Wrong. Simply and utterly incorrect. By the way, was that YOUR brain I saw
out in the hall? you obviously lost it somewhere...

Here we go again. I worked for a Mac software company in a customer service/
tech support type of job. I know the insides of most macs released pre
fall '93. Do NOT try to pull any hardware lies on me.

~Chris

1762. Re: COMMODORE NEWS!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 02:20:18 UTC
From: jcassara@inca.gate.net
Message-ID: <2o2f12$1jie@inca.gate.net>
Source record: 17613
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,misc.test,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

John Bayko (bayko@borealis.cs.uregina.ca) wrote:
: I just heard on the news that Commodore has worked out details with a german com
: pany-- they are selling off their RD& divisions and investing in kitchen appliances!
: The creditors are taking the company back to their roots and making microwave ovens in
: ins
: instead of Amigas! I heard they're shut down their factories to make microwaves for
: the german company already, and they'll name them after the Amiga!
: This is stupiDD!!!!!! How can they do this!!!!!! Someone should shoot them to stop them!

: :qw!

Why are you clogging up bandwidth with trash like this? How
about some REAL Commodore news? April fools is over, pal...

--
Joe Cassara | Deep Thought was really an Amiga 50000...
jcassara@gate.net | "If someone sneezes in a church, should you say
------------------- 'bless you,' or is it automatic?"
Copy Work:Flaming/#? NIL: ALL QUIET

1763. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 02:24:07 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2o2f87$7hf@darkstar.UCSC.EDU>
Source record: 17614

In <2o28c0$1ar@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>>Mine can. No explanations necessary. Just cope.
>> ~Chris

>Chris, to paraphrase you: "FACTS, please, FACTS!"

>Please tell me how your (25Mhz?) 68030 Falcon can contend with the Quadra
>605's 25Mhz 68040. I'm sure there's millions of people out there who would
>like to know.

Oh my. Sinclap posts garbage on a daily basis and you stand behind him saying
"yup sure!" I say one ambiguous statement and you jump down my throat. Well,
that was the exact intent of my post. :) I don't care to justify it at all.
THank you for allowing me to anger you.

~Chris
>Just cope. In-friggin'-deed.

1764. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 03:14:40 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-070494191302@edfdc0.ctis.af.mil>
Source record: 17615

In article <1994Apr4.164859.19350@ccd.harris.com>, rmills@ccd.harris.com
(Richard C. Mills) wrote:

< Description of PowerMAC deleted >

> That sounds pretty good. It's still not cheaper than a 486dx66 fully
> stocked. But then again, we are talking about apples and oranges now (no
> pun intended). I just thought that it was absurd for someone to say you
> can get a decent Power Mac system for less than a 486dx66

Anybody who claims you can get a PowerMac cheaper than a 486DX66 is
a liar.

Anybody who claims a 486DX66 is near a fast as a PowerMac 6100 is
a liar.

That's no better than asking why a Pentium is more expensive than
a 486DX66, it's faster. Likewise the PowerMac is faster also.

< Note about pentiums being out a year deleted >

> A year? Hmmm, I've only seen them available mail order for a few months. I
> expect the price to drop quickly by the end of the summer. Well under what
> they are going for now.
>

That's 66Mhz Pentiums only over the last few months. Pentiums have been
out almost year, but at 60Mhz for the first few months.

And after almost a year, a 60Mhz Pentium machine is _still_ more
expensive than a 60Mhz PowerPC of similar power.

Pentiums are excellent chips, but Intel gets too much for them!
Intel charges more for the slowest Pentium than Moto does for the
fastest PowerPC. That is probably why Pentium machines cost
more. The chip costs $350 more, for not any faster!

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1765. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 03:51:02 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr8.035102.15160@mnemosyne.cs.du.edu>
Source record: 17616

In article <2nvja4$eun@news.delphi.com>,
LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> wrote:
><STIRRE31@MAINE.MAINE.EDU> writes:
>>Lord T.,
>>Yes, you can buy a comparable Mac for less than a Falcon. However,
>>does that 68030 33Mhz mac perform better than a Falcon. In my
>>experience, no, it doesn't. My stock Falcon keeps up very well
>>with a 68030 25Mhz LCIII w/ FPU. Also, do you want to be limited
>>to an 80 meg hard drive and 4 megs of RAM on a Mac? Since Atari
>>software doesn't need as much horsepower the Falcon runs very well
>>on its 16Mhz 68030. It also doesn't have to contend with System 7.
>
>First, let's get something straight. There's no such thing as an Atari
>that's "comparable" to a Mac (and I *know* I'm going to get dozens of "oh
>yeah?!?" letters on that point). Atari, in the USA, simply lacks the
>money, expertise, userbase, distribution channels and overall support that
>the Mac has. With precious few exceptions, the top-of-the-line software in
>a given category on the Mac is far superior to the top-of-the-line package
>on the Atari. (And please don't accuse me of Atari bashing. This is plain
>fact, coming from someone with both an Atari ST and a Macintosh.)

Yes, but all of this high-end software that is above anything the
Atari offers (though there is not so much as so might think) - costs a
LOT of money, so much that the only way an individual will be able to
use it is to pirate it. Down in the affordable range, Atari and Mac
have many similary featured products.

>
>And yes, a 33Mhz 030 *does* perform better than a Falcon. It's not simply
>the machine and the CPU, but also the software that runs on it. Show me,
>for example, a word processor on the ST that can contend with Microsoft
>Word. Or a desktop publishing program that can compare with QuarkXPress or
>PageMaker. Hell, even Atari *magazines* aren't produced on Ataris!
>MacWorld and MacUser, for example, are about 80% produced on Macs. How
>many full color, internationally distributed, 250+ page Atari magines are
>there at are produced on Ataris? There's a reason for that.

Poor example - AW, or just about any new Atari WP is much better than
MW. And calamus can easily take on Quark X-press.... with Pagestream
being able to do almost anything you would want to do for even less.

The reason Atari computers don't have 250+ page magazines in full
color is not that the Atari software lacks - it's that the user base
is not large enough to support such magazines.

<some stuff deleted>

>
>Atari software doesn't require much horsepower for the simple reason that
>it doesn't *do* much that requires a lot of horsepower. Run a program
>that's "comparable" to, say, Adobe Photoshop and tell me how powerful your
>16Mhz 68030 is.

You forgot about a DSP, which some of the newer graphics packages use
- and which can overcome the speed defeciency. Heck, I can look at
JPEG's as fast on my Falcon as on a 486/50Dx...

>
>And what's wrong with System 7?
>

Some people do not like it. Hey where's that real multitasking?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1766. Re: Mac'Chameleon'(read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 06:36:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da5098a@secom.ct.se>
Source record: 17617

In a message of 07 Apr 94 07:56:35, Sinclap2954 wrote:

S> In August, a new Mac called the Chameleon will debut that will add new
S> meaning
S> to price/performance. $1500 gets you a 040 at 33 mhz, 250 meg HD, cdrom,
S> monitor, four direct slots and keyboard. Upgradeable to the PowerPC 603.

...and what will the price be here? $4000? $5000?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1767. Re: COMMODORE NEWS!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 12:07:19 UTC
From: U249026@vm.uci.kun.nl
Message-ID: <16F92B889S85.U249026@vm.uci.kun.nl>
Source record: 17618
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

In article <1994Apr06.212217.2392821@sue.cc.uregina.ca>
bayko@borealis.cs.uregina.ca (John Bayko) writes:

>
> I just heard on the news that Commodore has worked out details with a german com
>pany-- they are selling off their RD& divisions and investing in kitchen appliances!
> The creditors are taking the company back to their roots and making microwave ovens in
>ins
>instead of Amigas! I heard they're shut down their factories to make microwaves for
>the german company already, and they'll name them after the Amiga!
> This is stupiDD!!!!!! How can they do this!!!!!! Someone should shoot them to stop them!
>
>:qw!

I'm thinking... Does it come with Workbench 4.1? I might buy one if it
does.

1768. Re: COMMODORE NEWS!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 13:06:56 UTC
From: wiley@wiley.b11.ingr.com
Message-ID: <wiley.765810416@wiley>
Source record: 17619
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,misc.test,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

>John Bayko (bayko@borealis.cs.uregina.ca) wrote:
>> I just heard on the news that Commodore has worked out details with a
>> german company-- they are selling off their RD& divisions and investing
>> in kitchen appliances! The creditors are taking the company back to
>> their roots and making microwave ovens in
>>
>> instead of Amigas! I heard they're shut down their factories to make
>> microwaves for the german company already, and they'll name them after
>> the Amiga! This is stupiDD!!!!!! How can they do this!!!!!! Someone
>> should shoot them to stop them!

mmmakela@cc.Helsinki.FI (Mikko Makela) writes:

>Microwave named Amiga ??? Wasn't April's Day last thursday ?

The misc.invest groups are all abuzz about Commodore. Apparently they
are in very bad financial shape and trading on their stock has been
suspended. This is the first I've heard about microwave ovens, however.

--
david wiley "Though it's cold and lonely in the deep dark night
Intergraph Corporation I can see paradise by the dashboard light."
205-730-6390
wiley@wiley.b11.ingr.com - Jim Steinman

1769. Re: COMMODORE NEWS!!!!!!!!!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 14:39:32 UTC
From: dolday@mover.it.uswc.uswest.com
Message-ID: <Cny3Dw.F8F@da_vinci.it.uswc.uswest.com>
Source record: 17620
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,misc.test,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

In article <wiley.765810416@wiley>, wiley@wiley.b11.ingr.com (Dave Wiley) writes:
> >John Bayko (bayko@borealis.cs.uregina.ca) wrote:
> >> I just heard on the news that Commodore has worked out details with a
> >> german company-- they are selling off their RD& divisions and investing
> >> in kitchen appliances! The creditors are taking the company back to
> >> their roots and making microwave ovens in
> >>
> >> instead of Amigas! I heard they're shut down their factories to make
> >> microwaves for the german company already, and they'll name them after
> >> the Amiga! This is stupiDD!!!!!! How can they do this!!!!!! Someone
> >> should shoot them to stop them!
>
> mmmakela@cc.Helsinki.FI (Mikko Makela) writes:
>
> >Microwave named Amiga ??? Wasn't April's Day last thursday ?
>
> The misc.invest groups are all abuzz about Commodore. Apparently they
> are in very bad financial shape and trading on their stock has been
> suspended. This is the first I've heard about microwave ovens, however.
>
> --
> david wiley "Though it's cold and lonely in the deep dark night
> Intergraph Corporation I can see paradise by the dashboard light."
> 205-730-6390
> wiley@wiley.b11.ingr.com - Jim Steinman

Do ya think they got into the microwave business to cook their own
goose faster? <grin>

1770. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 15:58:40 UTC
From: tlrsidp@nmt.edu
Message-ID: <1994Apr8.155840.5404@nmt.edu>
Source record: 17622

I have an LCIII, and it does NOT have stereo sound. Rather, it sends
the mono signal to two channels. People may be confused because the
books that come with the computer indicate that it has a stereo output
plug.
I hope this resovels this issue.

1771. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 16:32:17 UTC
From: lordthan@news.delphi.com
Message-ID: <2o40uh$4m4@news.delphi.com>
Source record: 17623

<STIRRE31@MAINE.MAINE.EDU> writes:
>Oh yeah?! :-) Your points are well taken but I still don't agree
>that the Falcon isn't comparable to any Macs. I have used both
>an LCIII and the Falcon and my Falcon easily competes. Even the
>owner of the LCIII agrees.

If there were any professional-level software out there for the Falcon, and If Atari gave a damn about the US market (they don't), and If there were more than ~300,000 Falcons around, then *maybe* the Falcon could reasonably compete. They can't, period. The biggest testament I can give you is the fact that there are half a dozen Mac-supporting stores and about ten PC-supporting stores within a 20 minute radius of me. The nearest Atari store is fifteen minutes away, if you don't mind buying used and water-damaged equipment. After that, it's an hour and a half drive. Maybe you're different, but I *enjoy* a computer with a huge userbase and lots of support. You just can't get that on the Atari.

>As far as the 4/85 comment that I've been getting crap for.... people
>have been posting day after day that they can get a Mac <model>
>with 4 megs of RAM and a 80 meg hard drive for $x dollars (x being
>less than a Falcon's price). Those were the posts that I was
>responding to. My friend is using an LCIII with 8 megs of RAM and
>a 160 meg hard drive.

Quadra 605, 8-MB RAM, 80-MB (or 120-MB, depending on where you shop) hard drive, keyboard, mouse, StyleWriter II, and ClarisWorks for $850. FYI.

>I do not need Photoshop, but I have used it quite a bit on my friend's
>machine. Photoshop lists for $895. I merely want to dabble in
>photo manipulation (which many other average users want to do) and
>am looking into Studio Photo from Compo at $99. Now where did those
>savings go from my hardware purchase? They went towards 1 piece of
>software!!!! Even if you look at the MS Word list price it is
>$495 for Windows (not sure of the Mac price). AtariWorks is $100
>(of course it was free with my Falcon). Oh, I am getting the Studio
>Photo demo from Compo and will let you know how it compares with
>Photoshop (and, no, I don't expect it to have nearly as many features).

If you don't need Photoshop, then don't use it. Photoshop is a professional-level tool; there exists *nothing* comparable to it on the Atari. (Photoshop *lists* for $895, but it sells for about $300 less. When was the last time you bought software at list price?) If, however, you don't need the power of Photoshop but still want to work with image manipulation, there's about a half dozen very good programs on the Mac ranging from shareware (!!!) to $300 packages.
MS Word is $295; again, when do you buy software at list price?

Furthermore, there are at least half a dozen other word processors on the Mac. While Word is my personal preference (because it can read virtually any other WP's files), there are alternatives. WriteNow, for example, is a $40 word processor that, in my estimation, 80% of the word processing community can use in place of top-sellers like Word.

>Remember STart Magazine? You know, the full color glossy monthly?

Vaguely. Is that mag still around?

>Gee, I remember a couple of 100 page issues coming to my house that
>were done completely on Atari systems. Imagine that! Current Notes
>also uses Ataris (though I know you'll trash it as being amatuer).

Partially correct. It IS an amateur magazine, but I won't trash it BECAUSE it's amateur. STart was (is?) a good mag; the issues I saw (when STart first came out) were not done on Ataris, though.

>Atari Interface Magazine was also produced on Ataris (a stock STe!).

Never saw it. Never, in fact, heard of it.

>I don't think you'll win many points arguing that Quark is a hell
>of a lot better than Calamus SL. Not many people need Quark either.
>And, um, what is the price of Quark (yes, Calamus is expensive but
>I can choose Pagestream or Calamus 1.09 instead).

Have you ever USED XPress in a professional environment? Tell me, if Calamus is at least the equal of XPress, then why isn't it a top seller? Why don't companies switch to Ataris and Calamus? True, not many "regular" (read: non-professional) people need XPress, but (again) there's less expensive, very powerful alternatives. XPress is $590, a bargain considering what it can do. PageMaker is $10 cheaper. Ready Set Go is $220 and is impressively feature-rich.

>What is wrong with System 7 you ask? It is slow (IMO) and takes up
>too much memory. I know that you won't agree, but use TOS 4.04
>and just maybe you'll see my point. TOS 4.04 is VERY System 7-like
>but takes up very little memory. I love it :-)!

System 7 is, in reality, no slower than any other System. In fact, several Macs (any with an 030) run *faster* under System 7 than under earlier Systems. The memory issue I'll concur with, though; a basic System 7 installation eats up about 1.7-MB RAM. For what System 7 *gives you*, however, it's pretty worth it. I've never used TOS 4.04, but does it have all of System 7's features? Built-in file sharing (connecting a single cable to two computers and clicking a few buttons)? Support for multiple languages? Drag and drop ease of use? Virtual memory? The scores of other features?
Besides, you're comparing apples and oranges (no pun intended), really. TOS is a ROM-based operating system, is it not? Of COURSE it won't take up lots of RAM if it's ROM-based. That's a plus, sure, but how about upgradability? It's a hell of a lot easier (and not warranty-threatening)

to install a software-based OS than it is to swap ROMs.

>BTW, the standard Mac keyboard is hellish and the new mice are also
>very difficult to use IMO. Small subjective points, but this is
>advocacy :-).

The new mice are OUTSTANDING. I've switched to one; it's on the right of my keyboard, in fact. I've also had no problems using the standard Mac keyboard; however, most users opt for an extended keyboard, which is ~$20-$60 more than the standard one, depending on which model you buy.

1772. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 16:34:33 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Apr8.163433.2647@bay.cc.kcl.ac.uk>
Source record: 17621

>"Tripple"? Try "triple". If you don't recognize them, well, that's your
>fault. Maybe you should head over to an Apple computer store one day, like
>CompUSA, and read some of the price tags. Assuming, of course, you can
>recognize price tags.

Hmm - they may be the prices you're used to paying. Over here in the
UK, I think not. I've just been into the newsagents and opened
MacWorld. Lookup the 1st advert, and see a quadra AV going for (drum
roll) the princely sum of 1665+VAT. This is UK pounds. Therefore, the
Q660 (I think it was 660, it WAS a 600 number), is approx 2000. I
believe this was 4/80 (may have been 8/80). A 4/80 Falcon +CDrom is
approx 1000 (850+150). So we have 1000 to spend on a CPU upgrade, and
maybe a mem upgrade. Wow, that'll be difficult...

Possibly in your part of the world it is a different story; if so then
I think you ought to qualify your post . The preaching attitude really
gets up my nose, when the facts are plain wrong. It's also bad form
to correct anothers' spelling on the net.

Later,
Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1773. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 17:44:45 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94098.134445STIRRE31@MAINE.MAINE.EDU>
Source record: 17624

The closest Macintosh store that I have is a 45 minute drive from
my home. Sure, this isn't usually the case, but it is my situation.
That is a good price on the Quadra. My campus Mac dealer is selling
the LCIII 4/160 for $950. Mind you, this is an educational reseller
who can only make 6% profit on Apple products from what I've heard.
Is the Quadra from a mailorder house? You can be sure that I can't
get that deal around where I live.
Supposedly Retouche Pro is in Photoshop's performance range. It
costs around $800 so I guess it should be. From what I hear this
product is comparable. Retouche, Studio Photo, True Paint.... what
else do you want? Never mind that Chagall should be released soon
or has been released.
Claiming that if Calamus SL is the best than everyone would be using
it is just a silly argument. Do you really think that Windows is
the best operating system. You don't do you? Well, how come people
use clones over Macs? Do you really think that clones are better
machines? Its advertising! It has nothing to do with how capable
Atari's machines are, but how capable Atari's marketing is.
I don't need file sharing, but I believe that you are right- the
Atari doesn't have it. I've heard that it will be in the new TOS
(version 5), but I don't know. TOS 4 does have drag 'n' drop,
icons can be changed and placed on the desktop, every menu command
is configurable, programs can be launched via a function key. I
think that it compares very favorably with System 7. I think when
Neodesk 4 comes out it will blow System 7 away (and TOS). Neodesk
3 already offers incredibly nice features (split windows, mix icons
and text). Add Geneva to the mix and you get fast cooperative
multitasking and tear-down windows among other nice goodies.
I still contend that the new mouse is horrible. My friend was
having trouble with because he pushes it down too hard (I did too)
and the Mac dealer said, "So? Don't push it down too hard." Gee,
thanks.
A bigger market doesn't necessarily mean better support. I'll take
Gribnif and Compo's support over Microsoft anytime. Even Atari, who
is always trashed for their customer service, has always been quick
to answer my questions over the phone or through the mail. I had
an experience with trying to call Apple and being disconnected on
twice. Of course, the phone lines were busy because of the success
of their Performa line, the phones said.
-scott tirrell
-Atari Computers- Real computers for real people (is that better?)
or
-Atari- Desktop Publishing for the Rest of Us

1774. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 18:37:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da5b294@secom.ct.se>
Source record: 17625

In a message of 08 Apr 94 02:30:04, Lordthanatos@delphi.Com wrote:

L> "Tripple"? Try "triple". If you don't recognize them, well, that's your
L> fault. Maybe you should head over to an Apple computer store one day, like
L> CompUSA, and read some of the price tags. Assuming, of course, you can
L> recognize price tags.
L>
L> If you're attempting to be witty and claim that Mac prices are three times
L> what is quoted above, the joke is on you. Those above-listed prices are
L> pretty accurate, though I've seen 8/160 Q-605's going for about $50-$100
L> less.

Everyone knows that MAC's are cheap in USA, however, you are on the Internet
now boy, and I live in Sweden .. (you know, part of Europe?)

Triple (notice, one "p") those prices .. this is not USA .. Macs are
EXPENSIVE here ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1775. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-08 23:47:54 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr8.234754.3634@abo.fi>
Source record: 17626

<2o28c0$1ar@news.delphi.com> lordthan@news.delphi.com writes:

> >>Quit making excuses for the slowness of your Falcon! Can your Falcon keep up
> >>with the $899 Quadra 605 with 80 megs. How about the $1100 Q605 with eight

> > ~Chris
>
> Chris, to paraphrase you: "FACTS, please, FACTS!"
>
> Please tell me how your (25Mhz?) 68030 Falcon can contend with the Quadra
> 605's 25Mhz 68040. I'm sure there's millions of people out there who would
> like to know.
>
> Just cope. In-friggin'-deed.
>

Please - stop that Mac vs Falcon -war... Both washmachines do have their good and bad points - even Mac..! I own a Falcon, but use Mac Quadra 700 quite a lot at work. I can't honestly say that I like Mac very much. The thing is pretty fast, colorful, and easy to use - in a way. But the OS..? It's a holy cow in my humble opinion. Nobody seems to criticize it - and when somebody finally does, he will be stoned to death.. O.K - many people like Mac's OS - I don't. It thinks too much - does decisions that I'd like to do myself. It has some rather silly features, like that horrible file-selector (better maybe than Atari's own, but a lot worse than e.g Shareware-program "Selectric 1.10". Mac handles DOS/Atari-diskettes slowly and unreliably, no matter how so many people like to say this is not true. It goes to Nirvana quite easily, and...
Sorry, but while using Mac, I _too often_ get the feelinthat: "This damned machine is S T U P I D..!!!". More often than while using Falcon, or even PC.
And speaking of slow and fast: Falcon equipped with 040/66 isn't too slow at all.. TOS 4 OS is a lot faster than Mac OS, which makes even a humble 030 Falcon quite usable. Even pretty fast in many cases.
Well... I don't want to start computer-wars, but these are my personal feelings and experiences. Some other may have opposite experiences, but what does it finally matter..? Both Mac and Falcon are good computers =-) !

1776. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 01:06:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr8.190600.25673@cobra.uni.edu>
Source record: 17627

In article <1994Apr7.050526.3721@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
> In article <1994Apr5.164726.25450@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
>>In article <2da00d12@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>>> In a message of 03 Apr 94 23:42:44, Andrew Carol wrote:
>>>
>>> AC> > ...too bad the didn't make it PReP compatible, thus making it a dead end
>>> AC> for
>>> AC> > anyone but an avid Mac user ..
>>> AC>
>>> AC> There are _zero_ PRep machines out today. IBM and Apple are still working
>>> AC> PReP out. Avid Mac people are amongst the biggest buyers they need
>>> AC> a computer _today_ not at the end of the year.
>>>
>>> According to the PowerPC FAQ, IBM's systems ARE PReP compatible, the current
>>> PowerMACs are NOT .... That's my source.
>>
>>IBM's version of PRep which is subject to change! IBM and Appleare still
>>deciding. Those IBM machines will not be out until next fall unless the
>>standard has changed.
>
> Which changes nothing - you would have to be a fool to buy a non PReP
> PPC machine. Why buy a Powermac now, when in a little while you can
> have a machine that will run any OS?

Because, Power users need speed now! These users are not concerned now. You can always upgrade later on.

>
> <some stuff deleted>
>>> But the current PowerMACs aren't anywhere NEAR PReP .. they will be TOTALLY
>>> incompatible both soft and hard-wise then they start shipping PReP machines!
>>> IBM's PowerPC:s are atleast compatible with the alpha version of PReP.
>>>
>>
>>Yes, but IBM wants System 7 on their machines.
>
> Not really - they want the interface, but not the garbage behind it.
> They certainly don't want non-preemptive multitasking!
>

How do you know what IBM wants? What is with you with System7? System 7 is alot more useful than your garbage Atari OS. System 7 has way more utility

and funtionality than the Atari OS. So when is Atari going toimprove thier
bugy non supported OS and hardware? The answer is JAGUAR!

> <more things deleted - Peter sure is lazy...>
>
>>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>>
>>PowerMac - Does more, costs less, it's that simple!
>
> Powermac - nonPReP - it's that simple.
>

Atari Falcon - nonPREP, no longer supported - it's that simple!

> Like I've said again and again - wake me when IBM gets the REAL
> PowerPC out the door.

Can you wait until the fall? Be sure your wallet is fat!

> --
> ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
> < Those who do not read about the future are condemned to enact it. >

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1777. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 01:27:13 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr8.192713.25675@cobra.uni.edu>
Source record: 17628

In article <94097.091510STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Lord Thanatos,
> Oh yeah?! :-) Your points are well taken but I still don't agree
> that the Falcon isn't comparable to any Macs. I have used both
> an LCIII and the Falcon and my Falcon easily competes. Even the
> owner of the LCIII agrees.
> As far as the 4/85 comment that I've been getting crap for.... people
> have been posting day after day that they can get a Mac <model>
> with 4 megs of RAM and a 80 meg hard drive for $x dollars (x being
> less than a Falcon's price). Those were the posts that I was
> responding to. My friend is using an LCIII with 8 megs of RAM and
> a 160 meg hard drive.
> I do not need Photoshop, but I have used it quite a bit on my friend's
> machine. Photoshop lists for $895. I merely want to dabble in
> photo manipulation (which many other average users want to do) and
> am looking into Studio Photo from Compo at $99. Now where did those
> savings go from my hardware purchase? They went towards 1 piece of
> software!!!! Even if you look at the MS Word list price it is
> $495 for Windows (not sure of the Mac price). AtariWorks is $100
> (of course it was free with my Falcon). Oh, I am getting the Studio
> Photo demo from Compo and will let you know how it compares with
> Photoshop (and, no, I don't expect it to have nearly as many features).
> Remember STart Magazine? You know, the full color glossy monthly?
> Gee, I remember a couple of 100 page issues coming to my house that
> were done completely on Atari systems. Imagine that! Current Notes
> also uses Ataris (though I know you'll trash it as being amatuer).
> Atari Interface Magazine was also produced on Ataris (a stock STe!).
> I don't think you'll win many points arguing that Quark is a hell
> of a lot better than Calamus SL. Not many people need Quark either.
> And, um, what is the price of Quark (yes, Calamus is expensive but
> I can choose Pagestream or Calamus 1.09 instead).
> What is wrong with System 7 you ask? It is slow (IMO) and takes up
> too much memory. I know that you won't agree, but use TOS 4.04
> and just maybe you'll see my point. TOS 4.04 is VERY System 7-like
> but takes up very little memory. I love it :-)!
> BTW, the standard Mac keyboard is hellish and the new mice are also
> very difficult to use IMO. Small subjective points, but this is
> advocacy :-).

Boy you are ignorant about the Mac.

First off, multitos is not System 7 like and does not come close of having the features and functionality.

Adobe Photoshop is $599 from MacConnection plus $3.00 for over night shipping. There are programs like photoshop but less powerful and probably more in line with photo studio for about the fraction of the Adobe one.

Microsoft Word is $300 from MacConnection. But don't compare AtariWorks to it, please. ClarisWorks is free with the MacPerformas and is usualy bundled with the other Mac series.

As for me, I use Writenow 3.0 and will upgrade to 4.0 for $41.00 from Maczone. WriteNow is a full feature Wordprocessor that has more than the basics such as footnotes and print preview. Its an awesome program and needs only 400K of memory. Should be the standard for others to be judged from.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

> -scott tirrell

1778. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 08:51:19 UTC
From: quinlan@fraser.sfu.ca
Message-ID: <quinlan.765881479@sfu.ca>
Source record: 17629

THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

><2o28c0$1ar@news.delphi.com> lordthan@news.delphi.com writes:

>Sorry, but while using Mac, I _too often_ get the feelinthat: "This damned
>machine is S T U P I D..!!!". More often than while using Falcon, or even PC.
>And speaking of slow and fast: Falcon equipped with 040/66 isn't too slow at
>all.. TOS 4 OS is a lot faster than Mac OS, which makes even a humble 030
>Falcon quite usable. Even pretty fast in many cases.

I'm turning a plea to stop the bickering into a bicker :> Your comparing the
top two Ataris to a mac that wouldn't make the top ten anymore (it seems that
it would be about 12th). Apple would only sell such a computer now as an
entry-level system for about $1000. If you want to compare high-end, compare
a TT to a 8100/80AV and a falcon to a 7100/66AV. Actually, I'll be generous
and let you compare the TT and falcon to my 6100/60AV. I can tell you that
you won't find the interface slower and the programs will at least be as
fast (emulation) or 15x faster (native).

--

Brian Quinlan
quinlan@sfu.ca
"And people also thought that the world was flat"

1779. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 15:05:16 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr9.150516.12269@ida.liu.se>
Source record: 17630

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>Everyone knows that MAC's are cheap in USA, however, you are on the Internet
>now boy, and I live in Sweden .. (you know, part of Europe?)

>Triple (notice, one "p") those prices .. this is not USA .. Macs are
>*EXPENSIVE* here ...

You can get a relatively good '030 machine for less than a Falcon,
anyway. In Sweden. Hell, you can even get a '040 Mac for less.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1780. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 15:28:28 UTC
From: wfan1@lindblat.cc.monash.edu.au
Message-ID: <2o6his$ehb@harbinger.cc.monash.edu.au>
Source record: 17631

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
: >In a message of 01 Apr 94 21:05:39, Sinclap2954 wrote:
: >S> Quit making excuses for the slowness of your Falcon! Can your Falcon keep
: >S> up
: >S> with the $899 Quadra 605 with 80 megs. How about the $1100 Q605 with

[...]

: >Please tripple those prices ... I don't recognize them otherwise ..

: "Tripple"? Try "triple". If you don't recognize them, well, that's your
: fault. Maybe you should head over to an Apple computer store one day, like
: CompUSA, and read some of the price tags. Assuming, of course, you can
: recognize price tags.

Who, a spelling flame. I bet that took a while for i-spell to pick up ;)
Sure, we're all going to jump on the next 747 to the States and check out
the prices at CompUSA, bring the system back, pay taxes and about $1k for
the airfare.

: If you're attempting to be witty and claim that Mac prices are three times
: what is quoted above, the joke is on you. Those above-listed prices are
: pretty accurate, though I've seen 8/160 Q-605's going for about $50-$100 less.

No, the joke is on you if you think US prices are valid anywhere else
apart from the US. Wake up, smell the coffee, internet isn't a US college
based network. Who knows, maybe Apple is using cross-subsidies to keep
the prices oh-so-cheap and scewing everyone else.

- Bill

1781. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 15:57:42 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Apr9.155742.113153@yuma>
Source record: 17632

>>
>>
>
>If I was in the position of having 600 quid or wahtever to spend wisely on a 3DO
>then I might pay attention, but seeing as how I could buy a JAg and about 10
>games for that I think I'd have to disagree...
>
>Ian

Well 3d0 is now selling for $480 U.S. around here.. that's about
the same as the Jaguar with a CD..

As for the games I saw, I played Crash 'n Burn, Total Eclipse, and
Wing Commander for the 3d0, Cybermorph, Crescent Galaxy and Raiden for the
Jag..
Tempest 2000 is a killer game but it's still not as sexy as the
3d0 games IMO, I want new games not crap rehashed from 1980 dammit!

Jon

1782. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 16:03:38 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Apr9.160338.124289@yuma>
Source record: 17633

>Facts, Peter, post FACTS please! The Falcon is NOT dead! If Atari declares it
>so, then you can post this drivel. Until then, every time you say Macs are
>dead I think I'll respond with an equally valid "Macs are dead!"
>
> ~Chris
>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>
>>PowerMac - Does more, costs less, it's that simple!
> Okay, maybe it's not dead but it's definitely in a coma. Except
for the MIDI market it is virtually unsupported. The best thing that could
happen to the Falcon would be for Steinberg to buy it and market it as
a dedicated HD recording computer.
What's your criteria for "dead" anyway? I suppose there *is* a little
software that still comes out for the c64 and 8 bit apples, but I'd hardly
say they're "alive and kickin'"

Jon

1783. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 17:07:56 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr9.170756.14933@ida.liu.se>
Source record: 17634

wfan1@lindblat.cc.monash.edu.au (William Fang) writes:
>Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
>: In a message of 31 Mar 94 11:35:04, Tom Molin wrote:

>: TM> >They are according to Atari .. and Atari (unlike 3DOugh) only lists
>: TM> >companies that has the development HARDWARE ...
>: TM>
>: TM> According to Stefan they havent got a dev. unit yet!

Which is true, but Rickard says:

>: Stefan is an idiot, just look at his posts.

Oh really! Do you think Team 17 would pay me lots (as in $50k+/year) to
be clueless? If anyone deserves the `idiot' tag, it must be you, Rickard.

Have you figured out what interleaving means in the context of 680x0
code optimization? The relationship between SWAP and DBF execution-time-wise?
You posted a `proof' of the Falcon bus being clock-doubled, which I refuted
with these arguments. I've got it on file if you don't recall it.

Also, all my statements are backed up by solid facts, and not just
inference and lots of wishful thinking.

>Of course, what would Stefan know. Mr Troedsson, using his telepathy and
>third vision can see clearly that Team 17 have Jaguar development units
>stacked to the rafters. In fact, the reason why there's been a lack of
>Jaguars available in the US and Europe is that Team 17 have bought millions
>of them.

Actually, yes. And none of them worked :-)

No, really. We DON'T have a single development system. We could not even
get some Jaguars for testing purposes (they were `out of stock')! I do have
the docs however. Atari is even worse than Commodore as far as tech-support
goes.

>- Jim

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1784. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 18:21:38 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94099.142138STIRRE31@MAINE.MAINE.EDU>
Source record: 17635

Almost every game is rehashed from the 80s. I prefer the older games in which gameplay mattered and not just eye candy. 7th Guest looks nice and has great sounds on a PC, but the game itself really is lacking. How many times do you want to watch the same animation sequence and hear the same (annoying) voice? I'd rather be playing Tempest or Llamatron or Joust, thanks.
-scott tirrell

1785. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 18:24:12 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94099.142412STIRRE31@MAINE.MAINE.EDU>
Source record: 17636

Ummmm.... a computer is not dead if the company still supports
it, IMO. Sounds like a good definition doesn't it? Atari still
has a chance to turn its computer line around for the better
whether you want to believe so or not.
-scott tirrell

1786. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 18:25:59 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94099.142559STIRRE31@MAINE.MAINE.EDU>
Source record: 17637

Allright, Pete, back up your claims. What is so buggy about TOS 4.04. How many times have you crashed it? I have never crashed it with software written to be compatible with the Falcon. The only time I run into problems is with older ST software. And than I can run Backwards. Why is System 7 better, Pete? I am interested to know what you like System 7 for. Of course, you have used the newest TOS, haven't you? And I am sure that you've tried both Gemini and Neodesk, both much better than System 7, IMO. And you've used Geneva, Pete? Actually, have you ever used a Falcon, Pete? I seriously doubt it. Of course I am ignorant about Macs because I don't know how much MacWarehouse sells Photoshop for nowadays. I thought only Atari users had to mail order, Pete. Isn't that what you said? I mean, you have 50 Mac dealers within walking distance of your home, right? My price for Photoshop came out of AmigaWorld, BTW. I was giving list for Studio Photo too, but I get flamed for posting list prices. I have seen $79 for Studio Photo.
-scott tirrell

1787. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-09 20:03:33 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr9.200333.1875@mnemosyne.cs.du.edu>
Source record: 17638

In article <2o40uh$4m4@news.delphi.com>,
LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> wrote:
><STIRRE31@MAINE.MAINE.EDU> writes:
>>Oh yeah?! :-) Your points are well taken but I still don't agree
>>that the Falcon isn't comparable to any Macs. I have used both
>>an LCIII and the Falcon and my Falcon easily competes. Even the
>>owner of the LCIII agrees.
>
>If there were any professional-level software out there for the Falcon,
>and If Atari gave a damn about the US market (they don't), and If there
>were more than ~300,000 Falcons around, then *maybe* the Falcon could
>reasonably compete. They can't, period. The biggest testament I can give
>you is the fact that there are half a dozen Mac-supporting stores and
>about ten PC-supporting stores within a 20 minute radius of me. The
>nearest Atari store is fifteen minutes away, if you don't mind buying used
>and water-damaged equipment. After that, it's an hour and a half drive.
>Maybe you're different, but I *enjoy* a computer with a huge userbase and
>lots of support. You just can't get that on the Atari.

You have no idea just how wrong you are.

What kind of "support" do you get at those Mac and IBM stores?
Answer: Very Little. The people in those stores are generally quite
ignorant, and very unhelpful - I know this from having to deal with
mac/IBm stuff at a previous job.

You want support for software packages? How about those 900 numbers, eh?

I have generally found the Atari userbase to be quite amazing. Sure,
you have to have some kind of computer connection (genie or internet),
but I always get questions answered quickly and thoughtfully.

In addition, the software writers for the IBM and Mac are generally
not very helpful. But for my Atari, I can do things like call up the
company, suggest a helpful feature, and Voilia! it is in the next
version.

In short, I get a lot more support from the Atari community than I was
ever able to get for MS-DOS and Mac stuff.

>
>>As far as the 4/85 comment that I've been getting crap for.... people
>>have been posting day after day that they can get a Mac <model>
>>with 4 megs of RAM and a 80 meg hard drive for $x dollars (x being
>>less than a Falcon's price). Those were the posts that I was
>>responding to. My friend is using an LCIII with 8 megs of RAM and

>>a 160 meg hard drive.
>
>Quadra 605, 8-MB RAM, 80-MB (or 120-MB, depending on where you shop) hard
>drive, keyboard, mouse, StyleWriter II, and ClarisWorks for $850. FYI.
>

But then, that would be a MAC, wouldn't it? Why not just buy 400 cans
of Alpo?

<deleted>
>>I don't think you'll win many points arguing that Quark is a hell
>>of a lot better than Calamus SL. Not many people need Quark either.
>>And, um, what is the price of Quark (yes, Calamus is expensive but
>>I can choose Pagestream or Calamus 1.09 instead).
>
>Have you ever USED XPress in a professional environment? Tell me, if
>Calamus is at least the equal of XPress, then why isn't it a top seller?
>Why don't companies switch to Ataris and Calamus? True, not many "regular"
>(read: non-professional) people need XPress, but (again) there's less
>expensive, very powerful alternatives. XPress is $590, a bargain
>considering what it can do. PageMaker is $10 cheaper. Ready Set Go is $220
>and is impressively feature-rich.

The reason Calamus is not a best seller is quite obvious - just like
you say, Atari has a small userbase. For features and quality of
program, Calamus can match XPress.

>
>>What is wrong with System 7 you ask? It is slow (IMO) and takes up
>>too much memory. I know that you won't agree, but use TOS 4.04
>>and just maybe you'll see my point. TOS 4.04 is VERY System 7-like
>>but takes up very little memory. I love it :-)!
>
>System 7 is, in reality, no slower than any other System. In fact, several
>Macs (any with an 030) run *faster* under System 7 than under earlier
>Systems. The memory issue I'll concur with, though; a basic System 7
>installation eats up about 1.7-MB RAM. For what System 7 *gives you*,
>however, it's pretty worth it. I've never used TOS 4.04, but does it have
>all of System 7's features? Built-in file sharing (connecting a single
>cable to two computers and clicking a few buttons)? Support for multiple
>languages? Drag and drop ease of use? Virtual memory? The scores of other
>features?

Yep. With just one program, I can connect two ST's together and have
the other computers HD appear as an icon.

I can have Virtual memory, plus real preemptive mutitasking (which you
can't).

Support for multiple languages? What exactly do you mean by this -
and do you use it? (the answer is of course no).

>Besides, you're comparing apples and oranges (no pun intended), really.
>TOS is a ROM-based operating system, is it not? Of COURSE it won't take up
>lots of RAM if it's ROM-based. That's a plus, sure, but how about
>upgradability? It's a hell of a lot easier (and not warranty-threatening)
>to install a software-based OS than it is to swap ROMs.
>

MTOS is a part RAM, part ROM OS... or it can be all RAM, you can load
different version of TOS from disk if you wish (takes up a few hundred
K, but still smaller than SYS7).

>>BTW, the standard Mac keyboard is hellish and the new mice are also
>>very difficult to use IMO. Small subjective points, but this is
>>advocacy :-).
>
>The new mice are OUTSTANDING. I've switched to one; it's on the right of
>my keyboard, in fact. I've also had no problems using the standard Mac
>keyboard; however, most users opt for an extended keyboard, which is
>~$20-$60 more than the standard one, depending on which model you buy.

Just like all of the mac stuff - If you want something usable, you
have to pay extra. I've used that stupid normal Mac keyboard, and it
is unusable for all but the most casual user.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1788. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 00:10:20 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDKAFEUT@dksoft.ping.dk>
Source record: 17651

In <1994Mar31.223943.25205@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote :

>Awesome dude! Radius has this board called video Vision for multimedia stuff
>and of course it's for the Mac.

Well..Maybe you should explain multimedia then, cause you seem to be the
only one caring for this. Not even the Pc's got a fair multimedia yet.
And btw.. what do you want to do with your multimedia ?

>
>This Video board leaves the Mac in front on the Multimedia line. Just so you
>won't forget it. You seemed to live in a dream world!

And nobody seems to care at all.. Nice going!

>
> And once again i have to tell you. Apple produced the powerMac not Atari!

Yes, and am i glad they did.

>
>Oh, and btw. How about 16 bit stereo, Quicktime, multimedia, ability to
>integrte multimedia onto a screen.. And guess what, it's for the Mac.

Hahaha.. i have to laugh.. I've had 16bti stereo for a long time now. We
don't need an incompatible PowerPc/mac to do this.
As far as multimedia concern, still nobody care!

>
> I GUESS YOU DON'T EVEN KNOW WHO RADIUS IS, AND PROBABLY NEVER HEARD OF VIDEO
>VISION BEFORE.

Video vision, i think i recall. Radius.. nah!
maybe thats because it's no good after all.

>
>PowerMac - Does more, costs less
>
You get what you pay for when bying a PowerMac. Pay almost nothing, get
almost nothing.. Great deal!

Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1789. Dead computing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 00:27:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2o7h6b$2r9@darkstar.UCSC.EDU>
Source record: 17639

My criteria for what makes a "dead" platform is that the company has officially stopped supporting it. I.E. Atari 8 bits and NeXT hardware is dead, but the Falcon and NeXT OS are not dead. Plain & simple.

Chris

1790. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 03:01:18 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr10.030118.55117@rmece02.upr.clu.edu>
Source record: 17640

In article <1994Apr9.150516.12269@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|>
|> >Everyone knows that MAC's are cheap in USA, however, you are on the Internet
|> >now boy, and I live in Sweden .. (you know, part of Europe?)
|>
|> >Triple (notice, one "p") those prices .. this is not USA .. Macs are
|> >*EXPENSIVE* here ...
|>
|> You can get a relatively good '030 machine for less than a Falcon,
|> anyway. In Sweden. Hell, you can even get a '040 Mac for less.
|>
|> >+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> >+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

Well Rickard, this is the second time that Stefan wipes out your
own Virtual Sweden Markert World of ATARI.... interesting eh?
So it's not the sun around Sweden, but around you.... he he...

|>
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> Applied Physics and Electrical Engineering Student, Linkoping University
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
Still having fun with---> SCALA MM300 and Real 3D V2
---> Opinions are my own, not of my college campus

1791. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 03:04:13 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr10.030413.61830@rmece02.upr.clu.edu>
Source record: 17641

In article <1994Apr9.170756.14933@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> wfan1@lindblat.cc.monash.edu.au (William Fang) writes:
|> >Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
|> >: In a message of 31 Mar 94 11:35:04, Tom Molin wrote:
|>
|> >: TM> >They are according to Atari .. and Atari (unlike 3DOugh) only lists
|> >: TM> >companies that has the development HARDWARE ...
|> >: TM>
|> >: TM> According to Stefan they havent got a dev. unit yet!
|>
|> Which is true, but Rickard says:
|>
|> >: Stefan is an idiot, just look at his posts.
|>
|> Oh really! Do you think Team 17 would pay me lots (as in $50k+/year) to
|> be clueless? If anyone deserves the `idiot' tag, it must be you, Rickard.

Absolutely. The *MOST* fun part is that when I posted 'Rickard's track record' and I mentioned that he said that you Stefan, were not a good developer or something among those lines he called me a liar. I of course, offered proof, and this is kind of proof.... although you can be an idiot and an excellent developer???!!!! ;-)

|>
|> Have you figured out what interleaving means in the context of 680x0
|> code optimization? The relationship between SWAP and DBF execution-time-wise?
|> You posted a `proof' of the Falcon bus being clock-doubled, which I refuted
|> with these arguments. I've got it on file if you don't recall it.
|>
|> Also, all my statements are backed up by solid facts, and not just
|> inference and lots of wishful thinking.
|>
|> >Of course, what would Stefan know. Mr Troedsson, using his telepathy and
|> >third vision can see clearly that Team 17 have Jaguar development units
|> >stacked to the rafters. In fact, the reason why there's been a lack of
|> >Jaguars available in the US and Europe is that Team 17 have bought millions
|> >of them.
|>
|> Actually, yes. And none of them worked :-)
|>
|> No, really. We DON'T have a single development system. We could not even
|> get some Jaguars for testing purposes (they were `out of stock')! I do have
|> the docs however. Atari is even worse than Commodore as far as tech-support
|> goes.

Ouch! They must be really bad then! ;-)

|>
|> >- Jim
|>
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> Applied Physics and Electrical Engineering Student, Linkoping University
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
Still having fun with---> SCALA MM300 and Real 3D V2
---> Opinions are my own, not of my college campus

1792. Mac, PC, Atari and Amiga go home..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 03:25:42 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr10.032542.6155@abo.fi>
Source record: 17642

How can you - who try to point out, how magnificent Mac is compared to Atari.. - really make those statements: "Everything on Mac is 100x faster, better working, cheaper, prettier, sexier..." ? Seems like many of you haven't ever used good TOS-programs (yes, they do exist!). Programs like Calamus SL (I wouldn't replace it with PageMaker ever!), Chagall, Papyrus (THE word processor..), Connect (very powerful terminal program), Cubase Audio (I know, it's for Mac too), etc.

One can hear that same stuff everywhere: some Mac-maniac tells you, how revolutionary and fantastic his/her System 7, or Performa is - and remembers to remind you how miserable that "Atari-thing" is. Poor us Atari-users..! ;-) The problem is that no matter how much I use the Mac (yes, quite good ones, with latest good programs) - I never get that feeling: "Wow! My own machine could _never_ do this so fast, easily and well.." ! There must be something wrong with me, but I honestly prefer TOS 4 desktop over the Mac desktop..

Yes, technically Macs are better than today's Ataris. But as long as I get my work done more pleasantly with Falcon or TT (or some 68040-Atari, like Medusa) ... Why complain? Calamus SL has made many laughers quite silent. As long as such Atari-programs exist, there's no point changing the system. For many people, the hardware seems like some possession. So the TT isn't as fast as Power-Mac. So what? For many uses it's really fast enough. And in many purposes faster than any Mac-owner would believe. Especially in DTP- and other graphical work. It's very easy to judge computer's "goodness" just by numbers: 68040 is more than 68030, etc. But that kind of judgement is... Useless bullshit, as any expert can tell. Well done 030-computer can be very fast - as poorly made PPC -computer can be quite slow. The TT is very fast - equipped with lots of Fast-RAM, good graphics card (like Matrix TC-1208), a fast SCSI-hard drive, etc. We have one such beast at work doing _very_ heavy DTP and image processing, connected to a SCSI color-sublimation full-color printer.

What makes the system interesting, is this: each (!) DTP-document we print, are size of 20..30 megabytes. How long does it take from a Mac to load a 30 MB DTP-document into e.g Quark or PageMaker..? The combination TT and Calamus SL loads it in about 15 seconds. Not bad..? And what about printing? Our TT does the whole color-separation (yes, Calamus SL does that "on fly") and printing process in 3 minutes. Again - how would a Mac compare to that..? I guess, some of you don't believe these numbers - or think that there is something strange behind them. But they're true. And they are the reason why our firm chose Atari-hardware, instead of PC's or Macs.

I don't want to say that e.g Power-Mac _couldn't_ do the same - but we know what Atari TT is capable of. It's a good workhorse.

P.S: that 30 megabytes includes 10 digitized True Color pictures (full-size SVHS), lots of vector-graphics, and vector-text chains. There is 36 MB RAM in

the TT, and 1.1 GB Hewlett-Packard hard-disk.

1793. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 03:45:34 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr9.214534.25707@cobra.uni.edu>
Source record: 17643

In article <94098.134445STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> The closest Macintosh store that I have is a 45 minute drive from
> my home. Sure, this isn't usually the case, but it is my situation.
> That is a good price on the Quadra. My campus Mac dealer is selling
> the LCIII 4/160 for $950. Mind you, this is an educational reseller
> who can only make 6% profit on Apple products from what I've heard.
> Is the Quadra from a mailorder house? You can be sure that I can't
> get that deal around where I live.
> Supposedly Retouche Pro is in Photoshop's performance range. It
> costs around $800 so I guess it should be. From what I hear this
> product is comparable. Retouche, Studio Photo, True Paint.... what
> else do you want? Never mind that Chagall should be released soon
> or has been released.
> Claiming that if Calamus SL is the best than everyone would be using
> it is just a silly argument. Do you really think that Windows is
> the best operating system. You don't do you? Well, how come people
> use clones over Macs? Do you really think that clones are better
> machines? Its advertising! It has nothing to do with how capable
> Atari's machines are, but how capable Atari's marketing is.
> I don't need file sharing, but I believe that you are right- the
> Atari doesn't have it. I've heard that it will be in the new TOS
> (version 5), but I don't know. TOS 4 does have drag 'n' drop,
> icons can be changed and placed on the desktop, every menu command
> is configurable, programs can be launched via a function key. I
> think that it compares very favorably with System 7. I think when
> Neodesk 4 comes out it will blow System 7 away (and TOS). Neodesk
> 3 already offers incredibly nice features (split windows, mix icons
> and text). Add Geneva to the mix and you get fast cooperative
> multitasking and tear-down windows among other nice goodies.
> I still contend that the new mouse is horrible. My friend was
> having trouble with because he pushes it down too hard (I did too)
> and the Mac dealer said, "So? Don't push it down too hard." Gee,
> thanks.
> A bigger market doesn't necessarily mean better support. I'll take
> Gribnif and Compo's support over Microsoft anytime. Even Atari, who
> is always trashed for their customer service, has always been quick
> to answer my questions over the phone or through the mail. I had
> an experience with trying to call Apple and being disconnected on
> twice. Of course, the phone lines were busy because of the success
> of their Performa line, the phones said.
> -scott tirrell
> -Atari Computers- Real computers for real people (is that better?)
> or
> -Atari- Desktop Publishing for the Rest of Us

tsh, tsh, tsh...

My campus reseller has the Mac LCIII 4/160 with keyboard for $827
The 4/80 sells for $721.

However, the Quadra 605 4/80 is a much better buy sells for $827 plus $65 for keyboard.

As for the OS, its your opinion and preference. I have seen screen shots of System 7.5 with Wordscript. Awesome! Very professional as usual..

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1794. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 05:53:22 UTC
From: lordthan@news.delphi.com
Message-ID: <2o848i$qao@news.delphi.com>
Source record: 17644

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <2o2876$15j@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM)
writes:
>>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>>In <1994Apr5.163653.25446@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>>>The MacII back in 1987 had eight bit stereo sound.
>>>If it did, then why didn't the IIx, the IIfx, IIcx, IIci, IIsi, LC, LC II,
>>>classic, Classic II, LC III, Performa (insert random number here) Quadra
>>>700, Quadra 900, Quadra 950 etc. etc. etc which came AFTER the II have
>>>stereo sound, eh???????
>>They DO, you silly. And please try to cut down on the question marks. I
>>realize, by your SIG, that you're an Atari fanatic, but that doesn't make
>>you a question mark nut. (Or does it?)
>Wrong. Simply and utterly incorrect. By the way, was that YOUR brain I saw
>out in the hall? you obviously lost it somewhere...
>Here we go again. I worked for a Mac software company in a customer service/
>tech support type of job. I know the insides of most macs released pre
>fall '93. Do NOT try to pull any hardware lies on me.

You must have been fired. :) If, then, the Mac IIci (for example)
doesn't have stereo sound, then perchance could you tell me why my own
IIci *does* have stereo sound - and I can easily demonstrate it, if you
wish? There are no "hardware lies" here, Chris. Simple fact. In fact, I can
prove stereo sound on all of the machines that were originally mentioned.

Here, for your reading pleasure, is a verbatim excerpt from the Macintosh
IIci Owner's Manual, page 111:

"Sound generator: Apple Sound Chip (ASC) including 4-voice wave-table
synthesis and stereo sampling generator capable of driving stereo
miniature phone plug headphones or stereo equipment."

It's also fun to play "Pathways Into Darkness" hooked up to amplified
stereo speakers. Walk past a door on the right, and when it opens, you
hear the sound of it opening on the right speaker only. Rotate while the
door is opening and the sound will "move" accordingly.

Mac bashing is fun when you don't know what you're talking about, right
Chris? :)

1795. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 05:58:38 UTC
From: lordthan@news.delphi.com
Message-ID: <2o84ie$qhu@news.delphi.com>
Source record: 17645

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <2o28c0$1ar@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM)
writes:
>>>Mine can. No explanations necessary. Just cope.
>>> ~Chris
>>Chris, to paraphrase you: "FACTS, please, FACTS!"
>>Please tell me how your (25Mhz?) 68030 Falcon can contend with the Quadra
>>605's 25Mhz 68040. I'm sure there's millions of people out there who would
>>like to know.
>Oh my. Sinclap posts garbage on a daily basis and you stand behind him saying
>"yup sure!" I say one ambiguous statement and you jump down my throat. Well,
>that was the exact intent of my post. :) I don't care to justify it at all.
>THank you for allowing me to anger you.

First, you didn't anger me. I'm really curious how this could be. My IIci
runs with a 25Mhz 030 and I'd *love* to know how to make it keep up with a
25Mhz 040 CPU - and as I said, I'm sure lots of others are curious, too.

But, since you don't care to justify it, that likely means that you can't,
which I can accept.

I reply to any *false* anti-Mac statement that's made, regardless of who
it's posted by. You (Chris) have posted some of the most rediculous and
false accusations I'd ever seen, so you get the most "attention" from me.
Personally, I don't care if you like Macs or not. I don't care if you want
to spend your dying days bashing the Mac for one reason or another; I, for
one, have better things to do that put down other computer platforms.
However, if you DO take pleasure in doing things like that, at least have
the brains to know what you're talking about. 'Cause if you make a false
statement, I'll be there with proof and fact. :)

1796. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 06:15:17 UTC
From: lordthan@news.delphi.com
Message-ID: <2o85hl$r2s@news.delphi.com>
Source record: 17646

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>>lots of stuff deleted<<
>>First, let's get something straight. There's no such thing as an Atari
>>that's "comparable" to a Mac (and I *know* I'm going to get dozens of "oh
>>yeah?!?" letters on that point). Atari, in the USA, simply lacks the
>>money, expertise, userbase, distribution channels and overall support that
>>the Mac has. With precious few exceptions, the top-of-the-line software in
>>a given category on the Mac is far superior to the top-of-the-line package
>>on the Atari. (And please don't accuse me of Atari bashing. This is plain
>>fact, coming from someone with both an Atari ST and a Macintosh.)
>Yes, but all of this high-end software that is above anything the
>Atari offers (though there is not so much as so might think) - costs a
>LOT of money, so much that the only way an individual will be able to
>use it is to pirate it. Down in the affordable range, Atari and Mac
>have many similary featured products.

Not from what I've seen. I can point to several "Plain Joe Affordable"
packages (read: $40-$150) that put the "best" of what the Atari has to
offer to shame. One of the nice things about the Mac is that there's LOTS
of software competition. WriteNow is probably the leading budget word
processor on the Mac (about $40) and it's absolutely loaded with many
"high-end" features. The best thing about the Mac is that almost every
software package works with others; WriteNow (or any other WP) files can be
brought into virtually any Mac DTP, word processor, database, etc program.
And if for some reason it can't, the host program can almost always save
the file in another format that the client application CAN read. The same
CANNOT be said for the Atari.

>>And yes, a 33Mhz 030 *does* perform better than a Falcon. It's not simply
>>the machine and the CPU, but also the software that runs on it. Show me,
>>for example, a word processor on the ST that can contend with Microsoft
>>Word. Or a desktop publishing program that can compare with QuarkXPress or
>>PageMaker. Hell, even Atari *magazines* aren't produced on Ataris!
>>MacWorld and MacUser, for example, are about 80% produced on Macs. How
>>many full color, internationally distributed, 250+ page Atari magines are
>>there at are produced on Ataris? There's a reason for that.
>Poor example - AW, or just about any new Atari WP is much better than
>MW. And calamus can easily take on Quark X-press.... with Pagestream
>being able to do almost anything you would want to do for even less.

I used Word as an example of a popular business and home application that
has, for the past several years, set the pace for all word processors on
all platforms. Personally, I dislike a lot of things about Word. I use it
primarily because it can read 99% of the word processor files I feed it,
which is really nice. If I need to do word processing, I prefer to do it

in QuarkXPress, actually.

Let me tell you something. I've used XPress and I've used Calamus. I've used them both in personal and professional capacities. I can honestly and without reservation tell you, from a professional standpoint, there is *ABSOLUTELY NO WAY WHATSOEVER* that Calamus can compete with XPress. None. Zero. Zip. Nada. Won't happen. Calamus on the ST is roughly equivalent to Ready Set Go (earlier than version 6.0) on the Mac; it's a nice program, but it's sorely lacking in several features that are practically vital in a professional capacity. I've had fleeting contact with Pagestream, too, and I came away suitably unimpressed.

>The reason Atari computers don't have 250+ page magazines in full
>color is not that the Atari software lacks - it's that the user base
>is not large enough to support such magazines.

Now think about why the user base isn't that large. My guess? Because Atari US doesn't give a crap about its userbase. It's producing underpowered, overpriced computers. They can't get a single major business developer interested in supporting the ST (Microsoft? Borland? Lotus? Aldus? Adobe?), and - like it or not - without the business software, the computer won't catch on in the home. History has proved this repeatedly.

>>Atari software doesn't require much horsepower for the simple reason that
>>it doesn't *do* much that requires a lot of horsepower. Run a program
>>that's "comparable" to, say, Adobe Photoshop and tell me how powerful your
>>16Mhz 68030 is.
>You forgot about a DSP, which some of the newer graphics packages use
>- and which can overcome the speed defeciency. Heck, I can look at
>JPEG's as fast on my Falcon as on a 486/50Dx...
I haven't seen the speed difference first-hand, but I'll take your word on it. Now, where's that program that's "comparable" to Photoshop on the ST?

>>And what's wrong with System 7?
>Some people do not like it. Hey where's that real multitasking?
True. And I also concur with your multitasking gripe, too. (And for the record, "real" multitasking will be part of the PowerPC architecture sometime next summer, current reports say.)

1797. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 06:20:07 UTC
From: lordthan@news.delphi.com
Message-ID: <2o85qn$r66@news.delphi.com>
Source record: 17647

tlrsidp@nmt.edu (Albert Hoffman) writes:
>I have an LCIII, and it does NOT have stereo sound. Rather, it sends
>the mono signal to two channels. People may be confused because the
>books that come with the computer indicate that it has a stereo output
>plug.
>I hope this resovels this issue.

"Resolves," btw.

And no it doesn't resolve it, because your LC III *does* have stereo sound capabilities. First, check your owner's manual. Second, for *absolute* proof (that's also the least expensive, btw) download "Sound Manager 3.0" from your favorite ftp site and install it. This little extension package gives the user (and programs) a lot more control over the stereo channels than previous managers (built into System software).

If you don't have an external speaker setup plugged into your SOUND OUT port, the Mac will use its internal speaker - which is mono. As soon as you plug a STEREO connector to the SOUND OUT port, you get stereo sound - as do many many many many many other Macs.

1798. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 06:21:19 UTC
From: lordthan@news.delphi.com
Message-ID: <2o85sv$r81@news.delphi.com>
Source record: 17648

Well, since the conversation in question is referring to the US market, there's no comparison necessary to other markets. I'm well aware that the Atari is more popular in the UK; I've never disputed that. The issues here are in regards to the US market, though.

1799. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 06:28:13 UTC
From: lordthan@news.delphi.com
Message-ID: <2o869t$rfm@news.delphi.com>
Source record: 17649

carol@edfua0.ctis.af.mil (Andrew Carol) writes:
>Anybody who claims you can get a PowerMac cheaper than a 486DX66 is
>a liar.

RETAIL PRICE from J&R Computer World:
Compaq 486-DX2/66 w/4-MB RAM, 270-MB hard drive, CD-ROM drive, 16-bit
sound card, 3.5" & 5.25" floppies, keyboard, mouse, and 9600/2400 fax/data
modem: $1896.95
Apple PowerMac 6100/60 w/8-MB RAM, 240-MB hard drive, CD-ROM drive,
(16-bit sound included), single 3.5" floppy, keyboard, mouse, and
9600/2400 fax/data modem: $1649.95

Sorry, I don't lie.

1800. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 07:06:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da7b38e@secom.ct.se>
Source record: 17650

In a message of 09 Apr 94 19:07:56, Stefan Boberg wrote:

SB> Have you figured out what interleaving means in the context of 680x0
SB> code optimization? The relationship between SWAP and DBF
execution-time-wiseSB> You posted a `proof' of the Falcon bus being
clock-doubled, which I
SB> refuted
SB> with these arguments. I've got it on file if you don't recall it.

Yep, and I Emailed you the answer, which killed your so-called "proof" ...
weird though .. you never answered the email .. wonder why ...

SB> Also, all my statements are backed up by solid facts, and not just
SB> inference and lots of wishful thinking.

<big grin>

I'm sure you have a Falcon to try it on too, right?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1801. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 08:06:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da7c18e@secom.ct.se>
Source record: 17652

In a message of 09 Apr 94 17:05:16, Stefan Boberg wrote:

SB> >Triple (notice, one "p") those prices .. this is not USA .. Macs are
SB> >*EXPENSIVE* here ...
SB>
SB> You can get a relatively good '030 machine for less than a Falcon,
SB> anyway. In Sweden. Hell, you can even get a '040 Mac for less.

Please Stefan, for a change, tell me WHERE! Phonenumber etc.

(And it must have atleast 4/85 + SCSI-II etc if you compare it to the Falcon
... DSP too ..)

..and you claim you always back up your statements with "proof" .. laughter ..
(Oh, and you DO know that a 4/85 Falcon is 9995:- ? Including V.A.T)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1802. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 08:12:30 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-100494001146@edfdc0.ctis.af.mil>
Source record: 17653

In article <2o869t$rfm@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) wrote:

> RETAIL PRICE from J&R Computer World:
> Apple PowerMac 6100/60 w/8-MB RAM, 240-MB hard drive, CD-ROM drive,
> (16-bit sound included), single 3.5" floppy, keyboard, mouse, and
> 9600/2400 fax/data modem: $1649.95

Now I try to keep up with PowerMac prices, as that is my world.
And I really hope that is a legit price, but CompUSA charges
about $2,000 for that configuration and they've been pretty
darn competitive out there.

Are you sure that's not a 6100/160? I've seen that for as low
as $1,500 retail. I find it hard to belive that they can up
the HD _and_ add a CD player for a lousy $150.

If true, that will make many of my friends very happy.

Where did you see this ad? Their catalog? Could you
post their 800 number?

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1803. Re: Mac'Chameleon'(read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 09:01:44 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.765968504@sfu.ca>
Source record: 17654

Someone mentioned that their is a program called Retouche Pro for
the Atari that approaches Photoshop in capability. But what of the platform
that it's running on? My 6100/60AV is hardly powerfull enough to run
photoshop (blurring takes nearly a second!!!) so how would a TT do? Adobe
has publicly stated that the 68K line is maxed out for image performance
and a 33 MHz 040 is hardly upto complex imaging tasks. A powerpc mac is
up to complex image manipulation. Adobe is going to have to invent some new
effects to justify progress dialogs :)

--

Brian Quinlan
quinlan@sfu.ca
"And people also thought that the world was flat"

1804. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 17:52:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da84af2@secom.ct.se>
Source record: 17655

In a message of 10 Apr 94 08:28:13, Lordthanatos@delphi.Com wrote:

L> Apple PowerMac 6100/60 w/8-MB RAM, 240-MB hard drive, CD-ROM drive,
L> (16-bit sound included), single 3.5" floppy, keyboard, mouse, and
L> 9600/2400 fax/data modem: $1649.95

Why don't you export those to Europe and make a fortune? That very same configuration, but with 16Mb RAM and a 1GB HD is available here, for 64000:- .. that's $8000 !

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1805. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 20:26:39 UTC
From: tlrsidp@nmt.edu
Message-ID: <1994Apr10.202639.3543@nmt.edu>
Source record: 17656

Look, I do have Sound Manager 3.0 AND I have external speakers. Even with the speakers hooked up, and sound coming out of them my only speaker option on Sound Manager 3.0 seems to be the internal speaker. (ie a new choice of speakers did not appear after I plugged in the external ones.) Also, I am still presented only with the 8bit/mono option for my sound out. If there is a way to get stereo sound I'd love to know. For the most part, I like having both channels of sound sent to the right an left speakers, I don't feel that it is necessairly better or worse than stereo, just different.

1806. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-10 23:12:57 UTC
From: mdg@ukc.ac.uk
Message-ID: <9330@gos.ukc.ac.uk>
Source record: 17657

In article <2da7b38e@secom.ct.se> rickard.troedsson@secom.ct.se writes:
>In a message of 09 Apr 94 19:07:56, Stefan Boberg wrote:
:>SB> Have you figured out what interleaving means in the context of 680x0
:>SB> code optimization? The relationship between SWAP and DBF
:>execution-time-wiseSB> You posted a `proof' of the Falcon bus being
:>clock-doubled, which I
:>SB> refuted
:>SB> with these arguments. I've got it on file if you don't recall it.

Griff here, I'm sorry Rickard but you are wrong here, the Falcon is very nice
BUT it has a 16 BIT bus, the reason the SWAP/LONGWORD write is quicker
is because there is more time between consequetive writes, THUS less
time to wait while writing to memory. With careful order of code (esp.
texture mapping and gouraud type stuff), you get near the speed of a 030 with
a full 32bit bus.

>SB> Also, all my statements are backed up by solid facts, and not just
>SB> inference and lots of wishful thinking.

Yes it is wishful thinking to the Falcon has a 32bit bus, but it is not that
much of a problem with careful programming.

>I'm sure you have a Falcon to try it on too, right?

Yes I do, like my demos?

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

Griff
--

1807. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 00:53:11 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2oa71n$6gg@news.dmpe.CSIRO.AU>
Source record: 17658

In article <Cnp0IG.3Br@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>The Falcon has been out about a year. I bought mine in July 1994 and it

Hey Iain, where did you get your Tardis from? I mean, I bought my 4 84 Falcon in August 199<3>, and I still await July 1994 ... ;^)

Sure is a nice machine, eh guys ;^)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1808. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 01:39:43 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr11.013943.53660@rmece02.upr.clu.edu>
Source record: 17659

In article <9330@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <2da7b38e@secom.ct.se> rickard.troedsson@secom.ct.se writes:
|> >In a message of 09 Apr 94 19:07:56, Stefan Boberg wrote:
|> :>SB> Have you figured out what interleaving means in the context of 680x0
|> :>SB> code optimization? The relationship between SWAP and DBF
|> :>execution-time-wiseSB> You posted a `proof' of the Falcon bus being
|> :>clock-doubled, which I
|> :>SB> refuted
|> :>SB> with these arguments. I've got it on file if you don't recall it.
|>
|> Griff here, I'm sorry Rickard but you are wrong here, the Falcon is very nice
|> BUT it has a 16 BIT bus, the reason the SWAP/LONGWORD write is quicker

[stuff deleted]

|>
|> >+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|>
|> Griff
|> --

Well, Griff, thanks for providing Rickard with such a long overdue
education.... But I don't feel privileged anymore! (just kidding :-))

I'll send you some mail... some questions about t-mapping and C.

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
Still having fun with---> SCALA MM300 and Real 3D V2
---> Opinions are my own, not of my college campus

1809. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 02:01:37 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr11.020137.1419@mnemosyne.cs.du.edu>
Source record: 17660

In article <2o84ie$qhu@news.delphi.com>,
LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> wrote:
>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>In <2o28c0$1ar@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM)
writes:
>>Oh my. Sinclap posts garbage on a daily basis and you stand behind him saying
>>"yup sure!" I say one ambiguous statement and you jump down my throat. Well,
>>that was the exact intent of my post. :) I don't care to justify it at all.
>>THank you for allowing me to anger you.
>
>First, you didn't anger me. I'm really curious how this could be. My IIci
>runs with a 25Mhz 030 and I'd *love* to know how to make it keep up with a
>25Mhz 040 CPU - and as I said, I'm sure lots of others are curious, too.

the answer is quite simple - without the Mac OS, and with more support
chips than the Mac has, responsivness and screen stuff on my Falcon
are about the same as that 040 machine...

Of course for raw computing power, the 040 is faster - but the raw
computing power of a platform does litte for most people most of the
time. Mostly it is the responsiveness and crispness of display that
give the "feel" of a machine.

>
>But, since you don't care to justify it, that likely means that you can't,
>which I can accept.
>

Well, I happily will. Do you accept that? Somehow I doubt it.

>I reply to any *false* anti-Mac statement that's made, regardless of who
>it's posted by. You (Chris) have posted some of the most rediculous and
>false accusations I'd ever seen, so you get the most "attention" from me.
>Personally, I don't care if you like Macs or not. I don't care if you want
>to spend your dying days bashing the Mac for one reason or another; I, for
>one, have better things to do that put down other computer platforms.
>However, if you DO take pleasure in doing things like that, at least have
>the brains to know what you're talking about. 'Cause if you make a false
>statement, I'll be there with proof and fact. :)

You sure spent an awful lot of time responding to such a "bogus" claim
for someone who does not care. And in the Atari advocacy group, no
less!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1810. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 02:17:13 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr11.021713.2695@mnemosyne.cs.du.edu>
Source record: 17661

In article <2o85hl$r2s@news.delphi.com>,
LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

Hey, I did not write the following!! Watch your quotes, please...
>>>lots of stuff deleted<<
>>>First, let's get something straight. There's no such thing as an Atari
>>>that's "comparable" to a Mac (and I *know* I'm going to get dozens of "oh
>>>yeah?!?" letters on that point). Atari, in the USA, simply lacks the
<rest deleted>
>
>Not from what I've seen. I can point to several "Plain Joe Affordable"
>packages (read: $40-$150) that put the "best" of what the Atari has to
>offer to shame. One of the nice things about the Mac is that there's LOTS
>of software competition. WriteNow is probably the leading budget word
>processor on the Mac (about $40) and it's absolutely loaded with many
>"high-end" features. The best thing about the Mac is that almost every
>software package works with others; WriteNow (or any other WP) files can be
>brought into virtually any Mac DTP, word processor, database, etc program.
>And if for some reason it can't, the host program can almost always save
>the file in another format that the client application CAN read. The same
>CANNOT be said for the Atari.

Gee Whiz, you can take just about any Atari WP program, output it in
native or something like RTF if you're desperate, and load it into
Pagestream or Calamus.

Also, what company produces WriteNow? I am just wondering if it is
the very same WP program for the Atari... And also, what amazing
features do you think it has that Atari WP lacks? I have used many
Atari and Mac WP's, can you say the same?

<rest deleteed>
>
>I used Word as an example of a popular business and home application that
>has, for the past several years, set the pace for all word processors on
>all platforms. Personally, I dislike a lot of things about Word. I use it
>primarily because it can read 99% of the word processor files I feed it,
>which is really nice. If I need to do word processing, I prefer to do it
>in QuarkXPress, actually.

But MW is a very poor choice to show off what the Mac can do. What
kinds of files can it read in that you are so sure Atari WP's can't
handle?

Also, MW spell checker is an affront to mankind - my current favorite
is Atari Works, followed by Word Perfect. And that's in terms of ease
of use, which the Mac is supposed to be good at!

>
>Let me tell you something. I've used XPress and I've used Calamus. I've
>used them both in personal and professional capacities. I can honestly and
>without reservation tell you, from a professional standpoint, there is
>*ABSOLUTELY NO WAY WHATSOEVER* that Calamus can compete with XPress. None.
>Zero. Zip. Nada. Won't happen. Calamus on the ST is roughly equivalent to
>Ready Set Go (earlier than version 6.0) on the Mac; it's a nice program, but
>it's sorely lacking in several features that are practically vital in a
>professional capacity. I've had fleeting contact with Pagestream, too, and
>I came away suitably unimpressed.

Like what features? And wwould that be Calamus SL or 1.09N?

>
>>The reason Atari computers don't have 250+ page magazines in full
>>color is not that the Atari software lacks - it's that the user base
>>is not large enough to support such magazines.
>
>Now think about why the user base isn't that large. My guess? Because
>Atari US doesn't give a crap about its userbase. It's producing
>underpowered, overpriced computers. They can't get a single major business
>developer interested in supporting the ST (Microsoft? Borland? Lotus?
>Aldus? Adobe?), and - like it or not - without the business software, the
>computer won't catch on in the home. History has proved this repeatedly.

Yep, all of that is true. But guess what - I don't care!! I like to
program the thing, and despite what you say, for the average user the
Atari software is generally as feature rich (if not more so) than mac
or IBM software, though not always as easy to use. But thebn again,
Mac's are computers for non-computer people mostly.

>
>>>Atari software doesn't require much horsepower for the simple reason that
>>>it doesn't *do* much that requires a lot of horsepower. Run a program
>>>that's "comparable" to, say, Adobe Photoshop and tell me how powerful your
>>>16Mhz 68030 is.
>>You forgot about a DSP, which some of the newer graphics packages use
>>- and which can overcome the speed defeciency. Heck, I can look at
>>JPEG's as fast on my Falcon as on a 486/50Dx...
>I haven't seen the speed difference first-hand, but I'll take your word on
>it. Now, where's that program that's "comparable" to Photoshop on the ST?
>

Hmm... called Redactur, or something like that. Also, a company
called Pheonix (probably spelled that a little off) puts out a whole
line of very professional graphics packages, which together do more
than Photoshop does (like animation and rendering and so on), though
together would probably cost about as much as Photoshop (you did buy
photoshop, right? I get the impression all mac users own a "copy" of

it...)

Now what these programs will not have is the seemless interface that
Photoshop has. Like most Atari programs, they are a little rough
around the edges.

>>>And what's wrong with System 7?
>>Some people do not like it. Hey where's that real multitasking?
>True. And I also concur with your multitasking gripe, too. (And for the
>record, "real" multitasking will be part of the PowerPC architecture
>sometime next summer, current reports say.)
>

The only thing I wonder is what Apple will do when Taligent finished
the new OS. Will they dump SYS 7 in favor of that? It's nice to see
they are finally putting the multitasking thing to rest.

The only other disquiting thing that I find about Sys 7, is using that
damn pascal string converter whener you have to give a C string to
some OS call.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1811. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 02:19:26 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr11.021926.3374@mnemosyne.cs.du.edu>
Source record: 17662

In article <1994Apr9.160338.124289@yuma>,
gerald wenzel <wenzel@CS.ColoState.EDU> wrote:
>>Facts, Peter, post FACTS please! The Falcon is NOT dead! If Atari declares it
>>so, then you can post this drivel. Until then, every time you say Macs are
>>dead I think I'll respond with an equally valid "Macs are dead!"
>>
>> ~Chris
>>
>>>Peter Sinclair-Day
>>>University of Northern Iowa
>>>Cedar Falls, Iowa USA
>>
>>>PowerMac - Does more, costs less, it's that simple!
>> Okay, maybe it's not dead but it's definitely in a coma. Except
>for the MIDI market it is virtually unsupported. The best thing that could
>happen to the Falcon would be for Steinberg to buy it and market it as
>a dedicated HD recording computer.
> What's your criteria for "dead" anyway? I suppose there *is* a little
>software that still comes out for the c64 and 8 bit apples, but I'd hardly
>say they're "alive and kickin'"
>

I would say "dead" is when a company stops production, and says "we
are no longer producing this model". Interestingly, this applies to
the C64, Atari 800, and non-powermac Macintoshes (which they have said
they will no longer produce in the future).

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1812. I heard someone say C64

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 06:45:00 UTC
From: flaxman@jhuvms.hcf.jhu.edu
Message-ID: <11APR199402455906@jhuvms.hcf.jhu.edu>
Source record: 17663

This atari vs mac is one I don't wanna get into. Especially since I have an IBM (although now I do support for certain programs on Macs, as well).

However, I heard someone mention C64 and I wanted to ask, does anyone have any old software on disk or cartridge that they would be willing to sell or otherwise part with?

I have given an old C64 (or was it a 128) to a friend overseas and would like to give him some additional software (especially games).

If you have any such software, or know where I can get some, please email me at flaxman@jhuvms.hcf.jhu.edu (flaxman@jhuvms.bitnet).
Or you may call me (Alex) at 410-366-7906.

Feel free to forward this request to anyone/everyone/anywhere/everywhere.

Thanks for your attention,

A

1813. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 09:39:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da928f6@secom.ct.se>
Source record: 17664

In a message of 09 Apr 94 17:28:28, William Fang wrote:

WF> based network. Who knows, maybe Apple is using cross-subsidies to keep
WF> the prices oh-so-cheap and scewing everyone else.

Actually that has to be true. MACs are WAY cheaper in USA than in any other country, and the only explanation would be that Apple earns the money in the small (but with big profits) European market, and sells a lot of hardware (but earns very little, if anything) in USA.

Is there anything in the Apple-retail policy that forbids dealers to export machines? What would happen if I started a company that imported lots of cheap Macs to Europe? (For one thing, I would be very rich very soon)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1814. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 09:44:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da92a26@secom.ct.se>
Source record: 17665

In a message of 08 Apr 94 17:34:33, Simon Gornall wrote:

SG> Hmm - they may be the prices you're used to paying. Over here in the
SG> UK, I think not. I've just been into the newsagents and opened
SG> MacWorld. Lookup the 1st advert, and see a quadra AV going for (drum
SG> roll) the princely sum of 1665+VAT. This is UK pounds. Therefore, the
SG> Q660 (I think it was 660, it WAS a 600 number), is approx 2000. I
SG> believe this was 4/80 (may have been 8/80). A 4/80 Falcon +CDrom is
SG> approx 1000 (850+150). So we have 1000 to spend on a CPU upgrade, and
SG> maybe a mem upgrade. Wow, that'll be difficult...
SG>
SG> Possibly in your part of the world it is a different story; if so then
SG> I think you ought to qualify your post . The preaching attitude really
SG> gets up my nose, when the facts are plain wrong. It's also bad form
SG> to correct anothers' spelling on the net.

Now let's see if Raist claims that the sun only spins around your head or if
he'll accept that he's been wrong for quite some time .. ;) .. not to mention
that Delphi boy who seems to think USA is the only country in the world .... or
for that matter, Sinclap ... <grin>

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1815. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 11:14:26 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr11.111426.12409@ccd.harris.com>
Source record: 17666

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: Sure it is, when you take *everything* into consideration. (BTW, how do
: you connect a StyleWriter II to your PC?)

Same as with anything else, a lot of work. ^_-

: Such as, for example, ease of setup and installation which the PC has
: never, and will never, surpass. Same thing for upgradability. Is your
: 486 Pentium ready? Probably not.

Yes, it is. True, the Mac is easy to set up. It doesn't require you to
think. Thats the whole things that pushes the Mac for a lot of people.
They don't have to know anything about the hardware or even how it works.
I think the Mac is a nice computer for the Novice, but people who want
cutting edge technology will have to look elsewhere. ^_^

-Richard Mills

1816. Converter Signum <-> ASCII wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 11:15:49 UTC
From: dirk@dynamik.rwth-aachen.de
Message-ID: <dirk.62.000B43DF@dynamik.rwth-aachen.de>
Source record: 17682

Hi there,

I'm looking for a tool, which converts documents written with Signum into ASCII-Format, PC-readable. Does anybody know about such a tool?

It would be even better, if this converter could produce RTF-Output (Rich Text Format) or (the best) WordPerfect 6.0 output.

But I would be even satisfied with a raw description of the *.SDO-Format to write my own converter.

Any hints welcome!

Tschoe
Dirk :-) :-)

Dirk Wissmann Maus: AC3 dirk@pool.informatik.rwth-achen.de
Pley 39 Fido: 2:2452/151.25 dirk@dynamik.rwth-aachen.de
52146 Wuerselen Lehrstuhl fuer Dynamik der Flugkoerper/ILR

1817. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 11:18:04 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr11.111804.12620@ccd.harris.com>
Source record: 17667

Andrew Carol (carol@edfua0.ctis.af.mil) wrote:
: (Richard C. Mills) wrote:
: Anybody who claims a 486DX66 is near a fast as a PowerMac 6100 is
: a liar.

That was never the claim. I think for someone to go out and buy a PowerMac
just to run IBM-PC stuff in emulation mode would be foolish. Especially since
it cannot run it faster than a 486DX66.

-Richard Mills

1818. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 12:11:54 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Co3GJu.wE@barclays.co.uk>
Source record: 17668

In article <2oa71n$6gg@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
|> In article <Cnp0IG.3Br@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
|> >The Falcon has been out about a year. I bought mine in July 1994 and it
|>
|> Hey Iain, where did you get your Tardis from? I mean, I bought my 4 84 Falcon
|> in August 199<3>, and I still await July 1994 ... ;^)
Did you not get the time dilation CPX with yours then Karl? :-) It's a fair cop, I meant July 1993.

|> Sure is a nice machine, eh guys

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1819. Re: Converter Signum <-> ASCII wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 12:14:18 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.42.000C3D67@pz-oekosys.uni-kiel.d400.de>
Source record: 17678

Hi!
>Hi there,

>I'm looking for a tool, which converts documents written with Signum into
>ASCII-Format, PC-readable. Does anybody know about such a tool?

>It would be even better, if this converter could produce RTF-Output (Rich
>Text Format) or (the best) WordPerfect 6.0 output.

>But I would be even satisfied with a raw description of the *.SDO-Format to
>write my own converter.

>Any hints welcome!
I think that Signum!2 or !3 has a function for exporting ASCII - where is
the problem? (All other ideas for converting a signum!-file are not
realistic. I think that there are no converters for any other format than
ASCII available.)

Greetings,
chriSTian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

1820. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 15:00:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Co3oCs.MJK@barclays.co.uk>
Source record: 17669

In article <1994Apr11.094745.25774@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Yes you are correct. Atari was the first to announce the dsp Falcon, but took
|> the company ions to ship em. Apple is the first to ship their dsp mac in
|> quantity, like more than 35,000 units.
Where quantity = # of units sold by Atari +1. It seems to me, nomatter how
many of anything Atari sell, Peters idea of quantity is that number plus a
bit.
There are probably 2 million or more STs out there. Does that count as
quantity? Can we say that STs are more popular than AV Macs?

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1821. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 15:47:45 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr11.094745.25774@cobra.uni.edu>
Source record: 17670

In article <2nt702$fln@harbinger.cc.monash.edu.au>, wfan1@lindblat.cc.monash.edu.au (William Fang) writes:
> PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
>
> : No relevance whatsoever. That's my point -- someone said, "Don't talk to
> : Atari owners about 16-bit sound, they had it before the Mac." and the reply
> : to that was "Well, so what -- there are more Macs with 16-bit sound than
> : Falcons." The point is that if you consider time of release as relevant,
> : you should also consider sales figures -- presumably both will have an
> : impact on the support available for the feature. Do they affect the sound
> : quality though? No, not at all.
>
> Huh, apples says "first home computer with a DSP and 16 bit sounds".
> The Next came out with a DSP a long, long time ago. The Falcon was out
> before the first mac with inbuilt DSP. There have been DSP as optional
> extras for Amigas a long time before the Falcon was introduced. Unless
> Apple said "first home computer with DSP and 16 bit sound made by Apple",
> their claim is an outright lie.

Yes you are correct. Atari was the first to announce the dsp Falcon, but took the company ions to ship em. Apple is the first to ship their dsp mac in quantity, like more than 35,000 units.

>
>
> - Bill

Peter Sinclair-Day
University of Northern Iowa
Cedar falls, Iowa USA

1822. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 15:51:57 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr11.095157.25775@cobra.uni.edu>
Source record: 17671

In article <2o85sv$r81@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
> Well, since the conversation in question is referring to the US market,
> there's no comparison necessary to other markets. I'm well aware that the
> Atari is more popular in the UK; I've never disputed that. The issues here
> are in regards to the US market, though.

I believe this is not the case anymore. Atari is an also ran in the UK market.
Atari's worldwide sales in 1993 were $28 million, while Apple Europe alone had
TWO BILLION IN SALES!(Apple's annual report) Apple'sPerforma line has done
well in the UK.
>
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1823. Re: Converter Signum <-> ASCII wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 16:09:46 UTC
From: dirk@dynamik.rwth-aachen.de
Message-ID: <dirk.69.00102A29@dynamik.rwth-aachen.de>
Source record: 17494

>I think that Signum!2 or !3 has a function for exporting ASCII - where is
>the problem? (All other ideas for converting a signum!-file are not
>realistic. I think that there are no converters for any other format than
>ASCII available.)

The first problem was, that I did not knew about that, since it's not me being concerned, but a friend of mine, who has "two left hands" when working with computers. If you tell him "ASCII", he asks, where this Ski-Area can be found ;-)

The next problem, I was told about: this ASCII-export does not save any formatting. But there is a converter (sig2asc) which at least keeps *some* formatting information (such as centering e.g.).

And I think, the idea of converting signum-files into RTF ist not so unrealistic, since with RTF, 99% of the formatting and the typeface information can be saved.

Tschoe
Dirk :-) :-)

Dirk Wissmann Maus: AC3 dirk@pool.informatik.rwth-achen.de
Pley 39 Fido: 2:2452/151.25 dirk@dynamik.rwth-aachen.de
52146 Wuerselen Lehrstuhl fuer Dynamik der Flugkoerper/ILR

1824. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 17:29:11 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr11.172911.5828@ida.liu.se>
Source record: 17672

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 09 Apr 94 17:05:16, Stefan Boberg wrote:

>SB> >Triple (notice, one "p") those prices .. this is not USA .. Macs are
>SB> >*EXPENSIVE* here ...
>SB>
>SB> You can get a relatively good '030 machine for less than a Falcon,
>SB> anyway. In Sweden. Hell, you can even get a '040 Mac for less.

>Please Stefan, for a change, tell me WHERE! Phonenumber etc.

>..and you claim you always back up your statements with "proof" .. laughter..
>(Oh, and you DO know that a 4/85 Falcon is 9995:- ? Including V.A.T)

I hate to disappoint you, but here's the proof for you:

Macintosh LC 475, 25MHz 68LC040, 4MB RAM, 80MB HD

Price: SEK 9730,- VAT Included

Macintosh Performa 450, 25MHz 68030, 4MB, 120MB HD, 14" Color monitor

Price: SEK 11995,-
Price without monitor: SEK 8385,-

I didn't look very far to get these prices, "Linus & Linnea AB" here in
Linkoping. If you shop around a bit you can get even better deals.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1825. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 17:36:52 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr11.173652.6097@ida.liu.se>
Source record: 17673

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 10 Apr 94 08:28:13, Lordthanatos@delphi.Com wrote:

>L> Apple PowerMac 6100/60 w/8-MB RAM, 240-MB hard drive, CD-ROM drive,
>L> (16-bit sound included), single 3.5" floppy, keyboard, mouse, and
>L> 9600/2400 fax/data modem: $1649.95

>Why don't you export those to Europe and make a fortune? That very same
>configuration, but with 16Mb RAM and a 1GB HD is available here, for 64000:-
>.. that's $8000 !

Don't talk crap. That's the price for a VERY well equipped *8100/80*.
The 6100/60 goes for 15,612:- including 8MB RAM, 160MB HD, Ethernet, mouse,
floppy, and keyboard.

The top-of-the-line Mac 8100/80 with 32KB primary cache, 256KB secondary
cache, 16MB RAM, 0.5GB HD, CD-ROM, floppy, keyboard, mouse, 2MB VRAM, 2 SCSI
interfaces, and Ethernet costs 48,972:-

Prices from `Cursor Data'. Lower prices can be found.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1826. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 18:19:32 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr11.181932.7405@ida.liu.se>
Source record: 17674

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 09 Apr 94 19:07:56, Stefan Boberg wrote:

>SB> Have you figured out what interleaving means in the context of 680x0
>SB> code optimization? The relationship between SWAP and DBF execution-time-
>SB> wise. You posted a `proof' of the Falcon bus being clock-doubled, which
>SB> I refuted with these arguments. I've got it on file if you don't recall
>SB> it.

>Yep, and I Emailed you the answer, which killed your so-called "proof" ...
>weird though .. you never answered the email .. wonder why ...

It "killed" my "proof" ?? Bah. It just showed that you didn't have a clue
what I was talking about, that's all. And as for why I never answered your
e-mail; I get hundreds of e-mails every month, and I don't have time to
answer them all.

Here's some food for thought:

Which is faster:

```
A: B:
swap d0 swap d0
swap d1 move.l d0,(a0)+
move.l d0,(a0)+ swap d1
move.l d1,(a0)+ move.l d1,(a0)+
```

If you take your simpleton approach and just count the execution cycle
times, both should be the same speed. But they are not. B is faster, because
it uses interleaved memory accesses.

>SB> Also, all my statements are backed up by solid facts, and not just
>SB> inference and lots of wishful thinking.

><big grin>

>I'm sure you have a Falcon to try it on too, right?

No, but I have a solid understanding of how Motorola microprocessors
work in real-life situations. That's all I need. I have lots of experience
in M68k optimization. You can try comparing the Atari version of LhA with
the Amiga version, which I wrote, for example.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1827. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 18:23:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da9a3b0@secom.ct.se>
Source record: 17675

In a message of 11 Apr 94 01:12:57, M.D.Griffiths wrote:

M> Griff here, I'm sorry Rickard but you are wrong here, the Falcon is very
M> nice
M> BUT it has a 16 BIT bus, the reason the SWAP/LONGWORD write is quicker
M> is because there is more time between consequetive writes, THUS less
M> time to wait while writing to memory. With careful order of code (esp.
M> texture mapping and gouraud type stuff), you get near the speed of a 030
M> with
M> a full 32bit bus.

I can accept that, since it does not mean that you get half the performance, which was the original claim by Raist (and others, like Gavan)

(BTW; the issue was never about 16 vs 32 bit bus, but if the bus had been tampered with to allow a bigger flow of data. i.e multiplexed or something like that. simple move.w/move.l comparisations DOES indicate that the bus is faster than a plain 16bit bus)

M> >I'm sure you have a Falcon to try it on too, right?
M>
M> Yes I do, like my demos?

Well, you'd better release some new ones .. ;) ... "Autowaschen Verboten" by Lazer/Independent blow anything I've ever seen on any platform to pieces ... being the ball in a pinball game, full 3D, looks amazing! (Not to mention the other 15 minutes of mindblowing effects .. ;)

Any game plans?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1828. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 19:09:33 UTC
From: lordthan@news.delphi.com
Message-ID: <2oc79d$ck8@news.delphi.com>
Source record: 17676

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>Everyone knows that MAC's are cheap in USA, however, you are on the Internet
>now boy, and I live in Sweden .. (you know, part of Europe?)

("Boy"? Puh-leez...) Gee, I really didn't know that. Thanks, Mr. Wizard!
<<sarcasm off>> The conversation has *never* referred to outside-US
markets, and I had previously made SEVERAL statements to this effect in
earlier posts. If you had read them, you'd know that.

>Triple (notice, one "p") those prices .. this is not USA .. Macs are
>*EXPENSIVE* here ...

See above comment.

1829. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 19:12:47 UTC
From: lordthan@news.delphi.com
Message-ID: <2oc7ff$cp3@news.delphi.com>
Source record: 17677

<STIRRE31@MAINE.MAINE.EDU> writes:
>Ummmm.... a computer is not dead if the company still supports
>it, IMO. Sounds like a good definition doesn't it? Atari still
>has a chance to turn its computer line around for the better
>whether you want to believe so or not.

Let me tell you something. I've been an Atari owner/user since *1979* with an Atari 400. I've progressed to an 800XL and then a 1040ST. I, too, used to preach the "Atari still has a chance to turn it around" argument on a near-daily basis. Know what? For over a decade, it's never happened. How much time does Atari need?!? They got severely trounced by Commodore in the Eighties and everyone said "they'll be back." They got fairly trounced by the Amiga in the late Eighties and everyone said "they'll be back." Now they're losing more market share to the Macintosh and PC platforms and people are STILL saying "they'll be back."

Fine. I've been waiting for more than ten years. When will they be back?

1830. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 19:16:20 UTC
From: lordthan@news.delphi.com
Message-ID: <2oc7m4$ct6@news.delphi.com>
Source record: 17679

<STIRRE31@MAINE.MAINE.EDU> writes:
>Actually, have you ever used a Falcon, Pete? I seriously doubt
>it. Of course I am ignorant about Macs because I don't know
>how much MacWarehouse sells Photoshop for nowadays. I thought
>only Atari users had to mail order, Pete. Isn't that what you
>said? I mean, you have 50 Mac dealers within walking distance
>of your home, right? My price for Photoshop came out of
>AmigaWorld, BTW.

I'm not Pete, but you arouse my curiosity.

Atari users are, for the VAST majority, *limited* to mail order simply
becausee there are scant few Atari stores around. For Mac owners, it's an
alternative. There's precious little (usually) difference in buying
software from mail order or from CompUSA, but it's noce to have the choice.

My curiosity is aroused by your source for Photoshop. Photoshop is
available for Mac and PC platforms. How does AmigaWorld advertise a
program which isn't out for the Amiga? Someone *might* be advertising it
for things like the Emplant emulator (which suffers from massive false
advertising claims, anyway), I suppose.

1831. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 19:18:58 UTC
From: lordthan@news.delphi.com
Message-ID: <2oc7r2$d2p@news.delphi.com>
Source record: 17680

wfan1@lindblat.cc.monash.edu.au (William Fang) writes:
>LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
>Who, a spelling flame. I bet that took a while for i-spell to pick up ;)

It wasn't a spelling flame at all. It was simply a correction. Sheesh.
(And what, by the way, is "i-spell"?)

>: If you're attempting to be witty and claim that Mac prices are three times
>: what is quoted above, the joke is on you. Those above-listed prices are
>: pretty accurate, though I've seen 8/160 Q-605's going for about $50-$100 less.
>No, the joke is on you if you think US prices are valid anywhere else
>apart from the US. Wake up, smell the coffee, internet isn't a US college
>based network. Who knows, maybe Apple is using cross-subsidies to keep
>the prices oh-so-cheap and scewing everyone else.

Actually, the joke is most assuredly on YOU. Why? Because (for about the
98276467th time), I've *NEVER REFERRED TO THE GLOBAL MARKETPLACE*. All of
my references were ALWAYS in reference to the US market *ONLY* and I've
never claimed otherwise. I've made countless statements that I'm aware of
the situation overseas; apparently you've missed them.

1832. Re: Team 17 Developing Jaguar games!?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-11 23:55:04 UTC
From: cs93294@assn008.cs.ualberta.ca
Message-ID: <2oco0o$pts@scapa.cs.ualberta.ca>
Source record: 17681

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>Yes I do, like my demos?

speaking of which..... awhile ago you said you were working on a demo
for the Falcon- how's it progressing?

--
\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

1833. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 01:30:28 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr11.193028.25819@cobra.uni.edu>
Source record: 17683

In article <2da84af2@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
> In a message of 10 Apr 94 08:28:13, Lordthanatos@delphi.Com wrote:
>
> L> Apple PowerMac 6100/60 w/8-MB RAM, 240-MB hard drive, CD-ROM drive,
> L> (16-bit sound included), single 3.5" floppy, keyboard, mouse, and
> L> 9600/2400 fax/data modem: $1649.95

Are you sure the price is right? Are you quoting education prices?

>
> Why don't you export those to Europe and make a fortune? That very same
> configuration, but with 16Mb RAM and a 1GB HD is available here, for 64000:- ..
> that's $8000 !
>

No thanks, we don't mind the Swedes to subsidise our low price. Hey your society subsidizes about everthing, why not U.S. Mac market?

Thanks Rickard
> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
> + SYNC -------- Opinions expressed are those of my employee! --------+
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1834. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 01:53:47 UTC
From: wenzel@CS.ColoState.EDU
Message-ID: <1994Apr12.015347.44149@yuma>
Source record: 17684

In article <94099.142138STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Almost every game is rehashed from the 80s. I prefer the older
>games in which gameplay mattered and not just eye candy. 7th
>Guest looks nice and has great sounds on a PC, but the game
>itself really is lacking. How many times do you want to watch
>the same animation sequence and hear the same (annoying) voice?
>I'd rather be playing Tempest or Llamatron or Joust, thanks.
>-scott tirrell

I love all those games too, but I'm afraid that Ronald Reagan
isn't the president anymore. If all I wanted to play were those games,
my old ST does just fine.
I agree that most of the games now are utter shite. Lots of
neat graphics with zero playability (and Seventh Guest does fit those
criteria.) But there have been some games that kick ass that are new -
I've wasted countless hours playing Pirates! and X-Wing.

Jon

"the word is the future"

1835. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 01:54:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94101.215443STIRRE31@MAINE.MAINE.EDU>
Source record: 17685

No, there wasn't an ad for Photoshop in AmigaWorld. I was referring
to an article which compared the prices of buying an Amiga, Mac,
and PC and software for them (want to know which one? ;-)). Yes,
the price that I posted is list but so are the prices which I have
been posting on Atari software so I think that's fair.
I do not agree that Commodore and the Amiga has "trounced" over
the Atari computer line. In the 80s the ST was the most popular
computer in Europe. And, not to offend C= fans, Atari has apparently
done much better than C= at staying afloat (not to say C='s dead).
The ST and Amiga are pretty much in the same boat in the computer
market- dwarfed by the PC and Mac. I'll readily admit that. But
to say that Atari has no chance to turn it around is perhaps being
premature. The Jaguar has shown Atari's willingness to advertise.
What happens if an Atari Power PC is introduced after Jag's success
(yes, this is theoretical) and it is advertised? It will do well,
IMO. Just a little while ago Apple fans were disheartened by
Apple's financial reports and they turned it around.
I would also like to point out that there are two rumors right now
regarding Atari computers....
1) Atari has a finished Falcon040 ready but are waiting for a certain
sales figure on the Falcon030 to release it. (source: PDP
Magazine).
2) Wizztronics is working on the Atari Power PC computer. (source:
Current Notes Magazine).
Also remember that Atari clones are coming out. It might not just
be up to Atari anymore. If I am wrong and Atari computers are dead
than I will probably get a Power Mac down the road. I have been
using Atari computers since 1983 (when I was 8 yrs. old) and they
have always been enjoyable and reliable. I am not going to switch
after that track record. You look at market share and sales
figures, but I'll stick to looking at my personal experience with
the platform.
-scott tirrell

1836. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 03:21:02 UTC
From: benkeen@aol.com
Message-ID: <2od42u$6le@search01.news.aol.com>
Source record: 17686

In article <9403290916.AA11561@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:

Compare how much PERFORMANCE you actually get on software and you`ll find out you`ve wasted your money to get a toy that can do reasonable emulations of a Mac and PC.

Gavan.

People are not buying PowerMacs to run PC software. They are buying them to do some things that require very very very fast floating point computations (Fractal Design's Painter, Adobe Photoshop) whilst working in a familiar operating environment that lets one use a lot of older software at a reasonable speed. The PowerMacs probably are not going to gain market share away from Intel/Microsoft for the first 2 years or so, anyhow. SoftWindows is just for those who have a few DOS/Win apps that they must use (as in a business or academic situation), and SW lets them do it at 486sx speed. It is like getting an extra computer for $300, which isn't so bad.

The blazing app speed in PPC is now concentrated in speed-critical apps. Noone is going to run their cycle hungry app under emulation; that is stupid. For those who have an app that isn't yet recompiled; they can hold off on getting a PPC until it is.

What the PowerMacs do is basically give people a workstation that lets them use their old software and familiar OS, with the penalty that the old software runs at the old speed.
-Ben

1837. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 04:53:00 UTC
From: louis.ghinis@canrem.com
Message-ID: <60.4720.5323.0N19A43E@canrem.com>
Source record: 17487

-> Well 3d0 is now selling for $480 U.S. around here.. that's about the
-> same as the Jaguar with a CD..

There are some mail order places that are selling the 3DO for $450u.s.

-> As for the games I saw, I played Crash 'n Burn, Total Eclipse, and
-> Wing Commander for the 3d0, Cybermorph, Crescent Galaxy and Raiden
-> for the Jag..
-> Tempest 2000 is a killer game but it's still not as sexy as the 3d0
-> games IMO, I want new games not crap rehashed from 1980 dammit!

That is the only reason I'm delaying my purchase of the Jaguar.
However atari has announced 51 developers and around 50 titles in the
works. We should atleast see in 4-6 months now 50 titles being
released. The 3DO on the other hand since I own a pc system and cdrom I
might as well wait til they bring out the 3DO PC card it should cost
around $200u.s. since whats the sense of wasting money on buying
another cdrom when I own one already?

Louis

1838. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 06:43:26 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2odfue$omh@darkstar.UCSC.EDU>
Source record: 17488

In <2o848i$qao@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>You must have been fired. :) If, then, the Mac IIci (for example)
Hah. Idiot.
>doesn't have stereo sound, then perchance could you tell me why my own
>IIci *does* have stereo sound - and I can easily demonstrate it, if you
>wish? There are no "hardware lies" here, Chris. Simple fact. In fact, I can
>prove stereo sound on all of the machines that were originally mentioned.
Yeah, right.
>Here, for your reading pleasure, is a verbatim excerpt from the Macintosh
>IIci Owner's Manual, page 111:

>"Sound generator: Apple Sound Chip (ASC) including 4-voice wave-table
>synthesis and stereo sampling generator capable of driving stereo
>miniature phone plug headphones or stereo equipment."
SUre, you can plug a stereo one in, but it doesn't output stereo.
>It's also fun to play "Pathways Into Darkness" hooked up to amplified
>stereo speakers. Walk past a door on the right, and when it opens, you
>hear the sound of it opening on the right speaker only. Rotate while the
>door is opening and the sound will "move" accordingly.
Nice drugs you are on.
>Mac bashing is fun when you don't know what you're talking about, right
>Chris? :)
But it's even more fun when flaming someone as stupid as you.

~Chris

1839. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 06:46:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2odg4g$on7@darkstar.UCSC.EDU>
Source record: 17489

In <2o84ie$qhu@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>First, you didn't anger me. I'm really curious how this could be. My IIci
>runs with a 25Mhz 030 and I'd *love* to know how to make it keep up with a
>25Mhz 040 CPU - and as I said, I'm sure lots of others are curious, too.
I'm sure you are.
>But, since you don't care to justify it, that likely means that you can't,
>which I can accept.
Good. I don't choose or need to justify it.
>I reply to any *false* anti-Mac statement that's made, regardless of who
>it's posted by. You (Chris) have posted some of the most rediculous and
>false accusations I'd ever seen, so you get the most "attention" from me.
>Personally, I don't care if you like Macs or not. I don't care if you want
>to spend your dying days bashing the Mac for one reason or another; I, for
>one, have better things to do that put down other computer platforms.
>However, if you DO take pleasure in doing things like that, at least have
>the brains to know what you're talking about. 'Cause if you make a false
>statement, I'll be there with proof and fact. :)
You still don't get it, do you? pffffft.

~Chris

1840. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 06:54:48 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2odgjo$oov@darkstar.UCSC.EDU>
Source record: 17490

In <2oc7ff$cp3@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>Fine. I've been waiting for more than ten years. When will they be back?

WHo cares? I have the computer I want, the software I want, and the support I want *now* with my Falcon. If they don't "come back" and Atari officially stops production of computers, I'll start completely weaning myself from them in favor of a Linux-equipped machine. (never a Mac, tho) Until then, I'm content with what I have.

~Chris

1841. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 06:56:23 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2odgmn$opb@darkstar.UCSC.EDU>
Source record: 17491

In <2oc7m4$ct6@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>I'm not Pete, but you arouse my curiosity.

>Atari users are, for the VAST majority, *limited* to mail order simply
>becausee there are scant few Atari stores around. For Mac owners, it's an
>alternative. There's precious little (usually) difference in buying
>software from mail order or from CompUSA, but it's noce to have the choice.

Gee, we're so deprived, with only what people consider to be the best
choice as our option. sob sob sob... :P

~Chris

1842. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 07:00:36 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2odguk$oro@darkstar.UCSC.EDU>
Source record: 17492

In <2o869t$rfm@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>carol@edfua0.ctis.af.mil (Andrew Carol) writes:
>>Anybody who claims you can get a PowerMac cheaper than a 486DX66 is
>>a liar.

>RETAIL PRICE from J&R Computer World:
>Compaq 486-DX2/66 w/4-MB RAM, 270-MB hard drive, CD-ROM drive, 16-bit
>sound card, 3.5" & 5.25" floppies, keyboard, mouse, and 9600/2400 fax/data
>modem: $1896.95
>Apple PowerMac 6100/60 w/8-MB RAM, 240-MB hard drive, CD-ROM drive,
>(16-bit sound included), single 3.5" floppy, keyboard, mouse, and
>9600/2400 fax/data modem: $1649.95

>Sorry, I don't lie.
No, but you distort. THe cheapest Mac price you could find versus the most
expensive PC price eh? We are so overwhelmed by your logic and command of
the facts. someone catch me I think I'm fainting...

~Chris

1843. Green Card Lottery- Final One?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 07:59:43 UTC
From: nike@indirect.com
Message-ID: <2odkdf$3bo@herald.indirect.com>
Source record: 17493
Cross-posted to: comp.sys.atari.advocacy,ny.seminars

Green Card Lottery 1994 May Be The Last One!
THE DEADLINE HAS BEEN ANNOUNCED.

The Green Card Lottery is a completely legal program giving away a certain annual allotment of Green Cards to persons born in certain countries. The lottery program was scheduled to continue on a permanent basis. However, recently, Senator Alan J Simpson introduced a bill into the U. S. Congress which could end any future lotteries. THE 1994 LOTTERY IS SCHEDULED TO TAKE PLACE SOON, BUT IT MAY BE THE VERY LAST ONE.

PERSONS BORN IN MOST COUNTRIES QUALIFY, MANY FOR FIRST TIME.

The only countries NOT qualifying are: Mexico; India; P.R. China; Taiwan, Philippines, North Korea, Canada, United Kingdom (except Northern Ireland), Jamaica, Domican Republic, El Salvador and Vietnam.

Lottery registration will take place soon. 55,000 Green Cards will be given to those who register correctly. NO JOB IS REQUIRED.

THERE IS A STRICT JUNE DEADLINE. THE TIME TO START IS NOW!!

For FREE information via Email, send request to cslaw@indirect.com

--
****
Canter & Siegel, Immigration Attorneys
3333 E Camelback Road, Ste 250, Phoenix AZ 85018 USA
cslaw@indirect.com telephone (602)661-3911 Fax (602) 451-7617

1844. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 10:54:02 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr12.105402.16126@ccd.harris.com>
Source record: 17495

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: carol@edfua0.ctis.af.mil (Andrew Carol) writes:
: >Anybody who claims you can get a PowerMac cheaper than a 486DX66 is
: >a liar.

: RETAIL PRICE from J&R Computer World:
: Compaq 486-DX2/66 w/4-MB RAM, 270-MB hard drive, CD-ROM drive, 16-bit
: sound card, 3.5" & 5.25" floppies, keyboard, mouse, and 9600/2400 fax/data
: modem: $1896.95
: Apple PowerMac 6100/60 w/8-MB RAM, 240-MB hard drive, CD-ROM drive,
: (16-bit sound included), single 3.5" floppy, keyboard, mouse, and
: 9600/2400 fax/data modem: $1649.95

J&R? ha ha ha. They are okay for pricing on certain items, but certainly
not on Computer equipment. I can easily find a better system than the
one listed above, and cheaper.

-Richard Mills

1845. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 13:34:59 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94102.093459STIRRE31@MAINE.MAINE.EDU>
Source record: 17496

Pirates! a new game? Are you talking about the Microprose title?
I'm playing that on my Falcon and loving it :-). Everyone hyped
up X-Wing beyond belief, but I thought it was very unimpressive.
But than again, I didn't like Wing Comannder either. I thought
the polygon graphics looked lacking (especially on the big star
cruisers). It WAS smooth, though. Personally I like Epic on
the ST and the original Staw Wars arcade game- now that was a
game.
-scott tirrell

1846. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 14:07:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2daab93e@secom.ct.se>
Source record: 17497

In a message of 11 Apr 94 21:09:33, Lordthanatos@delphi.Com wrote:

L> ("Boy"? Puh-leez...) Gee, I really didn't know that. Thanks, Mr. Wizard!
L> <<sarcasm off>> The conversation has *never* referred to outside-US
L> markets, and I had previously made SEVERAL statements to this effect in
L> earlier posts. If you had read them, you'd know that.

Drop it. This conversation has been about Macs in the USA *AND* the rest of the world since the beginning.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1847. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 14:24:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2daabd46@secom.ct.se>
Source record: 17498

In a message of 11 Apr 94 19:29:11, Stefan Boberg wrote:

SB> I hate to disappoint you, but here's the proof for you:
SB>
SB> Macintosh LC 475, 25MHz 68LC040, 4MB RAM, 80MB HD

What does that model include? (SCSI-II, DSP, Keyboard(!), 16bit STEREO)

SB> Price: SEK 9730,- VAT Included

Ouch .. 200 less .. let's add the above mentioned Falcon-standard-features.

SB> I didn't look very far to get these prices, "Linus & Linnea AB" here in
SB> Linkoping. If you shop around a bit you can get even better deals.

Thanks, and now the phonenumber to them. (I asked for it)

(Oh, and I *DO* hope that these machines are official Swedish machines ... i.e,
almost all Mac-users I know (including companies) use grey-imported machines as
they claim buying a Mac in Sweden is too expensive .... if the prices you've
quoted above are for imported machines then you've AGREED with my point, which
I don't think was your intention ..)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1848. Re: COMMODORE NEWS!i(ignore)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 18:13:17 UTC
From: amadaeus@happy.cc.utexas.edu
Message-ID: <2oeobt$lqq@happy.cc.utexas.edu>
Source record: 17499
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

I got a bunch of automatic mail like that once...What the hell is the point to that anyway...it was all completely useless.

--
Christopher Arthur
amadaeus@ccwf.cc.utexas.edu
UT-Austin.

1849. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-12 22:21:15 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr12.222115.18317@ida.liu.se>
Source record: 17500

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 11 Apr 94 19:29:11, Stefan Boberg wrote:

>SB> I hate to disappoint you, but here's the proof for you:

>SB> Macintosh LC 475, 25MHz 68LC040, 4MB RAM, 80MB HD

>What does that model include? (SCSI-II, DSP, Keyboard(!), 16bit STEREO)

SCSI-I (Difference to SCSI-II is negligible for normal use)
1.44 MB Floppy
80 MB Harddrive
512 KB VRAM
4 MB RAM
2 Serial ports
8-bit audio ADC (=sampler)
Mouse
Keyboard (standard)

>SB> Price: SEK 9730,- VAT Included

>Ouch .. 200 less .. let's add the above mentioned Falcon-standard-features.

Okay, then you must add the cost of a 68040 to the Falcon then. Fair, no?
Oh, I forgot, you can't get a 68040 for the Falcon.

>SB> I didn't look very far to get these prices, "Linus & Linnea AB" here in
>SB> Linkoping. If you shop around a bit you can get even better deals.

>Thanks, and now the phonenumber to them. (I asked for it)

Here it is, dweeb: 013-281696 (Karallen, Valla), 013-223777 (Bokvillan, US)

>(Oh, and I *DO* hope that these machines are official Swedish machines ...
>i.e, almost all Mac-users I know (including companies) use grey-imported
>machines as they claim buying a Mac in Sweden is too expensive .... if the
>prices you've quoted above are for imported machines then you've AGREED
>with my point, which I don't think was your intention ..)

And the imbecile rambled on, and on, and on... Of course they're swedish
machines, they're sold by official Apple salespeople, for gods sake.

This guy is really something.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1850. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 02:01:49 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr12.200149.25919@cobra.uni.edu>
Source record: 17501

In article <Co3oCs.MJK@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Apr11.094745.25774@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> Yes you are correct. Atari was the first to announce the dsp Falcon, but took
> |> the company ions to ship em. Apple is the first to ship their dsp mac in
> |> quantity, like more than 35,000 units.
> Where quantity = # of units sold by Atari +1. It seems to me, nomatter how
> many of anything Atari sell, Peters idea of quantity is that number plus a
> bit.
> There are probably 2 million or more STs out there. Does that count as
> quantity? Can we say that STs are more popular than AV Macs?

Two million 68000 ST's, soon in the landfil! Atari annouced the Falcon
prematurely. The installed base of AV macs is about 300,000 since last August
according to Apple insiders.

>
> --
> +-------------+--+
> |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
> +-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
> | |REPLIES to ilaskey@cix.compulink.co.uk |
> +-------------+--+

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1851. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 02:08:09 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr12.200809.25920@cobra.uni.edu>
Source record: 17502

In article <2oc7ff$cp3@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
> <STIRRE31@MAINE.MAINE.EDU> writes:
>>Ummmm.... a computer is not dead if the company still supports
>>it, IMO. Sounds like a good definition doesn't it? Atari still
>>has a chance to turn its computer line around for the better
>>whether you want to believe so or not.
>
> Let me tell you something. I've been an Atari owner/user since *1979* with
> an Atari 400. I've progressed to an 800XL and then a 1040ST. I, too, used
> to preach the "Atari still has a chance to turn it around" argument on a
> near-daily basis. Know what? For over a decade, it's never happened. How
> much time does Atari need?!? They got severely trounced by Commodore in
> the Eighties and everyone said "they'll be back." They got fairly
> trounced by the Amiga in the late Eighties and everyone said "they'll be
> back." Now they're losing more market share to the Macintosh and PC
> platforms and people are STILL saying "they'll be back."

Atari, losing market share - What market share? Atari's computer sales are
almost non existent.

>
> Fine. I've been waiting for more than ten years. When will they be back?
>

I the after life!

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1852. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 06:14:19 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-120494221742@edfdc0.ctis.af.mil>
Source record: 17503

In article <1994Apr11.111804.12620@ccd.harris.com>, rmills@ccd.harris.com (Richard C. Mills) wrote:

> Andrew Carol (carol@edfua0.ctis.af.mil) wrote:
> : (Richard C. Mills) wrote:
> : Anybody who claims a 486DX66 is near a fast as a PowerMac 6100 is
> : a liar.
>
> That was never the claim. I think for someone to go out and buy a PowerMac
> just to run IBM-PC stuff in emulation mode would be foolish. Especially since
> it cannot run it faster than a 486DX66.

Absolutely! It's nuts to buy one computer to emulate an other.
You buy it for the raw speed it offers for native code and
emulate for the shortest time possible as a transitional
thing.

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

1853. Does the 16+(extra midi port) works with Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 10:09:38 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.26.0@mailserv.cuhk.hk>
Source record: 17504

Hello,
I'm using 16+(from Hands On) with Cubase to provide extra 16 midi channel,
on an STE.
If I upgrade to Falcon, does it works with cubase Audio or just the Cubase
3.1 I'm using?
Also, can anyone send me information about Cubase Audio? Does the cartridge
of Cubase 3.1(the red one) works with Cubase Audio, so that only software
upgrade is needed instead of hardware upgrade? You know, it quite
inconvenience to upgrade the cartridge as there's no distridutor here.
Please send mail to me directly if possible.

s925377@mailserv.cuhk.hk

Thanks in advance for your help.
Good Luck!
Malcolm

1854. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 12:19:55 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr13.121955.15101@rmece02.upr.clu.edu>
Source record: 17505

In article <2daabd46@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 11 Apr 94 19:29:11, Stefan Boberg wrote:
|>
|> SB> I hate to disappoint you, but here's the proof for you:
|> SB>
|> SB> Macintosh LC 475, 25MHz 68LC040, 4MB RAM, 80MB HD
|>
|> What does that model include? (SCSI-II, DSP, Keyboard(!), 16bit STEREO)

SCSI, although the Falcon's SCSI-II is not a true SCSI-II anyway.
On the other hand... it has a 68040.... surely to kick butt in general applications...

|>
|> SB> Price: SEK 9730,- VAT Included
|>
|> Ouch .. 200 less .. let's add the above mentioned Falcon-standard-features.
|>
|> SB> I didn't look very far to get these prices, "Linus & Linnea AB" here in
|> SB> Linkoping. If you shop around a bit you can get even better deals.
|>
|> Thanks, and now the phonenumber to them. (I asked for it)
|>
[stuff deleted]

|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

[stuff deleted]

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
Still having fun with---> SCALA MM300 and Real 3D V2
---> Opinions are my own, not of my college campus

1855. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 12:21:05 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr13.122105.35405@rmece02.upr.clu.edu>
Source record: 17506

```
In article <1994Apr12.200149.25919@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <Co3oCs.MJK@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> > In article <1994Apr11.094745.25774@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> > |> Yes you are correct. Atari was the first to announce the dsp Falcon, but took
|> > |> the company ions to ship em. Apple is the first to ship their dsp mac in
|> > |> quantity, like more than 35,000 units.
|> > Where quantity = # of units sold by Atari +1. It seems to me, nomatter how
|> > many of anything Atari sell, Peters idea of quantity is that number plus a
|> > bit.
|> > There are probably 2 million or more STs out there. Does that count as
|> > quantity? Can we say that STs are more popular than AV Macs?
|>

2 million STs? Last year when I read about it, there were about
half a million!

|> > --
|> > +-------------+------------------------------------------------------------+
|> > |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
|> > +-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
|> > | |REPLIES to ilaskey@cix.compulink.co.uk |
|> > +-------------+------------------------------------------------------------+
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
|>

--
-----------------------------------------------------
>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
Still having fun with---> SCALA MM300 and Real 3D V2
---> Opinions are my own, not of my college campus
```

1856. Christmas Demo

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 13:35:54 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Apr13.133554.18910@apgea.army.mil>
Source record: 17507

Hi,

I saw something I figured I never see. A christmas greeting from Atari!
I was at a friends house and on his PC he showed me a quickfli of
an Atari christmas greeting. Basically it has a cat who would click
channels on a TV and "morph" into different things like a basketball
player, kermit the frog, a woman, spock, and a few other things. Then
someone comes in and thinks the dog was playing with the remote. The
dog gets kicked out and falls into the snow and hits a wall. Then
the snow on the wall falls off and it say seasons greatings from Atari.

1. I assume this wasn't made for the PC. There was no sound to it. It
did look great and was funny.

2. Did it come out for the ST? And when did it come out?

Rob Merritt email: robertm@magnus1.com OR rcmerrit@cbda9.apgea.army.mil
---
Views posted here are not| C program run. Run program run. Just once!
of my employer. | PLEASE???

1857. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 16:18:47 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94103.121847STIRRE31@MAINE.MAINE.EDU>
Source record: 17508

I've read in ST Format that there are 3 million STs in Germany alone.
Take that for what it is worth.
-scott tirrell

1858. Re: Christmas Demo

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 16:23:12 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94103.122312STIRRE31@MAINE.MAINE.EDU>
Source record: 17509

I'd be interested to see that demo! If it is an FLI do you know
where I can get a copy of it? I can view them on Brainstorm's FLI
player. Thanks!
-scott tirrell

1859. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 17:55:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dac4030@secom.ct.se>
Source record: 17510

In a message of 12 Apr 94 03:54:43, <stirre31@maine.Maine.Edu> wrote:

<> 1) Atari has a finished Falcon040 ready but are waiting for a certain
<> sales figure on the Falcon030 to release it. (source: PDP
<> Magazine).

Umm .. that's what one of my "inside sources" has told me too .. ;) .. 6 months
ago ...

<> 2) Wizztronics is working on the Atari Power PC computer. (source:
<> Current Notes Magazine).

This I find hard to believe, sorry, they ought to be busy with the 040 board
... ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1860. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 17:56:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dac4056@secom.ct.se>
Source record: 17511

In a message of 12 Apr 94 06:53:00, Louis Ghinis wrote:

LG> That is the only reason I'm delaying my purchase of the Jaguar.
LG> However atari has announced 51 developers and around 50 titles in the

84 developers.

LG> works. We should atleast see in 4-6 months now 50 titles being
LG> released. The 3DO on the other hand since I own a pc system and cdrom I
LG> might as well wait til they bring out the 3DO PC card it should cost
LG> around $200u.s. since whats the sense of wasting money on buying
LG> another cdrom when I own one already?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1861. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 18:29:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr13.122901.25953@cobra.uni.edu>
Source record: 17512

In article <1994Apr11.111426.12409@ccd.harris.com>, rmills@ccd.harris.com (Richard C. Mills) writes:
> LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
> : Sure it is, when you take *everything* into consideration. (BTW, how do
> : you connect a StyleWriter II to your PC?)
>
> Same as with anything else, a lot of work. ^_-
>
> : Such as, for example, ease of setup and installation which the PC has
> : never, and will never, surpass. Same thing for upgradability. Is your
> : 486 Pentium ready? Probably not.
>
> Yes, it is. True, the Mac is easy to set up. It doesn't require you to
> think. Thats the whole things that pushes the Mac for a lot of people.
> They don't have to know anything about the hardware or even how it works.
> I think the Mac is a nice computer for the Novice, but people who want
> cutting edge technology will have to look elsewhere. ^_^

"Cutting edge technology will have to look elsewhere" - Would that be Atari?
I suggest you open your eyes and get some Mac Mags and educate yourself!

>
> -Richard Mills

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Atari Falcon - Does less, costs more!

1862. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 18:36:34 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr13.123634.25954@cobra.uni.edu>
Source record: 17513

In article <94101.215443STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> No, there wasn't an ad for Photoshop in AmigaWorld. I was referring
> to an article which compared the prices of buying an Amiga, Mac,
> and PC and software for them (want to know which one? ;-)). Yes,
> the price that I posted is list but so are the prices which I have
> been posting on Atari software so I think that's fair.
> I do not agree that Commodore and the Amiga has "trounced" over
> the Atari computer line. In the 80s the ST was the most popular
> computer in Europe. And, not to offend C= fans, Atari has apparently
> done much better than C= at staying afloat (not to say C='s dead).
> The ST and Amiga are pretty much in the same boat in the computer
> market- dwarfed by the PC and Mac. I'll readily admit that. But
> to say that Atari has no chance to turn it around is perhaps being
> premature. The Jaguar has shown Atari's willingness to advertise.
> What happens if an Atari Power PC is introduced after Jag's success
> (yes, this is theoretical) and it is advertised? It will do well,
> IMO. Just a little while ago Apple fans were disheartened by
> Apple's financial reports and they turned it around.
> I would also like to point out that there are two rumors right now
> regarding Atari computers....

The Amiga has obliderated the ST in Europe! Atari Germany is kapult along with other European subsidiaries. ST sales in Europe are almost non existent. The Amiga has a 2-1 installed base over the ST and Falcon.

I am betting that C= survives in some form.

> 1) Atari has a finished Falcon040 ready but are waiting for a certain
> sales figure on the Falcon030 to release it. (source: PDP
> Magazine).

That will take ten years to achieve, This is the most hilarious statement I have read. Atari needs to bring out the 040 Falcon Now!

> 2) Wizztronics is working on the Atari Power PC computer. (source:
> Current Notes Magazine).

Who is Wizztronics? List the specs? Remember Apple will be not standing still.

> Also remember that Atari clones are coming out. It might not just
> be up to Atari anymore. If I am wrong and Atari computers are dead
> than I will probably get a Power Mac down the road. I have been
> using Atari computers since 1983 (when I was 8 yrs. old) and they
> have always been enjoyable and reliable. I am not going to switch
> after that track record. You look at market share and sales

> figures, but I'll stick to looking at my personal experience with
> the platform.

I also look at software and hardware development too. I want a company that is committed!
> -scott tirrell

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Falcon - Does less, costs more.

1863. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 18:42:13 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr13.124213.25955@cobra.uni.edu>
Source record: 17514

In article <2da92a26@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
> In a message of 08 Apr 94 17:34:33, Simon Gornall wrote:
>
> SG> Hmm - they may be the prices you're used to paying. Over here in the
> SG> UK, I think not. I've just been into the newsagents and opened
> SG> MacWorld. Lookup the 1st advert, and see a quadra AV going for (drum
> SG> roll) the princely sum of 1665+VAT. This is UK pounds. Therefore, the
> SG> Q660 (I think it was 660, it WAS a 600 number), is approx 2000. I
> SG> believe this was 4/80 (may have been 8/80). A 4/80 Falcon +CDrom is
> SG> approx 1000 (850+150). So we have 1000 to spend on a CPU upgrade, and
> SG> maybe a mem upgrade. Wow, that'll be difficult...
> SG>
> SG> Possibly in your part of the world it is a different story; if so then
> SG> I think you ought to qualify your post . The preaching attitude really
> SG> gets up my nose, when the facts are plain wrong. It's also bad form
> SG> to correct anothers' spelling on the net.
>
> Now let's see if Raist claims that the sun only spins around your head or if
> he'll accept that he's been wrong for quite some time .. ;) .. not to mention
> that Delphi boy who seems to think USA is the only country in the world .... or
> for that matter, Sinclap ... <grin>

I have an issue of MacFormat, a British mag. Computer WareHouse lists the Mac LC475 4/80 with KB and monitor for 899 plus VAT. This is UK pounds. The LCIII 4/80 with KB and monitor sells for 699 plus VAT. So much for your theory that Mac prices are higher than the competition

>
> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
> + SYNC -------- Opinions expressed are those of my employee! --------+
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1864. Re: COMMODORE NEWS!i(ignore)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 22:35:19 UTC
From: harry@elfuerte.fipnet.fi
Message-ID: <harry.06f2@elfuerte.fipnet.fi>
Source record: 17515
Cross-posted to: alt.business.misc,comp.os.ms-windows.advocacy,comp.sys.amiga.advocacy,comp.sys.amiga.applications,comp.sys.amiga.misc,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.newton.misc,rec.food.cooking,comp.sys.hp.misc,rec.games.video.advocacy

christopher arthur (amadaeus@happy.cc.utexas.edu) wrote:
> I got a bunch of automatic mail like that once...What the hell is the point
> to that anyway...it was all completely useless.

There is no point to post to alt.business.misc,
comp.os.ms-windows.advocacy, comp.sys.amiga.advocacy,
comp.sys.amiga.applications, comp.sys.amiga.misc, comp.sys.atari.advocacy,
comp.sys.mac.advocacy, comp.sys.newton.misc, rec.food.cooking,
comp.sys.hp.misc and rec.games.video.advocacy at the same time, and I
haven't done this ever before!

> --
> Christopher Arthur
> amadaeus@ccwf.cc.utexas.edu
> UT-Austin.

1865. "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 22:39:46 UTC
From: lordthan@news.delphi.com
Message-ID: <2ohsbi$hh@news.delphi.com>
Source record: 17516

I've partaken in a fair share of the recent "Apple vs Atari" discussions that have been going on in this newsgroup, and I'm posting this letter in hopes of clarifying both my own position as well as a few things that many of my "opponents" claim to be factual information. While I fear that this letter will spawn a whole new series of "oh yeah?!?" posts, the intention is that it will instead end many aspects of this discussion.

First things first. I'm an Apple advocate, but not blindly so. I've owned both 6502 Ataris and 68K Ataris as well as my Macintosh. I know both sides of the argument first hand. In my opinion, blind loyalism is *not* an indication of an intelligent computer user. Intelligent users recognize the strengths and weaknesses of their chosen platform(s) and don't try to hide under false accusations or assumptions without proof; "just because" is not a valid reason. I like my Macintosh; it's the best computer I've ever owned and (IMO) there's absolutely nothing comparable to it in the price range on the market. I also like my Atari (both 8-bit and ST); it's got one of the most stable OS's I've experienced and plays some pretty good video games. So let's have it known that I'm *not* bashing or biased, in either direction, as I own both platforms.

Furthermore, I'd like to have it understood that, in all of my statements and unless otherwise indicated, I'm referring to the *US* marketplace ONLY. I am in no way referring to any overseas marketplace. Those markets are not part of this discussion at all so far as I'm concerned. I'm aware of the differences between the two markets. The first person who replies to this letter with "over here in <<insert overseas locale here>> the Atari leads the pack" will be considered an ignoramus and will not warrant a reply.

Finally, I'm aware that this newsgroup is comp.sys.atari.advocacy and, technically, this post doesn't belong here. My argument is this: I don't mind if people wish to bash or otherwise put down the Mac (or any other system) in this newsgroup *PROVIDED* that he or she has all of the facts straight. If you want to bash, fine. Personally, I've got better things to do with my time. But make sure you've got the facts to back your claims up. Otherwise you're just blowing hot air.

With all that in mind...

There seem to be several key arguments in this debate, several of which I will briefly outline here. If you can come up with another *relevant* argument, in either direction, please do.

CLAIM: "The Atari is cheaper than the Mac."
FACT: In general, this is untrue. A 25Mhz 68040 Macintosh (w/built-in sound sampling, on-board 8-bit video, and a PowerPC-upgradable motherboard) with 8-MB RAM, a 120-MB hard drive, StyleWriter II printer (360dpi inkjet),

keyboard, mouse, 14.4K baud fax-modem, System 7.1 and ClarisWorks software (and, sometimes, other software bundled with it depending on where you buy it from) can be had for less than $1000. No matter how you slice it, there isn't an Atari around that can match that. "Power Without the Price" was valid several years ago; today, it's wishful thinking.

CLAIM: "The Atari OS is better than the Mac OS."
FACT: This is strictly a matter of opinion. Personally, I prefer the Mac OS for a variety of reasons. (If you wish to know what they are, let me know. In the interest of brevity, I won't get into it here.) Keep in mind that the Atari OS was modeled after the Mac OS; remember the catch-phrase, "a Macintosh for the rest of us" that Atari was spreading around during the introduction of the ST? There's a reason for that.

CLAIM: "Atari (and third-party) customer support is better."
FACT: This claim will vary from person to person, but in my experience the opposite is true. I've had Atari service technicians actually do purposeful damage to my ST when I brought it in for repairs. I've had to wait for days for an Atari tech support person to get in touch with me, and that was after several follow-up phone calls. I've waited on hold for upwards of an hour to talk to someone at Atari who barely knew their own machine! On the other hand, Apple has always answered my questions without hesitation. Microsoft practically goes out of their way to make sure everything is working. Claris, Quark, Adobe, Aldus...They've all given me the help that no Atari-oriented company ever has.

CLAIM: "Atari software is cheaper and/or better."
FACT: I've used both platforms in a personal and professional environment and there is precious little on the Atari that can even attempt to compare with software on the Mac. Full-blown word processors on the Mac can be had for as little as $40. Full blown PostScript drawing programs can be had for $30. Color paint programs with basic photo retouching tools can be had for $25 or less. True, some programs are a bit pricey (QuarkXPress, Photoshop, etc) but...You get what you pay for. Some people mistakenly think that Calamus on the ST can compare with XPress (for example). It can't. I've used both in a personal and professional manner and it simply cannot compare.

CLAIM: "The Mac doesn't have stereo sound."
FACT: This is a myth perpetuated by the blind loyalty of many Atari enthusiasts. The truth of the matter is the Mac has had stereo sound for many, many years. Plug a stereo mini jack into the SOUND OUT port, connect it to a pair of amplified speakers and you've got stereo sound. Sound Manager 3.0 (from Apple; free) gives the user more control over sound channeling, too, while several games and multimedia packages have been exploiting Mac stereo sound for years.

CLAIM: "Atari will be back and they'll be better than ever!"
FACT: Atari users have been making this ritualistic chant for over ten years; I know because I used to preach it myself. Atari has not "come back" in over a decade. They're in worse condition now than ever before! It was merely difficult for Atari to become a leading computer manufacturer ten years ago. Today, it's virtually impossible. They don't have an 040-based

machine while Apple and Commodore, Atari's main competitors, do. Their operating system is antiquated, the hardware is very closed and unforgiving, and no significant software developer will write programs for it.
My prediction: Atari Computers will eventually fade away into oblivion and turn its resources to the video game market where it at least has a fighting chance. Everyone recognizes Atari as a video game company; not many recognize them as a computer company. Their Jaguar system is more technically advanced than their home computers; doesn't this get you wondering about where Atari wants to go? At least with the Jaguar they have a reasonable weapon against Genesis and SuperNES (and their forthcoming 32-bit systems). However, I can't help but feel that Jaguar will also fail. Why? It's hardly advertised (the motto of Atari must be "don't advertise"). It's been out for quite awhile now and there's all of maybe half a dozen cartridges out for it, none of which are recognized top-grossing arcade hits (Mortal Kombat on the Jaguar would be oustanding; where is it?). Atari's only saving grace for the Jaguar at this point is to pray for the "Genesis Effect." Several years ago the Genesis was in the same situation as the Jaguar is now. When costs went down and people wanted something more than Super Mario Brothers, they turned to Genesis which then exploded in popularity. If the theory holds true, Jaguar will languish for about a year or so until people are tired of Genesis and SuperNES.

CLAIM: "I'm just saying this because I'm an Apple enthusiast."
FACT: No, I'm saying this because I've seen both sides of the fence and I'm aware of which side is greener. If Atari had proven to me that they made a superior machine, I'd be there. If the IBM platform were demonstratably superior, I'd be there.

CLAIM: "PowerPC has no future; Apple will go back to 680x0 CPUs."
FACT: Apple will cease production of all 680x0-based Macs by 1996, at which time all Macs will be PowerPC-based. There will be no 68060 Macs though several third-party companies have announced 68060 accelerators. The truth of the matter is that the 680x0 chips, like the 80x86 and other CISC chips, are at the end of their useful life. They've just about reached their plateau of usefulness. RISC chips are clearly the way of the future; any significant workstation uses them. Sure it's possible to build a CISC chip that's just as fast as a RISC chip, but at what cost? Given similar speed rates, a RISC chip will be smaller, use less electricity, generate less heat, and cost less to produce than the comparable CISC chip. What happens when the PPC603 comes out? Or the PPC610? In order for CISC chips to keep up, they'll have to be huge, costly, and use a pressurized freon cooling system to keep them from melting through your desk.
It's called EVOLUTION. Like moving from your 6502 machines to your 680x0 and 80x86 machines. Or from steam-engine vehicles to internal combustion-driven ones. Bicycle to automobile. Middle school to high school to college. CISC chips are at the beginning of the senior citizenship while RISC chips are just graduating college.

CLAIM: "Nobody wants to buy PowerPC because their existing software, IF it runs at all, will be really slow."
FACT: PowerPC in 680x0 emulation runs at speeds equating roughly from a

33Mhz 68030 to a 25Mhz 68040 - and emulation is flawless and transparent. No existing Mac software has been discovered (so far as I know) which will not run on the PowerPC chip. Furthermore, PowerMacs and their software will only get faster as time goes on and more and more developers recode their software for the PPC chip. Several shareware and commercial programs have already been rewritten. Those that haven't have had PowerPC release dates issued a long time ago. Oh yes...The PowerMacs have been selling just fine. Better, in fact, than Apple's predictions.
As a side note, I find the "slow" comment rather amusing. The "slowest" a PPC chip will run in emulation mode is approximately, as I said, a 33Mhz 68030. Does Atari have a machine with a 33Mhz 68030? (This isn't bashing; I genuinely don't know.) Is there a 25Mhz 68040 Atari? Unless there exists a faster-than-25Mhz 68040 Atari, no Atari enthusiast can claim speed as an issue. (Kinda like a VW Beetle owner yelling at a Corvette owner that his car isn't fast enough.)

CLAIM: "You make it sound like everyone should sell their Ataris and buy Macs!"
FACT: My personal theory is this: If your computer does exactly what you want it to do, and if you have a guarantee that it will continue to do what you want it to do in future years, then stick with that computer. Otherwise, move on. I moved from 800XL to 1040ST because that's where the Atari market was going; ST support was higher than 8-bit support at the time. I moved from 1040ST to Mac IIci for similar reasons. I *could* have invested in a Mega ST-4 or something similar, but I chose not to. Atari had not proven to me that they could provide me with the tools, support and architecture that I needed. Apple could (and did).

Slight apologies for the length of this post, but I feel it was necessary. Bash away all you want, nitpick and play word games all you want, make ridiculous claims all you want, but these are the facts and there's no disputing them. I'll reply to any logical argument anyone wants to post, though I request that these arguments come slowly as I'm fairly certain that this posting will cause a virtual armegeddon of blasphemous cries. Anyone who replies with an opinion and claims it as fact will be ignored. Anyone who replies with a claim and no supporting proof (i.e., "my 030-based Falcon can keep up with an 040-based Mac") will be ignored. Anyone who decides to call me names for whatever reason will be ignored.

Thanks for your time.

1866. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-13 22:45:33 UTC
From: lordthan@news.delphi.com
Message-ID: <2ohsmd$ps@news.delphi.com>
Source record: 17517

rmills@ccd.harris.com (Richard C. Mills) writes:
>LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
>: Such as, for example, ease of setup and installation which the PC has
>: never, and will never, surpass. Same thing for upgradability. Is your
>: 486 Pentium ready? Probably not.
>Yes, it is. True, the Mac is easy to set up. It doesn't require you to
>think. Thats the whole things that pushes the Mac for a lot of people.
>They don't have to know anything about the hardware or even how it works.
>I think the Mac is a nice computer for the Novice, but people who want
>cutting edge technology will have to look elsewhere. ^_^

Laughable. Let me ask you something: Do you know exactly how your car works? Or how your water heater works? How about your television? Or your microwave oven? Can you honestly say that you know every facet of every operation of every item that you possess?
Why do you claim that people have to know about hardware and how it works in order to productively use a computer? Do you know how the valvetrain works on your car's engine? If not, then why are you still driving it?
And while you're answering all of those, answer me this: What "cutting edge technology" has Atari, Commodore and/or IBM (barring the PPC) introduced into their machines lately? Apple was the first in many, many fields, including on-board networking (AppleTalk and, later, EtherNet), built-in sound sampling, built-in speech recognition, and many others. In fact, AppleTalk is the de facto standard for low-cost networking for all business computers. What's cutting edge on the Atari? TOS? IMO, the last "cutting edge" thing Atari ever did (in their computers) was the built-in MIDI ports.

1867. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-14 00:36:15 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94103.203615STIRRE31@MAINE.MAINE.EDU>
Source record: 17518

Very good points and I enjoyed the statement overall. However,
what are the specs on your ST? I mean, you do realize that the
ST came out in 1985 don't you? It is not fair to compare today's
Macs with yesterday's Ataris. And if you used Calamus SL in
a professional environment surely it wasn't on a 8Mhz 68000?
That'd be pretty slow I'm guessing. Yes, Atari has a computer
based around the 68030 32Mhz microprocesor, the TT. It is a
very nice machine from what I hear, but expensive. I get the
feeling that you haven't used a new Atari (ie. Mega STe, TT or
Falcon). If you haven't than I apologize. I also still contend
that software on the whole is cheaper on the Atari range. Full-
fledged word processors for $40 doesn't crush this claim. There
are also a few low-priced word processors for the Atari that would
fill most peoples' needs.
-scott tirrell

1868. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-14 00:42:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94103.204252STIRRE31@MAINE.MAINE.EDU>
Source record: 17519

Cutting edge in the Falcon? 56001 DSP for starters. Still has
built-in MIDI. 16-bit stereo sound. Hey, it even has a Localtalk
port on it :-). Are you gonna tell me that isn't cutting edge :-)?
Oh, and I guess I forgot the pre-emptive multitasking.... does
Apple have that yet? :-)
-scott tirrell

1869. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-14 02:46:59 UTC
From: renfro@bnr.ca
Message-ID: <2oiar3$1di@crchh610.bnr.ca>
Source record: 17520

Good post, even though a bit long. Don't we mostly blow hot air here anyway! I can't disagree with any of your points and I must agree that there are a number of people here that go overboard with their advocating of Atari. It's unfortunate that we have those types on all platforms. What it boils down to for me is habit and personal choice. I have been using Atari's since 1980 and rather like them, so I continue to use them as long as they do the job. I don't mind putting up with some of the hassles of a small market and little support. I use a Mac at work and I am sure that if I had chosen to go with that platform many years ago I would be happy with it too. Someday I may end getting a clone or PPC as they seem to be better supported for the home user. The only thing I really don't like is when others say that the Atari's are obsolete and no good for anything. Mine still works fine and gets everything done that I need it to do and I find I am still spending plenty on new software and upgrades for old.

So advocate all you want, but don't tell me I can't use my Atari!!!

RandyH

1870. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-14 08:18:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dad0a56@secom.ct.se>
Source record: 17521

In a message of 13 Apr 94 00:21:15, Stefan Boberg wrote:

SB> no?
SB> Oh, I forgot, you can't get a 68040 for the Falcon.
SB>

I can't? You mean Wizztronics sells a 040 card that won't work??? Oh .. please Stefan, you're the God, you know everyting .. please educate the 3 different makers of 040 cards for the Falcon ...

(Let's remember that Stefan claims to only post FACTS ...)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1871. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-14 08:19:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dad0ab8@secom.ct.se>
Source record: 17522

In a message of 13 Apr 94 00:21:15, Stefan Boberg wrote:

SB>
SB> SCSI-I (Difference to SCSI-II is negligible for normal use)
SB> 1.44 MB Floppy
SB> 80 MB Harddrive
SB> 512 KB VRAM
SB> 4 MB RAM
SB> 2 Serial ports
SB> 8-bit audio ADC (=sampler)
SB> Mouse
SB> Keyboard (standard)

That wasn't much ... the 040 barely makes up for the lack of a DSP .. and you
loose the ability to let both processors work at the same time ..

512Kb VideoRam!? ... What graphicsmodes are available!?

8-bit sound ... not really.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1872. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-14 12:12:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dad4138@secom.ct.se>
Source record: 17523

In a message of 13 Apr 94 00:21:15, Stefan Boberg wrote:

SB> >SB> I hate to disappoint you, but here's the proof for you:
SB>
SB> >SB> Macintosh LC 475, 25MHz 68LC040, 4MB RAM, 80MB HD
SB>
SB> >What does that model include? (SCSI-II, DSP, Keyboard(!), 16bit STEREO)
SB>
SB> SCSI-I (Difference to SCSI-II is negligible for normal use)
SB> 1.44 MB Floppy
SB> 80 MB Harddrive
SB> 512 KB VRAM
SB> 4 MB RAM
SB> 2 Serial ports
SB> 8-bit audio ADC (=sampler)
SB> Mouse
SB> Keyboard (standard)

I talked to "Linus and Linnea" and, yes, almost.

No keyboard, and it was 9900:- ... which means that you failed to show me a 040 Mac cheaper than a Falcon (you HAVE to have a keyboard) and that somehow you quoted their prices wrong. (I won't call you a liar though, anyone can quote prices and configurations wrong ...)
He also said it's "impossible" to add an FPU, which you easily can to the Falcon .. <grin>

However, much more interesting, I asked them about other configurations ..

Cheapest PowerMac: 19000:- (not 15xxx:- which Stefan claimed), and the 660AV (which according to them was the computer I should buy instead of my Falcon - I quoted the Falcon's specifications) was 42335:- (8/500 with a CD-ROM and a 14" screen)

After subracting the extra memory, harddrive, CD-ROM and Screen, the 660AV lands on ca 30000:-, which is THREE TIMES the price of the Falcon. (And the sales rep. on Linus and Linnea said himself that the 660AV was the choice I should make instead of the Falcon!)

Oh, Stefan, the top-of-the-line PowerMAC was 60000:-, not 48000:- which you claimed.

Oh, Stefan claims to only post FACTS.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +

```
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1873. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-14 13:51:45 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Apr14.135145.25891@kodak.rdcs.kodak.com>
Source record: 17524

Finally a sane thread in an advocacy newsgroup. I'd like to take it one step farther:
- the "platform" is becoming irrelevant as a reason to select a computer vendor (HW is just a commodity)
- the OS will become irrelevant, System 7, Windows, GEM, OS/2 are becoming more similar from a user standpoint (again, a commodity tied to HW, but not for long). All operating systems will emulate others.
- the application program will become less important
- the document will become the most important thing.

The document is what we produce with our computers. A document can contain text, pictures, data, tables, graphs, charts, voice, music, midi, and anything else we put into it. When a user clicks on text, the word processor of choice takes over. Click on a Graphic, the drawing program is invoked. Click on a table get your spreadsheet. The user will customize his application suite based on personal preferences.

The document will be the primary "thing" on the computer. It will exist independent of the applications which act upon it. It will exist at the highest level, above the applications, OS, and HW. Oh well, maybe someday.

My personal history: grew up programming minis is assembler and fortran, worked with a lot of IBM PCs trying to make them do productive things in the early days, got an ST in 1988 (didn't want to damage the kid with "C>" and a Mac Plus was 2.5 times the cost of the ST), corporate culture moved to Macs (less fun to tinker with, more productive cause I don't spend all my time tinkering). ST still chugging along, kid writes papers on it, I bring the disk to work, yank ascii into Word, print it out on the laser.

Next purchase, probably a high end 68040 once the prices drop. Heard that the GEMULATOR is being ported to the Mac, so I can salvage my Atari heritage. BTW, the local Atari guru is running his Atari stuff on a 486 w/GEMULATOR. Maybe we are getting to where the box doesn't matter.

1874. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-14 17:16:58 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2ojtqa$1gj@scapa.cs.ualberta.ca>
Source record: 17525

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>I've partaken in a fair share of the recent "Apple vs Atari" discussions
>that have been going on in this newsgroup, and I'm posting this letter in
>hopes of clarifying both my own position as well as a few things that many
>of my "opponents" claim to be factual information. While I fear that this
>letter will spawn a whole new series of "oh yeah?!?" posts, the intention is
>that it will instead end many aspects of this discussion.

[snip snip snip snip snip snip snip snip!!]
[blah blah blah deleted]

>Thanks for your time.

ya got that right.

What I am wondering (And obviously Lord Thantos will feel obliged to ignore
me) is that since lord Thantos has owned both platforms and claims to be
well informed and an objective debater, why does he merely post things
like:

Claim: "Atari is a good computer"
Fact: "It sucks eggs".

You'd think that if he was trying to be a well informed debater with
an objective opinion that he would try to present more than one side of
the argument. But I guess since I own an atari, my opinion sucks eggs
too.

.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

1875. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-14 20:30:56 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2ok960$jin@lyra.csx.cam.ac.uk>
Source record: 17526

In article <2ohsmd$ps@news.delphi.com>, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
|> rmills@ccd.harris.com (Richard C. Mills) writes:
|> >LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
|> >: Such as, for example, ease of setup and installation which the PC has
|> >: never, and will never, surpass. Same thing for upgradability. Is your
|> >: 486 Pentium ready? Probably not.
|> >Yes, it is. True, the Mac is easy to set up. It doesn't require you to
|> >think. Thats the whole things that pushes the Mac for a lot of people.
|> >They don't have to know anything about the hardware or even how it works.
|> >I think the Mac is a nice computer for the Novice, but people who want
|> >cutting edge technology will have to look elsewhere. ^_^
|>
|> Laughable. Let me ask you something: Do you know exactly how your car
|> works? Or how your water heater works? How about your television? Or your
|> microwave oven? Can you honestly say that you know every facet of every
|> operation of every item that you possess?
|> Why do you claim that people have to know about hardware and how it works
|> in order to productively use a computer?

We're not talking component level here, we're talking basic RTFM knowledge that people should be expected to know or learn to use their computer. Would you expect not to have to take driving lessons and pass a driving test before you were allowed to drive a car? Of course not. There are lots of computer literate people who find the Macs 'hold my hand mommy' approach not only insulting to their intelligence, but also that it stands in the way of their productivity. Whenever I have the misfortune to use a Mac I find myself wanting to hit the stupid thing with a large axe after a few minutes because it is just so frustrating to use. Simple things like the scrollbars (can't have proper proportional ones now can we? The sight of it changing size as your window fills up is FAR too distressing for the poor little brain dead user), putting a disk that it doesn't reconise in: This disk is not formatted, do you want to format or eject it? Well, actually I don't want to do either but the stupid thing won't let me do anything else until it gets it's way. When I use a computer I expect it to do what I tell it to do. Not what it thinks I should have wanted it to do.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ //
\X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1876. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 00:04:09 UTC
From: lordthan@news.delphi.com
Message-ID: <2okllp$qus@news.delphi.com>
Source record: 17527

<STIRRE31@MAINE.MAINE.EDU> writes:
>Very good points and I enjoyed the statement overall. However,

Thank you.

>what are the specs on your ST? I mean, you do realize that the
>ST came out in 1985 don't you? It is not fair to compare today's
>Macs with yesterday's Ataris. And if you used Calamus SL in
>a professional environment surely it wasn't on a 8Mhz 68000?

My own personal ST is a 1040ST from circa 1987 (?). I've worked with an assortment of other STs, including the TT, the Mega-ST, and (briefly) the Falcon. Calamus on my own ST is horribly slow, true, but even on the TT it wasn't as fast as I would have liked it to be. QuarkXPress on the Mac, for example, isn't a speed demon on a 68000 Mac but it certainly "feels" faster than Calamus on my ST, if that makes any sense.

>That'd be pretty slow I'm guessing. Yes, Atari has a computer
>based around the 68030 32Mhz microprocesor, the TT. It is a
>very nice machine from what I hear, but expensive. I get the

I thought the TT was a 25Mhz 030. *shrug* Okay, point made.

>feeling that you haven't used a new Atari (ie. Mega STe, TT or
>Falcon). If you haven't than I apologize. I also still contend
>that software on the whole is cheaper on the Atari range. Full-

I have; see above note.

>fledged word processors for $40 doesn't crush this claim. There
>are also a few low-priced word processors for the Atari that would
>fill most peoples' needs.

I used that as an example, as most people seem content to post the list price for Microsoft Word and then assume that (a) this is a typical price for all Mac software, and (b) everyone pays list price. I don't doubt that there are low-priced WP's on the Atari. My point is that low-priced WP's (and other types of software) exist on the Mac that are *far* from being the "stripped down, next to worthless" pieces that some people have claimed.

BTW, thanks for the intelligent reply. :)

1877. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 00:08:17 UTC
From: lordthan@news.delphi.com
Message-ID: <2oklth$r80@news.delphi.com>
Source record: 17528

renfro@bnr.ca (Randy Hoekstra) writes:
>Good post, even though a bit long. Don't we mostly blow hot air
>here anyway! I can't disagree with any of your points and I must
>agree that there are a number of people here that go overboard with
>their advocating of Atari. It's unfortunate that we have those
>types on all platforms. What it boils down to for me is habit and
>personal choice. I have been using Atari's since 1980 and rather
>like them, so I continue to use them as long as they do the job.

Well said; my point exactly. If you're happy with it, fine. The Atari just
didn't make me happy, so I moved. If they do what you want, then stick
with it; there's no reason to move elsewhere. (Heck, I know a girl who uses
an old Coleco ADAM! All she needs to do is some word processing for school;
she picked up the whole system, used, for $20 and it's perfect for what
she needs.)

>I don't mind putting up with some of the hassles of a small market
>and little support. I use a Mac at work and I am sure that if I had
>chosen to go with that platform many years ago I would be happy with
>it too. Someday I may end getting a clone or PPC as they seem to
>be better supported for the home user. The only thing I really
>don't like is when others say that the Atari's are obsolete and no
>good for anything. Mine still works fine and gets everything done
>that I need it to do and I find I am still spending plenty on new
>software and upgrades for old.

FTR, I never claimed that Atari's are obsolute or no good for anything. But
I understand your point.

>So advocate all you want, but don't tell me I can't use my Atari!!!

Never have, never will. :)
Thanks for the reply.

1878. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 01:43:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2okrgc$9dl@darkstar.UCSC.EDU>
Source record: 17532

In <2ok960$jin@lyra.csx.cam.ac.uk> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>let me do anything else until it gets it's way. When I use a computer I expect
>it to do what I tell it to do. Not what it thinks I should have wanted it to do.

well said. Having used Macs for 2 years at my job before leaving to go back to
college I know what that is like. Never never again will I subject myself
to Mac use willingly.

~Chris
>--
> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
> \\ //
> \X/ Amiga A1200, 6MB RAM, 85MB HD, 25MHz 68882, 262144 colours on screen.

1879. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 02:51:44 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDPDCDZY@dksoft.ping.dk>
Source record: 17534

In <1994Apr13.121955.15101@rmece02.upr.clu.edu> Ricardo Hernandez wrote :

>|> What does that model include? (SCSI-II, DSP, Keyboard(!), 16bit STEREO)
>
> SCSI, although the Falcon's SCSI-II is not a true SCSI-II anyway.
>On the other hand... it has a 68040.... surely to kick butt in general
>applications...

And what do you know about SCSI then, please tell me.
Accordig to almost any info you can get on the Falcon, it supports SCSI-II
standard devices. There are three different kinds of SCSI-II, (soon even
more). Numbered 1-3. The Falcon supports the lowest device, SCSI-II (1).

That's it, and that's a fact, wether you like it or not.

If you feel you have any other information, post it if you dare!

Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1880. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 03:23:39 UTC
From: lordthan@news.delphi.com
Message-ID: <2ol1bs$9s8@news.delphi.com>
Source record: 17529

cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>What I am wondering (And obviously Lord Thantos will feel obliged to ignore
>me) is that since lord Thantos has owned both platforms and claims to be
>well informed and an objective debater, why does he merely post things
>like:
>Claim: "Atari is a good computer"
>Fact: "It sucks eggs".
>You'd think that if he was trying to be a well informed debater with
>an objective opinion that he would try to present more than one side of
>the argument. But I guess since I own an atari, my opinion sucks eggs
>too.

sigh I was hoping that this sort of response wouldn't come for some time.
Alas, it's not to happen.

First, your opinion matters just as much as the next guy. I never said
otherwise - so long as your opinions about other platforms have some sort
of fact to back it up.
Furthermore, a "well informed debater" is one who is aware of both sides of
a given argument. I am, having used both Ataris and Apples for several
years. However, you miss the point of my post (which I had clearly
entered near the very beginning). The point of my post was NOT to prolong
or enforce the "Atari vs Apple" debate. It was simply to provide factual
information to the Atari advocates who were being told erroneous
information. Period.

Not meaning to flame you or be harsh to you, but I really think that if
you had read the intro to my posting a little more thoroughly and with a
bit of a more open mind, you would have understood the point of it and
wouldn't have posted this rather hostile sounding message.

1881. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 04:16:30 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ol4eu$pi9@news.dmpe.CSIRO.AU>
Source record: 17530

>|> Hey Iain, where did you get your Tardis from? I mean, I bought my 4 84 Falcon
>|> in August 199<3>, and I still await July 1994 ... ;^)
>Did you not get the time dilation CPX with yours then Karl? :-) It's a fair cop, I
>meant July 1993.

Ho! That's what it's for. I've just been to 1996 and you guys are just going
to love to see what has happened to those PowerMacs - remember the NeXTs!?

;^)

Karl.

P.S. Hey Iain - how's the kitchen going!? (And thanks again for the soft!)

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1882. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 04:34:23 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ol5gf$pk0@news.dmpe.CSIRO.AU>
Source record: 17531

>("Boy"? Puh-leez...) Gee, I really didn't know that. Thanks, Mr. Wizard!
> <<sarcasm off>> The conversation has *never* referred to outside-US
>markets, and I had previously made SEVERAL statements to this effect in
>earlier posts. If you had read them, you'd know that.

Well down here in Oz ....

Power Mac 6100/60
8 Meg Ram, 160 Meg HD
No CD, Ethernet built in.
AUS$3995

Power Mac 7100/66
8 Meg Ram, 250 Meg HD
CD, Ethernet built in.
AUS$5795

PowerMac 8100/80
(Quoted as 'unsurpassed by any other computer' - heh heh)
16 Meg Ram, 500 Meg HD
CD, Ethernet built In. AV (microphone / video camera in monitor)
$10695

(Ha Ha Ha. I can see it's really a 'HOME' computer ....)

Mac LC 475
4 Meg Ram, 80 Meg HD
Color Plus Monitor, Extended Keyboard, Claris Works 2.0
$2395

AUS$ = US$0.70

Now will you shuddup Sinclap!?

(And will someone tell me how to add sinclap to my killfile!? PLEASE!?)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1883. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 05:51:36 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2ola18$e5j@scapa.cs.ualberta.ca>
Source record: 17533

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>*sigh* I was hoping that this sort of response wouldn't come for some time.
>Alas, it's not to happen.

>First, your opinion matters just as much as the next guy. I never said
>otherwise - so long as your opinions about other platforms have some sort
>of fact to back it up.
>Furthermore, a "well informed debater" is one who is aware of both sides of
>a given argument. I am, having used both Ataris and Apples for several
>years. However, you miss the point of my post (which I had clearly
>entered near the very beginning). The point of my post was NOT to prolong
>or enforce the "Atari vs Apple" debate. It was simply to provide factual
>information to the Atari advocates who were being told erroneous
>information. Period.

>Not meaning to flame you or be harsh to you, but I really think that if
>you had read the intro to my posting a little more thoroughly and with a
>bit of a more open mind, you would have understood the point of it and
>wouldn't have posted this rather hostile sounding message.

Well my post was a bit strong after re-reading it, not to say that many
of your points were not true, at least you are *more* well informed than
many other people I see around here. The point of my message was not to
belittle you, but it was just that I thought that perhaps you should
have listed some of atari's merits over the mac instead of only vice
versa, to give your presentation a more rounded, beleivable effect.

--Anyway that's really all I was trying to say (albeit in a slightly
sarcastic manner) ;) I am known for that sometimes..

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

1884. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 10:46:12 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr15.104612.552@ccd.harris.com>
Source record: 17535

sinclap2954@cobra.uni.edu wrote:
: "Cutting edge technology will have to look elsewhere" - Would that be Atari?
: I suggest you open your eyes and get some Mac Mags and educate yourself!

Atari? Not likely. Mac Mags? The neat-o little ones that have info on the newest in spreadsheets, desktop publishers, etc... ? No thanks. Why don't you open your eyes? The world does not revolve around Mac. If you really think the Mac is so great then I doubt you would be here posting. You obviously feel the need to justify your purchase.

-Richard Mills

1885. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 14:40:28 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr15.144028.6490@ccd.harris.com>
Source record: 17536

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
[whining deleted]
: introduced into their machines lately? Apple was the first in many, many
: fields, including on-board networking (AppleTalk and, later, EtherNet),
: built-in sound sampling, built-in speech recognition, and many others. In
: fact, AppleTalk is the de facto standard for low-cost networking for all
: business computers. What's cutting edge on the Atari? TOS? IMO, the last
: "cutting edge" thing Atari ever did (in their computers) was the built-in
: MIDI ports.

So? What's your point? It's nice that Apple first did so and so, and that
so and so invented peanut butter, blah blah... Who cares? What has Apple
done lately? If you're so happy about the Mac, why post here?

-Richard Mills

1886. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 15:17:25 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94105.111725STIRRE31@MAINE.MAINE.EDU>
Source record: 17537

I just can't believe this.... people are being civil to each other
in an .ADVOCACY group!!!! Nice change, IMO. :-)
-scott tirrell

1887. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 16:28:23 UTC
From: lordthan@news.delphi.com
Message-ID: <2omfb7$1uo@news.delphi.com>
Source record: 17538

cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>Well my post was a bit strong after re-reading it, not to say that many
>of your points were not true, at least you are *more* well informed than
>many other people I see around here. The point of my message was not to
>belittle you, but it was just that I thought that perhaps you should
>have listed some of atari's merits over the mac instead of only vice
>versa, to give your presentation a more rounded, beleivable effect.
>--Anyway that's really all I was trying to say (albeit in a slightly
>sarcastic manner) ;) I am known for that sometimes..

Many of my points are not true? Such as what?

I understand your position, but I think you're still missing the point of my original post. If this newsgroup were comp.sys.mac.advocacy and people were posting inaccurate information about the Atari there, I would likely respond with a similar post to clear up those misconceptions. The ultimate goal of my original post was to correct the many innacuracies that many Atari advocates were posting as fact.

1888. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 17:06:39 UTC
From: <>
Message-ID: <2omhiv$cor@mother.usf.edu>
Source record: 17539

Why is it that it's always the ones who have switched platforms that feel that they are the 'enlightened ones'? They seem to assume that since we Atari fanatics feel that our Atari's are superior that we are just ignorant and somehow ignore all of the 'wonders' of the other computer. Well, I have to break it to you, but some of us are Atari fanatics because we HAVE used all of the other platforms. Some of us know as much about the other computers as the system programmers, and that's the reason we stick to our Ataris. I for one like to program my Atari and I have found the Atari's operating system much more programmer friendly than the others. You can't say the others are more user-friendly, because user-friendly is a function of the application; you could write a user friendly program for Windows just as well as for GEM, but the programmer is limited by how easy the OS makes it for him. One will simply be easier to program than the other. Some of us also realize that Microsoft Word is a lot nicer than Atari Works, but then, despite what you have said, Calamus SL is unbeatable if you know how to use it and are doing large scale productions (Like books and magazines), Cubase Audio is less expensive to run, MIDI software is available in large quantities at low priced with loads of capabilities, and I could go on with all the numerous vertical apps that are wonderful to use on Ataris, that just aren't up to par on other platforms.

1889. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 17:33:22 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr15.173322.23375@ida.liu.se>
Source record: 17540

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 13 Apr 94 00:21:15, Stefan Boberg wrote:

>SB> no? Oh, I forgot, you can't get a 68040 for the Falcon.

>I can't? You mean Wizztronics sells a 040 card that won't work??? Oh ..
>please Stefan, you're the God, you know everyting .. please educate the
>3 different makers of 040 cards for the Falcon ...

There's no 68040 Falcon right? So you can't buy a 68040 Falcon. QED

What are the prices for these wonderful things by the way? Does the OS
deal with the 68040 correctly so you can run multitasking programs with
memory protection? Copyback problems?

>(Let's remember that Stefan claims to only post FACTS ...)

Yep. Let's do so.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1890. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 17:39:40 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr15.173940.23593@ida.liu.se>
Source record: 17541

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>I talked to "Linus and Linnea" and, yes, almost.

>No keyboard, and it was 9900:- ... which means that you failed to show me a
>040 Mac cheaper than a Falcon (you HAVE to have a keyboard) and that somehow
>you quoted their prices wrong. (I won't call you a liar though, anyone can
>quote prices and configurations wrong ...)

The prices were from a price list which I fetched down at the university
when I was there early this week. It clearly says 9730:-

The heading also says "Paketet innehaller Apple Tangentbord II (Bas)",
which means "The package includes Apple Keyboard II (Base)".

>However, much more interesting, I asked them about other configurations ..

>Cheapest PowerMac: 19000:- (not 15xxx:- which Stefan claimed), and the 660AV

The price I quoted was from another company listed in OstgotaKorrespondenten
early this week. Cursor Data. VAT excluded.

>Oh, Stefan, the top-of-the-line PowerMAC was 60000:-, not 48000:- which you
>claimed.

48000 plus VAT = 60000

>Oh, Stefan claims to only post FACTS.

Which I did.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1891. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-15 17:40:46 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr15.174046.23663@ida.liu.se>
Source record: 17542

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 12 Apr 94 06:53:00, Louis Ghinis wrote:

>LG> That is the only reason I'm delaying my purchase of the Jaguar.
>LG> However atari has announced 51 developers and around 50 titles in the

>84 developers.

Of which maybe 30 don't have development systems, but have signed up
just to review the reference manuals. We are among those.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1892. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-16 01:06:47 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CoBv3B.Hr9@freenet.carleton.ca>
Source record: 17547

In a previous article, y91stebo@odalix.ida.liu.se (Stefan Boberg) says:

> What are the prices for these wonderful things by the way? Does the OS
>deal with the 68040 correctly so you can run multitasking programs with
>memory protection? Copyback problems?

You can do that right now on the 030 Falcon (turn memory protection on/off)

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1893. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-16 01:34:05 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2onfad$q6b@darkstar.UCSC.EDU>
Source record: 17543

WHat ereally irks me about this post is how our "friend" lord thanatos comes over here shouting and crying like a 2 year old about how our poor Atari machines are worthless, and then after he gets suitably flamed into the ground comes back with this "moral high ground" post. I have only one word for him: hypocrite.

1894. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-16 02:03:34 UTC
From: mdg@ukc.ac.uk
Message-ID: <9392@gos.ukc.ac.uk>
Source record: 17544

In article <1994Apr15.173322.23375@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
:>rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
:>>In a message of 13 Apr 94 00:21:15, Stefan Boberg wrote:
:>>SB> no? Oh, I forgot, you can't get a 68040 for the Falcon.
:>>I can't? You mean Wizztronics sells a 040 card that won't work??? Oh ..
:>>please Stefan, you're the God, you know everyting .. please educate the
:>>3 different makers of 040 cards for the Falcon ...
:>
:> There's no 68040 Falcon right? So you can't buy a 68040 Falcon. QED

Stefen, but you wrote:

**** no? Oh, I forgot, you can't get a 68040 for the Falcon. ***

this quite clearly means you thought you cannot buy a 68040 for a Falcon!
(unless you speak a different version of english to me ;-))

:> What are the prices for these wonderful things by the way? Does the OS
:>deal with the 68040 correctly so you can run multitasking programs with
:>memory protection? Copyback problems?

The prices are reasonable, about 600-800 pounds.
(All the accelerators allow FASTRAM with proper burst mode unlike the Amiga)
The OS deals with the 68040, and (unlike the Amiga) MultiTos gives you full
memory protection.

>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

For someone who slags down Falcons so much, you seem to be asking some pretty
basic questions, you may know the Amiga h/ware but you know Sweet F.A about
the Falcon.

Griff
--

1895. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-16 09:13:04 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CoCHLt.KwD@news.Hawaii.Edu>
Source record: 17545

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:#In article <1994Apr15.173322.23375@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
:#:> There's no 68040 Falcon right? So you can't buy a 68040 Falcon. QED

:#Stefen, but you wrote:
:#**** no? Oh, I forgot, you can't get a 68040 for the Falcon. ***

:#this quite clearly means you thought you cannot buy a 68040 for a Falcon!
:#(unless you speak a different version of english to me ;-))

Your English must be different. I understood Stefan. They are talking
stock configuration. Can you get a 68040 Falcon stock? Gee, I guess
only Atari advocates can be vague it seems everybody else has to be concise
and exact in what they talk about. Something that Rickard should learn.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1896. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-16 09:36:23 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr16.093623.13378@ida.liu.se>
Source record: 17546

ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>In a previous article, y91stebo@odalix.ida.liu.se (Stefan Boberg) says:

>> What are the prices for these wonderful things by the way? Does the OS
>>deal with the 68040 correctly so you can run multitasking programs with
>>memory protection? Copyback problems?

>You can do that right now on the 030 Falcon (turn memory protection on/off)

Yeah, but the 68040 has a completely different MMU. So the question was:
does MP work with the 68040?

>** Computer Systems Engineering Jack Kitowicz **
>** Carleton University ac382@freenet.carleton.ca **

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1897. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-17 00:22:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr17.002233.18822@rmece02.upr.clu.edu>
Source record: 17548

In article <2dad0ab8@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> In a message of 13 Apr 94 00:21:15, Stefan Boberg wrote:

[stuff deleted]

|> That wasn't much ... the 040 barely makes up for the lack of a DSP .. and you

But the DSP doesn't make up for a good CPU either...

[stuff deleted]

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>
|>

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
Still having fun with---> SCALA MM300 and Real 3D V2
---> Opinions are my own, not of my college campus

1898. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-17 00:27:41 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr17.002741.26136@rmece02.upr.clu.edu>
Source record: 17549

In article <9392@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Apr15.173322.23375@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> :>rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

[stuff deleted]

|> The prices are reasonable, about 600-800 pounds.
|> (All the accelerators allow FASTRAM with proper burst mode unlike the Amiga)
^^

AH ah ah... Nope. Sorry to jump in, but most of the Amiga's '040 accelerators
do allow burst mode access, thanks.

It's the A4000 that doesn't allow it in the *standard configuration*.

[STUFF DELETED]

|> Griff
|> --

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
Still having fun with---> SCALA MM300 and Real 3D V2
---> Opinions are my own, not of my college campus

1899. 68040 & MMU

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-17 04:06:17 UTC
From: wfan1@lindblat.cc.monash.edu.au
Message-ID: <2oqcjp$9be@harbinger.cc.monash.edu.au>
Source record: 17550

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <1994Apr15.173322.23375@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

[...]

: :>deal with the 68040 correctly so you can run multitasking programs with
: :>memory protection? Copyback problems?

: The prices are reasonable, about 600-800 pounds.
: (All the accelerators allow FASTRAM with proper burst mode unlike the Amiga)
: The OS deals with the 68040, and (unlike the Amiga) MultiTos gives you full
: memory protection.

BTW, the 68040 boards for the A500, A2000, A3000 have burst mode, etc.
It's just the A4000 doesn't do burst mode.

Are you sure that MultiTos works fine with the 68040? I wouldn't have
though that Atari would have the time to test that the 68040 worked.

I know lots of systems with MP died on the 68040. AT&T Sys V, release
3, 4.2, etc had to get fixed for the 68040. My NCR 32/650's operating
system, AT&T, Sys V, R3.0.2 dies horribly on a NCR 32/750 (040).

Amix, Amiga's AT&T Sys V, r4.2 dies on a 68040. Works fine on a 68030.
AmigaDOS 3.0/3.1 have a 68040.library patch.

Do you have a 68040 powered falcon?

- Bill

1900. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-17 07:18:00 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2db0f0be@cindy.ct.se>
Source record: 17551

SB> >SB> no? Oh, I forgot, you can't get a 68040 for the Falcon.
SB>
SB> There's no 68040 Falcon right? So you can't buy a 68040 Falcon. QED
SB>
SB> What are the prices for these wonderful things by the way? Does the OS
SB> deal with the 68040 correctly so you can run multitasking programs with
SB> memory protection? Copyback problems?

Look at Stefan's sentences above .. the two first .. he really changed his
opinion quickly .. :-D

I have no idea what they cost, but they are totally compatible.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1901. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-17 07:19:00 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2db0f10a@cindy.ct.se>
Source record: 17552

SB> >LG> That is the only reason I'm delaying my purchase of the Jaguar.
SB> >LG> However atari has announced 51 developers and around 50 titles in the
SB>
SB> >84 developers.
SB>
SB> Of which maybe 30 don't have development systems, but have signed up
SB> just to review the reference manuals. We are among those.

The $299 deal? We were told by Atari that you would NOT show up as a registered developer in that list if you hadn't got the hardware. (The $7000-$8000 deal)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1902. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-17 17:54:00 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2db18602@cindy.ct.se>
Source record: 17553

```
JC> :#**** no? Oh, I forgot, you can't get a 68040 for the Falcon. ***
JC>
JC> Your English must be different. I understood Stefan. They are talking
JC> stock configuration. Can you get a 68040 Falcon stock? Gee, I guess
JC> only Atari advocates can be vague it seems everybody else has to be
JC> concise
JC> and exact in what they talk about. Something that Rickard should learn.

"can't get a 68040 for the Falcon" ... That means GET A 040 FOR THE FALCON ..
means, get a 040 after you have purchased a Falcon, means a hardware-ADD ON ..

..which has nothing to do with stock Falcons ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1903. Atari United! Conference on Free-Net TONIGHT (Sunday)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-17 18:07:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2orttg$k2i@usenet.INS.CWRU.Edu>
Source record: 17554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

On Sunday, April 14, 1994 at 8pm Eastern Daylight Savings Time, the
Cleveland Free-net will be sponsoring a live Atari Conference on Free-net's
local chat system (the IRC). This sunday our special guest will be
Patti Barbierno. Patti is the co-founder and public relations person
for Atari United!, a national Atari Users Group.

All Atari users are welcome and encouraged to attend this meeting.

The meeting's format:

>From 8pm until 9pm the meeting will be a semi-closed forum consiting
of a question and answer session with Patti. Only myself, Patti, and
any auxiliary operators will be able to send text on the channel...

However, users will be able to ask questions by sending a private
message to myself...I will then forward the questions to Patti at the
appropriate time.

Send any questions to me at aa338@po.cwru.edu.

I will have details on using the chat system and our conference in
the general bulletin board of the Atari SIG ASAP.

To get to the general board type 'Go Atari' at the "Your choice ==>"
prompt. Next enter '4' to get to the general bulletin board.
Finally, look for the post towards the bottom of the list called
'IRC Crash Course'. You may need to hit '+' a few times inorder to page
down the list of bulletins.

In the meantime, the conference will be held on channel #Atari

Once again the date for this event is Sunday April 17, 1994 (that's
this next sunday)...

Time: 8pm EDT

At least during the formal part (the Q&A with Patti)
I'm going to have the channel set up so only operators (our guests, myself,
and an auxiliary operator) able to chat on the channel...

You will be able to ask questions, however...they will submit their
questions to me by typing

/msg ATARI_SIG ask (their question)

This question is placed on a queue...

What's more, users can view these questions (view the queue) by sending me this command

/msg ATARI_SIG View

This not only let's them know how long "the line is", but it helps prevent people from asking the same question...

---
telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu
---

Mark Leair (aa338@cleveland.freenet.edu)

--

1904. Re: Atari United! Conference on Free-Net TONIGHT (Sunday)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-17 20:05:43 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2os4qn$2fa@usenet.INS.CWRU.Edu>
Source record: 17555
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

Just a little more information on the conference:

The conference is being held in Cleveland Free-net's local IRC, not the world-wide IRC. One needs a registered Free-Net ID to use this system.

Not yet registered on the Free-net? Register today and not miss a single conference in the future! See the April CAIN newsletter for further information on upcoming conferences...
--

1905. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-17 22:30:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr17.223056.37630@rmece02.upr.clu.edu>
Source record: 17556

In article <2db0f10a@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
|>
|> SB> >LG> That is the only reason I'm delaying my purchase of the Jaguar.
|> SB> >LG> However atari has announced 51 developers and around 50 titles in the
|> SB>
|> SB> >84 developers.
|> SB>
|> SB> Of which maybe 30 don't have development systems, but have signed up
|> SB> just to review the reference manuals. We are among those.
|>
|> The $299 deal? We were told by Atari that you would NOT show up as a registered
|> developer in that list if you hadn't got the hardware. (The $7000-$8000 deal)

But how come in the developer's list posted in the Jaguar mailing
list Team 17 is listed?:

----8x CUT HERE 8x-----

Following are the developers. I have a list of many games under
development, but they are direct from AEO and I haven't asked
Travis' permission to reprint it (Travis, you still here?).

Jaguar Developers as of 3/10: (87 total):

(ASG) All Systems Go
21st Century software
3D Games
Accent Media Productions
Accolade Inc.
Activision
All Systems Go
Anco Software
.
.
.
.
.
Silmarils
Software Creations
Team 17 Software Ltd.
^^^^^^^^^^^^^^^^^^^^^^
Team Infinity
Technation Digital World
Techtonics
.

.
-----8x CUT HERE 8x-----

So someone's lying... and I don't think it is Stefan.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1906. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 06:17:05 UTC
From: lordthan@news.delphi.com
Message-ID: <2ot8l1$mj7@news.delphi.com>
Source record: 17557

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>Why is it that it's always the ones who have switched platforms that feel that
>they are the 'enlightened ones'? They seem to assume that since we Atari
>fanatics feel that our Atari's are superior that we are just ignorant and
>somehow ignore all of the 'wonders' of the other computer. Well, I have to
>break it to you, but some of us are Atari fanatics because we HAVE used all of
>the other platforms. Some of us know as much about the other computers as the
>system programmers, and that's the reason we stick to our Ataris. I for one
>like to program my Atari and I have found the Atari's operating system much
>more programmer friendly than the others. You can't say the others are more
>user-friendly, because user-friendly is a function of the application; you
>could write a user friendly program for Windows just as well as for GEM, but
>the programmer is limited by how easy the OS makes it for him. One will simply
>be easier to program than the other. Some of us also realize that Microsoft
>Word is a lot nicer than Atari Works, but then, despite what you have said,
>Calamus SL is unbeatable if you know how to use it and are doing large scale
>productions (Like books and magazines), Cubase Audio is less expensive to run,
>MIDI software is available in large quantities at low priced with loads of
>capabilities, and I could go on with all the numerous vertical apps that are
>wonderful to use on Ataris, that just aren't up to par on other platforms.

I think this is the longest and most diversivied single paragraph I've ever
come across. :)

Many of your questions were answered by a statement you made early on, or
more appropriately, a word you posted: "fanatic." According to my
dictionary, a "fanatic" is "a person marked or motivated by an extreme,
unreasoning enthusiasm." Please note the word "unreasoning" in that
definition. I consider myself to be an Apple/Mac Advocate, and an Atari
Enthusiast. *BIG* difference. In no way could I be a "fanatic" about
either platform simply because unreasonability isn't in my profile.

Furthermore, I don't consider myself to be "enlightened" just because
I've switched platforms. I've used dozens of platforms over the years
including Ataris, Commodores, Macs and other (lesser-remembered) ones. I
believe I have a pretty well-rounded picture of what was and is out there
today, and in that respect I'm fairly qualified to say that, after long
deliberation, I came to the conclusion that the Mac platform is (IMO)
the best choice for what I want in a computer. That's my enlightenment.

Interesting note...You claim that user-friendliness is a function of the
application, not the computer. I beg to differ. User-friendliness is a
combination of a wide assortment of factors *including* the computer as
well as its OS and whatever applications are running on it. I once, for
example, attempted to hook up a hard drive to my ST. After spending about

half an hour fiddling with connectors and the like I was told that I needed to puchase a controller for the hard drive. (This was years ago, when I was an ST beginner.) Nowhere was this mentioned in the computer's documentation, the hard drive's documentation or any README files. Once the controller was purchased and installed it took another two hours or so of setting jumpers and running the formatting software before it would work.

In comparison, to set up a Mac hard drive is simple. Set the SCSI ID number and check for proper termination (as you'd do on any SCSI network), plug the drive into the Mac, power up the drive, and turn on the Mac. The drive comes preformatted (in 99.9% of the cases) and ready to go.

So what did software have to do with the friendliness of that computer? Answer: None. User friendliness, or lack thereof, is a concept involving the intire system as a whole, not just a pretty interface or what have you. Sure, it's possible to have a really bad interface on top of an otherwise great machine - that'll destroy the user-friendliess for THAT program but NOT for the whole machine. It's also possible to have a great user interface on an otherwise poor machine. Does that one well-interfaced program make the whole machine friendly?

Another comment: "Calamus SL is unbeatable if you know how to use it..." To that I say, plain and simple, bullsh*t. Calamus is a decent single-user, small-to-medium sized project publishing program and nothing more. Calamus, in case you haven't noticed, *is* beatable. Otherwise it probably would have been ported to other machines, such as the Mac and PC where it would have flourished. IF it were unbeatable. I do know how to use Calamus. I've used it. It's hardly professional-level stuff. Calamus IS beatable because it HAS been beaten. Just look at what people are buying.

I don't know where this line came from...
>...Cubase Audio is less expensive to run,
>MIDI software is available in large quantities at low priced with loads of
>capabilities, and I could go on with all the numerous vertical apps that are
>wonderful to use on Ataris, that just aren't up to par on other platforms.
...but I think I see what you're getting at. Atari had a head start in the music industry so it's logical that there would be better Atari stuff in that field, just like there's better DTP stuff on the Mac than any other platform because the Mac "pioneered" DTP. However, on a professional level (I can provide proof; my girlfriend is an audio engineer working in a professional studio in NYC), PCs and (mostly) Macs have taken over. Where my girlfriend works...There's three studios that each have at least one Mac in it, plus all of the writers and most of the other engineers work with Macs either at home or in their office (and most of the time, both places). This studio has produced work for AT&T, Shell Oil, Kraft Foods, and countless other award-winning pieces. Not an ST in sight. I'm not saying that *NO* Ataris exist in this field; I'm saying that in this studio and several others that I've been in (I've been in many), STs are practically nonexistant.

(Please don't let this turn into a bash-fest...)

1907. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 06:27:18 UTC
From: lordthan@news.delphi.com
Message-ID: <2ot986$mu0@news.delphi.com>
Source record: 17558

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>WHat ereally irks me about this post is how our "friend" lord thanatos comes
>over here shouting and crying like a 2 year old about how our poor Atari
>machines are worthless, and then after he gets suitably flamed into the ground
>comes back with this "moral high ground" post. I have only one word for him:
>hypocrite.
> ~Chris

Whoawhoawhoa...Chris, you know, I've had just about enough of your twelve year old antics.

Let's get some facts up on your screen, shall we? You seem to dislike relating to facts, I realize, but bear with me. First, I *never* said anything along the lines of Ataris being worthless. Extract a quote from one of my messages that says this. You won't find it.

Second, I don't recall ever being "flamed" for anything I had posted. I was involved with the origin of this thread in other messages (i.e., sinclap) and, frankly, I got tired of correcting your continuously false Mac allegations. That's what spawned my original "Apple vs Atari" post which, up until you showed up in the thread, was proceeding in a rather intelligent and dignified conversation. If intelligence and dignity puts me on "moral high ground" then perhaps you should take a step back and think about it for a moment.

Hypocrite? How so? Because I'm not blindly screaming "Atari! Atari! Atari!" like you? Because I'm not willing to brush off all machines that don't have a Fuji symbol on it *just because* they don't have a Fuji symbol on it? Because I stop to think about where the company I'm investing in is going to go in the future *befure* I plunk down my money? Because I have an interest in letting people know proovable fact rather than "I told you so" accusations?

Chris, please, I ask you this as a favor. For the sake of the other people who are currently involved in this thread, *PLEASE* stay out of this thread *unless* you can handle it intelligently, logically, rationally and with an interest of maybe learning something new. Of the several posts I've seen you make in other threads I sincerely doubt this is possible, but anything can happen, I guess. This isn't an attack or an insult or a flame so don't take it like that. All I'm asking you to do is maybe grow up a little. There's enough hostility in the world; nobody needs screaming children on top of it. Capiche?

1908. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 06:36:56 UTC
From: lordthan@news.delphi.com
Message-ID: <2ot9q8$n6l@news.delphi.com>
Source record: 17559

rmills@ccd.harris.com (Richard C. Mills) writes:
>sinclap2954@cobra.uni.edu wrote:
>: "Cutting edge technology will have to look elsewhere" - Would that be Atari?
>: I suggest you open your eyes and get some Mac Mags and educate yourself!
>Atari? Not likely. Mac Mags? The neat-o little ones that have info on the
>newest in spreadsheets, desktop publishers, etc... ? No thanks. Why don't
>you open your eyes? The world does not revolve around Mac. If you really
>think the Mac is so great then I doubt you would be here posting. You
>obviously feel the need to justify your purchase.

I think I should make a macro out of the following snippet:
"You obviously haven't been following and/or reading all of the posts I
have made in this newsgroup. Or if you have, you're just ignoring them."

I have no need to "justify" my purchase; my presence here serves two
purposes. First, to hear about new developments in Atari that I haven't
heard before. (Newsflash...I own several Ataris as well as my Mac.)
Second, to correct the many instances of erroneous Mac information that
I've discovered invariably rears its head here.

Justify my purchase. Heh. That's funny. Okay, let's play Justify My Purchase.

I've got $1100 US. I can buy a 25Mhz 040-based Mac with 8-MB RAM, 120-MB
hard drive, keyboard, mouse, monitor, 360dpi inkjet printer, high speed
modem, integrated software and the knowledge and security that Apple and
the Mac will exist for several years to come and will be supported by
hundreds of major vendors. Oh yes...I'll be coming home with some extra
cash in my pocket, too.

Or I can buy a Falcon (68030; 25Mhz?) with 4-MB RAM (?) and an 80-MB hard
drive, keyboard (of course), and a mouse. There is every likelihood that
Atari will not manufacture computers five years from now, given recent
sales records. No major vendors (aside from a few game companies) support
the Atari. I'll also have to stop at an ATM machine to get money so I can
put gas in my car; the going price for the above-listed Falcon at the
closest Atari store to me is $1099.

Assuming you *needed* a computer, and you *needed* to pay the rent and
run major software and had a Significant Other who looked at every
purchase you made with a skeptical eye, which computer would you have a
more difficult time "justifying"? :)

1909. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 06:47:21 UTC
From: lordthan@news.delphi.com
Message-ID: <2otadp$nh1@news.delphi.com>
Source record: 17560

rmills@ccd.harris.com (Richard C. Mills) writes:
>So? What's your point? It's nice that Apple first did so and so, and that
>so and so invented peanut butter, blah blah... Who cares? What has Apple
>done lately? If you're so happy about the Mac, why post here?

sigh Is there something I'm missing in this room? It seems like every time I answer someone's reply, I'm saying the same thing I said in the first place!

"What color is the sky?"
"Blue."
"Okay, but...The sky is what color?"
"Blue."
"What color is it?"
{ad nauseum}

IF you had read the entire thread (you didn't), and IF you had read my-ntire reply (you didn't), I wouldn't have to post this and the group would get that much less traffic. Let's work towards that, shall we?

The subject (that you missed) was innovations. I believe the key phrase in the original message was something along the lines of, "Apple hasn't done anything innovative." As far as my happiness goes, if you read any of the original threads (you haven't) you'd know why I'm posting here. In fact, I think I just responded to *ANOTHER* instance of you asking me that same question a few minutes ago.

What has Apple done lately? *shrug* Well, you asked. They had a hand in designing the PowerPC chip and surrounding architecture. They were the first company to have full video capabilities built into their machine. They were the first company to have full telephony functions built into their machine. First major computer vendor to market an ergonomic keyboard. First major vendor to include energy saving features into their hardware. First (and, so far, only) company to announce PowerPC upgrades for existing machines. First company to bring speech recognition to the desktop, and have it actually WORK, *and* have it built into their machine (good synthesis, too, but hardly a first). Best implementation of handwriting recognition in a device that won't cost you your house. First mass-marketed device that communicates with computers (and other devices) via an infrared network connection - and that doesn't cost the house. First (but lame, admittedly) computer to market itself as a central entertainment center, complete with television.

Hey, you asked.

1910. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 09:52:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoG8rB.7Bn@barclays.co.uk>
Source record: 17561

In article <2ol4eu$pi9@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
|> P.S. Hey Iain - how's the kitchen going!? (And thanks again for the soft!)
:-) the units are in. I spent a happy weekend tiling. Wallpaper next and then it's done. Thank god! Glad the disks arrived OK. Didi you get my mail?

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1911. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 17:49:29 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr18.174929.9599@ida.liu.se>
Source record: 17562

rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:

>SB> >> That is the only reason I'm delaying my purchase of the Jaguar.
>SB> >> However atari has announced 51 developers and around 50 titles in the
>SB> >84 developers.
>SB>
>SB> Of which maybe 30 don't have development systems, but have signed up
>SB> just to review the reference manuals. We are among those.

>The $299 deal? We were told by Atari that you would NOT show up as a
>registered developer in that list if you hadn't got the hardware. (The
>$7000-$8000 deal)

We are in the developer list. We don't have the hardware. Hence, they
lied to you.

However, we will eventually get some development systems, and I will
probably do something for it this fall (either that or the Sega Saturn).

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1912. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 17:57:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db2d80e@secom.ct.se>
Source record: 17563

RH> But how come in the developer's list posted in the Jaguar mailing
RH> list Team 17 is listed?:

Dunno, but if Atari would list everyone that has gone for the $299 deal that list would be WAY longer ...

RH> So someone's lying... and I don't think it is Stefan.

Didn't he say they had ordered the hardware but not gotten it yet? That would explain it.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1913. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 20:03:34 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDSUDEAY@dksoft.ping.dk>
Source record: 17568

In <1994Apr15.173322.23375@ida.liu.se> Stefan Boberg wrote :

>rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>>I can't? You mean Wizztronics sells a 040 card that won't work??? Oh ..
>>please Stefan, you're the God, you know everyting .. please educate the
>>3 different makers of 040 cards for the Falcon ...
>
> There's no 68040 Falcon right? So you can't buy a 68040 Falcon. QED

Ahmm.. You buy a Falcon 030 and add a 68040 board to it.. Yupti, you got
a Falcon 040... Well, it's doesn't say a Falcon040 on the mark, but who
cares what the mark is saying. It's whats inside that have a meaning.

Cheer up Stefan, you _CAN_ get a Falcon with a 68040 board added.

>
> What are the prices for these wonderful things by the way? Does the OS
>deal with the 68040 correctly so you can run multitasking programs with
>memory protection? Copyback problems?
>

Nobody seems to know yet as far as i can find info. But my guess is, that
a decent german connection will bring you the answer pretty soon.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1914. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 21:14:09 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr18.211409.14917@ida.liu.se>
Source record: 17564

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <1994Apr15.173322.23375@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>:> There's no 68040 Falcon right? So you can't buy a 68040 Falcon. QED

>Stefen, but you wrote:

Stefan. Swedish version of Stephen ;-)

>**** no? Oh, I forgot, you can't get a 68040 for the Falcon. ***

>this quite clearly means you thought you cannot buy a 68040 for a Falcon!
>(unless you speak a different version of english to me ;-))

I meant that you cannot get a 68040 Falcon. You have to buy a 030 falcon
and fit it with a 68040 accelerator from some basement company. Granted,
what I wrote was rather ambigous, but then English is only my second or
third language (depending on how you look on things :).

>:> What are the prices for these wonderful things by the way? Does the OS
>:>deal with the 68040 correctly so you can run multitasking programs with
>:>memory protection? Copyback problems?

>The prices are reasonable, about 600-800 pounds.
>(All the accelerators allow FASTRAM with proper burst mode unlike the Amiga)

There are CPU boards with burst mode if you want it. I don't miss it; my
A4000/040 is over three times as fast as a 25MHz 68030 A3000 as it is.

>The OS deals with the 68040, and (unlike the Amiga) MultiTos gives you full
>memory protection.

Great.

>>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.

>For someone who slags down Falcons so much, you seem to be asking some pretty
>basic questions, you may know the Amiga h/ware but you know Sweet F.A about
>the Falcon.

Spot on. I haven't even seen a Falcon. I'm sure it's a nice machine for
those who want that sort of thing, and I'm not really bashing the machine
as such. It's more like I get so fucking annoyed with Rickard's overzealous
one-way mind that I have to oppose to his rantings. In his world Atari is
god and anyone who dare to say something negative about anything Atari is an
imbecile. What he should realize is that no machine is best for everyone
and everything.

>Griff
>--

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1915. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 21:21:45 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr18.212145.15129@ida.liu.se>
Source record: 17565

rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:

>SB> >SB> no? Oh, I forgot, you can't get a 68040 for the Falcon.
>SB>
>SB> There's no 68040 Falcon right? So you can't buy a 68040 Falcon. QED
>SB>
>SB> What are the prices for these wonderful things by the way? Does the OS
>SB> deal with the 68040 correctly so you can run multitasking programs with
>SB> memory protection? Copyback problems?

>Look at Stefan's sentences above .. the two first .. he really changed his
>opinion quickly .. :-D

No, the two sentences express the same thing, only the first version is
ambigous.

>I have no idea what they cost, but they are totally compatible.

Marvellous! Good for you.

Anyway, from what I hear, they cost as much as the Falcon itself.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1916. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-18 21:32:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ouu8g$sk8@darkstar.UCSC.EDU>
Source record: 17566

In <2ot986$mu0@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>Whoawhoawhoa...Chris, you know, I've had just about enough of your twelve
>year old antics.

Ooh. Twelve year old. FLame attempt #1.

>Let's get some facts up on your screen, shall we? You seem to dislike
>relating to facts, I realize, but bear with me. First, I *never* said
>anything along the lines of Ataris being worthless. Extract a quote from
>one of my messages that says this. You won't find it.

Dislike relating to facts. Flame attempt #2

>Second, I don't recall ever being "flamed" for anything I had posted. I
>was involved with the origin of this thread in other messages (i.e.,
>sinclap) and, frankly, I got tired of correcting your continuously false
>Mac allegations. That's what spawned my original "Apple vs Atari" post
>which, up until you showed up in the thread, was proceeding in a rather
>intelligent and dignified conversation. If intelligence and dignity puts
>me on "moral high ground" then perhaps you should take a step back and
>think about it for a moment.

Accusation of me not being intelligent. Flame attempt #3.

>Hypocrite? How so? Because I'm not blindly screaming "Atari! Atari! Atari!"
>like you? Because I'm not willing to brush off all machines that don't
>have a Fuji symbol on it *just because* they don't have a Fuji symbol on
>it? Because I stop to think about where the company I'm investing in is
>going to go in the future *befure* I plunk down my money? Because I have
>an interest in letting people know proovable fact rather than "I told you
>so" accusations?

Accusation of fanaticism. Flame Attempt #4. BTW, I own a Windows laptop :P
and am getting a 486 to run Linux on, so I don't fall under your line above.
I HAVE checked out the "competition" I used it in a work environment for over
2 years and still stuck with Atari. For me it is the best choice. Proveabl
fact you post? Where? you've contributed NOTHING other than your wild claims
of Mac II stereo (still wrong, BTW)

>Chris, please, I ask you this as a favor. For the sake of the other
>people who are currently involved in this thread, *PLEASE* stay out of
>this thread *unless* you can handle it intelligently, logically,
>rationally and with an interest of maybe learning something new. Of the
>several posts I've seen you make in other threads I sincerely doubt this
>is possible, but anything can happen, I guess. This isn't an attack or an
^^^^^^

>insult or a flame so don't take it like that. All I'm asking you to do is
^^^^^^ ^^^^^ ^^^^^^^^^^^^^^^^^^^^^^

>maybe grow up a little. There's enough hostility in the world; nobody
>needs screaming children on top of it. Capiche?

Yeah right. I itemized your FOUR attempts at flaming and insulting me. Get a clue, okay? Maybe you should read your own post... You have absolutely ZERO credibility. maybe you fear the word hypocrite because it hits so close to the truth, eh?

How about this for rationality: I have used the two biggest platforms extensively, Mac more than Windows (for now) and still find Atari to be the best choice for my uses, which is basic Word processing, graphics, music & telecommunications. Fairly average consumer stuff. I have NEVER had an extensive problem since my first ST in 87 had a heat problem (fixed right away) Never had trouble hooking up peripherals, never even had a hard disk crash, okay? I like them, but do you see me going over to the mac groups and posting what slime thety all are for buying a Macintrash? No, I don't. I could care less what mac people think about their computers EXCEPT when they come here and try to preach to me. I'm tired of you, I'm tired of SInclap, I'm tired of all the people who seem to have no desire to be here other than to start trouble. But I won't shut up, because I know that people like you believe in the "last word" righteousness, so I fight you on that level. And I will until _you_ give up and learn that your opinions are not applicable to everyone. Understand?

~Chris

1917. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 02:38:41 UTC
From: <>
Message-ID: <2ovg7h$696@mother.usf.edu>
Source record: 17567

In article <2ot8l1$mj7@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
[My stuff deleted]
>
>I think this is the longest and most diversivied single paragraph I've ever
>come across. :)

Why, thank you. :)

>
>Interesting note...You claim that user-friendliness is a function of the
>application, not the computer. I beg to differ. User-friendliness is a
>combination of a wide assortment of factors *including* the computer as
>well as its OS and whatever applications are running on it. I once, for
>example, attempted to hook up a hard drive to my ST. After spending about
>half an hour fiddling with connectors and the like I was told that I needed
>to puchase a controller for the hard drive. (This was years ago, when I was
>an ST beginner.) Nowhere was this mentioned in the computer's documentation,
>the hard drive's documentation or any README files. Once the controller was
>purchased and installed it took another two hours or so of setting jumpers
>and running the formatting software before it would work.
>
>In comparison, to set up a Mac hard drive is simple. Set the SCSI ID
>number and check for proper termination (as you'd do on any SCSI network),
>plug the drive into the Mac, power up the drive, and turn on the Mac. The
>drive comes preformatted (in 99.9% of the cases) and ready to go.
>
>So what did software have to do with the friendliness of that computer?
>Answer: None. User friendliness, or lack thereof, is a concept involving
>the intire system as a whole, not just a pretty interface or what have you.
>Sure, it's possible to have a really bad interface on top of an otherwise
>great machine - that'll destroy the user-friendliess for THAT program but
>NOT for the whole machine. It's also possible to have a great user interface
>on an otherwise poor machine. Does that one well-interfaced program make
>the whole machine friendly?

Good point. Until the TT and MegaSTe, connecting a hard drive to an ST wasn't the easiest thing in the world. Of course, it's STILL better than installing on into an IBM compatible.

>
>Another comment: "Calamus SL is unbeatable if you know how to use it..."
>To that I say, plain and simple, bullsh*t. Calamus is a decent single-user,
>small-to-medium sized project publishing program and nothing more. Calamus,
>in case you haven't noticed, *is* beatable. Otherwise it probably would

>have been ported to other machines, such as the Mac and PC where it would
>have flourished. IF it were unbeatable. I do know how to use Calamus. I've
>used it. It's hardly professional-level stuff. Calamus IS beatable because
>it HAS been beaten. Just look at what people are buying.

I am not the expert on Calamus or DTP for that matter, but I have tinkered with a few of them. The user interface on Calamus SL takes a bit of getting used to due to it's European iconic design, but once you're beyond that, it's quite a pleasure to use. I am the technical editor of a magazine that uses Calamus SL to publish a magazine, among other things, and I can tell you that it's NOT a small project. It hasn't been ported to other machines, because according to the developers, the others were "underpowered." That is to say, the Atari TT is fast enough to make Calamus SL run well, and the machine doesn't get in the way of the application like other computers and OS's do. The only machine that it's been ported to is the Dec Alpha. Not being the expert on Calamus, I cannot go further, but my publisher can, and I'll get him to write a reply to your statement.

>
>I don't know where this line came from...
>>...Cubase Audio is less expensive to run,
>>MIDI software is available in large quantities at low priced with loads of
>>capabilities, and I could go on with all the numerous vertical apps that are
>>wonderful to use on Ataris, that just aren't up to par on other platforms.
>...but I think I see what you're getting at. Atari had a head start in the
>music industry so it's logical that there would be better Atari stuff in that
>field, just like there's better DTP stuff on the Mac than any other platform
>because the Mac "pioneered" DTP. However, on a professional level (I can
>provide proof; my girlfriend is an audio engineer working in a professional
>studio in NYC), PCs and (mostly) Macs have taken over. Where my girlfriend
>works...There's three studios that each have at least one Mac in it, plus
>all of the writers and most of the other engineers work with Macs either
>at home or in their office (and most of the time, both places). This
>studio has produced work for AT&T, Shell Oil, Kraft Foods, and countless
>other award-winning pieces. Not an ST in sight. I'm not saying that *NO*
>Ataris exist in this field; I'm saying that in this studio and several
>others that I've been in (I've been in many), STs are practically
>nonexistant.

NOW, the ST is not very prominant in the music market, but there was a time when Fleetwood Mac, the Beach Boys, and Madonna used them for sequencing. As far as I know Fleetwood Mac (Mack? <shrug>) still uses Atari's, but I don't know about the others. One of the writers in Processor Direct magazine just recently published an album that he created on his Atari.

>
>(Please don't let this turn into a bash-fest...)
>
>

No, no, no. Your statements are far from bashes, and I'm enjoying this debate. There will be no bashing.

1918. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 03:43:24 UTC
From: lordthan@news.delphi.com
Message-ID: <2ovk0s$4ok@news.delphi.com>
Source record: 17569

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
<snip>
>Accusation of fanaticism. Flame Attempt #4. BTW, I own a Windows laptop :P
>and am getting a 486 to run Linux on, so I don't fall under your line above.
>I HAVE checked out the "competition" I used it in a work environment for over
>2 years and still stuck with Atari. For me it is the best choice. Proveabl
>fact you post? Where? you've contributed NOTHING other than your wild claims
>of Mac II stereo (still wrong, BTW)

Still right, btw.

>Yeah right. I itemized your FOUR attempts at flaming and insulting me. Get a
>clue, okay? Maybe you should read your own post... You have absolutely
>ZERO credibility. maybe you fear the word hypocrite because it hits so close
>to the truth, eh?

I fear no words. Frankly, I'm still waiting for you to provide answers
and/or proof to the several questions which you so blithely ignored.
Perhaps answering them would shed some light on some things you don't
want to admit to? Besides, I have plenty of credibility. Perhaps not with
you (or with some others) because I'm not Preaching the Word of Atari and
telling people how Atari is so great, etc so forth and so on, but that's
to be expected. The only group of people I expect to relate to are those
many, many people who understand what I'm posting about. Those same
people who have been filling my mailbox on a near-daily basis, continuing
one of the more stimulating conversations I've had in months. :)

>How about this for rationality: I have used the two biggest platforms
>extensively, Mac more than Windows (for now) and still find Atari to be the
>best choice for my uses, which is basic Word processing, graphics, music
>& telecommunications. Fairly average consumer stuff. I have NEVER had
>an extensive problem since my first ST in 87 had a heat problem (fixed
>right away) Never had trouble hooking up peripherals, never even had a hard
>disk crash, okay? I like them, but do you see me going over to the mac
>groups and posting what slime thety all are for buying a Macintrash? No, I
>don't. I could care less what mac people think about their computers EXCEPT
>when they come here and try to preach to me. I'm tired of you, I'm tired of
>SInclap, I'm tired of all the people who seem to have no desire to be here
>other than to start trouble. But I won't shut up, because I know that people
>like you believe in the "last word" righteousness, so I fight you on that
>level. And I will until _you_ give up and learn that your opinions are not
>applicable to everyone. Understand?

The only thing I wholly understand about you is that you have an
incapacity to differentiate between a logical conversational thread and a
flame fest. My intention here was NEVER to start trouble; I made that

perfectly clear from the outset. My intention here is (and always has been) to provide accurate information. For some reason you can't seem to accept that. I've given up, long ago, trying to convince you that this is my sole intention. It seems to me that you think you've got me all figured out and you won't hear another thing about it. Case closed. Just like your mind, if this indeed is the case. Unfortunate, since I think you could have the potential to be a significant contributor to this thread if you didn't simply stand around yelling all the time.

Let's get some more of your false and unprovable accusations out of the way, while we're at it. I never accused anyone of being "slime" for buying an Atari. I never even implied it. I also never expected my opinions to applicable to everyone, nor did I ever intend them to be so. I *do* expect (wrongly, perhaps?) people to understand the difference between provable fact (i.e., stereo sound on Mac II) and unprovable heresay.

There is no "last word righteousness" here, Chris. Really, there isn't, and if you took half a step back, breathed in deeply, and (with an open mind) read the words that I write you might see this. Every reply I've handed to you is an information source. Period. You ask me a question, I answer it. (Unlike you; see initial commentary.) You make a false and/or unsubstantiated accusation, I correct it. If you stoped posting incorrect information, I wouldn't respond. Simple.

Here's the Bottom Line, Chris. It's what I've been saying since my first post and, hopefully, you'll be able to understand this.
* First, if you love your Atari, fine. More power to you. I'm not going to look on you any differently than I do now just because of your computer choice, and I'm not going to try to brow-beat you into thinking that the Atari sucks. Never have, never will.
* Second, it's *always* been my opinion that if your computer does what you want it to do, then that's the right computer for you. I've said this countless times, yet you constantly accuse me of putting down Atari users. Why? Can you, in fact, find one single quote from me that puts down an Atari user *just because* he (or she) owns an Atari?
* Third, I again ask you that if you want to be in this thread to please have some consideration for the topic at hand. So far, you haven't shown any, but instead spent your time in unfounded accusations towards me.

I'm not like Sinclap. I don't have an "anti-Atari" signature file. I'm NOT anti-Atari. I'm pro-information and pro-fact, period. I don't go wandering around calling people names and making false accusations, making up things as I go along. I expect the same consideration and understanding from you and everyone else. Is that too much to ask?

1919. Private little war... :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 05:20:41 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ovpn9$6fh@darkstar.UCSC.EDU>
Source record: 17570

In <2ovk0s$4ok@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>Still right, btw.
Lies lies lies.

>I fear no words. Frankly, I'm still waiting for you to provide answers
>and/or proof to the several questions which you so blithely ignored.

I ignored any questions prefaced with "You're a little snot because..."
I don't consider them worth attention.

>Perhaps answering them would shed some light on some things you don't
>want to admit to? Besides, I have plenty of credibility. Perhaps not with
>you (or with some others) because I'm not Preaching the Word of Atari and
>telling people how Atari is so great, etc so forth and so on, but that's
>to be expected. The only group of people I expect to relate to are those
>many, many people who understand what I'm posting about. Those same
>people who have been filling my mailbox on a near-daily basis, continuing
>one of the more stimulating conversations I've had in months. :)

Wow. Sinclap says the same thing. I'd hate to think what stimulates you...
Hey everybody, Thanatos has a glee club! Oh boy, so does Barney.
Quote where I have been "preaching the word of Atari" okay? I do nothing
but respond to innacurate posts such as yours.

>The only thing I wholly understand about you is that you have an
>incapacity to differentiate between a logical conversational thread and a
>flame fest. My intention here was NEVER to start trouble; I made that

Ooh. you are so astute. Why not read what I said?

>perfectly clear from the outset. My intention here is (and always has

Yeah, you say you don't intend to start a flame-fest, then proceed to flame
away. Must I say the "H" word again???

>been) to provide accurate information. For some reason you can't seem to
>accept that. I've given up, long ago, trying to convince you that this is

I don't accept lies.

>my sole intention. It seems to me that you think you've got me all
>figured out and you won't hear another thing about it. Case closed. Just
>like your mind, if this indeed is the case. Unfortunate, since I think
>you could have the potential to be a significant contributor to this
>thread if you didn't simply stand around yelling all the time.

I'll stop debating you when you stop posting drivel and lies and hypocritical
statements.

>Let's get some more of your false and unprovable accusations out of the
>way, while we're at it. I never accused anyone of being "slime" for
>buying an Atari. I never even implied it. I also never expected my
>opinions to applicable to everyone, nor did I ever intend them to be so.

Unproveable only because you change your story every five minutes... Do you
honestly think we have THAT short an attention span?

>I *do* expect (wrongly, perhaps?) people to understand the difference
>between provable fact (i.e., stereo sound on Mac II) and unprovable heresay.

Then prove it. Mail me that manual. posting quotes does not count as that
can be forged. Look it says right here in this Mac manual "Hey fool! we
duped you, you should have bought an atari! hahahahah!" See how credible
that is?

>There is no "last word righteousness" here, Chris. Really, there isn't,
>and if you took half a step back, breathed in deeply, and (with an open
>mind) read the words that I write you might see this. Every reply I've
>handed to you is an information source. Period. You ask me a question, I
>answer it. (Unlike you; see initial commentary.) You make a false and/or
>unsubstantiated accusation, I correct it. If you stoped posting incorrect
>information, I wouldn't respond. Simple.

And I shall do the same to you when you stop being a hypocrite. Every reply
has indeed been a source of amusement. their information value is about
equal to that of used cat litter.

>Here's the Bottom Line, Chris. It's what I've been saying since my first
>post and, hopefully, you'll be able to understand this.

Easily said, but difficult for you to live up to.

>* First, if you love your Atari, fine. More power to you. I'm not going
>to look on you any differently than I do now just because of your
>computer choice, and I'm not going to try to brow-beat you into thinking
>that the Atari sucks. Never have, never will.

m hm... I THink I'll save this to show you later...

>* Second, it's *always* been my opinion that if your computer does what
>you want it to do, then that's the right computer for you. I've said this
>countless times, yet you constantly accuse me of putting down Atari
>users. Why? Can you, in fact, find one single quote from me that puts
>down an Atari user *just because* he (or she) owns an Atari?

Sorry, I didn't save your first posts here... I'll be watching in the future,
tho.

>* Third, I again ask you that if you want to be in this thread to please
>have some consideration for the topic at hand. So far, you haven't shown
>any, but instead spent your time in unfounded accusations towards me.

As you do the same to me.

>I'm not like Sinclap. I don't have an "anti-Atari" signature file. I'm
>NOT anti-Atari. I'm pro-information and pro-fact, period. I don't go
>wandering around calling people names and making false accusations,
>making up things as I go along. I expect the same consideration and
>understanding from you and everyone else. Is that too much to ask?

You seem to expect more than you dish out. I will hold you to this from now on. No transgressions will be tolerated. Have a nice day.

~Chris

1920. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 06:40:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db38b02@secom.ct.se>
Source record: 17571

SB> We are in the developer list. We don't have the hardware. Hence, they
SB> lied to you.
SB> However, we will eventually get some development systems, and I will

..this means you have ordered the hardware, and that's why you are in the list.

Sega Saturn? The one they are going to kill themselves by pushing the 32X?

Kid: MUMMY! Joe Doe has this new thing for his Genesis that's REALLY cool and
makes games better .. I WANT ONE TOO!!!!!!

Mummy: Sure, brat, how much?

Kid: IT'S ONLY $150!!!

Mummy: Ok, but then there will be nothing for your videogame for a long time!

Kid: NO PROBLEM, ALL I EVER WANT IS THE 32X!!!

..do you think his mummy will by a $500 Saturn 3 months later? <grin>

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1921. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 10:10:27 UTC
From: jimmy@Hawaii.Edu
Message-ID: <Col49G.BrM@news.Hawaii.Edu>
Source record: 17572

Rickard Troedsson (rickard.troedsson@cindy.ct.se) wrote:

:#"can't get a 68040 for the Falcon" ... That means GET A 040 FOR THE FALCON ..
:#means, get a 040 after you have purchased a Falcon, means a hardware-ADD ON ..

:#..which has nothing to do with stock Falcons ..

But did you add in the cost of a 68040 accelerator for the stock Falcon
that you gave the cost of? Given that Stefan gave you the cost of a stock
040 Mac, you'd have to include the cost of a 040 accelerator in your stock
030 Falcon. You lose.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1922. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 10:53:37 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoI69D.ME9@barclays.co.uk>
Source record: 17573

In article <CoI49G.BrM@news.Hawaii.Edu>, jimmy@Hawaii.Edu (Jimmy Chan) writes:
|> Rickard Troedsson (rickard.troedsson@cindy.ct.se) wrote:
|>
|> :#"can't get a 68040 for the Falcon" ... That means GET A 040 FOR THE FALCON ..
|> :#means, get a 040 after you have purchased a Falcon, means a hardware-ADD ON ..
|>
|> :#..which has nothing to do with stock Falcons ..
|>
|> But did you add in the cost of a 68040 accelerator for the stock Falcon
|> that you gave the cost of? Given that Stefan gave you the cost of a stock
|> 040 Mac, you'd have to include the cost of a 040 accelerator in your stock
|> 030 Falcon. You lose.
A) This was not the argument you twit.
B) Check an 030 Mac plus an 040 board for it. Much more than the Falcon equation
for the same items. falcon much cheaper. In the UK, an 040 board for a Mac is
as much as a whole falcon if notmore.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1923. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 17:40:04 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16F9DC041S85.TOMM@cms.cc.wayne.edu>
Source record: 17574

In article <2ouu8g$sk8@darkstar.UCSC.EDU>
aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>
>In <2ot986$mu0@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM)
writes:
>
>>Chris, please, I ask you this as a favor. For the sake of the other
>>people who are currently involved in this thread, *PLEASE* stay out of
>>this thread *unless* you can handle it intelligently, logically,
>>rationally and with an interest of maybe learning something new. Of the
>>several posts I've seen you make in other threads I sincerely doubt this
>>is possible, but anything can happen, I guess. This isn't an attack or an
> ^^^^^^
>>insult or a flame so don't take it like that. All I'm asking you to do is
> ^^^^^^ ^^^^^ ^^^^^^^^^^^^^^^^^^^^^^
>>maybe grow up a little. There's enough hostility in the world; nobody
>>needs screaming children on top of it. Capiche?
>
>Yeah right. I itemized your FOUR attempts at flaming and insulting me. Get a
>clue, okay? Maybe you should read your own post... You have absolutely
>ZERO credibility. maybe you fear the word hypocrite because it hits so close
>to the truth, eh?
>
>How about this for rationality: I have used the two biggest platforms
>extensively, Mac more than Windows (for now) and still find Atari to be the
>best choice for my uses, which is basic Word processing, graphics, music
>& telecommunications. Fairly average consumer stuff. I have NEVER had
>an extensive problem since my first ST in 87 had a heat problem (fixed
>right away) Never had trouble hooking up peripherals, never even had a hard
>disk crash, okay? I like them, but do you see me going over to the mac
>groups and posting what slime thety all are for buying a Macintrash? No, I
>don't. I could care less what mac people think about their computers EXCEPT
>when they come here and try to preach to me. I'm tired of you, I'm tired of
>SInclap, I'm tired of all the people who seem to have no desire to be here
>other than to start trouble. But I won't shut up, because I know that people
>like you believe in the "last word" righteousness, so I fight you on that
>level. And I will until _you_ give up and learn that your opinions are not
>applicable to everyone. Understand?
>
> ~Chris
Right on, Chris!
I don't understand why so many Mac bigots feel that it is necessary to
get on ATARI.advocacy just to advocate the use of MACINTOSHes. That is

___***NOT***___ what this group is for.
Why don't ALL of you MAC bigots go fuck off and die (at least in this group?) Take your trash somewhere else.
I read this because I have some interest in Atari.
You assholes read this because you hate Atari.
That is just plain STUPID.

FUCK YOU. GO HOME. Go ahead. Flame me. Get on MAC.ADVOCACY and post about what an asshole I am because I DON'T CARE WHAT YOU THINK.

MAC bigots, listen up: Only a moron, baby, or a fool would post to ATARI.ADVOCACY to say that people shouldn't want an Atari.

You have such an inflated ego that you call yourself "Lord Thantos" but you are really a >BRAT<. You tell an Atari advocate not to post here. GROW UP, ASSHOLE!

Before you flame me for being computer illiterate, you should know that I have been in the computer business since 1970, and I have been working with microprocessor-based systems since 1976. The Apple I (that's I, not II) came out a few months after I bought my first CPU, and there were times when I thought I might have been better off if I had waited.
No matter. As Chris said, just because >YOU< don't like Atari is no reason why others shouldn't enjoy them.

1924. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 17:41:22 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr19.174122.11899@ida.liu.se>
Source record: 17575

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>RH> But how come in the developer's list posted in the Jaguar mailing
>RH> list Team 17 is listed?:

>RH> So someone's lying... and I don't think it is Stefan.

>Didn't he say they had ordered the hardware but not gotten it yet? That would
>explain it.

Nope. I did not. We're about to order a development system, but we haven't
yet.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1925. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 17:43:33 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr19.174333.12008@ida.liu.se>
Source record: 17576

Iain.Laskey@barclays.co.uk writes:
>In article <CoI49G.BrM@news.Hawaii.Edu>, jimmy@Hawaii.Edu (Jimmy Chan) writes:

>|> But did you add in the cost of a 68040 accelerator for the stock Falcon
>|> that you gave the cost of? Given that Stefan gave you the cost of a stock
>|> 040 Mac, you'd have to include the cost of a 040 accelerator in your stock
>|> 030 Falcon. You lose.

>A) This was not the argument you twit.
>B) Check an 030 Mac plus an 040 board for it. Much more than the Falcon equation
> for the same items. falcon much cheaper. In the UK, an 040 board for a Mac is
> as much as a whole falcon if notmore.

Uh? Why would you buy a 030 Mac and get a 040 board for it when a 040 Mac
is only marginally more expensive than a 030 Mac? Beats me.

>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>| |REPLIES to ilaskey@cix.compulink.co.uk |

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1926. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 17:53:00 UTC
From: roine.stenberg@stacken.ct.se
Message-ID: <5352d432@stacken.ct.se>
Source record: 17577

> Of which maybe 30 don't have development systems, but have
> signed up
> just to review the reference manuals. We are among those.

Are they good then ??

How many papers are there in there ??

1927. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-19 23:49:51 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr19.234951.22233@rmece02.upr.clu.edu>
Source record: 17578

In article <2ot9q8$n6l@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> rmills@ccd.harris.com (Richard C. Mills) writes:
|> >sinclap2954@cobra.uni.edu wrote:

[stuff deleted]

|> Justify my purchase. Heh. That's funny. Okay, let's play Justify My Purchase.
|>
|> I've got $1100 US. I can buy a 25Mhz 040-based Mac with 8-MB RAM, 120-MB
|> hard drive, keyboard, mouse, monitor, 360dpi inkjet printer, high speed
|> modem, integrated software and the knowledge and security that Apple and
|> the Mac will exist for several years to come and will be supported by
|> hundreds of major vendors. Oh yes...I'll be coming home with some extra
|> cash in my pocket, too.

This is not a flame.... WHERE YOU GET THAT!???!!!! I wanna know!
I mean, with keyboard, mouse, Monitor, inket, and '040... OUCH!
Is that a discontinued Mac Model? Or an actual Mac? I could considering
purchasing that for my sister... Is it Power PC upgradable? Which
Mac model you are talking about...

|>
|> Or I can buy a Falcon (68030; 25Mhz?) with 4-MB RAM (?) and an 80-MB hard

16 Mhz "68030SX" -> has a 16-bit data path. :-)

[stuff deleted]

|> more difficult time "justifying"? :)
|>

The 486SX @ 25 Mhz with 4 megs GateWay 2000 (TM) clone :-)

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1928. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 00:06:28 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr20.000628.52919@rmece02.upr.clu.edu>
Source record: 17579

In article <2otadp$nh1@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> rmills@ccd.harris.com (Richard C. Mills) writes:
|> >So? What's your point? It's nice that Apple first did so and so, and that

[stuff deleted]

|> What has Apple done lately? *shrug* Well, you asked. They had a hand in
|> designing the PowerPC chip and surrounding architecture. They were the
|> first company to have full video capabilities built into their machine. They
^^
/
Ahem. Care to explain a bit further? :-)

Are you talking about digitizing/video in a window

|> were the first company to have full telephony functions built into their
|> machine. First major computer vendor to market an ergonomic keyboard. First
|> major vendor to include energy saving features into their hardware. First
|> (and, so far, only) company to announce PowerPC upgrades for existing
|> machines. First company to bring speech recognition to the desktop, and
|> have it actually WORK, *and* have it built into their machine (good
|> synthesis, too, but hardly a first). Best implementation of handwriting
|> recognition in a device that won't cost you your house. First mass-marketed
^^
/
A bit subjective :-) (just kidding, the Newton is good, but
needs another pricedrop)

|> device that communicates with computers (and other devices) via an
|> infrared network connection - and that doesn't cost the house. First (but
|> lame, admittedly) computer to market itself as a central entertainment
|> center, complete with television.
|>
|> Hey, you asked.
|>

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1929. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 01:12:10 UTC
From: lordthan@news.delphi.com
Message-ID: <2p1vha$ct5@news.delphi.com>
Source record: 17580

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>Good point. Until the TT and MegaSTe, connecting a hard drive to an ST wasn't
>the easiest thing in the world. Of course, it's STILL better than installing
>on into an IBM compatible.

Agreed. I haven't had to install a hard drive on a TT or Mega so I'll
take your word on that unless I hear otherwise. :)

>I am not the expert on Calamus or DTP for that matter, but I have tinkered
>with a few of them. The user interface on Calamus SL takes a bit of getting
>used to due to it's European iconic design, but once you're beyond that, it's
>quite a pleasure to use. I am the technical editor of a magazine that uses
>Calamus SL to publish a magazine, among other things, and I can tell you that
>it's NOT a small project. It hasn't been ported to other machines, because
>according to the developers, the others were "underpowered." That is to say,
>the Atari TT is fast enough to make Calamus SL run well, and the machine
>doesn't get in the way of the application like other computers and OS's do.
>The only machine that it's been ported to is the Dec Alpha. Not being the
>expert on Calamus, I cannot go further, but my publisher can, and I'll get him
>to write a reply to your statement.

"Underpowered"? Please. Sounds like a cop-out to me. How can, for
example, an 040-based Mac, 486-based PC or RISC-based workstation (i.e.,
Sun) be "underpowered" for a program like Calamus?
Calamus, IM(professional)O, is a good program for small to medium sized
projects - flyers, menus, school reports, brochures, multi-page
newsletters (not exceeding about 16 pages), etc. It could be considered
nearly perfect for the "at home" desktop artist who does the occasional
freelance project. But as far as professional-level quality and
performance goes, Calamus has a LOT of catching up to do.

>NOW, the ST is not very prominant in the music market, but there was a time
>when Fleetwood Mac, the Beach Boys, and Madonna used them for sequencing. As
>far as I know Fleetwood Mac (Mack? <shrug>) still uses Atari's, but I don't
>know about the others. One of the writers in Processor Direct magazine just
>recently published an album that he created on his Atari.

I remember that time. Don't forget Tangerine Dream with their on-album
credit to the ST for production. I *think* Madonna still uses them for
preproduction; I remember reading that somewhere recently. I also
acknolwedge Atari's firsts in the area of music; first machine with
built-in MIDI, first computer to be represented at the North American
Musician's Fair (and other music-related shows), etc. Heck, when the ST
was my primary machine I had two keyboards connected to it! :)

>No, no, no. Your statements are far from bashes, and I'm enjoying this
>debate. There will be no bashing.

Thank you SO much. It's very refreshing to have conversations like this. :)

1930. need help w/ Cumana OSK v2.3 for Atari-ST plz?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 01:36:14 UTC
From: paulseniura@delphi.com
Message-ID: <JSwsr8u.paulseniura@delphi.com>
Source record: 17581

Sorry to bother y'all again. I'm still trying to get my OSK v2.3 from Cumana (Atari-ST) talking to my SCSI drives. They're connected to ICD's host adaptor as SCSI IDs #0 & #2. They work 100% just fine with Atari TOS/GEM and ICD's drivers (v6.2.3 currently). But OSK gives me "Not Ready" errors on some files esp. big/large ones. And OSK doesn't like to do a "physical" format. But the STHD driver from Cumana (Reccoware) *can* see the drives and report their correct SCSI info (via FORMAT and FREE) -- honest.

When I posted this plea for help a couple of months ago, one person in Germany suggested I patch STFD (not STHD?) at offset $8E0 to make it $20 or more. Without any further details than that, I didn't do this (for obvious reasons!). So here's the IDENTs on these two modules as delivered by Cumana:

```
Header for: stfd
Module size: $CC6 #3270
Owner: 0.1
Module CRC: $A3FDB2 Good CRC
Header parity: $1E39 Good parity
Edition: $15 #21
Ty/La At/Rev $E01 $A001
Permission: $555 -----e-r-e-r-e-r
Dev Drv, 68000 obj, Sharable, System State Process
```

```
Header for: sthd
Module size: $A9C #2716
Owner: 0.1
Module CRC: $C45E91 Good CRC
Header parity: $1E46 Good parity
Edition: $1F #31
Ty/La At/Rev $E01 $A000
Permission: $555 -----e-r-e-r-e-r
Dev Drv, 68000 obj, Sharable, System State Process
```

Another person (from France) thought I should get ICD's latest adaptor. I don't see why because the one I have can honor the SCSI commands just fine. And/or I should get OSK v2.4 -- talk about money I don't have!

Then Cumana told me they'll do some more testing -- I haven't heard back from them at all for 2 months almost. (I've stopped calling/faxing them since my phone bill grew to over $140 one month -- effectively doubling the price of this package!)

I don't see why I'm having so much trouble getting help! The two drives are a Seagate ST277N and a CDC 96-meg, and both are very reliable and quite fast for my purposes (never big enough, though, ya know). ICD's partitioning software can even make the part'n info AHDI-compatible. And.. it all *almost* works with OSK.

-*-

I'm also still inquiring on how to buy G- or K-Windows for this Cumana flavor of OSK. V2.3's "console" driver does support a Get/SetStat call to deliver the address of the screen memory, so I'd think we'd be able to run a window/gfx package. (Sadly that's all I know about the technical details -- Cumana only sent me Microware's v2.1 tech docs, not v2.3 or any Atari-specific tech docs.)

I'm about to give up, folks. I'm already hugely miffed how the CoCo/L2 support has withered. Those of you who know me, I want to write some MIDI packages (and you know why :) but I need gfx & windows! If there's no GW/KW for Cumana, just say so! I'll ask Cumana to give me my money back and you'll never hear from me again! This is getting way too expensive for a home hobbyist!

-*-

Thanks for putting up with me again. Please send me e-mail if you've got any clues I could try. I'll certainly appreciate it.

. -- thx, Paul Seniura (from Oklahoma City)
paulseniura@delphi.com

1931. MARKET SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 03:49:45 UTC
From: sngmedia@world.std.com
Message-ID: <CoJHAz.Byq@world.std.com>
Source record: 17437

We are a small, dedicated group of people desperately trying to get a video production company off the ground.

Recently, we secured enough financial backing to produce several videos on the subject of personal computing.

Because we don't have the financial resources to perform a traditional market analysis, we considered several alternatives and concluded that we should consult the people of the Internet, who are technically proficient and tend to be enthusiastic personal computer users.

We would like you to indicate which three of the below described videos would appeal to you most.

Please note that each video synopsis is numbered. When you are ready to send your response, please specify the numbers corresponding to your three video selections, and use commas to separate the numbers.

For example, if you choose selections four, eight, and eleven, the body of your letter would simply be:

4,8,11

and nothing more.

When you send back your response, please specify "MARKET SURVEY" in the subject field. Then, direct your response back to sngmedia@world.std.com.

Please realize that this is not an advertisement, or solicitation. We simply would like to know your response. You will not be contacted further.

Thank you in advance for your help and cooperation.

Tom and Randi Fecker
sngmedia@world.std.com.

Please select three videos that interest you most:

1. The Internet Pilot's Guide
A plain English guide to getting around on the Internet by veteran users. How to use Internet resources to send/receive e-mail, and to search for documents and files relating to a particular subject. How to use LISTSERVs, GOPHER, ARCHIE, WWW and WAIS. How to use FTP and Telnet to access remote computers for file transfers, remote

logins, etc. Also, learning how to observe Internet's "netiquette." And how to access multimedia Mosaic bulletin boards.

2. How to Make Money at Home With Your PC I -- Successful PC-Based Businesses
Meet five successful entrepreneurs who started their own home-based businesses using a PC. Includes businesses that provide typing services, mailing list management, horoscopes, bookkeeping, and even a software developer who does not know how to program -- he hires other people to implement his software designs. Includes ideas for two dozen home-based businesses you can start using your PC.

3. How to Make Money at Home With Your PC II: Portfolio Management.
Whether you manage your own portfolio for investment gains, or you take on clients for a consulting fee, a PC can give you powerful tools for portfolio management. Meet three successful home-based portfolio managers who use their PCs to maximize profits. They'll inspire you, and share some tricks of the trade that can help you land clients and get started. We'll also show you how to determine which software applications will meet your needs, and which online services will satisfy your requirements.

4. How to Make Money at Home With Your PC III: Telecommuting
Learn how to use your PC to telecommute to companies across America that are looking for specialized consultants with skills like bookkeeping, software design and programming, editorial and script writing, technical proofreading, graphic design, copywriting, and more. Includes interviews with three successful telecommuters who use their PCs, faxes, modems and phones to serve distant clients, and information about a telecommuting referral service that could help you find employers.

5. How to Upgrade Your Hard Drive, Step-By-Step
From choosing your new hard drive, through ordering, installing and testing it. This plain English video shows you how to do the job correctly, one simple step at a time. Using industry-wide standards, we'll show you what all hard drives have in common. Includes how to determine if your controller will support a particular hard drive. How to remove the old drive, and install, format and test the new drive. Includes a discussion on the differences between the various standards.

6. How to Design Your Own PC
You don't have to be an engineer to design and build the PC of your dreams. This plain English video shows you how to figure out the PC design that is best for you, how to specify components, how to make sure they'll work together, and where to buy them. You'll end up with a top quality system that will save you money.

7. How to Build Your Own PC
Once you've designed your PC, we'll show you how to build it. The

actual process will take you only a few hours. Using an easy-to-understand method, we'll show you how to inspect, install and test components. Includes tips and tricks from computer production experts. The technical skills can be easily mastered by almost anyone, and you probably already own most of the tools you would need.

8. How to Increase Your Computer's Memory

This plain English video shows you how to determine whether your computer memory can be increased, and how to do the job correctly, one step at a time. You'll learn about industry-wide standards for memory, how to configure additional RAM and cache, how and where to buy RAM chips, and three ways to eliminate low-quality RAM chips. Covers all phases of the process from opening your computer, to testing your memory. Includes discussions on how to ensure your DOS set-up is able to access all available memory, and how to use various memory management software applications.

9. How to Use MS-Windows 3.1

This powerful graphical user interface can help you work smarter and faster, but the manual and the online tutorial that come with Windows leave many questions unanswered. This plain English, step-by-step video will show you how to install Windows on your computer and set it up to get optimum performance.

10. How to Find a Job in the Information Age

A PC can give you an incredible advantage when you're searching for a new job -- or even a new career. But you have to know just how it can help you. In this video, an experienced employment counselor will show you how to tap the power in your PC to find job leads, create a winning resume and customized cover letters, tap into databases and find bulletin boards that will lead you to job openings, and use online services to research potential employers.

11. How to Install a Sound Card in Your Computer

Here's how to add incredible stereo sound to your computer with step-by-step help. In plain English, you'll learn how to determine if your computer can support a sound card, how and where to buy a high-quality sound card. How to open your computer, and install and test the sound card.

12. How to Install a CD-ROM Drive in Your Computer

Using simple tools, this plain English video shows you how to install a CD-ROM Drive in your computer. You'll learn how to make sure your computer can support a CD-ROM drive -- and what to do if it can't. Covers internal vs. external drives, how and where to buy a high quality CD-ROM drive, what you need to know about differing industry standards, preparing the drive bay, testing and trouble-shooting. Covers SCSI and IDE.

13. How to Fix the Most Common Computer Problems

Your computer serviceman may not want you to know this, but all you need is the know-how you'll get from this video, simple tools, and

easily-obtainable diagnostic software -- and you can fix most common problems you'll ever encounter with a PC.

14. What to Do When a Virus Strikes Your Computer
Viruses can come from almost anywhere: a colleague or friend's disks, a network, a bulletin board, even commercial software. If you ignore the first warning signs, a virus can wipe out your data and permanently damage your computer's memory. In plain English, this video will tell you how to scan disks for viruses, how to check downloaded files from bulletin boards, how to set up a virus prevention program for your home or office computer, and how and where to buy the best anti-virus software. We'll also cover the pros and cons of the antivirus software in DOS 6.X and Windows 3.X, how to use antivirus software, and more.

15. How Your PC Works: Inside the Case
Here's a down-to-earth explanation of how your PC actually processes information, and what really goes on inside the case. You'll get a guided tour of the insides of a PC, learn about how the various components work and how they communicate with each other, and get a clear explanation of technical terms. A must for anyone who wants to really understand how to program, use and repair a PC.

16. How to Create Config.Sys, Autoexec.Bat and Batch Files
These basic files can make it much easier to use your computer -- or cause incredible headaches if they are not written properly for your particular software and peripherals. Now you don't have to be at the mercy of murky tech manuals, because we'll show you how to create files that work for your system -- step-by-step, in plain English. You'll learn how to write, modify and test Autoexec.Bat and Config.Sys files; and how to create batch files.

17. How to Add a Modem or Faxmodem to Your Computer
Here's the easy way to add a modem or faxmodem to your computer, with step-by-step guidance from this plain English video. You'll learn how to determine if your computer can support a modem or faxmodem, and what to do if it can't, how to choose and buy the best modem or faxmodem, how to open your computer, and install the modem or faxmodem, how to test it, how to quickly eliminate common problems, and how to set your modem or faxmodem correctly.

18. How to Make Money at Home With Your Computer
The information age is opening up incredible new opportunities for PC owners to make undreamed of money, using skills and knowledge you may already have! Here's inside information on the ten most promising telecommuting jobs and 12 small businesses you can run right from your home, using your PC. Includes profiles of PC owners who are actually running PC-based home businesses.

19. The Super-Highway Roadmap
This is your guide to where to go and what to see. You can make

incredible contacts and gather powerful, valuable information on the Internet, but the problem is that most people can't begin to imagine the potential of something that seems so abstract. This plain English video will introduce you to the Internet, and make these opportunities concrete. Includes interviews with 7 people who did the impossible by gathering information and making contacts on the Internet.

20. How to Upgrade and Repair Your PC I: Basic
This is the video your repairman doesn't want you to know about! Since the components of most PCs are highly modular, PC repair is easier than you think. Just pinpoint the problem component, unplug it, remove a few screws, replace it, and presto! You're in business again. This step-by-step video shows you how to pinpoint problems and replace your PC's components, using ordinary household tools.

21. How to Upgrade and Repair Your PC II: Multimedia
Here's how to save big money on a PC with all the latest multimedia peripherals. You learn how to determine if your PC can be upgraded, how to upgrade your video card and bus, and how to add a CD-ROM drive, sound card, video accelerator, and more. Presented in plain English. The procedures you'll learn require ordinary household tools -- nothing fancy!

22. Plain English Guide to DOS 6+.
The powerful sub-programs buried deep within DOS 6.0 and higher can help you work smarter and faster, but the manual and the online tutorial that come with DOS leave many questions unanswered. This plain English, step-by-step video will show you how to install DOS on your computer and set it up to get optimum performance. In addition to DOS commands, you'll learn how to use the shell, defragmentation, scan and antivirus programs that come with DOS.

23. Home Financial Management on a PC.
Your computer can help you create and manage a budget, keep track of your credit card accounts, handle your tax deductions, and reconcile your bank accounts. But that's not all! You can also determine whether you should pay down your mortgage, finance a new car or pay cash, buy or rent your home, and how much you'll need for retirement. The financial information your computer can give you might mean the difference between just getting by and a very comfortable lifestyle -- if you ask the right questions and use your PC to develop a financial strategy.

24. The Online Bulletin Board Guide
Bulletin boards can be the on-ramps to the Information Super Highway -- if you know how to access and use them. This step-by-step guide shows you how to find bulletin boards, set-up your modem, log on, find out what they have to offer, find bulletin board users who share your interests, search for information, and upload and download files.

Thank you.

1932. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 03:59:06 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr20.035906.31722@rmece02.upr.clu.edu>
Source record: 17582

In article <1994Apr18.174929.9599@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> rickard.troedsson@cindy.ct.se (Rickard Troedsson) writes:
|>
|>
|> >SB> >> That is the only reason I'm delaying my purchase of the Jaguar.
|> >SB> >> However atari has announced 51 developers and around 50 titles in the
|> >SB> >84 developers.
|> >SB>
|> >SB> Of which maybe 30 don't have development systems, but have signed up
|> >SB> just to review the reference manuals. We are among those.
|>
|> >The $299 deal? We were told by Atari that you would NOT show up as a
|> >registered developer in that list if you hadn't got the hardware. (The
|> >$7000-$8000 deal)
|>
|> We are in the developer list. We don't have the hardware. Hence, they
|> lied to you.

Or like in some other situations... he lie** OOPS! sorry, not
my business :-)

|> However, we will eventually get some development systems, and I will
|> probably do something for it this fall (either that or the Sega Saturn).
|>
|> >+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> >+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|>
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> Applied Physics and Electrical Engineering Student, Linkoping University
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1933. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 04:00:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr20.040033.38975@rmece02.upr.clu.edu>
Source record: 17583

In article <Up-EDPDCDZY@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
|> In <1994Apr13.121955.15101@rmece02.upr.clu.edu> Ricardo Hernandez wrote :
|>
|> >|> What does that model include? (SCSI-II, DSP, Keyboard(!), 16bit STEREO)
|> >
|> > SCSI, although the Falcon's SCSI-II is not a true SCSI-II anyway.
|> >On the other hand... it has a 68040.... surely to kick butt in general
|> >applications...
|>
|> And what do you know about SCSI then, please tell me.
|> Accordig to almost any info you can get on the Falcon, it supports SCSI-II
|> standard devices. There are three different kinds of SCSI-II, (soon even
|> more). Numbered 1-3. The Falcon supports the lowest device, SCSI-II (1).
|>
|> That's it, and that's a fact, wether you like it or not.
|>
|> If you feel you have any other information, post it if you dare!
|>
|> Kim

Kim, I am talking about the speed and some things posted here
by other ATARI people a while ago (actually in comp.sys.atari.st :-))

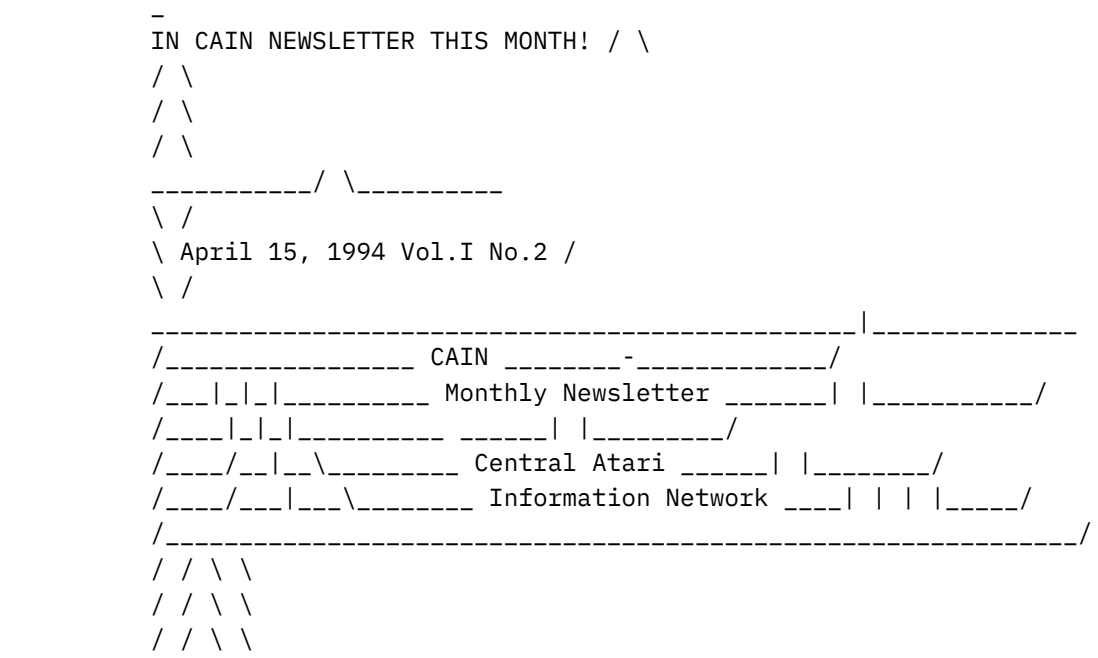
|>
|>
|> --
|> -- --
|> DK-Soft, the danish adventure of atari information
|> -- --

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1934. ****THIS MONTH IN CAIN ONLINE NEWSLETTER****

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 04:11:25 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2p2a1d$79r@usenet.INS.CWRU.Edu>
Source record: 17584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx



The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

---

telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

---

In CAIN Newsletter this Month!

-=- New CAIN FTP Site -=- Lynx: New Easter Egg
-=- 8-bit: PC-Xformer Sneak Preview -=- Jaguar: Tempest 2000 Review
-=- 8-bit: Darek Mihoka of BraSoft -=- Jaguar: Most wanted games
explains PC-Xformer voting ballot
-=- 8-Bit: Richard Gore's Support! -=- ATARI Shows
-=- Portfolio: Using Ni-Cad Batteries -=- Accessing Free-Net from Delphi
-=- 16/32 bit: "Online Magazine" Report -=- SAC '94 Review
-=- 16/32 bit: New Atari magazine! -=- Upcoming Conferences with
-=- Lynx: APE now available on Free-Net Atari United! and Jeff Minter

And much more!!!

The CAIN newsletter is available on the Cleveland Free-Net Atari SIG,
your favorite pay service,

Anonymous FTP: "akh104.rh.psu.edu" /pub directory

cainMMYY.z - MM = Month
YY = Year

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu

--

1935. Upcoming ATARI Shows

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 04:27:10 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2p2auu$7qa@usenet.INS.CWRU.Edu>
Source record: 17585
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.games.lynx

```
<< Computer Shows >>

Updated: 04/06/94

To include shows (preferably shows that include Atari products),
for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter,
send the show's name, date, location, and any additional information to
xx004@po.cwru.edu. Please address the e-mail with the subject
"Computer Show". The following information is correct to the best of our
knowledge. However, we cannot guarentee its accuracy. Corrections and
cancellations are therefore requested.

+-----------------+
|Shows at a Glance|
+-----------------+-------------+-------------------------+----------+
| Name | Location | Date |
|------------------------------+-------------------------+----------|
|1. CN Computer Shop&Swap |Stamford, CT |04/09/94 |
|2. ProTOS |Ulm, Germany |04/20/94 |
|3. Benelux Computer Show |Utrecht, The Netherlands |04/22/94 |
|4. 1994 Michigan Atari Fair |Waterford, MI |04/23/94 |
|5. CSA |Gelsenkirchen, Germany |04/29/94 |
|6. FEZ-a-BIT |Berlin, Germany |05/07/94 |
|7. Texas Atari Festival |St. Mary's University |06/04/94 |
|8. Connecticut Atarifest '94 |Windsor Locks, CT |08/27/94 |
| |
+-------------------------------------------------------------------+

For more information on these shows, please consult the Atari SIG on the
Cleveland Free-Net (telnet to freenet-in-a.cwru.edu or Nextsun.ins.cwru.edu)
Once connected to the Free-Net type 'Go Atari' to get to the Atari SIG.

In addition to show information, the CAIN newsletter would like to print
any reports, summaries, or reviews of these and other recent shows. Please
send any of these articles to 'aa338@po.cwru.edu'
Thank-you...

--
```

1936. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 06:30:08 UTC
From: kstevens@srs.gov
Message-ID: <01HBE1XWCGOI002PSM@SAEMS.SRS.GOV>
Source record: 17586

In article <1994Apr19.174122.11899@ida.liu.se>, you wrote:

> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>
> >RH> But how come in the developer's list posted in the Jaguar mailing
> >RH> list Team 17 is listed?:
>
> >RH> So someone's lying... and I don't think it is Stefan.
>
> >Didn't he say they had ordered the hardware but not gotten it yet? That would
> >explain it.
>
> Nope. I did not. We're about to order a development system, but we haven't
> yet.
>
> >+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> >+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
>
> --
> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> Applied Physics and Electrical Engineering Student, Linkoping University
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
> ========== Disclaimer: I only speak for myself, not Team 17. ============

Interesting, the next atari dateline on Genie (May 6) I'll pose this
question to Bob Brodie to get the straight answer. I do know that back in
March, he or someone said that the only developers on the list were those
with the system. I guess we will find out who's lying then.
--
Ken Stevens | kstevens@srs.gov |

1937. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 07:27:14 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CoJrDE.F45@news.Hawaii.Edu>
Source record: 17438

Stefan Boberg (y91stebo@odalix.ida.liu.se) wrote:
:#Iain.Laskey@barclays.co.uk writes:
:#>B) Check an 030 Mac plus an 040 board for it. Much more than the Falcon equation
:#> for the same items. falcon much cheaper. In the UK, an 040 board for a Mac is
:#> as much as a whole falcon if notmore.

:# Uh? Why would you buy a 030 Mac and get a 040 board for it when a 040 Mac
:#is only marginally more expensive than a 030 Mac? Beats me.

Because it's the only way that some idiots can make a Falcon sound like
it's equivalent in price.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1938. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 07:35:07 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CoJrqJ.F9E@news.Hawaii.Edu>
Source record: 17439

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
:#In article <2ot9q8$n6l@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
:#|> I've got $1100 US. I can buy a 25Mhz 040-based Mac with 8-MB RAM, 120-MB
:#|> hard drive, keyboard, mouse, monitor, 360dpi inkjet printer, high speed
:#|> modem, integrated software and the knowledge and security that Apple and
:#|> the Mac will exist for several years to come and will be supported by
:#|> hundreds of major vendors. Oh yes...I'll be coming home with some extra
:#|> cash in my pocket, too.

:# This is not a flame.... WHERE YOU GET THAT!???!!!! I wanna know!
:#I mean, with keyboard, mouse, Monitor, inket, and '040... OUCH!
:#Is that a discontinued Mac Model? Or an actual Mac? I could considering
:#purchasing that for my sister... Is it Power PC upgradable? Which
:#Mac model you are talking about...

I'd like to know also. All the price quotes I've got so far doesn't even
offer anything close to this. Someone is throwing some hefty bs here.
I've been going around to various Mac dealers in our area getting price
quotes since the firm I work for wants to purchase an '040 Mac for a
database system.

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

1939. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 08:16:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db4f2da@secom.ct.se>
Source record: 17440

SB> Anyway, from what I hear, they cost as much as the Falcon itself.

Blame Motorola .. the 68040 isn't exactly cheap ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1940. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 16:59:55 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr20.165955.44585@rmece02.upr.clu.edu>
Source record: 17441

In article <2db2d80e@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|>
|> RH> But how come in the developer's list posted in the Jaguar mailing
|> RH> list Team 17 is listed?:
|>
|> Dunno, but if Atari would list everyone that has gone for the $299 deal that
|> list would be WAY longer ...

Oh, yeah right. Well, Rickard, I love the Jaguar and all but I am realisic. What's up with you? Your "ATARI rules" in Sweden myth has been defeated by Stefan... You think the Falcon is doing so good when ATARI in an economic public statement basically said they are switching from computer manufacturing to video game console manufacturing, etc. Any comments?

|>
|> RH> So someone's lying... and I don't think it is Stefan.
|>
|> Didn't he say they had ordered the hardware but not gotten it yet? That would
|> explain it.

No, he said they will eventually get development systems. He also mentioned *clearly* they are on the $299 deal. I quote:

>SB> Of which maybe 30 don't have development systems, but have signed up
>SB> just to review the reference manuals. We are among those.

So, again... someone's lying... and I don't think it is Stefan.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1941. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 17:03:42 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr20.170342.48285@rmece02.upr.clu.edu>
Source record: 17442

In article <01HBE1XWCGOI002PSM@SAEMS.SRS.GOV>, kstevens@srs.gov (Ken Stevens) writes:
|> In article <1994Apr19.174122.11899@ida.liu.se>, you wrote:
|>
|> > rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

[stuff deleted]

|> > Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> > Applied Physics and Electrical Engineering Student, Linkoping University
|> > InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> > ========== Disclaimer: I only speak for myself, not Team 17. ============
|>
|> Interesting, the next atari dateline on Genie (May 6) I'll pose this
|> question to Bob Brodie to get the straight answer. I do know that back in
|> March, he or someone said that the only developers on the list were those
|> with the system. I guess we will find out who's lying then.
|> --
|> Ken Stevens | kstevens@srs.gov |

By all means do so. Don't be surprised by the answer to who's lying,
but anyway here's my prediction:

Atari changed their mind. Which is natural, people change, companies
change and if ATARI wouldn't have changed a bit, I woulnd't have hope
for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1942. The Falcon030 and SCSI-II

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 17:16:44 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2p3o1s$dl1@mojo.eng.umd.edu>
Source record: 17443

In article <1994Apr20.040033.38975@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>
> Kim, I am talking about the speed and some things posted here
>by other ATARI people a while ago (actually in comp.sys.atari.st :-))
>

Ricardo,

From my understanding, the Falcon030 does have a _true_ SCSI-II port. The confusion comes from people who don't really understand what SCSI-II means.

In the beginning there was SCSI-I. But it was a very loose standard. It was too easy for companies to produce variants of that standard so that there were lots of incompatibilities between peripherals. For example, SCSI-I didn't even specify a standard port so different companies used different ports. This meant that you might have to get different cables to hook a SCSI drive to an Apple, Amiga, PC, or Atari.

Anyway, one of the goals of SCSI-II was to produce a tighter standard. This included specifying a standard port (which the Falcon030 uses) and specifying the various SCSI command codes more explicitly.

Another goal was to improve the performance of SCSI. This included the _optional_ use of something called FAST SCSI (I think this refers to synchronous transfers) and WIDE SCSI (I think this refers to the use of 16 or 32-bit wide cables -- I forget which exactly).

From what I gather, the Falcon030 does not support either of these options. Nevertheless, the Falcon030, by definition, does have a true SCSI-II port.

--Gerry

1943. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 18:09:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db57df2@secom.ct.se>
Source record: 17444

```
JC> But did you add in the cost of a 68040 accelerator for the stock Falcon
JC> that you gave the cost of? Given that Stefan gave you the cost of a stock
JC> 040 Mac, you'd have to include the cost of a 040 accelerator in your stock
JC> 030 Falcon. You lose.

This has nothing to do with it, Stefan claimed you couldn't get a 040 for the
Falcon, which you can.

(Can you add a DSP56001 to a Mac LC475?)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1944. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 18:20:32 UTC
From: <>
Message-ID: <2p3rpg$i06@mother.usf.edu>
Source record: 17445

You said:

I meant that you cannot get a 68040 Falcon. You have to buy a 030 falcon
and fit it with a 68040 accelerator from some basement company. Granted,
what I wrote was rather ambigous, but then English is only my second or
third language (depending on how you look on things :).

Be careful what kinds of comments you make about some of these upgrade
products. Wizztronics is about to release a tremendously good 68040
accelerator for the Falcon, and it is an impressive product. Wizztronics is
FAR from 'some basement company'. They're very hard-working, extremely
knowlegable people, and they know quite well what they're doing. Ever wonder
where Atari gets many of their hardware bug reports from? Wizztronics. I've
been impressed with their company ever since I first talked with them.

1945. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 18:27:58 UTC
From: <>
Message-ID: <2p3s7f$i0p@mother.usf.edu>
Source record: 17446

I have been paying attention to this volley of debate, and I have noticed a few things. The responces people give to you are defensive, but they directly answer your technical questions and other concerns, and give plenty of useful information. Your messages, on the other hand, started out intelligently, but now, they have reduced to nothing more then self-defense. You are not answering our questions, you are directly contradicting facts that people know the correct answer to, and you are providing no useful information.

1946. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 19:40:00 UTC
From: rolf.johansson@p7.space.ct.se
Message-ID: <2db5942d@p7.space.ct.se>
Source record: 17448

L> To that I say, plain and simple, bullsh*t. Calamus is a decent single-user,
L> small-to-medium sized project publishing program and nothing more. Calamus,
L> in case you haven't noticed, *is* beatable. Otherwise it probably would
L> have been ported to other machines, such as the Mac and PC where it
L> would have flourished. IF it were unbeatable. I do know how to use
L> Calamus. I've used it. It's hardly professional-level stuff. Calamus IS
L> beatable because it HAS been beaten. Just look at what people are
L> buying.

Just to correct you a bit there, Calamus IS ported to PC. Thought you knew that? And, my friend, people are not always buying what is best. People are buying what men in suits and ties think is the best, and that is not always true. Why not just look at Windows? It's selling like nothing else before, but is it the best?

Sincerely,
Rolf Johansson

1947. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 20:38:37 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Apr20.203837.2732@bay.cc.kcl.ac.uk>
Source record: 17447

In article <CoI49G.BrM@news.Hawaii.Edu>, jimmy@Hawaii.Edu (Jimmy Chan) writes:
} Rickard Troedsson (rickard.troedsson@cindy.ct.se) wrote:
}
} :#"can't get a 68040 for the Falcon" ... That means GET A 040 FOR THE FALCON ..
} :#means, get a 040 after you have purchased a Falcon, means a hardware-ADD ON ..
}
} :#..which has nothing to do with stock Falcons ..
}
} But did you add in the cost of a 68040 accelerator for the stock Falcon
} that you gave the cost of? Given that Stefan gave you the cost of a stock
} 040 Mac, you'd have to include the cost of a 040 accelerator in your stock
} 030 Falcon. You lose.

And you'd have to include the cost of A DSP in the mac. You lose.
Or you win. It depends on where you shop - and that shows how close
the two machines are.

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1948. This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-20 21:04:12 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2p45cc$i6j@scapa.cs.ualberta.ca>
Source record: 17449

Well..... it isn't! :) It seems now that the majority of posts are
about MACs, let's get back on topic here people.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_______________________________

1949. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-21 00:16:35 UTC
From: lordthan@news.delphi.com
Message-ID: <2p4gl3$j28@news.delphi.com>
Source record: 17450

TOMM@cms.cc.wayne.edu (Tom Marchant) writes:
>I don't understand why so many Mac bigots feel that it is necessary to
>get on ATARI.advocacy just to advocate the use of MACINTOSHes. That is
>___***NOT***___ what this group is for.

Agreed. However, I'm not advocating the use of Macs. I'm clearing up the errors that several Atari advocates are claiming to be fact.

>Why don't ALL of you MAC bigots go fuck off and die (at least in this
>group?) Take your trash somewhere else.
>I read this because I have some interest in Atari.
>You assholes read this because you hate Atari.
>That is just plain STUPID.

I own several Ataris; how can I hate them? I read this group because I'm interested in the goings-on in AtariLand. When those goings-on involve accusations based on heresay and/or erroneous information, I clear them up. Is providing factual information to correct erroneous information *THAT* bad? (BTW, how can I be a "Mac bigot" if I own and use Ataris as well?)

>FUCK YOU. GO HOME. Go ahead. Flame me. Get on MAC.ADVOCACY and post
>about what an asshole I am because I DON'T CARE WHAT YOU THINK.

No need to flame you. Your own words, I think, clear up any misconceptions people may have about you.

>MAC bigots, listen up: Only a moron, baby, or a fool would post to
>ATARI.ADVOCACY to say that people shouldn't want an Atari.

Agreed again. I never said that people shouldn't want an Atari. If you think I have said that, then show me the words I wrote.

>You have such an inflated ego that you call yourself "Lord Thantos" but
>you are really a >BRAT<. You tell an Atari advocate not to post here.
>GROW UP, ASSHOLE!

Actually, it's "Lord Thanatos," but you can call me Steve or LT, if you prefer.
I *asked* Chris not to post in this thread *IF* he wanted to behave in an irrational and/or unintelligent and/or immature manner, such as the way you yourself are posting. If he (or you, for that matter) wants to contribute in a positive effort - there are several people who are - then I have no problem with him. Or you. Or anyone else.

>Before you flame me for being computer illiterate, you should know that
>I have been in the computer business since 1970, and I have been working

>with microprocessor-based systems since 1976. The Apple I (that's I,
>not II) came out a few months after I bought my first CPU, and there were
>times when I thought I might have been better off if I had waited.
>No matter. As Chris said, just because >YOU< don't like Atari is no
>reason why others shouldn't enjoy them.

Who said I don't like Atari? Certainly not me! Furthermore, I also never
said that nobody else should like them either!
I don't think you're *computer* illiterate, btw.

-Steve

1950. Re: The Falcon030 and SCSI-II

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-21 06:10:36 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr21.061036.31672@rmece02.upr.clu.edu>
Source record: 17451

In article <2p3o1s$dl1@mojo.eng.umd.edu>, gerrymon@eng.umd.edu (Gerry Mon) writes:
|> In article <1994Apr20.040033.38975@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> >
|> > Kim, I am talking about the speed and some things posted here
|> >by other ATARI people a while ago (actually in comp.sys.atari.st :-))
|> >
|>
|> Ricardo,
|>
|> From my understanding, the Falcon030 does have a _true_ SCSI-II port.
|> The confusion comes from people who don't really understand what
|> SCSI-II means.
|>
|> In the beginning there was SCSI-I. But it was a very loose standard.
|> It was too easy for companies to produce variants of that standard so
|> that there were lots of incompatibilities between peripherals. For
|> example, SCSI-I didn't even specify a standard port so different
|> companies used different ports. This meant that you might have to get
|> different cables to hook a SCSI drive to an Apple, Amiga, PC, or
|> Atari.

I know a bit about the above... since I got a friend of mine
who's a SCSI guru who worked for IBM... Interesting though :-)

|>
|> Anyway, one of the goals of SCSI-II was to produce a tighter standard.
|> This included specifying a standard port (which the Falcon030 uses)
|> and specifying the various SCSI command codes more explicitly.
|>
|> Another goal was to improve the performance of SCSI. This included
|> the _optional_ use of something called FAST SCSI (I think this refers
|> to synchronous transfers) and WIDE SCSI (I think this refers to the
|> use of 16 or 32-bit wide cables -- I forget which exactly).
|>
|> From what I gather, the Falcon030 does not support either of these
|> options. Nevertheless, the Falcon030, by definition, does have a
|> true SCSI-II port.

Ah. Thanks for the explanation Gerry. We both meant the same
actually, but technically word-wise speaking you are right.

My point is that most people here (read Rickard) when they talk
about the SCSI-II in the Falcon they expect the speed of the
'average-fast' SCSI-II's. Thanks for the explanation, interesting.

|>
|> --Gerry
|>

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1951. Interview with Bob

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-21 10:12:37 UTC
From: sys1@exnet.com
Message-ID: <CoLtp3.Hz1@exnet.com>
Source record: 17452

I just read the interview with Bob Gleadow in Atari ST Review. The major feature of the interview are his claims that.

* 80,000 Falcons have been sold across Europe

* A 32 bit databus falcon design exists but is not being produced to concentrate on a known, working design.

* Development of TOS 5 and MultiTos will continue once Jaguar development is back on target

* Production of STes has been an on/off affair. But demand is estimated at 10,000 units across europe. Atari were `premature' in claiming that the ST was dead.

* The Falcon has not been out of production since introduction. The TT has been back in production for 2 months with `several thousand' units being built.

* 1000 Jaguars are being built per day (approx) with a target figure of 5000 per day---estimated sales are between 700,000 and 9000,000.

That aside it was an interesting interview giving hints in to the Atari business plan. From reading between the lines I got a feeling of sound but very cautous planning. There are plenty of hints about what will be done in the future, but details and firm commitments were absent.

If you want to know more go read the mag:).

1952. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-21 13:23:46 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94111.092346STIRRE31@MAINE.MAINE.EDU>
Source record: 17453

I think that too much emphasis is put on "major vendors" and
market share. I have read posts about the Falcon not being
a success one too many times. As far as I'm concerned it is a
very nice computer which fills my computing needs.... to me
that is a success. The Falcon has the support of more than just
game companies (actually it doesn't have the support of enough
game companies!). Gribnif, ICD, DMC, Compo, Majisoft, Hisoft,
Lexicor, Step Ahead and Codehead, just to name a few, are all
active in the Atari market. True they won't be found advertising
in Byte or MacUser but who cares? They're great companies that
come out with amazing software. A lot of times it seems that
Mac advocates want to argue because they have full color glossy
publications the sun revolves around them.
-scott tirrell

1953. Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-21 15:20:22 UTC
From: morolli@cs.unibo.it
Message-ID: <CoM7xz.K4v@dm.unibo.it>
Source record: 17454

I've heard that Atari are planning a computer based on the chip-set of the Jaguar. Could someone tell me if it's true? And if so, what's the future of the Falcon line?

Thanks in advace.

1954. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-21 17:33:11 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr21.113311.26478@cobra.uni.edu>
Source record: 17455

In article <1994Apr19.234951.22233@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <2ot9q8$n6l@news.delphi.com>, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
> |> rmills@ccd.harris.com (Richard C. Mills) writes:
> |>
> |> I've got $1100 US. I can buy a 25Mhz 040-based Mac with 8-MB RAM, 120-MB
> |> hard drive, keyboard, mouse, monitor, 360dpi inkjet printer, high speed
> |> modem, integrated software and the knowledge and security that Apple and
> |> the Mac will exist for several years to come and will be supported by
> |> hundreds of major vendors. Oh yes...I'll be coming home with some extra
> |> cash in my pocket, too.
>
>
> This is not a flame.... WHERE YOU GET THAT!???!!!! I wanna know!
> I mean, with keyboard, mouse, Monitor, inket, and '040... OUCH!
> Is that a discontinued Mac Model? Or an actual Mac? I could considering
> purchasing that for my sister... Is it Power PC upgradable? Which
> Mac model you are talking about...
>
I would like to know too! Raist, I am shocked? The Amiga is not good enough for your sister? All current Mac desktop models are upgradeable to the PowerPC. I would wait for the Chameleon Mac in August.

Some of Raist stuff deleted.....
>
> ----------
>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
> A1200 with AGA blast processing ;-)
> REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
> ---> Opinions are my own, not of my college campus

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1955. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-21 20:59:31 UTC
From: lordthan@news.delphi.com
Message-ID: <2p6pfj$r0f@news.delphi.com>
Source record: 17456

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>I have been paying attention to this volley of debate, and I have noticed
>a few things. The responces people give to you are defensive, but they
>directly answer your technical questions and other concerns, and give plenty
>of useful information. Your messages, on the other hand, started out
>intelligently, but now, they have reduced to nothing more then self-defense.
>You are not answering our questions, you are directly contradicting facts that
>people know the correct answer to, and you are providing no useful
>information.

I'm not answering any questions? On the contrary, I am. When someone asks me one. For the most part I've been subjected to "go home you Mac bigot"-type posts, for which I'm naturally defensive about. In my opinion, many of the messages I've gotten here are *offensive", not defensive.

I will answer any question posed to me about this subject. And any "facts" that I might be contradicting are self-explanitory; the *perception" that the Mac II, for example, doesn't have stereo sound is not a fact, so I contradict it. I've provided, I believe, a great deal of useful information and so do several other people that I've been conversing with here and in my mailbox.

Please point out a question that was poised to me that I didn't answer and I'll be more than happy to answer it.

1956. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-21 22:13:02 UTC
From: benkeen@aol.com
Message-ID: <2p6tpe$67d@search01.news.aol.com>
Source record: 17457

In article <2ovk0s$4ok@news.delphi.com>, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

I don't have an "anti-Atari" signature file. I'm
NOT anti-Atari. I'm pro-information and pro-fact, period. I don't go
wandering around calling people names and making false accusations,
making up things as I go along. I expect the same consideration and
understanding from you and everyone else. Is that too much to ask?
==========

Hooray!
This is the kind of attitude that is like gold in an area like this!
I've been following the Atari groups for a couple months more or less for professional development (as much as an after[high] school job is a profession) and it seems to me that the kind of thing that possibly an Atari could maybe be cost-effective at is in vertical market things, such as a shop that does exclusively audio work. I have a Mac at home, and work with Ataris in a database environment at work.

We mostly do database and word processing where I work - very bread and butter applications, with a little (ersatz) CAD and DTP. Now, it seems to me that a platform that, in the US at least, doesn't even have any decently supported productivity apps is headed straight to oblivion. Case in point: We are mainly devoid of tech support. We have to use a European database (menus and dialogs in dutch <!>). Networking is a nightmare. However, it all does work, after a fashion. But, it takes an inordinate amount of time to get anything to work, and there are things that we would like to do but cant because the machines are not powerful enough or the software does not exist.

Here is the $64 question:

In today's computing environment, does it make sense to go with Atari in business, and why? The equipment may cost less than the alternative, but it includes things that are not of use (DSP, MIDI) to the business user and the paucity of software and hardware support leads to greater costs in toto than for another platform. I've worked with Ataris in business for 2 years now, and I have come to believe that the same reasons that make them undesireable for business now apply for home users. Especially in business, now a 32 MHz 030 (or 16 MHz) may be barely adequate now, but what about 5 years down the road? Why didn't Atari put in a 20 MHz 68LC040 in instead? Woulda added $150 to the price, but would also have tripled performance...

-Ben Keen<benkeen@aol.com>

1957. Re: Interview with Bob

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-21 23:52:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr21.235233.38617@rmece02.upr.clu.edu>
Source record: 17458

In article <CoLtp3.Hz1@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|>
|> I just read the interview with Bob Gleadow in Atari ST Review. The major
|> feature of the interview are his claims that.
|>
|> * 80,000 Falcons have been sold across Europe

Wow, that certainly looks a bit better :-)

|>
|> * A 32 bit databus falcon design exists but is not being produced to
|> concentrate on a known, working design.

Jaguar one? :-)

|>
|> * Development of TOS 5 and MultiTos will continue once Jaguar development
|> is back on target
|>
|> * Production of STes has been an on/off affair. But demand is estimated
|> at 10,000 units across europe. Atari were `premature' in claiming that
|> the ST was dead.
|>
|> * The Falcon has not been out of production since introduction. The TT
|> has been back in production for 2 months with `several thousand' units
|> being built.
|>
|> * 1000 Jaguars are being built per day (approx) with a target figure
|> of 5000 per day---estimated sales are between 700,000 and 9000,000.

Good, finally ATARI is solving what I call the last Jaguar problem.
I believe them, since they finally arrived here where I live and other
places I know.

|>
|> That aside it was an interesting interview giving hints in to the Atari business

[stuff deleted]

|> in the future, but details and firm commitments were absent.
|>
|> If you want to know more go read the mag:).
|>
|>

--

>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1958. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 01:41:47 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2p7a0r$s9f@darkstar.UCSC.EDU>
Source record: 17459

_IF_ the Mac II series has stereo sound, then tell me why not one piece of software has supported stereo recording or playback? I've worked with several utilities, including SOundEdit Pro, which supports stereo & 16 bit sound with an Audiomedia card, but only 8 bit mono through standard Mac recording and playback? Let's give you for a moment that it has the hardware, then why did the operating system not support it???

~Chrisd

1959. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 04:26:46 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDWEFGZV@dksoft.ping.dk>
Source record: 17416

In <1994Apr20.040033.38975@rmece02.upr.clu.edu> Ricardo Hernandez wrote :

> Kim, I am talking about the speed and some things posted here
>by other ATARI people a while ago (actually in comp.sys.atari.st :-))
>

Okay.. Then you didn't know.. Sorry for beeing to harsh!

The guys who wrote that are wrong then.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1960. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 12:27:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db7d0b2@secom.ct.se>
Source record: 17460

RH> Oh, yeah right. Well, Rickard, I love the Jaguar and all but I am
RH> realisic. What's up with you? Your "ATARI rules" in Sweden myth

I've nver claimed that Atari rules in Sweden, learn how to read before posting,
I have however stated that it seems to sell alot better here than in USA.

RH> has been defeated by Stefan... You think the Falcon is doing so good

Stefan has posted some crap which was easily checked and found non-valid, yes.

RH> when ATARI in an economic public statement basically said they are
RH> switching from computer manufacturing to video game console manufacturing,
RH> etc. Any comments?

They have? Where?

BTW; Wait a few days, you're on for a BIG surprise.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1961. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 15:13:20 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Apr22.151320.28068@kodak.rdcs.kodak.com>
Source record: 17461

In article <2p45cc$i6j@scapa.cs.ualberta.ca>
cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

> Well..... it isn't! :) It seems now that the majority of posts are
> about MACs, let's get back on topic here people.

Well.......... It seems that the Amiga Assholes (AA's) have invaded the Mac advocacy group so the Mac people had to go somewhere. Before Amiga flames start up, my Amiga Assholes comment should be construed as 'assholes who happen to use amigas'. Their assholery has nothing to do with their choice of computing platform, merely their inappropriate methods of advocacy.

More seriously, the Mac and the Atari are close cousins both in design philosphy and implementation. Please note that Apple's success with the Mac came after they got rid of the engineers (Jobs/Woz) and put a soft drink marketing guy in as head of the company. Atari still hasn't decided whether it wants to be a game company or a computer company. I've loved my ST, I'll use it till it croaks, but it's probably my last Atari.

(BTW, how do you keep the AA's out of here?)

1962. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 17:33:40 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr22.173340.21924@ida.liu.se>
Source record: 17462

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>SB> We are in the developer list. We don't have the hardware. Hence, they
>SB> lied to you.
>SB> However, we will eventually get some development systems, and I will

>..this means you have ordered the hardware, and that's why you are in the
>list.

Uh? You just can't understand this can you? NO. We have not ordered any
development systems. Face the facts, Rickard.

>Sega Saturn? The one they are going to kill themselves by pushing the 32X?

Oh boy. Sega will kill, but not themselves. My personal belief is that
either Sega Saturn, Sega Mars or Sony PS-X will be the dominant next-gen
system. Nintendo Project Reality is also a contender, if they deliver,
although I don't want to see that happen.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1963. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 17:38:48 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr22.173848.22102@ida.liu.se>
Source record: 17463

roine.stenberg@stacken.ct.se (Roine Stenberg) writes:

> > Of which maybe 30 don't have development systems, but have
> > signed up just to review the reference manuals. We are among those.

>Are they good then ??

As good as any other reference manuals.

>How many papers are there in there ??

How many papers? None. Just pages.

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1964. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 17:43:06 UTC
From: jimmy@Hawaii.Edu
Message-ID: <Coo97v.Gpw@news.Hawaii.Edu>
Source record: 17464

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:

:#SB> We are in the developer list. We don't have the hardware. Hence, they
:#SB> lied to you.
:#SB> However, we will eventually get some development systems, and I will

:#..this means you have ordered the hardware, and that's why you are in the list.

Huh? Where in the quoted message does he say they ordered the hardware.
He says eventually they'll get some development systems, meaning when they
decide to order the hardware. To paraphrase Ricardo: "Someone lied and I
don't think it's Stefan."

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1965. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 17:46:33 UTC
From: jimmy@Hawaii.Edu
Message-ID: <Coo9DM.GwL@news.Hawaii.Edu>
Source record: 17465

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
:#JC> But did you add in the cost of a 68040 accelerator for the stock Falcon
:#JC> that you gave the cost of? Given that Stefan gave you the cost of a stock
:#JC> 040 Mac, you'd have to include the cost of a 040 accelerator in your stock
:#JC> 030 Falcon. You lose.

:#This has nothing to do with it, Stefan claimed you couldn't get a 040 for the
:#Falcon, which you can.

:#(Can you add a DSP56001 to a Mac LC475?)

Good question. I don't know. I'll have to ask a friend of mine who
recently used to be an Apple Student Rep. I'm still trying to find out if
it's possible to order a DSP separately for the Mac and how much it costs.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1966. This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 18:21:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db823ae@secom.ct.se>
Source record: 17466

```
SD> Well..... it isn't! :) It seems now that the majority of posts are
SD> about MACs, let's get back on topic here people.

Just read on the TEXT-TV that Apple had about 1$ profit instead of last years
$20 this year .. ;) ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1967. This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 18:58:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db82c50@secom.ct.se>
Source record: 17467

```
RT> Just read on the TEXT-TV that Apple had about 1$ profit instead of last
RT> years $20 this year .. ;) ..

..and to those who didn't understand that, I was talking millions .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1968. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 21:08:14 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr22.210814.11271@rmece02.upr.clu.edu>
Source record: 17468

In article <2db38b02@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson)
writes:
|>
|> SB> We are in the developer list. We don't have the hardware. Hence, they
|> SB> lied to you.
|> SB> However, we will eventually get some development systems, and I will
|>
|> ..this means you have ordered the hardware, and that's why you are in the list.

No it does not. HOLY FLAMING COW, Rickard, why don't you just admit it?
What an Ego you have (*laughter*) <- OOps! I think I learned this from someone :-)

|> Sega Saturn? The one they are going to kill themselves by pushing the 32X?

Good joke.

|>
|> Kid: MUMMY! Joe Doe has this new thing for his Genesis that's REALLY cool and
|> makes games better .. I WANT ONE TOO!!!!!!
|>
|> Mummy: Sure, brat, how much?
|>
|> Kid: IT'S ONLY $150!!!
|>
|> Mummy: Ok, but then there will be nothing for your videogame for a long time!
|>
|> Kid: NO PROBLEM, ALL I EVER WANT IS THE 32X!!!
|>
|>
|>
|> ..do you think his mummy will by a $500 Saturn 3 months later? <grin>

By the same token, do you think they'll buy a Jaguar?

Pretty lame logic, IMHO.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<

A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1969. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-22 22:52:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr22.225233.22665@rmece02.upr.clu.edu>
Source record: 17469

In article <1994Apr22.173340.21924@ida.liu.se>, y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:
|> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|>
|> >SB> We are in the developer list. We don't have the hardware. Hence, they
|> >SB> lied to you.
|> >SB> However, we will eventually get some development systems, and I will
|>
|> >..this means you have ordered the hardware, and that's why you are in the
|> >list.
|>
|> Uh? You just can't understand this can you? NO. We have not ordered any
|> development systems. Face the facts, Rickard.

It is just simply mega-hilarious when he even used that quote against you.... that must be BRILLIANT RICKARD! :-)

|>
|> >Sega Saturn? The one they are going to kill themselves by pushing the 32X?
|>
|> Oh boy. Sega will kill, but not themselves. My personal belief is that
|> either Sega Saturn, Sega Mars or Sony PS-X will be the dominant next-gen
|> system. Nintendo Project Reality is also a contender, if they deliver,
|> although I don't want to see that happen.

I see that we both think more or less the same... I can see SEGA killing a lot of people, I give ATARI 9 months to get up to speed with their software....

But I would really prefer SEGA *not* taking over the market, but then... :-(:-)

|>
|> >+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> >+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|>
|> --
|> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
|> Applied Physics and Electrical Engineering Student, Linkoping University
|> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
|> ========== Disclaimer: I only speak for myself, not Team 17. ============

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)

REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1970. Re: The Falcon030 and SCSI-II

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-23 07:44:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db8dff2@secom.ct.se>
Source record: 17470

```
RH> My point is that most people here (read Rickard) when they talk
RH> about the SCSI-II in the Falcon they expect the speed of the
RH> 'average-fast' SCSI-II's. Thanks for the explanation, interesting.

I do?

It's great I have you here talking for me, maybe you can write my messages
instead?

(Read: I know/knew that the Falcon had SCSI-II and not FAST or WIDE)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1971. Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-23 07:45:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db8e02c@secom.ct.se>
Source record: 17471

```
AM> I've heard that Atari are planning a computer based on the chip-set of the
AM>
AM> Jaguar. Could someone tell me if it's true? And if so, what's the future
AM> of
AM> the Falcon line?

I really hope they don't ... Brodie has said that they are "choosing" between a
Jaguar based machine, or a PowerPC based one .... I hope the go for PowerPC!!!

(With a Jaguar card ofcourse .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1972. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 02:09:29 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr24.020929.30212@rmece02.upr.clu.edu>
Source record: 17472

In article <2db7d0b2@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|>
|> RH> Oh, yeah right. Well, Rickard, I love the Jaguar and all but I am
|> RH> realisic. What's up with you? Your "ATARI rules" in Sweden myth
|>
|> I've nver claimed that Atari rules in Sweden, learn how to read before posting,
|> I have however stated that it seems to sell alot better here than in USA.

I learn before I post, thanks. Stefan basically said that the ATARI
is almost non-existant in Sweden (even than the Amiga If I remember correctly).

|>
|> RH> has been defeated by Stefan... You think the Falcon is doing so good
|>
|> Stefan has posted some crap which was easily checked and found non-valid, yes.

Like what? The '040 board for the Falcon? How about you though? Even
the 'Defender of The Realms' corrected you and you didn't even take
back what you said (and of course, this is just one example of many)

|>
|> RH> when ATARI in an economic public statement basically said they are
|> RH> switching from computer manufacturing to video game console manufacturing,
|> RH> etc. Any comments?
|>
|> They have? Where?
|>
|> BTW; Wait a few days, you're on for a BIG surprise.

Oh, thanks. I'll probably will. BTW, there's a report where I took
that:

---------------8x CUT HERE 8x--------------

Atari Loss Widened During 4th period As Sales Fell 67%
By a Wall Street Journal Staff Reporter

Sunnyvale, Calif. - Atari Corp. reported a wider fourth-quarter
loss on a 67% drop in sales and warned that it won 't be profitable
until it cranks up shipments of its new Jaguar video game product.
But the game maker's stock rose 87.5 cents to $7.375 in
American Stock Exchange trading on news that Atari got a
cash infusion from Time Warner Inc., which bought $12.8 million of
Atari stock, boosting its stake to 27% from 25%. Separately, Atari
said rival Nintendo of America Inc. settled a lawsuit alleging
Nintendo had infringed on an Atari patent for horizontal scrolling

in video games. Terms weren't disclosed. Nintendo of America is
a unit of Nintendo Co. of Japan.
Atari's Loss for the quarter was $22.6 million, or 39 cents a
share, after a $12.1 million charge for writing down inventory and
a $6 million restructuring charge. In the year-earlier quarter,
Atari had a loss of $21.9 million, or 39 cents a share. Sales fell
to $8.5 million from $25.5 million.
Analysts said the results were in line with expectations,
given Atari's switch from selling computers in Europe to selling
video games in the U.S. The "implosion on the revenue line was not
unexpected," Gruntal & Co. analyst Charles Lemonides said. He added
that the Time Warner cash infusion "was a big vote of confidence."
In a statement, Atari said it has "substantially completed"
^^
its transition to selling video games. The game maker's future
^^
hinges largely on the success of its full-motion,
^^
graphics-intensive Jaguar games, which are now selling in San
^^
Francisco, New York and Los Angeles. In a statement, the company
^^^
said that because of increased spending to market the games "we do
not expect to achieve profitability" until Jaguar ships in
substantial volume. "

Atari and Nintendo contradicted each other about the outlines
of Friday's patent-infringement settlement. Atari said in a
statement that Nintendo had paid cash to settle and to license
Atari patents. But Nintendo said in its own statement that it
received "certain payments and patent licenses on a royalty-free
basis from Atari." An Atari spokesman replied that "Nintendo is
full of it." Atari has a similar suit pending against Sega of
America Inc., a unit of Japan's Sega Enterprises Ltd.
Separately, Nintendo said it and Atari Games Corp. -
which is separate from Atari Corp. - settled all patent litigation
between them concerning alleged patent infringement and antitrust
violations, Nintendo didn't elaborate. Atari Games Corp. is 78%
owned by Time Warner, which is also a major investor in Atari Corp.
~
-------------------------8x CUT HERE 8x-----------------

Well, read then. QUED.

I do think, however, that ATARI could change their mind,
so It wouldn't really surprise me. Now, it *would surprise me*
if they decide to make further computer development while
the Jaguar- which will be the company's saviour- is still
fighting for market share and ATARI *is losing* money.

|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1973. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 02:10:22 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pckee$rlr@darkstar.UCSC.EDU>
Source record: 17473

In <1994Apr23.202041.26653@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>The Falcon is a nice machine but is overpriced. The argument is over
>advocating the Falcon to new users who have not owned an Atari computer before.
>There are barriers that makes it difficult to justify a Falcon to new users.
>They are:

Not really overpriced if you want a machine with DSP.

>1. Not widely available in the USA.

no, mail-order is available to everyone, and many places have dealers. Not
widely able to be seen beforehand, but for many people this is not a problem.
Okay, within the "new users who have not owned atari before" yes this is a
limitation.

>2. Lack of awareness: 'Whats a Falcon'

Not really a separate issue, this is a product of #1.

>3. Atari has publicly stated that they are a video game hardware company now.
> The Falcon is probably the last Atari computer.

No, there have been press released that have talked about "transition to a
video game company" This does not mean abandoming the computer line, but
the expansion to include a more active video game stance. THey can be
both a VGame company and a computer company. The computers were the focus
until now, but they are shifting to be primarily games. The computers are not
written off just yet, Pete.
>4. The Mac has enough inexpensive useful software and is heavely supported BY
> APPLE!

Ooh. supported by apple. FOr many this is a turn-off. and my Falcon has
"enough" inexpensive software, too.
>5. Mac and PC clones offer excellent price/performance over the Falcon.
not in terms of DSP or 16 bit D2D audio. Niche market, yes, for now. If
it had been marketed properly, the DSP and sound abilities of the Falcon could
have been seen as an amazing breakthrough and the next step in the multimedia
craze. As it is, we'll have to wait a bit longer (for someone probably not
Atari) to make DSP and 16 bit audio a must for all machines.

>6.Current 68XXX base Macs will be upgradeable to Power PC. No one will be left
>out.
no none? what about most mac users, who don't have PowerPC upgradeable
machines? or are you saying that the Mac pluss is PowerPC upgradeable? I know
you said "current" but not everyone has "current" macs.

>7. Lastly, Atari's warranty service is as bad as C='s.
Well, this might be true, but since in my 5 years of ST use, I've NEVER had anything break down (except my first ST had a bad sound chip when I bought it. the dealer fixed it) I would not know about the warranty service.

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

Thanks for not posting an ad for your local Mac dealer in this post. :)

~Chris

1974. Economics was Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 02:11:25 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr24.021125.46215@rmece02.upr.clu.edu>
Source record: 17474

In article <2db82c50@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|>
|> RT> Just read on the TEXT-TV that Apple had about 1$ profit instead of last
|> RT> years $20 this year .. ;) ..
|>
|> ..and to those who didn't understand that, I was talking millions .. ;)
|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

You are probably right there... but since this is affecting
pretty much everybody, not just Apple, did you read the
article I posted? ATARI is losing money...

It's sad though, as I want the Jaguar to succeed. No need
to remind me, I know C= is not healthly at all either...

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1975. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 02:20:41 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr23.202041.26653@cobra.uni.edu>
Source record: 17475

In article <94111.092346STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> I think that too much emphasis is put on "major vendors" and
> market share. I have read posts about the Falcon not being
> a success one too many times. As far as I'm concerned it is a
> very nice computer which fills my computing needs.... to me
> that is a success. The Falcon has the support of more than just
> game companies (actually it doesn't have the support of enough
> game companies!). Gribnif, ICD, DMC, Compo, Majisoft, Hisoft,
> Lexicor, Step Ahead and Codehead, just to name a few, are all
> active in the Atari market. True they won't be found advertising
> in Byte or MacUser but who cares? They're great companies that
> come out with amazing software. A lot of times it seems that
> Mac advocates want to argue because they have full color glossy
> publications the sun revolves around them.

The Falcon is a nice machine but is overpriced. The argument is over
advocating the Falcon to new users who have not owned an Atari computer before.
There are barriers that makes it difficult to justify a Falcon to new users.
They are:

1. Not widely available in the USA.

2. Lack of awareness: 'Whats a Falcon'

3. Atari has publicly stated that they are a video game hardware company now.
The Falcon is probably the last Atari computer.

4. The Mac has enough inexpensive useful software and is heavely supported BY
APPLE!
5. Mac and PC clones offer excellent price/performance over the Falcon.

6.Current 68XXX base Macs will be upgradeable to Power PC. No one will be left
out.

7. Lastly, Atari's warranty service is as bad as C='s.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

> -scott tirrell

1976. Re: Interview with Bob

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 02:28:31 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr23.202831.26654@cobra.uni.edu>
Source record: 17476

In article <1994Apr21.235233.38617@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <CoLtp3.Hz1@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
> |>
> |> I just read the interview with Bob Gleadow in Atari ST Review. The major
> |> feature of the interview are his claims that.
> |>
> |> * 80,000 Falcons have been sold across Europe
>
> Wow, that certainly looks a bit better :-)

Not impressive, Apple sold 145,000 PowerMacs from March 14 to April 1 - Source, Apple's PR earnings report.

>
> |>
> |> * A 32 bit databus falcon design exists but is not being produced to
> |> concentrate on a known, working design.
>
> Jaguar one? :-)
>
> |>
> |> * Development of TOS 5 and MultiTos will continue once Jaguar development
> |> is back on target

Atari can't walk and chew gum at the same time? This realy inspires confidence. Once these products ever see the light, 100 mhz Powermacs will be a reality.

> |>
> |> * Production of STes has been an on/off affair. But demand is estimated
> |> at 10,000 units across europe. Atari were `premature' in claiming that
> |> the ST was dead.
> |>

10,000 pretty much saids so!

> |> * The Falcon has not been out of production since introduction. The TT
> |> has been back in production for 2 months with `several thousand' units
> |> being built.

Wow, for the price: anyone say PowerMac 6100? Is this going to be Atari's 030 flag ship model?

> |>
> |> * 1000 Jaguars are being built per day (approx) with a target figure
> |> of 5000 per day---estimated sales are between 700,000 and 9000,000.
>

Nintendo and Sega will sell ten times that!

> Good, finally ATARI is solving what I call the last Jaguar problem.
> I believe them, since they finally arrived here where I live and other
> places I know.
>
> |>
> |> That aside it was an interesting interview giving hints in to the Atari business
>
> [stuff deleted]

I am too lazy to delete.
[stuff not deleted]
>
> |> in the future, but details and firm commitments were absent.
> |>
> |> If you want to know more go read the mag:).
> |>
> |>
>
> --
> --
>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
> A1200 with AGA blast processing ;-)
> REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
> ---> Opinions are my own, not of my college campus

Peter Sinclair-Day
University of Northern Iowa
Cedar falls, Iowa USA

'Raist's sister wants a Mac'

1977. Re: Interview with Bob

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 03:42:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr24.034252.31930@rmece02.upr.clu.edu>
Source record: 17477

In article <1994Apr23.202831.26654@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <1994Apr21.235233.38617@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> > In article <CoLtp3.Hz1@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:

[stuff deleted]

|> >
|> > --
|> > --
|> >>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
|> > A1200 with AGA blast processing ;-)
|> > REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
|> > ---> Opinions are my own, not of my college campus
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar falls, Iowa USA
|>
|> 'Raist's sister wants a Mac'

Don't lie. It's me who might buy her a Mac. :-|

|>
|>
|>

--

>>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1978. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 03:48:25 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr24.034825.10084@rmece02.upr.clu.edu>
Source record: 17478

In article <2pckee$rlr@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <1994Apr23.202041.26653@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

[stuff deleted]

|>
|> >3. Atari has publicly stated that they are a video game hardware company now.
|> > The Falcon is probably the last Atari computer.
|>
|> No, there have been press released that have talked about "transition to a
|> video game company" This does not mean abandoming the computer line, but
|> the expansion to include a more active video game stance. THey can be
|> both a VGame company and a computer company. The computers were the focus

Christopher, when you make a transition, you go from one state to the
other. If you make a transition to a video game company it certainly
implies that either you abandon your computer line or at least put it
on a second priority queue.

Just in case, I know that looks like ATARI will eventually continue
laster on computer stuff.

|> until now, but they are shifting to be primarily games. The computers are not
|> written off just yet, Pete.
|> >4. The Mac has enough inexpensive useful software and is heavely supported BY
|> > APPLE!
|>
|> Ooh. supported by apple. FOr many this is a turn-off. and my Falcon has
|> "enough" inexpensive software, too.
|> >5. Mac and PC clones offer excellent price/performance over the Falcon.
|> not in terms of DSP or 16 bit D2D audio. Niche market, yes, for now. If
|> it had been marketed properly, the DSP and sound abilities of the Falcon could
|> have been seen as an amazing breakthrough and the next step in the multimedia
|> craze. As it is, we'll have to wait a bit longer (for someone probably not
|> Atari) to make DSP and 16 bit audio a must for all machines.

Just another quick note Christopher:

The PowerPC instruction set provides for very easy emulation of DSP alike
functions. This was evidenced in a press release conference here
in Puerto Rico by Apple for the Latin American market, where they put
an 'AV AT&T DSP Mac' vs a "Power Mac" in DSP applications. The PoweMac
won. Considering the AT&T chip (DSP) is faster than the one in the
Falcon...

|> >6.Current 68XXX base Macs will be upgradeable to Power PC. No one will be left
|> >out.
|> no none? what about most mac users, who don't have PowerPC upgradeable
|> machines? or are you saying that the Mac pluss is PowerPC upgradeable? I know
|> you said "current" but not everyone has "current" macs.
|>
|> >7. Lastly, Atari's warranty service is as bad as C='s.
|> Well, this might be true, but since in my 5 years of ST use, I've NEVER had
|> anything break down (except my first ST had a bad sound chip when I bought
|> it. the dealer fixed it) I would not know about the warranty service.

It's still bad warranty service... just like C= :-)

|>
|> >Peter Sinclair-Day
|> >University of Northern Iowa
|> >Cedar Falls, Iowa USA
|>
|> Thanks for not posting an ad for your local Mac dealer in this post. :)
|>
|> ~Chris

Chris, the above were quick notes.. I usually don't agree with Peter
either :-)

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1979. Re: The Falcon030 and SCSI-II

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 03:49:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr24.034935.29356@rmece02.upr.clu.edu>
Source record: 17479

In article <2db8dff2@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

|>
|> RH> My point is that most people here (read Rickard) when they talk
|> RH> about the SCSI-II in the Falcon they expect the speed of the
|> RH> 'average-fast' SCSI-II's. Thanks for the explanation, interesting.
|>
|> I do?
|>
|> It's great I have you here talking for me, maybe you can write my messages
|> instead?

Yep, they might be more coherent then.

|> (Read: I know/knew that the Falcon had SCSI-II and not FAST or WIDE)

Good, good. Glad you admit it.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
|> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
|> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
|> + SYNC -------- Opinions expressed are those of my employee! --------+
|>

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

1980. Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 04:17:43 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pcrt7$sji@darkstar.UCSC.EDU>
Source record: 17480

Actually, I think that the Jag chipset as soung & graphics processors should be a given. The debate as hinted at by Bob Brodie is whether to go PowerPC or Intel (pentium/hexium or whatever) Atari seems to be wisely waiting out a bit before deciding... Sometimes not having the money to do something can end up being beneficial. It means that they can pick who seems to be the winner of the next generation of chip wars... :)

~Chris

1981. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 04:24:27 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pcs9r$skv@darkstar.UCSC.EDU>
Source record: 17481

In <1994Apr24.034825.10084@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

> Christopher, when you make a transition, you go from one state to the
>other. If you make a transition to a video game company it certainly
>implies that either you abandon your computer line or at least put it
>on a second priority queue.

> Just in case, I know that looks like ATARI will eventually continue
>laster on computer stuff.

I agree with "second priority queue" for the computers. Atari does not have (for now) the resources to really promote both, and with the Jag the more promising money maker, it makes sense for them to pursue that market.
I think we can agree that "for now" Atari will not be making any new machines. I don't consider that "dead" or "discontinued". Some people do.

> Just another quick note Christopher:
Call me Chris, or Aspect if you want to make sure it goes to me and not one of the other Chris's around here. Only my mother calls me Christopher, and she's learning... :)

> The PowerPC instruction set provides for very easy emulation of DSP alike
>functions. This was evidenced in a press release conference here
>in Puerto Rico by Apple for the Latin American market, where they put
>an 'AV AT&T DSP Mac' vs a "Power Mac" in DSP applications. The PoweMac
>won. Considering the AT&T chip (DSP) is faster than the one in the
>Falcon...

In what "application" though? Certainly for Word Processing or such I'd expect the PowerPC to win, but I'd _expect_ the DSP to win in things like fractals or JPEG decompression. Still, A PowerPC with a DSP would be even faster, no?

> Chris, the above were quick notes.. I usually don't agree with Peter
>either :-)
heh. You're a reasonable person. Of course you don't ;)

~Chris
>---
>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
> ---> Opinions are my own, not of my college campus

1982. Re: Power Macs, I`m NOT impressed.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 06:48:43 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr24.064843.51029@rmece02.upr.clu.edu>
Source record: 17482

In article <2pcs9r$skv@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <1994Apr24.034825.10084@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|>
[stuff deleted]
|>
|> > Just another quick note Christopher:
|> Call me Chris, or Aspect if you want to make sure it goes to me and not one of
|> the other Chris's around here. Only my mother calls me Christopher, and she's
|> learning... :)

POOR MOM! :-)

|>
|> > The PowerPC instruction set provides for very easy emulation of DSP alike
|> >functions. This was evidenced in a press release conference here
|> >in Puerto Rico by Apple for the Latin American market, where they put
|> >an 'AV AT&T DSP Mac' vs a "Power Mac" in DSP applications. The PoweMac
|> >won. Considering the AT&T chip (DSP) is faster than the one in the
|> >Falcon...
|>
|> In what "application" though? Certainly for Word Processing or such I'd expect
|> the PowerPC to win, but I'd _expect_ the DSP to win in things like fractals
|> or JPEG decompression. Still, A PowerPC with a DSP would be even faster, no?

No Chris, it wasn't at a wordprocessing application but at several
DSP applications. Among those there were demos too. It was hard
to believe, but the PowerPC was winning... I wonder, there must be
some particular very specific case where the DSP should win at least! :-)

Yes, a PowerPC with a DSP would be even faster, but the point was
that the PowerPC Macs 'can get away' without having a DSP.

|>
|> > Chris, the above were quick notes.. I usually don't agree with Peter
|> >either :-)
|> heh. You're a reasonable person. Of course you don't ;)

Thanks :-)

|>
|> ~Chris
|> >---
|> >>>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<

```
|> >A1200 with AGA blast processing ;-)
|> >REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
|> > ---> Opinions are my own, not of my college campus

--
-----------------------------------------------------
>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus
```

1983. Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 07:20:14 UTC
From: <>
Message-ID: <2pd6je$dl5@mother.usf.edu>
Source record: 17483

In article <2pcrt7$sji@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>Actually, I think that the Jag chipset as soung & graphics processors should
>be a given. The debate as hinted at by Bob Brodie is whether to go PowerPC
>or Intel (pentium/hexium or whatever) Atari seems to be wisely waiting out
>a bit before deciding... Sometimes not having the money to do something can
>end up being beneficial. It means that they can pick who seems to be the
>winner of the next generation of chip wars... :)
>
> ~Chris

It would be foolish for Atari to use the Pentium. We all know that Intel has had a history of poorly designed processors, slower than their competition. We all also know that you can cook pizzas off a few pentiums. And finally, we know that the PowerPC is MUCH faster than Pentium. Intel has always been a moot point in my opinion, and even more so with the Pentium and the PPC outrunning it by leaps and bounds.

1984. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 14:08:23 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CoroLz.2D9@news.Hawaii.Edu>
Source record: 17484

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:

:#RH> Oh, yeah right. Well, Rickard, I love the Jaguar and all but I am
:#RH> realisic. What's up with you? Your "ATARI rules" in Sweden myth

:#I've nver claimed that Atari rules in Sweden, learn how to read before posting,
:#I have however stated that it seems to sell alot better here than in USA.

Well considering that you can't find Atari dealers here in the 50th state
of the US of A. It isn't hard to conceive that Falcons sell better in
Europe. A single dealer over there will undoubtedly sell better than no
dealers here.

On the other hand, Jaguars are selling in the US, which makes it strange
that you can hardly find any Jaguars in Europe.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

1985. Rename this Newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 17:56:59 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pebtb$niv@usenet.rpi.edu>
Source record: 17389

```
The name of this newsgroup, c.s.atari.advocacy, is badly named; it
doesn't reflect the vast majority of the things posted here. This
group should be renamed c.s.mac-vs-atari, c.s.sinclap.forum, or
c.s.my-computer-is-awesome-and-yours-sucks.advocacy.

Just a thought,

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*
```

1986. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 18:48:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dbacd26@secom.ct.se>
Source record: 17396

RH> I learn before I post, thanks. Stefan basically said that the ATARI
RH> is almost non-existant in Sweden (even than the Amiga If I remember
RH> correctly).

Yeah, Stefan said that he couldn't find ANY ads from Atari dealers .. I just HAPPENED to reply with "I just picked up a PC mag which contained an ad froum an Atari dealer about the Falcon" ... Stefan didn't reply.

RH> |> BTW; Wait a few days, you're on for a BIG surprise.
RH>
RH> Oh, thanks. I'll probably will.

...and here's the surprise I promised you:

(All Atari owners should sit down and relax before continuing)

You've claimed I'm such an Atari fanatic, please explain why I sold my Falcon yesterday and am planning to buy a 486dx/40 tomorrow.

(And no, it's not because the Falcon sux, because it doesn't)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1987. Re: Interview with Bob

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 18:51:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dbacdb2@secom.ct.se>
Source record: 17397

```
S> > |> * Development of TOS 5 and MultiTos will continue once Jaguar
S> development
S> > |> is back on target
S>
S> Atari can't walk and chew gum at the same time? This realy inspires
S> confidence.
S> Once these products ever see the light, 100 mhz Powermacs will be a
S> reality.

What if that's what TOS 5 and MultiTOS are expected to run on?

(I'm not saying they are, as I don't think Atari has begun working on a PowerPC
computer yet .. although there are rumors .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1988. Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 20:55:08 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pembc$58i@darkstar.UCSC.EDU>
Source record: 17390

In <2pd6je$dl5@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:

>It would be foolish for Atari to use the Pentium. We all know that Intel has
>had a history of poorly designed processors, slower than their competition.
>We all also know that you can cook pizzas off a few pentiums. And finally, we
>know that the PowerPC is MUCH faster than Pentium. Intel has always been a
>moot point in my opinion, and even more so with the Pentium and the PPC
>outrunning it by leaps and bounds.

But if Indel does win and the PPC goes away, it would be foolish for them to go
that route, no? I've heard that if you eliminate backwards compatability as a
goal, then the new Intel chips are pretty good, heat problems aside. With
the p6 already announced, who knows? I'm not saying that one is better than the
other, I don't know. All I am saying is that neither side is clearly a winner
or can be written off at this point. Atari, by being forced to wait this
generation out, might come out ahead...

~Chris

1989. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-24 23:28:45 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr24.232845.15471@mnemosyne.cs.du.edu>
Source record: 17392

In article <CoroLz.2D9@news.hawaii.edu>, Jimmy Chan <jimmy@Hawaii.Edu> wrote:
>Well considering that you can't find Atari dealers here in the 50th state
>of the US of A. It isn't hard to conceive that Falcons sell better in
>Europe. A single dealer over there will undoubtedly sell better than no
>dealers here.
>
>On the other hand, Jaguars are selling in the US, which makes it strange
>that you can hardly find any Jaguars in Europe.

This is because up until now (possibly this is still true), they had a
lot more demand for the product than they had Jaguar's on hand - and
they decided for the moment to really focus on the US market first,
and not spread themselves too thinly across both markets.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

1990. Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 00:36:41 UTC
From: <>
Message-ID: <2pf3ap$ign@mother.usf.edu>
Source record: 17391

There's no way the Intel can last any longer. It's too horribly designed, and people are finally starting to realize that. The PPC advocates who were once Intel advocates will be too proud to admit they were wrong, but they'll all go to PPC and be happy with it. The PPC is significantly faster than the Pentium, and as for backward compatibility, the 486 emulators for the the PPC will do very nicely for as long as we're forced to have them around before all the software is ported (which will take less time then you think). The PPC will take over, because it's MUCH faster than anything else and MOTOROLA CAN MARKET THE THING. It's an open-design architecture that allows designers to have some freedom, but is specific enough to make the machines compatible with each other, which are all very attractive features.

The PPC does have some things against it. First, it's designed after the RS6000, which, IMHO, is not a very good design. Motorola's had hell trying to both kiss up to IBM and make a good chip, and I think they've done a good job with both. They might have been better off if they'd started from scratch, but you'll notice that each successive model of the PPC is getting less and less like the RS6000. The 601 has registers in it that are for compliance with the design of the RS6000, but by the 603, some of them are gone, and by the 620, most of the design is different. Standard PPC compliant software does not use some of the registers in the PPC, because developers have been told that they would be replaced in future models. Another thing against the PPC is what I call the Microsoft Disorder. This is where compilers make executables 5 times the size they need to be because of laziness on the part of developers. This is where you are told that your hardware is outdated 2 months after you bought state of the art because someone's new word processor requires twice as much memory as you have and 40 megs on disk. This where programmer are so lazy that they code so badly that you need upgrade from the 603 to the 620 to get your process done in less than 10 hours. UNIX, Mac and Windows suffer massively from this. Recall the discussion about RAM Doubler on the Mac and how you can't do that on the Atari because Atari memory management isn't wasteful enough. Compile the same program on both a PC and on an Atari and see that the executable for the PC is several times larger, and this isn't just because of the processor's differing instruction set... this is because the compiler developers are idiots. All these problems will carry over to the PPC because Microsoft is going to cash in on this too and take over. Microsoft cares only about making money, doing whatever it takes, and their ploy to get everyone to believe that they always need MORE hardware, and NOT better software seems to have worked. Most people in the US don't know about the old days when 1k was hard to come by. They have been sucked in by the media hype and the pretty pictures they see on their boxes for Microsoft products that make their programs look nice. What they find out later is that they can't install the program because they don't have a large enough hard drive, and once they remedy that situation, they find out that

they don't have enough RAM, and when they buy more of that, they find that they have to scrap the whole system because their processor isn't fast enough. Once the get their new version of, say Microsoft Excel 5.0, they quickly discover that MSoft tried too hard to upgrade it this time, and now you can't use the program because all of the features have been moved and you don't have room on the screen to put all the toobars you need.

All this stuff will be carried to the PPC, so while the machine is technically wonderful, the industry is ***ked up and is going to make using a PPC as bad as using a Mac LCII or a 386 with Windoze. The PPC will indeed take over, but not without a whole lot of crap right along with it.

This is why I love my Atari. It may not be the fastest machine in the world, but it certainly MORE EFFICIENT I've ever encountered. The user interface is lighting fast, the text display just as fast. The software is power-packed, yet small and takes up very little memory. It's fast and clean. Selecting a block too big will cause WordPerfect for Windows to crash, but I have trouble TRYING to crash most Atari software. This is why I sincerely hope that Atari develops a PPC machine, because at least THEIR engineers will be able to make a nice machine, and the Atari developers will continue to write good software.

I have seen some of the Microsoft Disorder happen to Ataris to a limited extent. The machines finally started to improve in speed and capacity and as a result, some of the software has expanded to fit. Fortunately, this is not expanding at the rate that Microsoft causes the PC market to decay.

1991. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 04:10:43 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr24.221044.26710@cobra.uni.edu>
Source record: 17393

In article <Coo9DM.GwL@news.Hawaii.Edu>, jimmy@Hawaii.Edu (Jimmy Chan) writes:
> Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
> :#JC> But did you add in the cost of a 68040 accelerator for the stock Falcon
> :#JC> that you gave the cost of? Given that Stefan gave you the cost of a stock
> :#JC> 040 Mac, you'd have to include the cost of a 040 accelerator in your stock
> :#JC> 030 Falcon. You lose.
>
> :#This has nothing to do with it, Stefan claimed you couldn't get a 040 for the
> :#Falcon, which you can.
>
> :#(Can you add a DSP56001 to a Mac LC475?)
>
> Good question. I don't know. I'll have to ask a friend of mine who
> recently used to be an Apple Student Rep. I'm still trying to find out if
> it's possible to order a DSP separately for the Mac and how much it costs.
>

It's not possible to add a dsp to the LC475. But there is the dsp Quadra 660AV.
A dsp is not needed on the PowerMacs due to the high speed.

>
> --
> ====================jimmy@uhunix.uhcc.hawaii.edu========================
>
>
>
>

Peter Sinclair-Day
University of Northern Iowa
Cedar falls, Iowa USA

'Raist's sister wants a Mac'

1992. Pentium? NAH! was Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 04:49:54 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr25.044954.46269@rmece02.upr.clu.edu>
Source record: 17394

In article <2pembc$58i@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <2pd6je$dl5@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:
|>
|> >It would be foolish for Atari to use the Pentium. We all know that Intel has
|> >had a history of poorly designed processors, slower than their competition.
|> >We all also know that you can cook pizzas off a few pentiums. And finally, we
|> >know that the PowerPC is MUCH faster than Pentium. Intel has always been a
|> >moot point in my opinion, and even more so with the Pentium and the PPC
|> >outrunning it by leaps and bounds.
|>
|> But if Indel does win and the PPC goes away, it would be foolish for them to go
|> that route, no? I've heard that if you eliminate backwards compatability as a

Chris, the PPC would not go away, BELIEVE ME! :-)

Intel is in *serious* trouble, unless they pull a fast/good one
with the Pentium or a new RISC that can emulate in hardware the
'486. The later, is what I think they might actually do.

|> goal, then the new Intel chips are pretty good, heat problems aside. With

They haven't eliminated backward compatabilities at all. In fact, they
want it, because is one of the strong reasons they use to defend the
Pentium.

|> the p6 already announced, who knows? I'm not saying that one is better than the

Hmm.. the P6 has not been announced, as in out. Intel just advanced
the schedule ahead 1 year, so in late 1995 we should see the 'P6'.

|> other, I don't know. All I am saying is that neither side is clearly a winner
|> or can be written off at this point. Atari, by being forced to wait this
|> generation out, might come out ahead...

The PPC. :-) BTW, the Pentium really doesn't have anything truly different
in its architecture (assembler, etc.)- just those same old registers.... :-)

|>
|> ~Chris

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)

---> Opinions are my own, not of my college campus

1993. Re: Interview with Bob

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 08:15:23 UTC
From: sys1@exnet.com
Message-ID: <Cot2xr.2z2@exnet.com>
Source record: 17395

In article <1994Apr23.202831.26654@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <1994Apr21.235233.38617@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
>> In article <CoLtp3.Hz1@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>>
>Not impressive, Apple sold 145,000 PowerMacs from March 14 to April 1 - Source,
>Apple's PR earnings report.
>
[etc, etc, etc]
>
>I am too lazy to delete.
> [stuff not deleted]
>
>Peter Sinclair-Day

Peter, please.

My original article was just repeating that was of interest to Atari users---
you know, politics, business plans and the like---it wasn't an invitiation
for you to go one about Macs and how wonderful they are. You didn't add a
damn thing worth reading if you an Atari user.

Now, I don't know if anyone else is going to add to this thread but if they
do I hope it is to add things.

You? Well, you I'm just gonna ignore from now on.

Xavier

1994. Re: Interview with Bob

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 10:52:40 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Apr25.105240.18794@ccd.harris.com>
Source record: 17418

sinclap2954@cobra.uni.edu wrote:
: > |> * 1000 Jaguars are being built per day (approx) with a target figure
: > |> of 5000 per day---estimated sales are between 700,000 and 9000,000.
: >

: Nintendo and Sega will sell ten times that!

Doubtful. Nintendo and Sega probably have a few more years left in them, but
I doubt that they'll be major contendors within a year if they don't come out
with some new hardware. Nintendo plans on waiting around 1.5-2 years, and
Sega is rushing to try to get something new out by the end of this year.
Oh well, this is all silly anyways since the discussion was about the Falcon
or more to the point - Atari's computer line.

-Richard Mills

1995. Re: Upcoming ATARI Shows

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 11:15:01 UTC
From: wallace_r@msbcs.enet.dec.com
Message-ID: <2pgmtn$hiu@nntpd.lkg.dec.com>
Source record: 17405
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.games.lynx

In article <2p2auu$7qa@usenet.INS.CWRU.Edu>, aa338@cleveland.Freenet.Edu (Mark Leair) writes...
> << Computer Shows >>
>+-----------------+-------------+-------------------------+----------+
>| Name | Location | Date |
>|---------------------------------+-------------------------+----------|
>|4. 1994 Michigan Atari Fair |Waterford, MI |04/23/94 |

Does anyone have a phone number or address where I can get more information about this Atari fari in Michigan? I'd like to find out the location, times, and cost.

Thanks,

Ray Wallace
wallace_r@msbcs.enet.dec.com
(or) decwrl!msbcs.enet!wallace_r
(or) wallace_r%msbcs.enet@decwrl.dec.com

1996. Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 11:48:21 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr25.054821.26719@cobra.uni.edu>
Source record: 17398

The price/performance is getting worse on the Falcon. This week Apple USA will reduce the price on Quadra 605 configurations. The 4/80 has been discontinued. The Q605 8/160 has been reduced to $1000. Apple will have a 4/160 bundled with ClarisWorks 2.1, Quicken 4.0, GoldDisks Astound and other titles for $1019. Who said software is out of reach? The Color Classic 4/80 with keyboard will be liquidated at $699. Source: MacWeek - April 25, 1994

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

'Raist's sister wants a Mac'

1997. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 12:14:57 UTC
From: lordthan@news.delphi.com
Message-ID: <2pgc81$c1f@news.delphi.com>
Source record: 17399

rolf.johansson@p7.space.ct.se (Rolf Johansson) writes:
>Just to correct you a bit there, Calamus IS ported to PC. Thought you knew
>that? And, my friend, people are not always buying what is best. People are
>buying what men in suits and ties think is the best, and that is not always
>true. Why not just look at Windows? It's selling like nothing else before, but
>is it the best?

I was unaware that Calamus was ported to the PC platform. Obviously it
hasn't done very well on that platform, though, or I would have heard
about it. (I've been involved in DTP for about eight years now and follow
it almost religiously.) :)

I understand and agree with your "best" position; my phrasing in my
message was probably a bit faulty. You're right; people don't *always*
buy what is best, but they often DO buy the most (overall) reasonable
product in a given field. PageMaker and XPress, for example, *far*
outweigh Calamus in professional application. Calamus, IMO, is comparable
to programs like Ready Set Go on the Mac: A competant program, but not
good enough for professional application.

1998. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 12:17:45 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CotE5M.6IF@barclays.co.uk>
Source record: 17404

In article <1994Apr25.054821.26719@cobra.uni.edu>, sinclap2954@cobra.uni.edu waffles <usual drivel>

I DON"T GIVE A FLYING FUCK WHAT APPLE DO!!!!!! READ MY LIPS!!!!!!!

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1999. Re: "Atari vs Apple" Statement

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 12:24:42 UTC
From: lordthan@news.delphi.com
Message-ID: <2pgcqa$c75@news.delphi.com>
Source record: 17400

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>_IF_ the Mac II series has stereo sound, then tell me why not one piece of
>software has supported stereo recording or playback? I've worked with
>several utilities, including SOundEdit Pro, which supports stereo & 16 bit
>sound with an Audiomedia card, but only 8 bit mono through standard Mac
>recording and playback? Let's give you for a moment that it has the hardware,
>then why did the operating system not support it???

Because Apple sometimes does things only halfway. :) For example, the
Mac has had the ability to read, write and format PC disks since about
1988 or so (starting with the IIx and SE/30, and soon thereafter on the
SE). To date, that ability *still* isn't built into the System software
(though it supposedly will be in the forthcoming System 7.5).

Lots of software supports stereo sound. Previously (read: before Sound
Manager 3.0 was released) only certain sound editing packages supported
it. (BTW, SoundEdit Pro *does* support 8-bit stereo; I use it on occasion
on my IIci.) Until that time, getting stereo sound to work *reliably*
was a rather difficult programming feat. Today, with SM3, it's cake. Many
games have been taking advantage of stereo Mac sound for years, and some
of 'em are even pretty decent. :)

2000. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 12:26:23 UTC
From: lordthan@news.delphi.com
Message-ID: <2pgctf$c9f@news.delphi.com>
Source record: 17401

rappleye@felix.kodak.com (Rev. Dr. Freak) writes:
>Well.......... It seems that the Amiga Assholes (AA's) have invaded
>the Mac advocacy group so the Mac people had to go somewhere. Before
>Amiga flames start up, my Amiga Assholes comment should be construed as
>'assholes who happen to use amigas'. Their assholery has nothing to do
>with their choice of computing platform, merely their inappropriate
>methods of advocacy.

Politically correct platform bashing? ;) I was unaware that Amigaphiles
had "invaded" the Mac advocacy group, as I don't read that group.

2001. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 12:30:48 UTC
From: lordthan@news.delphi.com
Message-ID: <2pgd5o$cdb@news.delphi.com>
Source record: 17402

sinclap2954@cobra.uni.edu writes:
>The price/performance is getting worse on the Falcon. This week Apple USA will
>reduce the price on Quadra 605 configurations. The 4/80 has been discontinued.
>The Q605 8/160 has been reduced to $1000. Apple will have a 4/160 bundled with
>ClarisWorks 2.1, Quicken 4.0, GoldDisks Astound and other titles for $1019.
>Who said software is out of reach? The Color Classic 4/80 with keyboard will
>be liquidated at $699. Source: MacWeek - April 25, 1994
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>'Raist's sister wants a Mac'

Pete, I'm beginning to agree with Chris about you. What was the point of
posting this in an *Atari* newsgroup, other than to provoke and bash?
There *IS* no other reason, so just cut it out, okay? We're all, by now,
extremely aware that you worship the Mac as if it were some sort of deity
but that's NO reason to post stuff like this in hopes of provoking a
hostile response and/or to make people "feel bad" about the Atari.

I made a comment, awhile back, that the fanatical Atari loyalists with
the straight-line vision are an embarrasment. You're no better with your
Mac loyalism.

2002. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 13:08:43 UTC
From: <>
Message-ID: <2pgfcr$m21@mother.usf.edu>
Source record: 17403

In article <1994Apr25.054821.26719@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>The price/performance is getting worse on the Falcon. This week Apple USA will
>reduce the price on Quadra 605 configurations. The 4/80 has been discontinued.
>The Q605 8/160 has been reduced to $1000. Apple will have a 4/160 bundled with
>ClarisWorks 2.1, Quicken 4.0, GoldDisks Astound and other titles for $1019.
>Who said software is out of reach? The Color Classic 4/80 with keyboard will
>be liquidated at $699. Source: MacWeek - April 25, 1994
>
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>
>'Raist's sister wants a Mac'
>
>

Yipee! Maybe if Apple keeps underpricing their Macs to the point that they're
no longer making any profit, they'll go out of business. That would be nice.
<grin>

2003. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 14:35:49 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.767284549@cent.gla.ac.uk>
Source record: 17485

In <2o85hl$r2s@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

> [...] I can point to several "Plain Joe Affordable"
>packages (read: $40-$150) that put the "best" of what the Atari has to
>offer to shame. [...] . The best thing about the Mac is that almost every
>software package works with others; WriteNow (or any other WP) files can be
>brought into virtually any Mac DTP, word processor, database, etc program.
>And if for some reason it can't, the host program can almost always save
>the file in another format that the client application CAN read. The same
>CANNOT be said for the Atari.

Really? Protext can save in a wide range of wordprocessor formats.

>>>And yes, a 33Mhz 030 *does* perform better than a Falcon. It's not simply
>>>the machine and the CPU, but also the software that runs on it. Show me,
>>>for example, a word processor on the ST that can contend with Microsoft
>>>Word. Or a desktop publishing program that can compare with QuarkXPress or
>>>PageMaker. Hell, even Atari *magazines* aren't produced on Ataris!
>>>MacWorld and MacUser, for example, are about 80% produced on Macs. How
>>>many full color, internationally distributed, 250+ page Atari magines are
>>>there at are produced on Ataris? There's a reason for that.

Not the one you're thinking of though. ST Review claimed that they originally
intended to produce their magazine using TTs with Calamus (the old 1.09N
version.) but that they had problems with the professional scanners only
producing pic formats more associated with Mac computers. (This point is
now a bit redundant though, since Calamus SL now supports these pic formats.)

As for "full color, internationally distributed, 250+ page magazines", I think
the reason might be more to do with the fact that there's hardly any 250+
Atari magazines- we like less crap in our magazines. :):):)

>Let me tell you something. I've used XPress and I've used Calamus. I've
>used them both in personal and professional capacities. I can honestly and
>without reservation tell you, from a professional standpoint, there is
>*ABSOLUTELY NO WAY WHATSOEVER* that Calamus can compete with XPress. None.
>Zero. Zip. Nada. Won't happen. Calamus on the ST is roughly equivalent to
^^^^^^^^^^^^^^^^^ (!!!!)
>Ready Set Go (earlier than version 6.0) on the Mac; it's a nice program, but
>it's sorely lacking in several features that are practically vital in a
>professional capacity. I've had fleeting contact with Pagestream, too, and
>I came away suitably unimpressed.

Well, I've tried Pagemaker on a Mac Plus, and it's really crap! :) Make a
slightly more valid comparision, will you? Have you tried Calamus SL on a
TT for example? Take a look at the review of "Alien vs Predator" in ST

Review this month (Fully produced in Calamus SL as a test.) and tell me that's *not* professional!

>>The reason Atari computers don't have 250+ page magazines in full
>>color is not that the Atari software lacks - it's that the user base
>>is not large enough to support such magazines.

>Now think about why the user base isn't that large. My guess? Because
>Atari US doesn't give a crap about its userbase.

Ahem. There are other countries than the US on the Internet.

>It's producing
>underpowered, overpriced computers. They can't get a single major business
>developer interested in supporting the ST (Microsoft? Borland? Lotus?
>Aldus? Adobe?),

Er, I haven't seen Photoshop for a Mac Plus! Again, pick a slightly more valid comaparision.

>and - like it or not - without the business software, the
>computer won't catch on in the home. History has proved this repeatedly.

This might be the case in the US, but not in the UK, where both Atari and Amigas have sold well, *without* help from any big business names.

>I haven't seen the speed difference first-hand, but I'll take your word on
>it. Now, where's that program that's "comparable" to Photoshop on the ST?

Well, Redactur already exists, and wait till Chroma 24 comes out- that really knocks spots off Photoshop.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |-
--|

2004. Pentium heat problems

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 14:52:43 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16FA3991DS85.TOMM@cms.cc.wayne.edu>
Source record: 17409

In article <2pd6je$dl5@mother.usf.edu>
millert@ug.ec.usf.edu. (Timothy Miller) writes:

>It would be foolish for Atari to use the Pentium. We all know that Intel has
>had a history of poorly designed processors, slower than their competition.
>We all also know that you can cook pizzas off a few pentiums. And finally, we
>know that the PowerPC is MUCH faster than Pentium. Intel has always been a
>moot point in my opinion, and even more so with the Pentium and the PPC
>outrunning it by leaps and bounds.
>
Yes, Pentium has heat problems. We haven't heard (yet) that PPC also
dissipates too much heat, but stay tuned. Did you notice that IBM
announced that the 100MHZ PPC is being touted for (among other things)
a reduction in heat dissipation from 8 watts to 4 watts? What is the
spec on the Pentium? The IBM announcement was 3/31/94, and the new chips
are not due out in volume until fourth quarter.

2005. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 15:00:52 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.767286052@cent.gla.ac.uk>
Source record: 17486

In <1994Apr11.094745.25774@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Yes you are correct. Atari was the first to announce the dsp Falcon, but took
>the company ions to ship em. Apple is the first to ship their dsp mac in
>quantity, like more than 35,000 units.

Hey, there's a goalpost outside, why don't you try and move that as well? :)

Michael.
--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |-
--|

2006. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 15:02:04 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.767286124@cent.gla.ac.uk>
Source record: 17387

In <2oc79d$ck8@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>The conversation has *never* referred to outside-US
>markets, and I had previously made SEVERAL statements to this effect in
>earlier posts. If you had read them, you'd know that.

Er, so us non-US people don't count? I don't think so somehow.

Michael.
--
--- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |-
---|

2007. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 15:03:57 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.767286237@cent.gla.ac.uk>
Source record: 17388

In <1994Apr12.200149.25919@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>> There are probably 2 million or more STs out there. Does that count as
>> quantity? Can we say that STs are more popular than AV Macs?

>Two million 68000 ST's, soon in the landfil! [... Further bleating deleted..]

The words "crap" and "flamer" come to mind here, wonder why? :)

Michael. (Who doesn't even hate Macs, just ignorant Mac users.)

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |-
--|

2008. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 15:19:42 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CotMKu.4uA@barclays.co.uk>
Source record: 17406

In article <1994Apr25.092642.26730@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <2db82c50@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson)
writes:
|> >
|> > RT> Just read on the TEXT-TV that Apple had about 1$ profit instead of last
|> > RT> years $20 this year .. ;) ..
|> >
|> > ..and to those who didn't understand that, I was talking millions .. ;)
|>
|> Apple's most recent second quarter profit is $17 million on worldwide sales of
|> 2.08 billion. Apple Japan is the second largest subsidiary and is expected to
|> over take Apple USA with in 18 months! Analysts expect Apple to enjoy higher
|> profitability in the next quarter.
So for every dollar Apple make in sales, .8 of a cent is profit? That sounds
like a really well run company. The only reason Apple sell so much is because
they cut their prices to the point they can hardly make money. Sure, the HW is
cheap, but the software.....

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

2009. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 15:26:42 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr25.092642.26730@cobra.uni.edu>
Source record: 17408

In article <2db82c50@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>
> RT> Just read on the TEXT-TV that Apple had about 1$ profit instead of last
> RT> years $20 this year .. ;) ..
>
> ..and to those who didn't understand that, I was talking millions .. ;)

Apple's most recent second quarter profit is $17 million on worldwide sales of 2.08 billion. Apple Japan is the second largest subsidiary and is expected to over take Apple USA with in 18 months! Analysts expect Apple to enjoy higher profitability in the next quarter.

>
> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
> + SYNC -------- Opinions expressed are those of my employee! --------+
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

'Raist's sister wants a Mac'

2010. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 16:40:16 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr25.164016.32150@rmece02.upr.clu.edu>
Source record: 17410

In article <2dbacd26@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|>
|> RH> I learn before I post, thanks. Stefan basically said that the ATARI
|> RH> is almost non-existant in Sweden (even than the Amiga If I remember
|> RH> correctly).
|>
|> Yeah, Stefan said that he couldn't find ANY ads from Atari dealers .. I just
|> HAPPENED to reply with "I just picked up a PC mag which contained an ad froum
|> an Atari dealer about the Falcon" ... Stefan didn't reply.

Maybe he got tired?

|>
|> RH> |> BTW; Wait a few days, you're on for a BIG surprise.
|> RH>
|> RH> Oh, thanks. I'll probably will.
|>
|> ...and here's the surprise I promised you:
|>
|> (All Atari owners should sit down and relax before continuing)
|>
|> You've claimed I'm such an Atari fanatic, please explain why I sold my Falcon

Yep, you are. By reading your posts, it's a natural conclusion.

|> yesterday and am planning to buy a 486dx/40 tomorrow.
|>
|> (And no, it's not because the Falcon sux, because it doesn't)

Well, you found the 486dx/40 more useful for some reason...
So maybe, it actually sucks? :-)

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
|> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2011. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 16:44:01 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr25.164401.44954@rmece02.upr.clu.edu>
Source record: 17411

In article <1994Apr25.054821.26719@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> The price/performance is getting worse on the Falcon. This week Apple USA will
|> reduce the price on Quadra 605 configurations. The 4/80 has been discontinued.
|> The Q605 8/160 has been reduced to $1000. Apple will have a 4/160 bundled with
|> ClarisWorks 2.1, Quicken 4.0, GoldDisks Astound and other titles for $1019.
|> Who said software is out of reach? The Color Classic 4/80 with keyboard will

Me. Do you know $$how much$$ desktop video programs cost on the Mac?
The 'Infini-D' costs about $800 and is by far very underpowered compared
to the average mature Amiga animation program.

I was checking out the PowerMacs until I checked out Mac animation
software... Tsk tsk... But then, I admit that for general purpose
uses, that Mac offer surely looks interesting (not for me though).

|> be liquidated at $699. Source: MacWeek - April 25, 1994
|>
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
|>
|>
|> 'Raist's sister wants a Mac'

^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Ah, Peter... Do you want to argue that one? You are
lying, did you know that? She doesn't want a Mac.
She just wants a computer, and from what I asked her,
a Mac seems like a good choice (from *my* point of view).

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2012. Remedy against Peter Sinc.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 16:48:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr25.164821.31654@rmece02.upr.clu.edu>
Source record: 17412

Just ignore him. He's just a 'baby Marc Barret.'
For those that don't know what I talk about, just
think that this is the type of guy that just
provokes just because, and gets feedback
from people paying attention to him.

Simply put-> ignore him.

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2013. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 17:33:23 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pgut4$dqv@usenet.rpi.edu>
Source record: 17407

sinclap2954@cobra.uni.edu writes:

[Useless Mac info deleted]

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>'Raist's sister wants a Mac'

I see that our old friend Peter the Clap is back, once again wasting
his time trying to convince us that A COMPUTER THAT DOESN'T EVEN HAVE
A FLOPPY DISK EJECT BUTTON is worth our collective attention! If Macs
are so great, than WHY DO THEY ONLY HAVE A 10% MARKET SHARE. WHY DON'T
THEY HAVE NORMAL PRINTER PORTS!?? WHY DO THEY TURN THE BRAINS OF THEIR
USERS INTO RADIOACTIVE WASTE!!? And WHY DO THEY MAKE THE *EGOS* OF THEIR
USERS BIGGER THAN THE GODDAMN SOLAR SYSTEM!!!? Macs must be *REALLY
GREAT* computers (NOT)!! Maybe I should trash my plan to buy a 486 and
purchase one of those oh! superior Macs instead. Than I can become I
whiner like sinclap, MB, and that LORD guy!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ) [a great game that isn't available on Mac]
*

PS: If this looks like Mac bashing, that's because it is.
PPS: Is there anything to do in Iowa besides play with (and apparently
worship) computers.
PPPS: Who the hell is Raist?
PPPPS: What the heck does that 2954 stand for anyway? The price of the
cheapest halfway-decent Mac?
PPPPPS: Mac Go Home!!
PPPPPPS: In 5 years, Apple will = Commodore.
PPPPPPPS: *Except* it!!
PPPPPPPPS: I wear flame-proof armor!

2014. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 21:20:43 UTC
From: lordthan@news.delphi.com
Message-ID: <2phc7b$p94@news.delphi.com>
Source record: 17415

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> Me. Do you know $$how much$$ desktop video programs cost on the Mac?
>The 'Infini-D' costs about $800 and is by far very underpowered compared
>to the average mature Amiga animation program.

Actually, Infini-D costs $519 and includes a free PowerMac upgrade. It's
a competant program, but the Amiga (IMO) maintains a (narrowing) edge in
desktop video.

> I was checking out the PowerMacs until I checked out Mac animation
>software... Tsk tsk... But then, I admit that for general purpose
>uses, that Mac offer surely looks interesting (not for me though).

When I get a more potent Mac, I'll be doing DT video. A 25Mhz 68030 just
isn't good enough for that. :)
The Color Classic isn't, IMO, a practical computer. For about $200 more
you can get a MUCH better and much more expandable system.

2015. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 22:15:00 UTC
From: mikke.mattsson@tnogobl.ct.se
Message-ID: <2dbc4f25@tnogobl.ct.se>
Source record: 17374

> ...and here's the surprise I promised you:
>
> (All Atari owners should sit down and relax before continuing)
>
> You've claimed I'm such an Atari fanatic, please explain why I sold my
> Falcon yesterday and am planning to buy a 486dx/40 tomorrow.
>
> (And no, it's not because the Falcon sux, because it doesn't)

Are you perhaps planning to run SECOM on the PC?

mikke@tnogobl.ct.se

2016. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-25 23:07:49 UTC
From: lordthan@news.delphi.com
Message-ID: <2phig5$sts@news.delphi.com>
Source record: 17417

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>I see that our old friend Peter the Clap is back, once again wasting
>his time trying to convince us that A COMPUTER THAT DOESN'T EVEN HAVE
>A FLOPPY DISK EJECT BUTTON is worth our collective attention! If Macs
>are so great, than WHY DO THEY ONLY HAVE A 10% MARKET SHARE. WHY DON'T
>THEY HAVE NORMAL PRINTER PORTS!?? WHY DO THEY TURN THE BRAINS OF THEIR
>USERS INTO RADIOACTIVE WASTE!!? And WHY DO THEY MAKE THE *EGOS* OF THEIR
>USERS BIGGER THAN THE GODDAMN SOLAR SYSTEM!!!? Macs must be *REALLY
>GREAT* computers (NOT)!! Maybe I should trash my plan to buy a 486 and
>purchase one of those oh! superior Macs instead. Than I can become I
>whiner like sinclap, MB, and that LORD guy!

To answer some of your speculations...

NO FLOPPY EJECT BUTTON: So the Mac can manipulate files across several floppies without having them all mounted, to keep track of multiple volumes with similar names, so that shared volumes (file sharing) aren't removed without notifying the network, and because it's cool. ;)
Besides, if you want an eject button, you can (a) unbend a paper clip and use the eject mechanism that's built into all Macs, or (b) purchase a third-party drive that has an electrical eject button.

10% MARKET SHARE: It's a bit higher than that, though I don't know offhand what the current share is. Besides, without trying to sound hostile, how can an Atari fanatic point the finger at Mac users for market share? What kind of market share does Atari have?

"NORMAL" PRINTER PORTS: Several reasons, actually. The printer port does many different jobs. It acts as an AppleTalk connection for the built-in networking capability. It can double as a second serial connector, if you like. And because it's smaller than a standard parallel connector, it can be installed in a multitude of items - such as the Newton. (Try and imagine a Newton with a huge Centronics connector for data transfer!)

RADIOACTIVE WASTE: Opinion, fostered by hostility. Not worth answering.

LARGE EGOS: Opinion, fostered by hostility. Not worth answering, aside from saying that this sort of sweeping generalization is laughable. I suppose you haven't met an egotistical PC, Amiga, Atari, or Sun user?

WHINING: Me? Whiner? *laugh* There have been two things that I've "whined" about in this newsgroup: Atari's blatant lack of support towards their users and their lack of any desire to expand their userbase, and some users' lack of facutal information to back up their accusations. If you think THAT'S whining, perhaps you should read your own posts...?

>* King of the Russians (in Civ) [a great game that isn't available on Mac]
Civilization isn't available on the Mac? Then perhaps I should return
thisbox with the big word "Civilization" on it that I have sitting right in
front of me?

>PS: If this looks like Mac bashing, that's because it is.
Duh.

>PPS: Is there anything to do in Iowa besides play with (and apparently
> worship) computers.
Dunno.

>PPPS: Who the hell is Raist?
Still drawing a blank.

>PPPPS: What the heck does that 2954 stand for anyway? The price of the
> cheapest halfway-decent Mac?
If it were the price of the cheapest halfway decent Mac, the number would
be somewhere around "895" for a 68040-based machine. Other than that, I
have no idea what 2954 stands for.

>PPPPPS: Mac Go Home!!
shrug Would you rather me blindly praise Atari, without thought, like
lemmings? Atari would LOVE that; it's just about the only way they're
selling computers these days.

>PPPPPPS: In 5 years, Apple will = Commodore.
Oh really? This is your own speculation, I assume? Wishful thinking? Any
solid factual information to back this up? And, praytell, where will
Atari be? I'm still waiting for an 040-based ST to come out of Atari's
factory. I mean, hey, the 040 has been out for how many years now?

>PPPPPPPS: *Except* it!!
I have *no* idea what this means.

>PPPPPPPPS: I wear flame-proof armor!
No flaming here, so this all might get through to you. Maybe.

2017. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 01:21:05 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2phqa1$50p@usenet.rpi.edu>
Source record: 17413

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>To answer some of your speculations...

>NO FLOPPY EJECT BUTTON: So the Mac can manipulate files across several
>floppies without having them all mounted, to keep track of multiple
>volumes with similar names, so that shared volumes (file sharing) aren't
>removed without notifying the network, and because it's cool. ;)
All the above may be true, but not having a floppy disk eject
button is still damn inconvenient. Suppose you have to install
an application that comes on 16 disks, like MS Office. I would
hate to have to bring down a menu and click on Disk Eject 16 times!
>Besides, if you want an eject button, you can (a) unbend a paper clip and
>use the eject mechanism that's built into all Macs,
That's *REAL* elegant! Who the hell came up with that stupid design!
>or (b) purchase a
>third-party drive that has an electrical eject button.
I'd have to do that if I ever bought a Mac (which I won't).

>10% MARKET SHARE: It's a bit higher than that, though I don't know
>offhand what the current share is. Besides, without trying to sound
>hostile, how can an Atari fanatic point the finger at Mac users for
>market share? What kind of market share does Atari have?
Okay, about 15%. But that is still pretty small compared to
the IBM clone market. I'm not an "atari fanatic" by the way.
I had two Ataris (an 800 and a 130XE) when I was in grammar
school and still have some interest in what's going on in the
Atari world; that's why I occasionally read this newsgroup.
However, for the last six years I have been using IBM clones,
and the PC world is my primary interest now.

>"NORMAL" PRINTER PORTS: Several reasons, actually. The printer port does
>many different jobs. It acts as an AppleTalk connection for the built-in
>networking capability. It can double as a second serial connector, if you
>like. And because it's smaller than a standard parallel connector, it can
>be installed in a multitude of items - such as the Newton. (Try and
>imagine a Newton with a huge Centronics connector for data transfer!)
I have a friend who had a Mac SE Freshman year. He tried to connect
a perfectly ordinary Epson dot-matrix printer to it and was forced
to buy an adaptor. However, even with the adaptor, the printer still
wouldn't work with his computer. (Incidently, he now owns an IBM
clone and has no intention of ever getting another Mac). The reason
for the non-standard printer port, like so many other Macintosh
"features", is to give Apple a captive market that allows them to
keep their prices artificially high.

>RADIOACTIVE WASTE: Opinion, fostered by hostility. Not worth answering.
>LARGE EGOS: Opinion, fostered by hostility. Not worth answering, aside
>from saying that this sort of sweeping generalization is laughable. I
>suppose you haven't met an egotistical PC, Amiga, Atari, or Sun user?
Take it easy, man! You take posts to seriously!

Yes, I have met egotistical PC, Amiga, etc., egotists. I have
also seen posts by such people in these newsgroups. However,
when it comes to putting down other kinds of computers in
newsgroups, the Mac egotists have no equal! The Atari and Amiga
advocacy groups have more posts by you, The Clap, and MB putting
down those computers than anything else. And incidently, why don't
you guys ever post anything in the MAC newsgroups? Is it simply
more fun criticizing other people's computers than discussing your
own with fellow Mac users?
>WHINING: Me? Whiner? *laugh* There have been two things that I've
>"whined" about in this newsgroup: Atari's blatant lack of support towards
>their users and their lack of any desire to expand their userbase, and
>some users' lack of facutal information to back up their accusations. If
>you think THAT'S whining, perhaps you should read your own posts...?
This comment was aimed at The Clap and MB, not you. Sorry
for the confusion. At least your posts are civil and sensible.
Their posts are rude and idiotic, especially Clap's.

>>* King of the Russians (in Civ) [a great game that isn't available on Mac]
>Civilization isn't available on the Mac? Then perhaps I should return
>thisbox with the big word "Civilization" on it that I have sitting right in
>front of me?
Really? When did Civ for the Mac come out?
I guess I was wrong on this one...
I'm man enough to admit I made a mistake.

[deletion]

>>PPPPPS: Mac Go Home!!
>*shrug* Would you rather me blindly praise Atari, without thought, like
>lemmings? Atari would LOVE that; it's just about the only way they're
>selling computers these days.
I would rather you praise your Mac in private and leave everyone
else alone!
>>PPPPPPS: In 5 years, Apple will = Commodore.
>Oh really? This is your own speculation, I assume? Wishful thinking? Any
>solid factual information to back this up? And, praytell, where will
>Atari be? I'm still waiting for an 040-based ST to come out of Atari's
>factory. I mean, hey, the 040 has been out for how many years now?
I reiterate, I AM NOT AN ATARI FANATIC!
I stand by may prediction. The Macs only strength is its ease of
use. Now that PC's are becoming easier to use (tho Windows has a
a long way to go) there is less and less reason to buy a Mac and
be subject to Apple's captive market.

[deletion]

```
*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ) [Now available on the Mac]
* Real computers have disk eject buttons!
*
```

2018. Re: Pentium heat problems

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 03:22:08 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-250494192442@edfdc0.ctis.af.mil>
Source record: 17425

In article <16FA3991DS85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu (Tom Marchant) wrote:

> Yes, Pentium has heat problems. We haven't heard (yet) that PPC also
> dissipates too much heat, but stay tuned. Did you notice that IBM
> announced that the 100MHZ PPC is being touted for (among other things)
> a reduction in heat dissipation from 8 watts to 4 watts? What is the
> spec on the Pentium? The IBM announcement was 3/31/94, and the new chips
> are not due out in volume until fourth quarter.

The 100Mhz PowerPC is 4W, the 100Mhz P54C is between 4 and 6 with a
max of 11. This can happen if you do a lot of FPU etc, this turns on
other execution units.

In terms of speed/watt and speed/price the PowerPC is _much_
nicer than the Pentium family. About twice the speed for the
same dollar.

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

2019. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 06:02:27 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr26.060227.12410@rmece02.upr.clu.edu>
Source record: 17414

In article <2pgut4$dqv@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
|> sinclap2954@cobra.uni.edu writes:
|>
|> [Useless Mac info deleted]
|>
|>
|> >Peter Sinclair-Day
|> >University of Northern Iowa
|> >Cedar Falls, Iowa USA
|>
|>
|> >'Raist's sister wants a Mac'
|>
|> I see that our old friend Peter the Clap is back, once again wasting

Yep. And he's lying to. Just look at the line above.

|> his time trying to convince us that A COMPUTER THAT DOESN'T EVEN HAVE

[hilarious Mac description deleted]

|>
|>
|> *
|> * Tom Trauth
|> * trautt@rpi.edu
|> * King of the Russians (in Civ) [a great game that isn't available on Mac]
|> *
|>
|>
|> PS: If this looks like Mac bashing, that's because it is.
|> PPS: Is there anything to do in Iowa besides play with (and apparently
|> worship) computers.

And you don't know Marc Barrett either... he's also from Iowa... :-)

|> PPPS: Who the hell is Raist?

Me! :-)

|> PPPPS: What the heck does that 2954 stand for anyway? The price of the
|> cheapest halfway-decent Mac?
|> PPPPPS: Mac Go Home!!
|> PPPPPPS: In 5 years, Apple will = Commodore.
|> PPPPPPPS: *Except* it!!
|> PPPPPPPPS: I wear flame-proof armor!

+5 ? :-)

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2020. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 06:07:04 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr26.060704.29444@rmece02.upr.clu.edu>
Source record: 17337

In article <2phc7b$p94@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> > Me. Do you know $$how much$$ desktop video programs cost on the Mac?
|> >The 'Infini-D' costs about $800 and is by far very underpowered compared
|> >to the average mature Amiga animation program.
|>
|> Actually, Infini-D costs $519 and includes a free PowerMac upgrade. It's

$519 now...? Doesn't sound that bad... until you use it :-(

|> a competant program, but the Amiga (IMO) maintains a (narrowing) edge in
|> desktop video.

Narrowing... I don't know about that. You should check out the
latest version of Real 3D I just received two weeks ago.

|> > I was checking out the PowerMacs until I checked out Mac animation
|> >software... Tsk tsk... But then, I admit that for general purpose
|> >uses, that Mac offer surely looks interesting (not for me though).
|>
|> When I get a more potent Mac, I'll be doing DT video. A 25Mhz 68030 just
|> isn't good enough for that. :)

I use a 68030 @ 50Mhz.

Now, here's what REALLY hilarious:

I did a small test case in Infini-D in the Quadra AV 880 (68040@40Mhz)
here in my college campus. My Real 3D V2.35 (the previous version)
came pretty close to Infini-D. My new version is about 35% faster
than before.

Of course, this were just specific cases, maybe with glass and other
complex reflections the gap will grow wider... or narrower :-)
The thing is: this was with my 'POOR' 68030@50Mhz with 50Mhz 68882 FPU!

I mean, the Quadra should have *CRUSHED* my machine performance wise,
and yet, my machine came out pretty close. The Power Mac Infini-D
is about 3-4 times faster (subjective, this one I couldn't time with
a watch) on the middle end PowerMac. If this holds, My Real 3D just
in a 68040@40Mhz should come close to the Power MAC!!!!!!!

Do you think I am impressed? :-)

|> The Color Classic isn't, IMO, a practical computer. For about $200 more
|> you can get a MUCH better and much more expandable system.
|>

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2021. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 06:09:13 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr26.060913.37796@rmece02.upr.clu.edu>
Source record: 17436

In article <Up-EDWEFGZV@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
|> In <1994Apr20.040033.38975@rmece02.upr.clu.edu> Ricardo Hernandez wrote :
|>
|> > Kim, I am talking about the speed and some things posted here
|> >by other ATARI people a while ago (actually in comp.sys.atari.st :-))
|> >
|>
|> Okay.. Then you didn't know.. Sorry for beeing to harsh!
|>
|> The guys who wrote that are wrong then.
|>
|> Greets
|> Kim

It actually didn't sound harsh... (or so I remember). Anyway, thanks
a lot for the explanation/corrections.

|>
|>
|> --
|> -- --
|> DK-Soft, the danish adventure of atari information
|> -- --

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2022. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 08:13:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dbcdb1e@secom.ct.se>
Source record: 17373

```
S> Apple's most recent second quarter profit is $17 million on worldwide
S> sales of
S> 2.08 billion. Apple Japan is the second largest subsidiary and is
S> expected to
S> over take Apple USA with in 18 months! Analysts expect Apple to enjoy
S> higher
S> profitability in the next quarter.

Yeahyeahyeah .. and my local mag had an article 2 days ago where the clearly
stated: "Apple going down the drain when trying to compete with the cheaper PC
clones"

Sinclap, I just switched platform, I looked at the Mac, and the PC, and I now
have a Cx486DX/40 on my desk.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

2023. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 13:47:11 UTC
From: tlrsidp@nmt.edu
Message-ID: <1994Apr26.134711.5447@nmt.edu>
Source record: 17429

If you have to install 16 disks, you'll be glad to know that the machine automatically ejects them for you as it is done installing each.

2024. Re: Interview with Bob

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 14:59:46 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pja92$105c@hearst.cac.psu.edu>
Source record: 17419

sinclap2954@cobra.uni.edu wrote:
: In article <1994Apr21.235233.38617@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
: > In article <CoLtp3.Hz1@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
: > |>
: > |> I just read the interview with Bob Gleadow in Atari ST Review. The major
: > |> feature of the interview are his claims that.
: > |>
: > |> * 80,000 Falcons have been sold across Europe
: >
: > Wow, that certainly looks a bit better :-)

: Not impressive, Apple sold 145,000 PowerMacs from March 14 to April 1 - Source,
: Apple's PR earnings report.

You deserve to bit hit on the head with a lemon wrapped round a large gold brick.

: >
: > |>
: > |> * A 32 bit databus falcon design exists but is not being produced to
: > |> concentrate on a known, working design.
: >
: > Jaguar one? :-)
: >
: > |>
: > |> * Development of TOS 5 and MultiTos will continue once Jaguar development
: > |> is back on target

: Atari can't walk and chew gum at the same time? This realy inspires confidence.

Um..lets not forget how SMALL atari is now adays.... I think the biggest
mistake atari ever made was NOT opening up its chip manufacturing plant
here in the states.

Go back to your roots man! Apple used to be in a garage remember?
Atari is only slightly bigger. =)
: Once these products ever see the light, 100 mhz Powermacs will be a reality.

your point?
I would still by what I like and what I have fun with.
Heck. I would by a STacy and plug in a Mac emualtor before I would by
a MAC for myself.

: > |>
: > |> * Production of STes has been an on/off affair. But demand is estimated
: > |> at 10,000 units across europe. Atari were `premature' in claiming that
: > |> the ST was dead.

: > |>

: 10,000 pretty much saids so!

how many mac classics does apple sell?

: > |> * The Falcon has not been out of production since introduction. The TT
: > |> has been back in production for 2 months with `several thousand' units
: > |> being built.

: Wow, for the price: anyone say PowerMac 6100? Is this going to be Atari's 030
: flag ship model?

: > |>
: > |> * 1000 Jaguars are being built per day (approx) with a target figure
: > |> of 5000 per day---estimated sales are between 700,000 and 9000,000.
: >

: Nintendo and Sega will sell ten times that!

will they?!?! Depends if they ever get there products out the door.
Lets not forget the mentality of those who purchase such products...
ignorant 12year olds come to mind.

My little 7year old sister insists on playing the Atari's since it offers her
"a challenge" she already has best marks on all the NES and SEGA games we
have... and there are 8 of us to play against her. =)

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2025. who will die first?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 15:10:15 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pjasn$105c@hearst.cac.psu.edu>
Source record: 17420

Actually, I believe intel will go soon (3-5 years) for the only purpose
they will have is keeping the then x86 clone companies alive.
The powerPC will become most popular... its being supported by IBM and APPLE
right now... and when PPC Compats come out... watch out. bye bye intel
That is of course if all the Commodore users stop buying that stupid
cd32?! of theirs that was just released here in the states.....then
Commodore will be the first to go.

Apple will move on with the PPC as will IBM. Atari, will, should?!?!,
start thinking about making a PPC system as well. If these 3 guys
can work together on a single platform... then maybe all our worries will
be over.

This is all because the Jaguar will be the next greates thing to sliced
bread. Nintendo will hang around for the kiddies and become the
now Atari2600 company concept. Sega? well...they can do more... maybe
the will build flight simulators for nasa...

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2026. Why is the mac so slooooww...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 15:50:12 UTC
From: gmoran@nyx.cs.du.edu
Message-ID: <9404261550.AA20002@nyx.cs.du.edu>
Source record: 17421

>In article <1994Apr25.054821.26719@cobra.uni.edu>
sinclap2954@cobra.uni.edu >writes:
>>The price/performance is getting worse on the Falcon. This week Apple
USA >>will>reduce the price on Quadra 605 configurations. The 4/80 has
been >>discontinued.

Having used a Mac Quadra650 extensively for the last month now, I
have to say that for a 33MHz 040 machine its very unimpressive. It is what
I would call `adequate` to use but doesnt deliver the blisteringly fast
speed I would expect an 040 to give. Using a 33Mhz 030 mac is obviously
even worse so the PowerPCs `40Mhz 030` emulation really isnt very useful
given that the Quadras are so much cheaper now. What _IS_ apple playing at
.. you`d think that they would be concentrating on making the PPCs more
affordable. Maybe since they have a captive market they think they can
rip-off their customers with the PPC...

Gavan.

2027. Re: Pentium heat problems

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 15:54:28 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16FA4A77AS85.TOMM@cms.cc.wayne.edu>
Source record: 17422

In article <carol-250494192442@edfdc0.ctis.af.mil>
carol@edfua0.ctis.af.mil (Andrew Carol) writes:

>
>In article <16FA3991DS85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu (Tom
>Marchant) wrote:
>
>> Yes, Pentium has heat problems. We haven't heard (yet) that PPC also
>> dissipates too much heat, but stay tuned. Did you notice that IBM
>> announced that the 100MHZ PPC is being touted for (among other things)
>> a reduction in heat dissipation from 8 watts to 4 watts? What is the
>> spec on the Pentium? The IBM announcement was 3/31/94, and the new chips
>> are not due out in volume until fourth quarter.
>
>The 100Mhz PowerPC is 4W, the 100Mhz P54C is between 4 and 6 with a
>max of 11. This can happen if you do a lot of FPU etc, this turns on
>other execution units.
>
>In terms of speed/watt and speed/price the PowerPC is _much_
>nicer than the Pentium family. About twice the speed for the
>same dollar.
>
Agreed. I never did like Intel's architecture. I just noticed IBM's
press release a few days ago and was surpriosed that the original PPC
dissipates 8 watts. It's very difficult to get rid of that much heat.

2028. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 17:30:30 UTC
From: lordthan@news.delphi.com
Message-ID: <2pjj3m$b32@news.delphi.com>
Source record: 17423

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> All the above may be true, but not having a floppy disk eject
> button is still damn inconvenient. Suppose you have to install
> an application that comes on 16 disks, like MS Office. I would
> hate to have to bring down a menu and click on Disk Eject 16 times!

You don't have to for several reasons. First, 99% of all Mac applications come with an Installer program. Insert the first disk in the set, launch the Installer program and, if applicable, select which options you want (there's also a default setting). The Installer will eject loaded disks and prompt you for other disks throughout the procedure. That's what "one-click installation" is all about. Furthermore, more and more programs (including Office, Illustrator, XPress, Photoshop and others) that normally take several floppies are now being released on CD-ROM. Insert the CD-ROM, launch the installer, select your preferences and relax. It's FAR more convenient than you may think; I thought the same thing when I bought my Mac, so I know where you're coming from. :)

> That's *REAL* elegant! Who the hell came up with that stupid design!

Like I said, it's much more convenient than you may imagine, and it's CERTAINLY more elegant than a side-loaded floppy (a la 1040ST).

> I'd have to do that if I ever bought a Mac (which I won't).

(that = buy an external floppy) I'd be willing to wager that you wouldn't. When I bought my Mac I thought I'd buy an external floppy. I didn't, and I still haven't, and I don't regret or miss it.

> Okay, about 15%. But that is still pretty small compared to
> the IBM clone market. I'm not an "atari fanatic" by the way.
> I had two Ataris (an 800 and a 130XE) when I was in grammar
> school and still have some interest in what's going on in the
> Atari world; that's why I occasionally read this newsgroup.
> However, for the last six years I have been using IBM clones,
> and the PC world is my primary interest now.

My apologies, then. I was under the assumption that you were one of the many fanatics that are pointing fingers at me; I was, apprently, wrong. Sure, the PC has a huge market share. That still doesn't mean that I like 'em, though I'll probably be buying one (or an emulator) in the future. Why? Most of the best games are on the PC. :)

> I have a friend who had a Mac SE Freshman year. He tried to connect
> a perfectly ordinary Epson dot-matrix printer to it and was forced
> to buy an adaptor. However, even with the adaptor, the printer still
> wouldn't work with his computer. (Incidently, he now owns an IBM

> clone and has no intention of ever getting another Mac). The reason
> for the non-standard printer port, like so many other Macintosh
> "features", is to give Apple a captive market that allows them to
> keep their prices artificially high.

Apple *definately* doesn't have a captive market on printers! Hell, my own system has two non-Apple printers plugged into it! The reason why your friend needed an adapter is because the Mac needs to speak to the printer in QuickDraw, the Mac's native graphic language. There are scant few dot matrix printers available for the Mac. Why? Because higher resolution printers can be purchased cheaper. You can buy a 360dpi inkjet for $200; a 144dpi Citizen dot matrix printer is about $90 more. Your speculation on the "non-standard" printer port is therefore bogus.
(Speaking of nonstandard, let's talk about Atari's dedication to standardized ports, shall we? Try to connect a hard drive to my 1040ST. Try to connect ANYTHING "standard" to an Atari 8-bit. So far as I can tell, the only "standard" contribution Atari has made is joystick ports. How about networking? AppleTalk *is* the standard low-level networking protocol!)

> Yes, I have met egotistical PC, Amiga, etc., egotists. I have
> also seen posts by such people in these newsgroups. However,
> when it comes to putting down other kinds of computers in
> newsgroups, the Mac egotists have no equal! The Atari and Amiga
> advocacy groups have more posts by you, The Clap, and MB putting
> down those computers than anything else. And incidently, why don't
> you guys ever post anything in the MAC newsgroups? Is it simply
> more fun criticizing other people's computers than discussing your
> own with fellow Mac users?

(Who is "The Clap" and "MB"?)
I *have never* put down the Atari computer. Sure, I've pointed out things that are wrong with it and with the company behind it, but so what? I've done the same thing with the Mac. Is it so wrong to actually *think* about a computer and point out things that could be better? The vast majority of my posts here deal with correcting the unfounded and/or false and/or unsubstantiated claims that are made against the Mac. I don't care if anyone here doesn't like the Mac. I don't care if it's bashed; frankly, I've come to expect that from Atari (and other) newsgroups. What bothers me is when people make silly attempts to platform bash by making false accusations (i.e., no stereo sound). Opinionation is fine. Claiming false information as factual is not.
Oh yes...I *do* post in the Mac newsgroups. Most of my posts there, however, are email responses to people who have questions. I'd say, on average, I reply to about two dozen messages in the Mac newsgroups every day and most of them are left in mail, so they're not public. People who ask questions that have an answer that could benefit many, however, I usually reply publicly.

> This comment was aimed at The Clap and MB, not you. Sorry
> for the confusion. At least your posts are civil and sensible.

> Their posts are rude and idiotic, especially Clap's.

Exception noted. Thank you.

> Really? When did Civ for the Mac come out?
> I guess I was wrong on this one...

Several months ago, I think. I picked it up at CompUSA.

> I'm man enough to admit I made a mistake.

As am I.

> I would rather you praise your Mac in private and leave everyone
> else alone!

I pick on NOBODY. I attack NOBODY who doesn't attack me first. I *DO NOT* enter messages which say, in essence, "trash your shitty Ataris, buy Macs instead." *EVERY* statement I had made was either an answer to Mac-related question, or a correction to a false statement made regarding Macs. If you view those messages as praise, then perhaps that's telling you something.

> I reiterate, I AM NOT AN ATARI FANATIC!

And *I* reiterate: At the time of your post, I was unaware of this. Calm down.

> I stand by may prediction. The Macs only strength is its ease of
> use. Now that PC's are becoming easier to use (tho Windows has a
> a long way to go) there is less and less reason to buy a Mac and
> be subject to Apple's captive market.

PC's still have a LONG way to go to match the Mac's ease of use. Almost every program, every hardware upgrade, every modification requires extensive knowledge of DOS (or whatever OS you use), modification of batch and configuration files, etc. Install a hard drive in a PC, and install one in a Mac. *HUGE* difference, and do you know what? People *want* computers that are easier to use. If they didn't, the Mac would have failed LONG ago, Windows and OS/2 wouldn't exist (nor would any other GUI), and we'd all be typing on heavily hacked Atari 2600's. Apple's "captive market" is nothing of the sort. Just because they own the OS and want to control where it goes makes them evil? There's a very good reason for that, and it's precisely the reason why the Mac's "friendliness" is *demonstratably* superior to any other platform's. A standardized interface, a simplified way of doing things...These are things that became popularized on the Mac and "copied" elsewhere. (And yes, I know about Xerox.)

2029. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 17:36:26 UTC
From: lordthan@news.delphi.com
Message-ID: <2pjjeq$b7f@news.delphi.com>
Source record: 17424

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> $519 now...? Doesn't sound that bad... until you use it :-(

Been there, done that. It's very nice, no frowns about it.

> Narrowing... I don't know about that. You should check out the
>latest version of Real 3D I just received two weeks ago.

Yes, narrowing. If for no other reason, than because Commodore has, by their own admission, all but abandoned the US marketplace. How far is video production - or ANY application - going to go on a machine whose company has all but given up on it?

> I did a small test case in Infini-D in the Quadra AV 880 (68040@40Mhz)
>here in my college campus. My Real 3D V2.35 (the previous version)
>came pretty close to Infini-D. My new version is about 35% faster
>than before.

Q-880? Try 840AV, likely, based on your speed rating.

> Of course, this were just specific cases, maybe with glass and other
>complex reflections the gap will grow wider... or narrower :-)
> The thing is: this was with my 'POOR' 68030@50Mhz with 50Mhz 68882 FPU!
> I mean, the Quadra should have *CRUSHED* my machine performance wise,
>and yet, my machine came out pretty close. The Power Mac Infini-D
>is about 3-4 times faster (subjective, this one I couldn't time with
>a watch) on the middle end PowerMac. If this holds, My Real 3D just
>in a 68040@40Mhz should come close to the Power MAC!!!!!!!
> Do you think I am impressed? :-)

Probably not, but I'm going to recheck your figures as I have access to nearly identical equipment. I'll let you know in a few days what happens. I find it *terribly* difficult to believe than a 40Mhz 68040 with a DSP chip can't render faster than 50Mhz 68030 w/FPU (the '040 has an FPU also, btw). I can, if you like, upload the test image, though it'll probably be huge...

2030. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 19:33:54 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr26.193354.59577@rmece02.upr.clu.edu>
Source record: 17345

In article <2pjjeq$b7f@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> > $519 now...? Doesn't sound that bad... until you use it :-(
|>
|> Been there, done that. It's very nice, no frowns about it.

Well, have you used Real 3D on the Amiga or LightWave? You'll
understand. It's like on the PC: if you only have used Windows,
of course Windows is nice- there's nothing else! :-)

|> > Narrowing... I don't know about that. You should check out the
|> >latest version of Real 3D I just received two weeks ago.
|>
|> Yes, narrowing. If for no other reason, than because Commodore has, by
|> their own admission, all but abandoned the US marketplace. How far is
|> video production - or ANY application - going to go on a machine whose
|> company has all but given up on it?

Explain then why Babylon 5 and Seaquest are produced using Amiga
equipment. Also explain the increase in Amiga interest in TV production
and in Hollywood. You should even check out the new Toaster Flyer.

It will be narrowing because of the software. Even if C= goes
Chapter 11 finally, and I switch to a Mac, I still face the same
problems animation wise (software).

|> > I did a small test case in Infini-D in the Quadra AV 880 (68040@40Mhz)
|> >here in my college campus. My Real 3D V2.35 (the previous version)
|> >came pretty close to Infini-D. My new version is about 35% faster
|> >than before.
|>
|> Q-880? Try 840AV, likely, based on your speed rating.

Sorry. I mean the high-end AV Quadra. Yes, the one with that
68040 @ 40Mhz. Believe me, I tried.

|>
|> > Of course, this were just specific cases, maybe with glass and other
|> >complex reflections the gap will grow wider... or narrower :-)
|> > The thing is: this was with my 'POOR' 68030@50Mhz with 50Mhz 68882 FPU!
|> > I mean, the Quadra should have *CRUSHED* my machine performance wise,
|> >and yet, my machine came out pretty close. The Power Mac Infini-D
|> >is about 3-4 times faster (subjective, this one I couldn't time with
|> >a watch) on the middle end PowerMac. If this holds, My Real 3D just
|> >in a 68040@40Mhz should come close to the Power MAC!!!!!!!

|> > Do you think I am impressed? :-)
|>
|> Probably not, but I'm going to recheck your figures as I have access to
|> nearly identical equipment. I'll let you know in a few days what happens.

Do you have Amiga's near?

|> I find it *terribly* difficult to believe than a 40Mhz 68040 with a DSP
|> chip can't render faster than 50Mhz 68030 w/FPU (the '040 has an FPU

The DSP is not used on that Mac AV for rendering. It's used for
speech recognition, modem emulation and other things....

|> also, btw). I can, if you like, upload the test image, though it'll
|> probably be huge...

I found it very hard to believe too. But let me tell you that LightWave
was at least 3 times faster than Real 3D... but then I admit, it was a
specific test case.

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2031. Re: Interview with Bob

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 21:33:20 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr26.163320.26877@cobra.uni.edu>
Source record: 17426

In article <1994Apr24.034252.31930@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <1994Apr23.202831.26654@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> In article <1994Apr21.235233.38617@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (R>
> [stuff deleted]
>
> |> >
> |> > --
> |> > ----------
> |> >>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
> |> > A1200 with AGA blast processing ;-)
> |> > REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
> |> > ---> Opinions are my own, not of my college campus
> |>
> |> Peter Sinclair-Day
> |> University of Northern Iowa
> |> Cedar falls, Iowa USA
> |>
> |> 'Raist's sister wants a Mac'
>
> Don't lie. It's me who might buy her a Mac. :-|
>
> |>
> |>
> |>
>
> --
> ----------
>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
> A1200 with AGA blast processing ;-)
> REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
> ---> Opinions are my own, not of my college campus

New Sig.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

'Raist wants to buy his sister a Mac'

2032. This group

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 22:01:00 UTC
From: ylva.budsjoe@shewolf.ct.se
Message-ID: <ffeb79bcf8@shewolf.ct.se>
Source record: 17346

```
COMP.SYS.ATARI.ADVOCACY?
^^^^^^^^^^^^^^^^

B R
Ylva@shewolf.ct.se
```

2033. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 22:47:59 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pk5mv$l64@usenet.rpi.edu>
Source record: 17427

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>You don't have to for several reasons. First, 99% of all Mac applications
>come with an Installer program. Insert the first disk in the set, launch
>the Installer program and, if applicable, select which options you want
>(there's also a default setting). The Installer will eject loaded disks
>and prompt you for other disks throughout the procedure. That's what
>"one-click installation" is all about. Furthermore, more and more
>programs (including Office, Illustrator, XPress, Photoshop and others)
>that normally take several floppies are now being released on CD-ROM.
>Insert the CD-ROM, launch the installer, select your preferences and
>relax. It's FAR more convenient than you may think; I thought the same
>thing when I bought my Mac, so I know where you're coming from. :)

You make many good points. However, I still think that I would feel more
comfortable with a disk eject button. After all, I have to give my fingers
some exercise :-)

>Apple *definately* doesn't have a captive market on printers! Hell, my
>own system has two non-Apple printers plugged into it! The reason why
>your friend needed an adapter is because the Mac needs to speak to the
>printer in QuickDraw, the Mac's native graphic language. There are scant
>few dot matrix printers available for the Mac. Why? Because higher
>resolution printers can be purchased cheaper. You can buy a 360dpi inkjet
>for $200; a 144dpi Citizen dot matrix printer is about $90 more. Your
>speculation on the "non-standard" printer port is therefore bogus.
>(Speaking of nonstandard, let's talk about Atari's dedication to
>standardized ports, shall we? Try to connect a hard drive to my 1040ST.
>Try to connect ANYTHING "standard" to an Atari 8-bit. So far as I can
>tell, the only "standard" contribution Atari has made is joystick ports.
>How about networking? AppleTalk *is* the standard low-level networking
>protocol!)

This may be true today, but it wasn't back then. My friend (the one with
the printer problem) told me that the only printers that worked with the Mac
without a hitch were, surprise! surprise!, APPLE PRINTERS. If that isn't a
captive market, then I don't know what is. Of course, my firend could have
been wrong, but I don't think was: he knew people who were very knowlegeable
about Macs. And by the way, I don't give a damn about Atari ports. As I
said, I haven't used an Atari for 6 years and don't care what can or cannot
be connected to it.

>(Who is "The Clap" and "MB"?)
The Clap = sinclap2954 = Peter Sinclair-Day = biggest loudmouth on the net
MB = Marc Barrett = second biggest loudmouth on the net.

>Oh yes...I *do* post in the Mac newsgroups. Most of my posts there,
>however, are email responses to people who have questions. I'd say, on
>average, I reply to about two dozen messages in the Mac newsgroups every
>day and most of them are left in mail, so they're not public. People who
>ask questions that have an answer that could benefit many, however, I
>usually reply publicly.

I see. Sorry once again of putting you in the same basket as sinclap.

>I pick on NOBODY. I attack NOBODY who doesn't attack me first. I *DO NOT*
>enter messages which say, in essence, "trash your shitty Ataris, buy Macs
>instead." *EVERY* statement I had made was either an answer to
>Mac-related question, or a correction to a false statement made regarding
>Macs. If you view those messages as praise, then perhaps that's telling
>you something.

You pick on NOBODY?? Hmmmm.....
What about the guy you told to stay off of such-and-such a thread until he
grows up?

>> I reiterate, I AM NOT AN ATARI FANATIC!

>And *I* reiterate: At the time of your post, I was unaware of this. Calm
>down.

I'm always calm here. Do you really think that anything that is said on this
net fazes me!? I mean, it's not like this is the REAL WORLD! :-)

>PC's still have a LONG way to go to match the Mac's ease of use. Almost
>every program, every hardware upgrade, every modification requires
>extensive knowledge of DOS (or whatever OS you use), modification of
>batch and configuration files, etc. Install a hard drive in a PC, and
>install one in a Mac. *HUGE* difference, and do you know what? People
>*want* computers that are easier to use. If they didn't, the Mac would
>have failed LONG ago, Windows and OS/2 wouldn't exist (nor would any
>other GUI), and we'd all be typing on heavily hacked Atari 2600's.
^^^^^^^^^^
The 2600 was a game machine, not a personal computer!
Maybe you meant the 400 or the 800.
>Apple's "captive market" is nothing of the sort. Just because they own
>the OS and want to control where it goes makes them evil? There's a very
>good reason for that, and it's precisely the reason why the Mac's
>"friendliness" is *demonstratably* superior to any other platform's. A
>standardized interface, a simplified way of doing things...These are
>things that became popularized on the Mac and "copied" elsewhere.
>(And yes, I know about Xerox.)

I have to agree with you on hard disks. I installed a new hard disk on
my computer 2 years ago, and it was a mess of dip switches, inadequate
documentation, low-level formatting, system configurations modifications,
and calls to Western Digital! This process took me a whole damn month!
However, if Plug-n-Play (I hate that term by the way; it sounds like the
name of a toy for toddlers or something) lives up to its promise (tho I'm
skeptical because I don't rust MS as far as I can throw it, which isn't

very far), this problem will be solved for PCs. IBM's spec for PPC clones, PReP, also promises to solve this problem. However, all the above is still mostly vaporware at the moment. Maybe next year....

No don't think Apple is evil. Heck, I don't even think Microsoft is evil! However, you still can't deny that the Mac is a closed architecture and that that makes Mac peripherals more expensive.

Yes, Windows (which I think we both agree has a LOOOONG way to go) is a copy of the Mac interface, tho a flawed one. However, for novice users, it is still a lot easier than DOS (or at least it is so long as they don't have to touch that abominable win.ini file) and in many cases is good enough. I mean, why is that all of a sudden Apple slashed their prices when Win 3.0 came out? Because it greatly lessened Apple's ease of use advantage.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ) [First available on the PC]
* I still think real computers have disk eject buttons :-)
*

2034. Re: Rename this Newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-26 22:51:17 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2pk5t5$jqc@nasim.sta.sub.org>
Source record: 17300

Thomas H. Trauth (trautt@magritte.its.rpi.edu) wrote:
> The name of this newsgroup, c.s.atari.advocacy, is badly named; it
> doesn't reflect the vast majority of the things posted here. This
> group should be renamed c.s.mac-vs-atari, c.s.sinclap.forum, or
> c.s.my-computer-is-awesome-and-yours-sucks.advocacy.

Great idea! What about comp.sys.mac.die.die.die? ;)

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2035. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 01:45:07 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CowA77.Il8@ecf.toronto.edu>
Source record: 17428

In article <2phqa1$50p@usenet.rpi.edu>,
Thomas H. Trauth <trautt@magritte.its.rpi.edu> wrote:
>lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
> button is still damn inconvenient. Suppose you have to install
> an application that comes on 16 disks, like MS Office. I would
> hate to have to bring down a menu and click on Disk Eject 16 times!

The installers that commercial applications use to install themselves eject
the disk automatically. If you don't like using the menu, you can eject it
using the keyboard or by removing the icon from the desktop.

>>Besides, if you want an eject button, you can (a) unbend a paper clip and
>>use the eject mechanism that's built into all Macs,
> That's *REAL* elegant! Who the hell came up with that stupid design!
>>or (b) purchase a
>>third-party drive that has an electrical eject button.
> I'd have to do that if I ever bought a Mac (which I won't).

Remember, Macs are not the only machines to use floppy drives without eject
buttons.

>>offhand what the current share is. Besides, without trying to sound
>>hostile, how can an Atari fanatic point the finger at Mac users for
>>market share? What kind of market share does Atari have?
> Okay, about 15%. But that is still pretty small compared to
> the IBM clone market. I'm not an "atari fanatic" by the way.
> I had two Ataris (an 800 and a 130XE) when I was in grammar
> school and still have some interest in what's going on in the
> Atari world; that's why I occasionally read this newsgroup.
> However, for the last six years I have been using IBM clones,
> and the PC world is my primary interest now.
>
>>"NORMAL" PRINTER PORTS: Several reasons, actually. The printer port does
>>many different jobs. It acts as an AppleTalk connection for the built-in
>>networking capability. It can double as a second serial connector, if you
>>like. And because it's smaller than a standard parallel connector, it can
>>be installed in a multitude of items - such as the Newton. (Try and
>>imagine a Newton with a huge Centronics connector for data transfer!)
> I have a friend who had a Mac SE Freshman year. He tried to connect
> a perfectly ordinary Epson dot-matrix printer to it and was forced
> to buy an adaptor. However, even with the adaptor, the printer still
> wouldn't work with his computer. (Incidently, he now owns an IBM
> clone and has no intention of ever getting another Mac). The reason
> for the non-standard printer port, like so many other Macintosh
> "features", is to give Apple a captive market that allows them to

> keep their prices artificially high.

Lots of companies make printers that work on the Mac. There is no captive
market for Apple. As for your friend, it probably didn't work because he
didn't have a printer driver for it.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2036. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 02:28:37 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pkikl$ce6@darkstar.UCSC.EDU>
Source record: 17430

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

[deletia about mac floppy drives]
Yes, the original poster apparentkly had never really used a mac, and did not know about the system ejecting of floppies...
Still the Apple way of handling disks is just another point in the main reason why people call macs "computers for stupid people" which is that the system tries to think for the user, instead of allowing the user to tell the computer what to do. i.e. "I (the computer) know when floppis should be ejected or not." and "I know whether they mean to move or copy a file when it is dragged on the desktop" Personally, I find those sort of "features" very condescending and want to take a bat to the machine when it does something wrong because the way to tell the computer to do something other than the default interprwetation of my actions is usually bured and inaccessable somewhere.

>My apologies, then. I was under the assumption that you were one of the
>many fanatics that are pointing fingers at me; I was, apprently, wrong.
>Sure, the PC has a huge market share. That still doesn't mean that I like
>'em, though I'll probably be buying one (or an emulator) in the future.
>Why? Most of the best games are on the PC. :)

The ting is, for every "apple sells more than Atari" post, there is the simple fact that Clones outsell everything. For every "but the Mac is easier than the PC to use" There is the widely held opnion among Atari owners that GEM is much more straightforward than Mac Finder. It really is tough to advocate a Mac, since for every reason, there seems to be someone doing it better... ;)

>Apple *definately* doesn't have a captive market on printers! Hell, my
>own system has two non-Apple printers plugged into it! The reason why
>your friend needed an adapter is because the Mac needs to speak to the
>printer in QuickDraw, the Mac's native graphic language. There are scant
>few dot matrix printers available for the Mac. Why? Because higher
>resolution printers can be purchased cheaper. You can buy a 360dpi inkjet
>for $200; a 144dpi Citizen dot matrix printer is about $90 more. Your
>speculation on the "non-standard" printer port is therefore bogus.
>(Speaking of nonstandard, let's talk about Atari's dedication to
>standardized ports, shall we? Try to connect a hard drive to my 1040ST.
>Try to connect ANYTHING "standard" to an Atari 8-bit. So far as I can
>tell, the only "standard" contribution Atari has made is joystick ports.
>How about networking? AppleTalk *is* the standard low-level networking
>protocol!)

No, but you almost always have to buy an "Apple" compatable printer...
Just look at the DeskJet vs Deskwriter. WIth my Atari machines, I can pick up just about any PC compatable printer (of which there is a larger variety than mac-compatable printers) and plug-n-play.

The "unusual" HD port on the ST was because of the use of DMA technology, for which there WAS no standard (hey, in 1985 what WAS standard?) but since then the TT has had a standard SCSI port, and the Falcon has a SCSI-II port. The mac has non-standard serial & parallel ports, monitor ports (15 pins so you can plug in a VGA to some, but why did they have to do the 2 row instead of the standard 3 row config???)

I can buy any printer, any modem and any VGA type monitor for my Falcon (since you need the $10 plug for ANY video connection on the falcon, I'm not counting it as extra) and run with it...

>I *have never* put down the Atari computer. Sure, I've pointed out things
>that are wrong with it and with the company behind it, but so what? I've
>done the same thing with the Mac. Is it so wrong to actually *think*
>about a computer and point out things that could be better? The vast
>majority of my posts here deal with correcting the unfounded and/or false
>and/or unsubstantiated claims that are made against the Mac. I don't care
>if anyone here doesn't like the Mac. I don't care if it's bashed;
>frankly, I've come to expect that from Atari (and other) newsgroups. What
>bothers me is when people make silly attempts to platform bash by making
>false accusations (i.e., no stereo sound). Opinionation is fine. Claiming
>false information as factual is not.
>Oh yes...I *do* post in the Mac newsgroups. Most of my posts there,
>however, are email responses to people who have questions. I'd say, on
>average, I reply to about two dozen messages in the Mac newsgroups every
>day and most of them are left in mail, so they're not public. People who
>ask questions that have an answer that could benefit many, however, I
>usually reply publicly.

My final word on stereo: I'll assume you are not lying or mistaken, and accept your last post as truth about the ability to do stereo. Since then stereo was a "hack" to do (i.e. the OS did not support it) and since very few programs did ((I've known over 30 mac programmers, all of them very good at hacking, and not one of them ever mentioned it. I've also played many games and done much sampling though an LCII and NEVER was avle to get SOundEdit pro to record stereo from a CD) I then consider it "capable" of doing stereo, but it did not "support" stereo, which the ST has since the STE. (just look at the sound CPX which lets you set the stereo capabilities or any MOD player since the STe which has supported stereo)
Along those lines, I do not count Overscan or graphics card additions as indicators of what the ST line supports. Sure, you can get a NOVA card for an ST and get 24 bit color, but does that mean that the ST has 24 bit color? If the ability to do stereo was widespread among Mac owners, that too might indicate that it was a standard addition, but you are the only mac person I have ever heard of, despite the hundreds I have known, who has ever mentioned this ability. Therefre, since less than 1% of mac owners "do" stereo on older MacII computers, it is not supported. Hence I can say that the Falcon is not limited by 640 x 480 since it is considered a standard addition to buy a screenblaster or BlowUP or some other product to expand the screen. (the difference is it is supported, but not out of the box)
So, my current phrase is "I have heard that the MacII can do stereo, but it was never really supported until the AV and Centris machines."

Hence, the ST had OS Supported Stereo sound before the Macs did. Now, can we drop this because it is really a trivial point... I could care less who had what first... :)

>I pick on NOBODY. I attack NOBODY who doesn't attack me first. I *DO NOT*
>enter messages which say, in essence, "trash your shitty Ataris, buy Macs
>instead." *EVERY* statement I had made was either an answer to
>Mac-related question, or a correction to a false statement made regarding
>Macs. If you view those messages as praise, then perhaps that's telling
>you something.

THough you do have to watch yourself. I still remember your letter in which you said "this is not a flame" after you tried to flame me 4 times in the same letter...

>PC's still have a LONG way to go to match the Mac's ease of use. Almost
>every program, every hardware upgrade, every modification requires
>extensive knowledge of DOS (or whatever OS you use), modification of
>batch and configuration files, etc. Install a hard drive in a PC, and
>install one in a Mac. *HUGE* difference, and do you know what? People
>*want* computers that are easier to use. If they didn't, the Mac would
>have failed LONG ago, Windows and OS/2 wouldn't exist (nor would any
>other GUI), and we'd all be typing on heavily hacked Atari 2600's.
>Apple's "captive market" is nothing of the sort. Just because they own
>the OS and want to control where it goes makes them evil? There's a very
>good reason for that, and it's precisely the reason why the Mac's
>"friendliness" is *demonstratably* superior to any other platform's. A
>standardized interface, a simplified way of doing things...These are
>things that became popularized on the Mac and "copied" elsewhere.
>(And yes, I know about Xerox.)

And everything on a Mac is easier to do on an Atari... IMO of course.

~Chris

2037. Rendering speeds

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 02:32:38 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pkis6$cfq@darkstar.UCSC.EDU>
Source record: 17431

Maybe we could post some test objects to render and compare speeds ourselves?
I don't expect to win anything, but I'd like to see hoe Phoenix (a $100 program
for the ST line) compares to your stuff, especially since my Falcon is
unaccelerated... :)

~Chris

2038. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 02:36:02 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pkj2i$ci5@darkstar.UCSC.EDU>
Source record: 17432

In <2pk5mv$l64@usenet.rpi.edu> trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:

>You pick on NOBODY?? Hmmmm.....
>What about the guy you told to stay off of such-and-such a thread until he
>grows up?

Oh, I thought I was warned to stay off the thread until Thanatos grew up...
I answered him in a separare post, to which he never replied...

~Chris
>*
>* Tom Trauth
>* trautt@rpi.edu
>* King of the Russians (in Civ) [First available on the PC]
>* I still think real computers have disk eject buttons :-)
>*

2039. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 02:48:57 UTC
From: lordthan@news.delphi.com
Message-ID: <2pkjqp$41k@news.delphi.com>
Source record: 17433

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>You make many good points. However, I still think that I would feel more
>comfortable with a disk eject button. After all, I have to give my fingers
>some exercise :-)

Yeah. All that sitting behind a desk, staring into a monitor all day... ;)
I felt *exactly* the same way you do about the Mac's floppy drive. I even
used to bad-mouth and mock it - until I started using it. When having a
hard drive on a Mac was a really big deal, having no eject button was a
pain since it's faster to manually eject a disk than it is to have the
Mac eject it. But once hard drives became standardized, the floppy drive
faded into oblivion. My own drive is used pretty much on rare occasions;
giving software to my girlfriend, collecting "extras" for programs I have
(i.e., Photoshop filters, Quark XTensions, etc), and loading new software
that isn't on CD-ROM. 99% of the "temporary" access files I have are on
SyQuest cartridges.

>This may be true today, but it wasn't back then. My friend (the one with
>the printer problem) told me that the only printers that worked with the Mac
>without a hitch were, surprise! surprise!, APPLE PRINTERS. If that isn't a
>captive market, then I don't know what is. Of course, my firend could have
>been wrong, but I don't think was: he knew people who were very knowlegeable
>about Macs. And by the way, I don't give a damn about Atari ports. As I
>said, I haven't used an Atari for 6 years and don't care what can or cannot
>be connected to it.

When the Mac first came out, you're right, things were quite different.
However, I was under the impression that we were referring to 1994, not
1984. Today, there's a variety of manufacturers making printers of all
types, from $200 inkjets and $150 label printers to $35,000+ high
resolution imagesetters to $10,000+ dye sublimation color printers.

>The Clap = sinclap2954 = Peter Sinclair-Day = biggest loudmouth on the net
>MB = Marc Barrett = second biggest loudmouth on the net.

I figgered out who "Clap" was about .5 seconds after saving the message.
:) So I've been enlightened. :)

>I see. Sorry once again of putting you in the same basket as sinclap.

Sokay.

>You pick on NOBODY?? Hmmmm.....
>What about the guy you told to stay off of such-and-such a thread until he
>grows up?

(That was "Chris.") Like I said, I attack nobody who doesn't attack me first. Chris has (Had? He hasn't posted in awhile.) a problem with distinguishing answers and civil conversation with bashing and bad-mouthing, so I asked him to stay off this thread until he learned the difference. This was, above all, to keep the heavily biased fanatacism out of the way of objective conversation - and it's the reason why I started THIS thread rather than staying involved in the existing ones, which Chris (and others) had turned into mudslinging contests. I didn't want the same thing to happen here.

>I'm always calm here. Do you really think that anything that is said on this
>net fazes me!? I mean, it's not like this is the REAL WORLD! :-)

IT'S NOT?!? ;)

> The 2600 was a game machine, not a personal computer!
> Maybe you meant the 400 or the 800.

What's wrong with the 400? I have one of those... :)
No, I meant the 2600. I guess you don't remember the good ol' Atari 2600 BASIC cartridge and "keypad" system? Gave you all of about 1.5K to program in and, I think, all of ten BASIC commands (if memory serves, REM, GOTO, END, LET, PRINT, COLOR, SOUND, IF, and THEN) and five variables of no more than 10 bytes each. Yes, it was real. No kidding. :) You can sometimes find the cartidge at Kay-Bee toy stores.

>I have to agree with you on hard disks. I installed a new hard disk on
>my computer 2 years ago, and it was a mess of dip switches, inadequate
>documentation, low-level formatting, system configurations modifications,
>and calls to Western Digital! This process took me a whole damn month!
>However, if Plug-n-Play (I hate that term by the way; it sounds like the
>name of a toy for toddlers or something) lives up to its promise (tho I'm
>skeptical because I don't rust MS as far as I can throw it, which isn't
>very far), this problem will be solved for PCs. IBM's spec for PPC clones,
>PReP, also promises to solve this problem. However, all the above is still
>mostly vaporware at the moment. Maybe next year....

"Plug & Play" (I agree w/you on that term, btw) on the PC reminds me of the infamous Atari chant: "Atari will be back and they'll be better than ever!" I've been waiting almost ten years for Atari's comeback, and I know people who have been waiting almost as long for P&P on the PC. The Mac has, and always has had, a simplistic expansion philosophy. The PC has never and really still doesn't have it, and it's been out longer than the Mac.

>No don't think Apple is evil. Heck, I don't even think Microsoft is evil!

Maybe you should think about that Microsoft thing... ;)

>However, you still can't deny that the Mac is a closed architecture and that
>that makes Mac peripherals more expensive.

Well, yes and no. I feel Apple should have licensed the Mac OS a long time ago, yes, and they're doing it now. You can run the Mac OS on Sun

and other workstations now, and pieces of the OS are being licensed to vendors such as Daystar (for Mac->PowerMac upgrade cards) and Insignia (for Mac OS on - gasp - Intel machines, which is still in alpha testing, I believe). It is MY opinion, however, that the SLIGHT added cost for a Mac peripheral is more than made up for in the ease of use department. There is, perhaps, a 5-10% difference between comparable Mac and PC peripherals, which could equate to between $5 and $100 for $100-$1000 peripherals. To me, spending $250 on a hard drive that I can have up and running in a few seconds is worth the difference over a $235 hard drive for a PC that I have to fiddle with jumpers, DIP switches, CONFIG files, etc for hours (or more).

>Yes, Windows (which I think we both agree has a LOOOONG way to go) is a copy
>of the Mac interface, tho a flawed one. However, for novice users, it is
>still a lot easier than DOS (or at least it is so long as they don't have to
>touch that abominable win.ini file) and in many cases is good enough. I mean,
>why is that all of a sudden Apple slashed their prices when Win 3.0 came out?
>Because it greatly lessened Apple's ease of use advantage.

Agreed there. Apple simply needed market share; no crime in that. Personally, I rather like the notion of being able to buy a comparable Mac for less than the cost of a PC clone. :)

>* King of the Russians (in Civ) [First available on the PC]

Pthththbt. ;)

>* I still think real computers have disk eject buttons :-)

Real computers use 8" drives. :)

2040. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 03:24:07 UTC
From: <>
Message-ID: <2pklso$4jk@mother.usf.edu>
Source record: 17434

Oh, Guys, could you PLEASE stop this mindless bickering? I could care less what someone else things about my Atari, because I like it. I have enough self-confidence that I don't have to defend my computer's capabilities every time some one wants to say something about it. I know what my Atari can do and I know what the other machines do, so I don't need to have this crap coming into the newsgroup every day reminding me of things I already know, showing me how little people know about someone else's computer, and irritating the fire of me be because I want to talk about something important. This discussion will NEVER get anywhere, and it's totally pointless. GIVE IT A REST!!! Let's talk about Atari's here, not how horrible or wonderful one computer is compared to another. I've done it all before. I've seen all the arguements. I know what the machines can do, and arguing about it is the most moronic thing you can do.

Let's talk about Atari here! How about we discuss Issues #1 and #2 of Processor Direct magazine? What did you think of issue #1? I thought it looked pretty slick. What are your feelings about what you think Issue #2 will be like?

2041. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 03:27:16 UTC
From: <>
Message-ID: <2pkm2k$4kr@mother.usf.edu>
Source record: 17435

I for the Atari users to continue the discussion just feeds it and makes it worse. I know it's hard, but all of the Atari users here should just let the Mac guy(s) and PC guy(s) flap their mouths (tap their keys?) all they want. We don't really care what they think. We're happy, and we're going to talk about Atari stuff now, no matter HOW hard they try to distract us. We're smarter than that.

2042. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 05:37:26 UTC
From: lordthan@news.delphi.com
Message-ID: <2pktmm$dmj@news.delphi.com>
Source record: 17371

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>Still the Apple way of handling disks is just another point in the main reason
>why people call macs "computers for stupid people" which is that the system
>tries to think for the user, instead of allowing the user to tell the computer
>what to do. i.e. "I (the computer) know when floppis should be ejected or
>not." and "I know whether they mean to move or copy a file when it is dragged
>on the desktop" Personally, I find those sort of "features" very condescending
>and want to take a bat to the machine when it does something wrong because
>the way to tell the computer to do something other than the default
>interprwetation of my actions is usually bured and inaccessable somewhere.

I feel differently. Who else, aside from the computer, knows when a
floppy is needed and when it isn't? Any user could think, "well, I'm the
user, and I'm deciding that the computer doesn't need this disk any more
even though it's in the middle of a write sequence." This type of
behavior simply can't happen on a Mac. Neophytes are spared the potential
to damage their data/systems, while more experienced users get their
computers to "help" them with the tasks at hand. Personally, I rather
like the fact that my Mac "hands me" floppies, CD-ROMs, etc when it's
done with them. :)

>The ting is, for every "apple sells more than Atari" post, there is the simple
>fact that Clones outsell everything. For every "but the Mac is easier than the
>PC to use" There is the widely held opnion among Atari owners that GEM is
>much more straightforward than Mac Finder. It really is tough to advocate a
>Mac, since for every reason, there seems to be someone doing it better... ;)

nods :) I wouldn't necessarily say _better_, but someone is always
offering an alternative. Patter of opinion.

>Just look at the DeskJet vs Deskwriter. WIth my Atari machines, I can pick
>up just about any PC compatable printer (of which there is a larger variety than
>mac-compatable printers) and plug-n-play.

Point being...? With the exception of dot matrix printers, for which
there is a pathetically scant calling for, there is no shortage of Apple
printers. In fact, I'd be willing to bet that there are more high
resolution printers (i.e., laser, inkjet, dye sublimation) designed for
the Mac and then "adapted" to the PC than the other way around. So what
if the DeskJet came first? The DeskWriter is just as good, doesn't cost
any more, and is equally as available. Like it or not, the Mac brought
laser printing to the home user; all related printing stems from that.

>The "unusual" HD port on the ST was because of the use of DMA technology, for
>which there WAS no standard (hey, in 1985 what WAS standard?) but since then
>the TT has had a standard SCSI port, and the Falcon has a SCSI-II port.

>The mac has non-standard serial & parallel ports, monitor ports (15 pins so
>you can plug in a VGA to some, but why did they have to do the 2 row instead
>of the standard 3 row config???)

In '85, SCSI was just getting its foothold as a standard high-speed
interface. It was definately available as an alternative to the kludgey
DMA port, but Atari looked the other way. They fixed things eventually,
sure, but they could have gotten it right the first time.
Parallel and serial ports I had already explained; I'm not going to
explain it again.
The monitor port is a little tricky to explain. Many current Macs can use
VGA/SVGA monitors as an alternative to "Apple-type" monitors. However,
there are often differences. An average SVGA monitor, in my experience,
doesn't have the same sort of quality that an average "Apple-type"
monitor has. The initial reason why Apple chose to have their own monitor
port was because, back then, a high resolution SVGA monitor simply wasn't
good enough for the type of work Apple wanted the Mac to be in: Desktop
publishing, where individual pixel work is often important. Today, SVGA
monitors are better - and Apple's computers will work with them.

>I can buy any printer, any modem and any VGA type monitor for my Falcon
>(since you need the $10 plug for ANY video connection on the falcon, I'm not
>counting it as extra) and run with it...

I can buy any comparable printer (i.e., DeskWriter vs DeskJet), any
modem, and any VGA-type monitor for any current Mac (without a $10 plug)
and run with it, too. Point?

>My final word on stereo: I'll assume you are not lying or mistaken, and accept
>your last post as truth about the ability to do stereo. Since then stereo was
>a "hack" to do (i.e. the OS did not support it) and since very few programs
>did ((I've known over 30 mac programmers, all of them very good at hacking,
>and not one of them ever mentioned it. I've also played many games and done
>much sampling though an LCII and NEVER was avle to get SOundEdit pro to
>record stereo from a CD) I then consider it "capable" of doing stereo, but
>it did not "support" stereo, which the ST has since the STE. (just look at the
>sound CPX which lets you set the stereo capabilities or any MOD player since
>the STe which has supported stereo)

Here's the deal (again) on Mac stereo.
The Mac has had stereo sound output since the Mac II and SE/30; the
owners manuals will confirm this, if you care to check. It is, of course,
far more space-effective and easier to implement mono sounds than it is
(was) to implement stereo sounds, so many games worked in mono only. The
hardware and the System software were both capable of generating and
supporting stereo sound; if you care to visit my house, I'll demonstrate
SoundEdit Pro on my IIci, if you like. However, up until Apple released
Sound Manager 3.0, getting stereo sound to work in perfect harmony
(pardon the pun) with the rest of the system was a rather major
programming task. Today, with SM3, it's very easy - and lots of
sound-related and entertainment software is taking advantage of that.
Stereo sound was not a "hack," nor was it wholly neglected by the OS. It

was merely a difficult procedure, akin to getting 512 colors on a
520/1040ST's screen at once. Atari acknowledged it could be done (heck,
you could even get 256 colors on an 8-bit) and it was lightly supported
by the OS (remember the rainbow color cycling effect?) but it wasn't a
"hack."

>Along those lines, I do not count Overscan or graphics card additions as
>indicators of what the ST line supports. Sure, you can get a NOVA card for
>an ST and get 24 bit color, but does that mean that the ST has 24 bit color?

If I follow you correctly, you're saying that even though you can add
functions with third-party hardware, that doesn't mean that the host
system has that function built-in. In which case, I agree. Adding a
16-bit sound card to a computer that otherwise chirps and whistles
through a mono speaker does not bestow 16-bit sound power to the computer
itself. It's merely an upgrade.

>If the ability to do stereo was widespread among Mac owners, that too might
>indicate that it was a standard addition, but you are the only mac person
>I have ever heard of, despite the hundreds I have known, who has ever mentioned
>this ability. Therefre, since less than 1% of mac owners "do" stereo on
>older MacII computers, it is not supported. Hence I can say that the Falcon
>is not limited by 640 x 480 since it is considered a standard addition to
>buy a screenblaster or BlowUP or some other product to expand the screen.
>(the difference is it is supported, but not out of the box)

I'd be willing to bet that your car can go faster than 100mph. I'd also
be willing to bet that you probably haven't taken it up to that speed
very often, if at all. Furthermore, chances are that the vast majority of
people who own cars similar to yours aren't going to take their cars to
that speed either. So, since a tiny percentage of the owners of your type
of car don't hit 100mph, then, by your logic, we can safely say that your
car is incapable of that speed? I think not.

>So, my current phrase is "I have heard that the MacII can do stereo, but it was
>never really supported until the AV and Centris machines."

A better phrase for you to work with would be, "The Mac II and forward
can do stereo sound, but it was never fully exploited until Sound Manager
3.0 came out last year."

>Hence, the ST had OS Supported Stereo sound before the Macs did. Now, can we
>drop this because it is really a trivial point... I could care less who had
>what first... :)

Hence, the ST had more programs to exploit stereo sound before the Macs
did. That'll work.

>THough you do have to watch yourself. I still remember your letter in which
>you said "this is not a flame" after you tried to flame me 4 times in the
>same letter...

The one where you deftly avoided all of my questions, and ignored 95% of my answers?

>And everything on a Mac is easier to do on an Atari... IMO of course.

So long as you understand that it's your opinion, fine. On my own experience, I feel otherwise.

2043. Re: Rendering speeds

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 05:40:30 UTC
From: lordthan@news.delphi.com
Message-ID: <2pktse$dt7@news.delphi.com>
Source record: 17372

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>Maybe we could post some test objects to render and compare speeds ourselves?
>I don't expect to win anything, but I'd like to see hoe Phoenix (a $100 program
>for the ST line) compares to your stuff, especially since my Falcon is
>unaccelerated... :)

shrug Could do that, I s'pose. I could provide a series of benchmark
results to common math tests (Whetstone, Queens, Bubble Sort, etc) if you
want, too.

2044. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 08:09:17 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pl6jd$p6t@usenet.rpi.edu>
Source record: 17303

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>Yeah. All that sitting behind a desk, staring into a monitor all day... ;)
>I felt *exactly* the same way you do about the Mac's floppy drive. I even
>used to bad-mouth and mock it - until I started using it. When having a
>hard drive on a Mac was a really big deal, having no eject button was a
>pain since it's faster to manually eject a disk than it is to have the
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
You hit it on the nail right here! The disk eject button is
definitely faster than the Mac's software disk ejection. For
this reason alone, if for no other, the lack of disk eject button
will remain my #1 Mac pet peeve. However, you are also right
that floppy disks are quickly fading into oblivion, especially
with the advent of CD-ROMs. And who knows...maybe with the Power
Mac's new speech recognition technology you can simply verbally
order the computer to eject a disk; that would be neat.

>When the Mac first came out, you're right, things were quite different.
>However, I was under the impression that we were referring to 1994, not
>1984. Today, there's a variety of manufacturers making printers of all
>types, from $200 inkjets and $150 label printers to $35,000+ high
>resolution imagesetters to $10,000+ dye sublimation color printers.
My friend had this problem in 1990. I guess times they are a-changin.

[sinclap info deleted]

>(That was "Chris.") Like I said, I attack nobody who doesn't attack me
>first. Chris has (Had? He hasn't posted in awhile.) a problem with
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
I guess you scared him away. You must have sacred sinclap away also; I
haven't seen anything posted by him in ages. Either that or he has
finals now, finally got a life, or was lynched by an angry mob of
Atari and Amiga fanatics. :-)

>No, I meant the 2600. I guess you don't remember the good ol' Atari 2600
>BASIC cartridge and "keypad" system? Gave you all of about 1.5K to
>program in and, I think, all of ten BASIC commands (if memory serves,
>REM, GOTO, END, LET, PRINT, COLOR, SOUND, IF, and THEN) and five
>variables of no more than 10 bytes each. Yes, it was real. No kidding.
>:) You can sometimes find the cartidge at Kay-Bee toy stores.
I certainly remember the good ol' 2600 (a.k.a VCS). There is a
circa 1980 Atari 2600 rotting in the basement as we speak. I had
forgotten about their BASIC cartridge, with its funny controller
and everything. It mustn't have been much of a personal computer,
but it couldn't have been worse than the Coleco Adam (or that
effront to humanity, the TRS-80!).

>>I have to agree with you on hard disks. I installed a new hard disk on
>>my computer 2 years ago, and it was a mess of dip switches, inadequate
>>documentation, low-level formatting, system configurations modifications,
>>and calls to Western Digital! This process took me a whole damn month!
>>However, if Plug-n-Play (I hate that term by the way; it sounds like the
>>name of a toy for toddlers or something) lives up to its promise (tho I'm
>>skeptical because I don't rust MS as far as I can throw it, which isn't
>>very far), this problem will be solved for PCs. IBM's spec for PPC clones,
>>PReP, also promises to solve this problem. However, all the above is still
>>mostly vaporware at the moment. Maybe next year....

[Discussion of toddler toys and good vs. evil deleted] :-)

>Well, yes and no. I feel Apple should have licensed the Mac OS a long
>time ago, yes, and they're doing it now. You can run the Mac OS on Sun
You're right that the Macs have made a lot of progress in recent
years in the openness department. However, they still have a
long way to go in the openness department, just as the PC clones
have a long way to go in ease of use. I read in the April issue
of Byte that altho Apple is now licensing the Mac OS to other
vendors, they to license it to vendors who would "compete head-
to-head against genuine Macs." In other words, no significant
Mac clone market. I don't think that they will ever endorse
PReP (assuming that that becomes a standard) either.

>Personally, I rather like the notion of being able to buy a comparable
>Mac for less than the cost of a PC clone. :)
What PC clone maker are you referring to? Compaq? Dell?

>>* King of the Russians (in Civ) [First available on the PC]

>Pthththbt. ;)
Guzzunheight. ;)

>>* I still think real computers have disk eject buttons :-)

>Real computers use 8" drives. :)

Real computers use punch cards. :)

*
* Tom Trauth
* trautt@rpi.edu
* Former King of the Russians (in Civ)
* (overthrown by a band of mad Iowans!)
* Real computers are only real for 6 months; then they become junk :-)
*

2045. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 08:17:48 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pl73d$rv1@usenet.rpi.edu>
Source record: 17304

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>Sinclap, I just switched platform, I looked at the Mac, and the PC, and I now
>have a Cx486DX/40 on my desk.

I think that Peter the Clap should also switch to another platform, one that
is more suited to his mental capacity: The Nintendo Gameboy!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* 2954 is an unlucky number
* Iowa is a boring state
*

2046. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 09:00:44 UTC
From: erlingh@idt.unit.no
Message-ID: <2pl9js$ogs@ugle.unit.no>
Source record: 17338

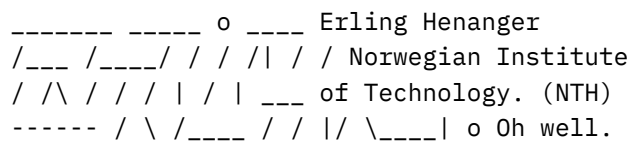
In article <1994Apr24.221044.26710@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

|> It's not possible to add a dsp to the LC475. But there is the dsp Quadra 660AV.
|> A dsp is not needed on the PowerMacs due to the high speed.

???

Do you mean that a Digital Signal Processor is not needed on a PowerMac
because the CPU is so fast ?

|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar falls, Iowa USA
|>
|> 'Raist's sister wants a Mac'
|>
|>

--


2047. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 15:09:11 UTC
From: <>
Message-ID: <2plv6n$846@mother.usf.edu>
Source record: 17339

Actually my number one complaint about the Mac is that the OS doesn't support dynamic memory allocation. This is why apps have to allocate so much memory when they load and don't use much of it. That's because an app can't increase or decrease the memory it's using while it's running. Since they often use standard methods of managing their own memory, ram doubler is able to get around some of these problems, but as soon as I found out that the Mac OS does not support dynamic memory allocation, I decided that I would NEVER buy a Mac. Period. End or story. End of discussion.

2048. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 15:09:55 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94117.110955STIRRE31@MAINE.MAINE.EDU>
Source record: 17341

(In regards to Steve's comment about non-standard ports on the Atari)
It isn't really fair to make this comment based on the 1040 ST.
At the time Atari tried to go its own way with the DMA port. And,
from what I've heard, it is very nice to use with an Atari-specific
hard drive. However, the difference between Apple and Atari is the
printer port and modem port. These ports have always been standard
on the ST (the IBM standard). Also, Atari has shifted to SCSI-II
for their Falcon. Heck, Atari Falcons even have Localtalk :-)
(not that they're much use) :-(. It is much easier to buy peripherals
for the Falcon considering I only have to go to a local IBM store
(I have no local Mac stores).
-scott tirrell

2049. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 15:17:16 UTC
From: <>
Message-ID: <2plvls$867@mother.usf.edu>
Source record: 17340

Oh, jeez... I can see why you Atari users keep coming back to argue with the Mac users. They make errors.

At least Atari HAS DMA! Until recently the Macs didn't have DMA SCSI... it was entirely interrupt driven, along with everything else that the Mac did. This is why it was so damn slow... you had to format even your slow hard disks with a 2:1 interleave because the Mac couldn't handle the data rate. Now, there are finally coprocessors and DMA in the Macs, but they still suffer from various brain-farts of the designers. Atari, on the other hand, had DMA from the beginning, which is why they were so much faster with hard drives.

2050. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 15:25:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94117.112535STIRRE31@MAINE.MAINE.EDU>
Source record: 17342

```
<comment about not thinking Apple or Microsoft is evil>
I would rethink the Apple thing too, Steve. Hey, let's sue
everyone using a concept that we stole from Xerox.... :-)
All I can say is that I'm glad they didn't touch GEM on the
Atari!
-scott tirrell
```

2051. Re: Processor Direct (was: Apple drops.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 15:28:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94117.112835STIRRE31@MAINE.MAINE.EDU>
Source record: 17343

Tim,
Did you really like Processor Direct? How does it compare to
Current Notes? For me, right now, I much prefer Current
Notes to ST Informer because the quality of writing in CN is
so much better. I try not to let the typos get in the way of
the info in ST Informer (and there is good info) but it is tough
to overlook some of the mistakes. For example, in the review
of Walz ST Informer kept printing "Waltz." I mean, they should
at least try to get product names right. In CN nothing can beat
Dave Small and David Troy. Both of their columns are always great
reading. Not too often do I laugh out loud reading a computer mag!
Anyway, I'm babbling so I'll sum this up.... should I get a copy
of PD?
-scott tirrell

2052. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 16:11:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dbe9cc8@secom.ct.se>
Source record: 17375

```
MM> > You've claimed I'm such an Atari fanatic, please explain why I sold my
MM> > Falcon yesterday and am planning to buy a 486dx/40 tomorrow.
MM> >
MM> > (And no, it's not because the Falcon sux, because it doesn't)
MM>
MM> Are you perhaps planning to run SECOM on the PC?

Nope, SECOM runs on the STe still ... the above PC is kinda "well equipped" you
see, and it's quite fun to run Windows in 640*480*16.7mil with no slowdown ....

I will probably buy a few more PC's to run the BBS and set up a network ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

2053. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 18:01:19 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr27.180119.14030@ida.liu.se>
Source record: 17344

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>RH> I learn before I post, thanks. Stefan basically said that the ATARI
>RH> is almost non-existant in Sweden (even than the Amiga If I remember
>RH> correctly).

>Yeah, Stefan said that he couldn't find ANY ads from Atari dealers .. I just
>HAPPENED to reply with "I just picked up a PC mag which contained an ad froum
>an Atari dealer about the Falcon" ... Stefan didn't reply.

Uhm.. Someone, somewhere, has a fuzzy memory. I said that while browsing
through a couple of generic swedish computer mags, I only found one ad, which
didn't list any titles, but had a small box in the lower right corner of the
ad saying that they had Atari software. I didn't claim there were no ads
anywhere, just that the mags I happened to have about didn't have any.

I have the article in question on file if you can't recall it.

>You've claimed I'm such an Atari fanatic, please explain why I sold my Falcon
>yesterday and am planning to buy a 486dx/40 tomorrow.

1: Well... Uhhh... huh. huhuh. uhhhh... Because you can play DOOM on it?

2: Uhh.. huh. huhuh. Yeah. DOOM is cool.

>(And no, it's not because the Falcon sux, because it doesn't)

Uhh... huh huhuh huhuh. I hate stuff that sucks. Huh. Huhuh. Huhuh.

Yeah. Me too. huh. huhuh. huhuhuh.

Uhhh.. <slap> Maybe I shouldn't watch eMpTy-Vee so late at nights.

Well, anyway, have fun with your PC.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

2054. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 20:29:05 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pmhuh$mu9@darkstar.UCSC.EDU>
Source record: 17347

In <2pkjqp$41k@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>(That was "Chris.") Like I said, I attack nobody who doesn't attack me
>first. Chris has (Had? He hasn't posted in awhile.) a problem with
>distinguishing answers and civil conversation with bashing and
>bad-mouthing, so I asked him to stay off this thread until he learned the
>difference. This was, above all, to keep the heavily biased fanatacism
>out of the way of objective conversation - and it's the reason why I
>started THIS thread rather than staying involved in the existing ones,
>which Chris (and others) had turned into mudslinging contests. I didn't
>want the same thing to happen here.

(stay calm) You.... The above is a personal, unwarrented and UNTRUE attack!!!
was willing to give you a second chance, but you blew it with that. I'm
sorry, but you have no right talking like that. You are a HUGE hypocrite
and the above proves it.

~Chris

2055. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 20:38:18 UTC
From: randallg@gatecom.com
Message-ID: <gate.w3qgLc1w165w@gatecom.com>
Source record: 17359

```
>In article <2db82c50@secom.ct.se>, rickard.troedsson@secom.ct.se
> (Rickard Troedsson) writes:
>>
>> RT> Just read on the TEXT-TV that Apple had about 1$ profit
> instead of last
>> RT> years $20 this year .. ;) ..
>>
>> ..and to those who didn't understand that, I was talking millions
> .. ;)
>
>Apple's most recent second quarter profit is $17 million on
> worldwide sales of
>2.08 billion. Apple Japan is the second largest subsidiary
> and is expected to
>over take Apple USA with in 18 months! Analysts expect Apple
> to enjoy higher
>profitability in the next quarter.
>
>>
>> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se
> +
>> + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se
> (slow) +
>> +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002
> +
>> + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112
> +
>> + SYNC -------- Opinions expressed are those of my employee!
> --------+
>>
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>'Raist's sister wants a Mac'
>
>
Isn't This An Atari usenet?

-=Gonzo=-
```

2056. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 20:49:09 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pmj45$n8c@darkstar.UCSC.EDU>
Source record: 17348

In <2pktmm$dmj@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>I feel differently. Who else, aside from the computer, knows when a
>floppy is needed and when it isn't? Any user could think, "well, I'm the
>user, and I'm deciding that the computer doesn't need this disk any more
>even though it's in the middle of a write sequence." This type of
>behavior simply can't happen on a Mac. Neophytes are spared the potential
>to damage their data/systems, while more experienced users get their
>computers to "help" them with the tasks at hand. Personally, I rather
>like the fact that my Mac "hands me" floppies, CD-ROMs, etc when it's
>done with them. :)

Actually, I know better than the Mac 95% of the time. I'm about to save
to a floppy, and I want to check if it's write-protected. I cannot simply
pop out the disk and check, I have to go to some point in the program where an
eject buttion is avail (or switch back to the finder) wait as system 7 grinds
for 10 seconds or so then ejects the disk (and immediately puts up a dialog
asking for the disk back) check the disk and reinsert it. Or, I have to
search around for a paperclip and unbend it. I'd rather just pop it out look,
and pop it back in. THis is onw example, I can give you others.

>Point being...? With the exception of dot matrix printers, for which
>there is a pathetically scant calling for, there is no shortage of Apple
>printers. In fact, I'd be willing to bet that there are more high
>resolution printers (i.e., laser, inkjet, dye sublimation) designed for
>the Mac and then "adapted" to the PC than the other way around. So what
>if the DeskJet came first? The DeskWriter is just as good, doesn't cost
>any more, and is equally as available. Like it or not, the Mac brought
>laser printing to the home user; all related printing stems from that.

The point is that you still have to make sure that they are "mac-compatable"
printers. I can get just about any printer and it'll work. At worst for the
Atari side, it is just as easy to find a printer for the Atari than for a Mac.

>In '85, SCSI was just getting its foothold as a standard high-speed
>interface. It was definately available as an alternative to the kludgey
>DMA port, but Atari looked the other way. They fixed things eventually,
>sure, but they could have gotten it right the first time.

but DMA was faster than SCSI. That was the point of going with it.

>Parallel and serial ports I had already explained; I'm not going to
>explain it again.

I guess I missed it, but don't worry about explaining it. Apple has always
gone with different ports just for the sake of being different. How else
can you explain option and command as opposed to control and alternate on the

keyboards? They just wanted to be different.

>I can buy any comparable printer (i.e., DeskWriter vs DeskJet), any
>modem, and any VGA-type monitor for any current Mac (without a $10 plug)
>and run with it, too. Point?

Right. you need a plug that costs more than $10 to convert the 15 pin in 3
to the 15 pin in 2 rows for it to work on a mac. Again, at worst the Mac is
no more convenient than an Atari.

>Here's the deal (again) on Mac stereo.
>The Mac has had stereo sound output since the Mac II and SE/30; the
>owners manuals will confirm this, if you care to check. It is, of course,
>far more space-effective and easier to implement mono sounds than it is
>(was) to implement stereo sounds, so many games worked in mono only. The
>hardware and the System software were both capable of generating and
>supporting stereo sound; if you care to visit my house, I'll demonstrate
>SoundEdit Pro on my IIci, if you like. However, up until Apple released
>Sound Manager 3.0, getting stereo sound to work in perfect harmony
>(pardon the pun) with the rest of the system was a rather major
>programming task. Today, with SM3, it's very easy - and lots of
>sound-related and entertainment software is taking advantage of that.
>Stereo sound was not a "hack," nor was it wholly neglected by the OS. It
>was merely a difficult procedure, akin to getting 512 colors on a
>520/1040ST's screen at once. Atari acknowledged it could be done (heck,
>you could even get 256 colors on an 8-bit) and it was lightly supported
>by the OS (remember the rainbow color cycling effect?) but it wasn't a
>"hack."

"Rather major programming task" = hack. Spectrum 512 is a hack. Video
interrupts on the 8 bit was a hack. Today, it appears with SM3 to not be
a hack.

>If I follow you correctly, you're saying that even though you can add
>functions with third-party hardware, that doesn't mean that the host
>system has that function built-in. In which case, I agree. Adding a
>16-bit sound card to a computer that otherwise chirps and whistles
>through a mono speaker does not bestow 16-bit sound power to the computer
>itself. It's merely an upgrade.

um, yeah... pretty much reiterating what I said.

>I'd be willing to bet that your car can go faster than 100mph. I'd also
>be willing to bet that you probably haven't taken it up to that speed
>very often, if at all. Furthermore, chances are that the vast majority of
>people who own cars similar to yours aren't going to take their cars to
>that speed either. So, since a tiny percentage of the owners of your type
>of car don't hit 100mph, then, by your logic, we can safely say that your
>car is incapable of that speed? I think not.

No, I'm not saying "incapable" but I do say that my 4Runner is not a car
that is made for going over 100 mph. A Ferrari, OTOH, is. Your Mac is
not incapable of doing stereo before SM3, it was not intended for stereo,

though. (please do not equate that I am saying my falcon is a ferrari and you
mac is a 4runner... I haye computer/car metaphors)

>>So, my current phrase is "I have heard that the MacII can do stereo, but it was
>>never really supported until the AV and Centris machines."

>A better phrase for you to work with would be, "The Mac II and forward
>can do stereo sound, but it was never fully exploited until Sound Manager
>3.0 came out last year."

same phrase, one is more mac-friendly than the other. I never intend to be
mac-friendly, as I've used them too much to ever like them.

>>Hence, the ST had OS Supported Stereo sound before the Macs did. Now, can we
>>drop this because it is really a trivial point... I could care less who had
>>what first... :)

>Hence, the ST had more programs to exploit stereo sound before the Macs
>did. That'll work.

SOunds like some sort of accord.
>>THough you do have to watch yourself. I still remember your letter in which
>>you said "this is not a flame" after you tried to flame me 4 times in the
>>same letter...

>The one where you deftly avoided all of my questions, and ignored 95% of
>my answers?

just like you are avoiding the fact that you are on shaky ground with your
"I don't atrtack anyone" claim??

>>And everything on a Mac is easier to do on an Atari... IMO of course.

>So long as you understand that it's your opinion, fine. On my own
>experience, I feel otherwise.

fine.

~Chris

2057. Re: Rendering speeds

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 20:53:19 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pmjbv$na2@darkstar.UCSC.EDU>
Source record: 17349

In <2pktse$dt7@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>*shrug* Could do that, I s'pose. I could provide a series of benchmark
>results to common math tests (Whetstone, Queens, Bubble Sort, etc) if you
>want, too.

No, the point is not to find out which CPU is faster, but to compare the
end result of our favorite rendering software, which is much more indicative
of user-apparent speediness than math benchmarks.

~Chris

2058. Re: Processor Direct (was: Apple drops.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 20:55:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pmjgo$nb5@darkstar.UCSC.EDU>
Source record: 17350

Well, since Tim's the editor of PD, I don't think he'll say "Processor Direct is great, but it does have lots of typos..." ;)

~Chris

2059. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 21:13:38 UTC
From: lordthan@news.delphi.com
Message-ID: <2pmki2$4tp@news.delphi.com>
Source record: 17352

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> Well, have you used Real 3D on the Amiga or LightWave? You'll
>understand. It's like on the PC: if you only have used Windows,
>of course Windows is nice- there's nothing else! :-)

Yes, I've used LightWave and seen Real 3D. Very impressive. You seem to be attempting to get me to admit that the Amiga is better than the Mac in video production. Is this what you're looking for? If so, pay better attention; I said that a long time ago.

> Explain then why Babylon 5 and Seaquest are produced using Amiga
>equipment. Also explain the increase in Amiga interest in TV production
>and in Hollywood. You should even check out the new Toaster Flyer.

Because they're the cheapest way to get decent broadcast quality video. Whether or not there's interest in the Amiga is moot at this point; Commodore has flatly stated that they're going to phase out Amiga support in the US. They're going to cease shipments of the A4000, for example, to the US; the only way you'll be able to get them is to buy them from Europe, or to buy them from someone who has imported them from England.

> It will be narrowing because of the software. Even if C= goes
>Chapter 11 finally, and I switch to a Mac, I still face the same
>problems animation wise (software).

I dunno of they'll go Chapter 11, but I *do* think they'll be spending 99.5% of their effors in the UK marketplace.

> Do you have Amiga's near?

"Near"? As in, "right next to me"? No, I don't. But I have several friends with Amigas of various configurations, including an A4000.

> The DSP is not used on that Mac AV for rendering. It's used for
>speech recognition, modem emulation and other things....

Not for rendering, true, but it's very useful when accessing (reading and/or writing) video sources.

> I found it very hard to believe too. But let me tell you that LightWave
>was at least 3 times faster than Real 3D... but then I admit, it was a
>specific test case.

One of those "optimum condition" things, I suppose?

2060. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 21:14:33 UTC
From: lordthan@news.delphi.com
Message-ID: <2pmkjp$4uj@news.delphi.com>
Source record: 17353

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>I for the Atari users to continue the discussion just feeds it and makes it
>worse. I know it's hard, but all of the Atari users here should just let the
>Mac guy(s) and PC guy(s) flap their mouths (tap their keys?) all they want.
>We don't really care what they think. We're happy, and we're going to talk
>about Atari stuff now, no matter HOW hard they try to distract us. We're
>smarter than that.

How about those, like myself, who own both platforms? I guess that means
I'm not quite as smart as the rest of you...?

2061. Re: Processor Direct (was: Apple drops.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 21:15:21 UTC
From: <>
Message-ID: <2pmkl9$a4p@mother.usf.edu>
Source record: 17351

I would have to say that _I_ like Processor Direct, but I'm kinda biased. You'll have to judge for yourself. I think its first issue looks better than the most recent issue of Current Notes, so that's a useful comparison. I don't know anything about ST Informer, and I refuse to buy from them ever since I heard about what they did to PD's box of flyers at the last Glendale Atari Fest.

2062. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 21:24:50 UTC
From: lordthan@news.delphi.com
Message-ID: <2pml72$558@news.delphi.com>
Source record: 17354

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> You hit it on the nail right here! The disk eject button is
> definitely faster than the Mac's software disk ejection. For
> this reason alone, if for no other, the lack of disk eject button
> will remain my #1 Mac pet peeve. However, you are also right
> that floppy disks are quickly fading into oblivion, especially
> with the advent of CD-ROMs. And who knows...maybe with the Power
> Mac's new speech recognition technology you can simply verbally
> order the computer to eject a disk; that would be neat.

So let me get this straight...Your main annoyance with the Mac is the *disk drive*?!? You're one of those people who would turn down a $100,000 prize because it was delivered in singles, aren't you? Talk about nitpicking...And besides, AS I SAID, it's not as annoying as you may believe it is. IMO, the 1040ST's obnoxious side-loading mechanism (which has cost me two mechanisms already) is far more annoying than the Mac's drive.

> My friend had this problem in 1990. I guess times they are a-changin.

If your friend had that problem in 1990, I think he may have been living in 1984. Newsflash: Very little of yesterday's technology interfaces with today's equipment successfully. (See my "upgrading discussion" from several weeks ago for details.)

>I guess you scared him away. You must have sacred sinclap away also; I
>haven't seen anything posted by him in ages. Either that or he has
>finals now, finally got a life, or was lynched by an angry mob of
>Atari and Amiga fanatics. :-)

Heh. :) Actually, Chris had posted the same day I had made that statement, and I think Sinclap got mad at me for telling him to cut the pro-Apple posts.

> I certainly remember the good ol' 2600 (a.k.a VCS). There is a
> circa 1980 Atari 2600 rotting in the basement as we speak. I had
> forgotten about their BASIC cartridge, with its funny controller
> and everything. It mustn't have been much of a personal computer,
> but it couldn't have been worse than the Coleco Adam (or that
> effront to humanity, the TRS-80!).

At least those two machines had a way to save and load programs. :)

> You're right that the Macs have made a lot of progress in recent
> years in the openness department. However, they still have a
> long way to go in the openness department, just as the PC clones
> have a long way to go in ease of use. I read in the April issue

> of Byte that altho Apple is now licensing the Mac OS to other
> vendors, they to license it to vendors who would "compete head-
> to-head against genuine Macs." In other words, no significant
> Mac clone market. I don't think that they will ever endorse
> PReP (assuming that that becomes a standard) either.

Dunno about PReP; haven't been following that aspect of Apple. I guess it boils down to a simple issue: You can have a wide-open machine with the resulting mess of conflicts, incompatabilities, and ten thousand "standards" for a given system (there's what, seven types of graphics on the PC now?), or you can have a fairly tightly controlled machine with a unified set of standards, interfaces, and ways of doing things. I don't like conflicts, so I'll stick with the latter.

> What PC clone maker are you referring to? Compaq? Dell?

Actually, I was referring to flea market prices. I could pick up a nice 486 machine, fully loaded with 4-MB RAM, 120-MB hard drive, 14" SVGA monitor & card, keyboard, mouse, dual floppies (3.5 and useless 5.25), DOS and Windows for about a grand. I could also buy a 68040-based Mac with twice the RAM and only one floppy, plus an inkjet printer and 14" monitor for roughly the same price, maybe $100 more, tops.

>Real computers use punch cards. :)

Real computers have to recode everything. All hail the 2600 computer! ;)

2063. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 21:27:41 UTC
From: lordthan@news.delphi.com
Message-ID: <2pmlcd$58q@news.delphi.com>
Source record: 17355

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>At least Atari HAS DMA! Until recently the Macs didn't have DMA SCSI... it
>was entirely interrupt driven, along with everything else that the Mac did.
>This is why it was so damn slow... you had to format even your slow hard disks
>with a 2:1 interleave because the Mac couldn't handle the data rate. Now,
>there are finally coprocessors and DMA in the Macs, but they still suffer from
>various brain-farts of the designers. Atari, on the other hand, had DMA from
>the beginning, which is why they were so much faster with hard drives.

I've *never* considered DMA to be a blessing. And *Mac* owners make
errors? Clue #1: I'm also an Atari owner. Clue #2: No Mac produced in the
past six years or so has needed an interleave lower than 1:1 - that's an
error of YOURS. Clue #3: There have been coprocessors in Macs for almost
the same amount of time.
And as a sidenote, I'd gladly give up my ST's DMA port for the
convenience of a decent SCSI controller, which the Mac has had for many,
many years.

2064. Re: This group

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 21:28:59 UTC
From: lordthan@news.delphi.com
Message-ID: <2pmler$59r@news.delphi.com>
Source record: 17356

ylva.budsjoe@shewolf.ct.se (Ylva Budsjoe) writes:
>COMP.SYS.ATARI.ADVOCACY?
> ^^^^^^^^^^^^^^^

Kinda. ;) It's my guess that Atari Advocacy will return once people
stop spouting off lies and half-truths about the Mac. At least, that's
when I'll stop posting Mac stuff.

2065. Re: Rename this Newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 21:29:26 UTC
From: lordthan@news.delphi.com
Message-ID: <2pmlfm$5am@news.delphi.com>
Source record: 17357

knarf@nasim.sta.sub.org (Frank Bartels) writes:
>Great idea! What about comp.sys.mac.die.die.die? ;)

Now THERE'S a literate response. (Not.)

2066. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 21:30:29 UTC
From: lordthan@news.delphi.com
Message-ID: <2pmlhl$5cu@news.delphi.com>
Source record: 17358

erlingh@idt.unit.no (Erling Henanger) writes:
>Do you mean that a Digital Signal Processor is not needed on a PowerMac
>because the CPU is so fast ?

Correct. No PowerPC-based AV machines have a DSP; the PowerPC chip is
fast enough to handle AV tasks without it, and without affecting performance.

2067. Re: Rename this Newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 21:45:43 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pmme7$b9v@usenet.rpi.edu>
Source record: 17361

knarf@nasim.sta.sub.org (Frank Bartels) writes:

>Thomas H. Trauth (trautt@magritte.its.rpi.edu) wrote:
>> The name of this newsgroup, c.s.atari.advocacy, is badly named; it
>> doesn't reflect the vast majority of the things posted here. This
>> group should be renamed c.s.mac-vs-atari, c.s.sinclap.forum, or
>> c.s.my-computer-is-awesome-and-yours-sucks.advocacy.

>Great idea! What about comp.sys.mac.die.die.die? ;)

Or comp.sys.amiga.and.atari.die.die.die. That would give Peter the
Clap and MB their own private newsgroup, where they could spluge all
the anti-Atari, anti-Amiga BS they want without bothering the rest of
us. [BIG GRIN]

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* 2954 is the number of the Beast!
* I here that Iowa is a dangerous state.
*

2068. Re: Pentium heat problems

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 23:31:27 UTC
From: carol@edfua0.ctis.af.mil
Message-ID: <carol-270494153042@edfdc0.ctis.af.mil>
Source record: 17360

In article <16FA4A77AS85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu (Tom Marchant) wrote:

> >
> Agreed. I never did like Intel's architecture. I just noticed IBM's
> press release a few days ago and was surpriosed that the original PPC
> dissipates 8 watts.

Well 8 watts was not too bad. What's a 25Mhz '040 dissapate? <grin>

Consider that the slower Pentium came in at _twice_ the heat (16W).

Generally the more transisters or the higher the clock the more heat. PowerPC has done pretty well about getting screaming fast performance and staying fairly cool.

> It's very difficult to get rid of that much heat.

Naw, a good heat sink will do it. Pity the Pentium with 16W who must put a mini fan directly on the CPU!

But of course, the cooler the chip the less expensive the machine can be due to lower power requirements and cheaper ways to keep cool.

I'm looking forward to the 100Mhz PowerPC 601 'cause 4 watts is cooler than even the '040 is. And it's almost twice as fast as the '060 is.

--
****
Andrew Carol
carol@edfua0.ctis.af.mil
71350.3646@compuserve.com
****

2069. Re: Processor Direct (was: Apple drops.....)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-27 23:56:44 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94117.195644STIRRE31@MAINE.MAINE.EDU>
Source record: 17367

Ummmmm..... didn't hear about the Atari Fest flyers incident.
They didn't publish anything about it in ST Informer :-). From
my experience Rod MacDonald (the publisher) is a pretty nice guy.
However when I wrote for them I was angry because they re-typed
my article complete with grammatical errors. They also added in
a piece of info in my interview with Hand Made Software which
was false (Philips does not make the 3DO!). But I don't want
to make this sound like a flame. ST Informer does a great job getting
out Atari news on time.
I'll buy a copy of Processor Direct from Toad when I can. I'll
post my thoughts. Good luck with future issues, Tim.
-scott tirrell

2070. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 00:50:35 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr27.195035.26958@cobra.uni.edu>
Source record: 17362

In article <2pgd5o$cdb@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
> sinclap2954@cobra.uni.edu writes:
>>The price/performance is getting worse on the Falcon. This week Apple USA will
>>reduce the price on Quadra 605 configurations. The 4/80 has been discontinued.
>>The Q605 8/160 has been reduced to $1000. Apple will have a 4/160 bundled with
>>ClarisWorks 2.1, Quicken 4.0, GoldDisks Astound and other titles for $1019.
>>Who said software is out of reach? The Color Classic 4/80 with keyboard will
>>be liquidated at $699. Source: MacWeek - April 25, 1994
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>>'Raist's sister wants a Mac'
>
> Pete, I'm beginning to agree with Chris about you. What was the point of
> posting this in an *Atari* newsgroup, other than to provoke and bash?
> There *IS* no other reason, so just cut it out, okay? We're all, by now,
> extremely aware that you worship the Mac as if it were some sort of deity
> but that's NO reason to post stuff like this in hopes of provoking a
> hostile response and/or to make people "feel bad" about the Atari.

I thought this was advocacy. I have had positive response through E-mail from
users who have said " So little money for so much". In the future I will
refrain from doing this unless Apple announces a $1000 PowerMac.

>
> I made a comment, awhile back, that the fanatical Atari loyalists with
> the straight-line vision are an embarrasment. You're no better with your
> Mac loyalism.
>
But then again I am a fanatical Lynx owner who got screwed! I have owned the
Amiga 500, 2000, 3000 and A1200 and now a Happy Duo Owner.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2071. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 00:55:49 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr27.195549.26959@cobra.uni.edu>
Source record: 17363

In article <2pgfcr$m21@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
> In article <1994Apr25.054821.26719@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

Stuff deleted

>>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>>
>>
>>'Raist's sister wants a Mac'
>>
>>
>
> Yipee! Maybe if Apple keeps underpricing their Macs to the point that they're
> no longer making any profit, they'll go out of business. That would be nice.
> <grin>
>

If Apple was a one product/one model like Atari, your assertion would be true.
Apple has such a broad product line with porducts with low, medium and high
margins. Apple's upcomming May intro of the BlackBirds is an example of a high
margin product that will sell very well.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2072. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 00:59:35 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr27.195935.26960@cobra.uni.edu>
Source record: 17364

In article <CotE5M.6IF@barclays.co.uk>, PostMaster@barclays.co.uk writes:
> In article <1994Apr25.054821.26719@cobra.uni.edu>, sinclap2954@cobra.uni.edu waffles
> <usual drivel>
>
> I DON"T GIVE A FLYING FUCK WHAT APPLE DO!!!!!! READ MY LIPS!!!!!!!

You should, took Atari out of the computer business.

>
> --
> +-------------+---+
> |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
> +-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
> | |REPLIES to ilaskey@cix.compulink.co.uk |
> +-------------+---+

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa US

2073. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 01:07:26 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr27.200726.26961@cobra.uni.edu>
Source record: 17365

In article <1994Apr25.164401.44954@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <1994Apr25.054821.26719@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

Stuff deleted

> Me. Do you know $$how much$$ desktop video programs cost on the Mac?
> The 'Infini-D' costs about $800 and is by far very underpowered compared
> to the average mature Amiga animation program.

Have you also checked out how much an Amiga 4000 costs in terms of price/performance to a PowerMac 6100. J&R Computer has em for $1499 now, a drop of $100 from last week. I understand that Amiga video software companies are bailing out of the Amiga market.

>
> I was checking out the PowerMacs until I checked out Mac animation
> software... Tsk tsk... But then, I admit that for general purpose
> uses, that Mac offer surely looks interesting (not for me though).

An honest comment. Now that AAA is not comming, what is your future hardware plans?

> |> be liquidated at $699. Source: MacWeek - April 25, 1994
> |>
> |>
> |> Peter Sinclair-Day
> |> University of Northern Iowa
> |> Cedar Falls, Iowa USA
> |>
> |>
> |> 'Raist's sister wants a Mac'
>
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> Ah, Peter... Do you want to argue that one? You are
> lying, did you know that? She doesn't want a Mac.
> She just wants a computer, and from what I asked her,
> a Mac seems like a good choice (from *my* point of view).
>

I corrected the sig, in a prevoious post.

> --
>>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
> A1200 with AGA blast processing ;-)
> REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)

> ---> Opinions are my own, not of my college campus

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2074. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 01:12:47 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr27.201247.26962@cobra.uni.edu>
Source record: 17366

In article <CotMKu.4uA@barclays.co.uk>, PostMaster@barclays.co.uk writes:
> In article <1994Apr25.092642.26730@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> In article <2db82c50@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson)
writes:
> |> >
> |> > RT> Just read on the TEXT-TV that Apple had about 1$ profit instead of last
> |> > RT> years $20 this year .. ;) ..
> |> >
> |> > ..and to those who didn't understand that, I was talking millions .. ;)
> |>
> |> Apple's most recent second quarter profit is $17 million on worldwide sales of
> |> 2.08 billion. Apple Japan is the second largest subsidiary and is expected to
> |> over take Apple USA with in 18 months! Analysts expect Apple to enjoy higher
> |> profitability in the next quarter.
> So for every dollar Apple make in sales, .8 of a cent is profit? That sounds
> like a really well run company. The only reason Apple sell so much is because
> they cut their prices to the point they can hardly make money. Sure, the HW is
> cheap, but the software.....

Apple is:

1.still restructuring.
2.in a product transition
3. forgoing profits short term for higher marketshare
4.Analysts who follow Apple state that the company will bounce back to the
traditional profitability in the next quarter.

5. Again, the software is cheap. Get A MACWAREHOUSE CATALOG!

>
> --
> +-------------+---+
> |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
> +-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
> | |REPLIES to ilaskey@cix.compulink.co.uk |
> +-------------+---+

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2075. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 03:25:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr28.032521.4963@rmece02.upr.clu.edu>
Source record: 17368

In article <1994Apr27.200726.26961@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <1994Apr25.164401.44954@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> > In article <1994Apr25.054821.26719@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>
|> Stuff deleted
|>
|> > Me. Do you know $$how much$$ desktop video programs cost on the Mac?
|> > The 'Infini-D' costs about $800 and is by far very underpowered compared
|> > to the average mature Amiga animation program.
|>
|> Have you also checked out how much an Amiga 4000 costs in terms of
|> price/performance to a PowerMac 6100. J&R Computer has em for $1499 now, a
|> drop of $100 from last week. I understand that Amiga video software companies
|> are bailing out of the Amiga market.

When they finally do, they will. But explain how come I have gotten over
4 upgrades of Real 3D V2 (including a major upgrade) since I bought it,
how come NewTek released the Toaster Flyer, Imagine's coming out, Caligari
has been improving, Aladdin is still #1 for gases and is having upgrades, etc.

Of course, you can't, because from your previous posts you just don't
know this market.

|> > software... Tsk tsk... But then, I admit that for general purpose
|> > uses, that Mac offer surely looks interesting (not for me though).
|>
|> An honest comment. Now that AAA is not comming, what is your future hardware
|> plans?

While 'AAA' can still come out, I'm not holding my breath for it.
I was very interested in considering jumping to a PowerMac, until the
animation software, OS speed, current PowerPC implementation (still doesn't
take full advantage), Mac's lack of real multitasking (you pull on a menu,
everything halts), lack of double-buffered animation (well, in the software
I have seen so far and this includes the quicktime movies), lack of a
near-24-bit mode with real-time playback had me reconsidering my decision.
Add to all that, of course, a bit of money for the required AV technologies
(for dumping the signal to video) and the $$$$software price/features.

I might go for a Pentium machine, just because it has games, it's
great for programming (I am a programmer after all), and although expensive-it's
good: 3D Studio (they recently lowered the price on it though).

I tend to like Apple more for having more 'a defined trend' than
the clones in the Video stuff, but still is no way a substitute for the Amiga.

No matter where I'll jump, I know I will be missing a lot of things...
If Real 3D gets ported to a PowerMac that can surely make me reconsider a bit.

So far, I have to wait anyway, but withing a year I should have enough
money to jump platforms...

|> > |> be liquidated at $699. Source: MacWeek - April 25, 1994
|> > |>

[stuff deleted]

|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
|>

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2076. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 03:27:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr28.032734.25019@rmece02.upr.clu.edu>
Source record: 17369

In article <1994Apr27.201247.26962@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <CotMKu.4uA@barclays.co.uk>, PostMaster@barclays.co.uk writes:
|> > In article <1994Apr25.092642.26730@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> > |> In article <2db82c50@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard
Troedsson) writes:

[stuff deleted]

|> Apple is:
|>
[stuff deleted]

|>
|> 5. Again, the software is cheap. Get A MACWAREHOUSE CATALOG!

In some areas, IT IS NOT. At least not for me. And you are forgetting
one more thing: Mac Games in general s*ck. Sure, not all of them, but
they are just a subset of what other computers have. And yes, I like
playing games a lot... if being a 'game machine' is wrong, that's plain
hypocrisy. A good game machine should have good sound, excellent graphics
and be *fast* which is kind of what a computer should be... :-)

|> > +-------------+---+
|> > |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
|> > +-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
|> > | |REPLIES to ilaskey@cix.compulink.co.uk |
|> > +-------------+---+
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
|>
|>

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2077. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 03:55:10 UTC
From: lordthan@news.delphi.com
Message-ID: <2pnc2u$poj@news.delphi.com>
Source record: 17370

sinclap2954@cobra.uni.edu writes:
>I thought this was advocacy. I have had positive response through E-mail from
>users who have said " So little money for so much". In the future I will
>refrain from doing this unless Apple announces a $1000 PowerMac.

This is *ATARI* advocacy. Your message *absolutely* did not belong here.
If you felt the overwhelming need to post it, it should have been done in
mac.advocacy. You're halfway right, however, in your conclusion; you
will refrain from posting that sort of message. PERIOD. Not "unless
Apple announces a $1000 PowerMac." Pro-Apple messages which have nothing
to do with the conversation at hand is simply Atari bashing, and that's
NOT what this newsgroup is for. If, in the future, you do decide to post
a similar message here, I *will* send a message to the administrator of
your site; I doubt I'll have a lot of difficulty finding supporters in
this newsgroup who will back me up.
If you want to talk about Ataris, fine. If you want to answer people's
questions about the Mac, fine. If you want to post pro-Apple messages in
hopes of provoking a silly, stupid CPU war, do it elsewhere.

>But then again I am a fanatical Lynx owner who got screwed! I have owned the
>Amiga 500, 2000, 3000 and A1200 and now a Happy Duo Owner.

So post about your Lynx, then. I'm a VERY long-time Atari owner who feels
I got totally shafted by Atari, too. Do you see me purposely provoking
fights here?

Look, Sinclap, I'll spell it out for you plain and simple.

If you don't like Atari, leave. There's no purpose for you here.
If you want to do nothing but sing about your Mac, do it in mac.advocacy.
If you decide to do otherwise, I will file formal complaints.

2078. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 04:05:49 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pncmt$s28@usenet.rpi.edu>
Source record: 17379

sinclap2954@cobra.uni.edu writes:

>Apple is:

>1.still restructuring.
>2.in a product transition
>3. forgoing profits short term for higher marketshare
>4.Analysts who follow Apple state that the company will bounce back to the
>traditional profitability in the next quarter.

>5. Again, the software is cheap. Get A MACWAREHOUSE CATALOG!

6. Makes computers that don't have disk eject buttons.
7. Has lost much of its ease-of-use advantage over the PC cloners
due to MS Windows.
8. Refuses to adhere to the PReP standard.
9. Only has a 15% market share.
10. Uses non-standard printer ports.
11. Won't allow the creation of a REAL Mac clone market
(read p. 24 of the April issue of Byte)
12. Will join C= in bankruptcy in 5 years. (*Except* it!)
13. Seems to attract idiots such as yourself like flies!

Now Mr. Clap, will you please SHUT UP!!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* 2954 is an evil number!
* Iowa is a boring state!
* The Mac is an inferior machine!
*

PS: I saw a PowerMac at CompUSA and I WAS NOT impressed!

2079. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 04:23:33 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pndo5$sn9@usenet.rpi.edu>
Source record: 17380

sinclap2954@cobra.uni.edu writes:

>But then again I am a fanatical Lynx owner who got screwed! I have owned the
^^^^ ^^^^^^^
>Amiga 500, 2000, 3000 and A1200 and now a Happy Duo Owner.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

At last! The truth is finally out! The reason why Peter the Clap hates Ataris and Amigas so much is because he got "screwed" by them. Of course, since he KNOOOWS how LOUUUSY these computers are and how OH! SO GREAT the Mac is, he was STUPID to buy those machines in the first place! Peter, why didn't you just start off with that holy machine, the Mac, and ignore those other computers that you have denounced so many times as being inferior? Judging by your posts, those INFEERIOOOR computers have had a negative effect on your brain.

Just my 2 cents,

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* 2954 is an evil number!
* Iowa is a boring state! (*Except* it)
*

PS: How exactly do you get "screwed" by a computer? Inquiring minds want to know.

2080. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 04:51:08 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pnfbs$i8@usenet.rpi.edu>
Source record: 17381

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>So let me get this straight...Your main annoyance with the Mac is the
>*disk drive*?!? You're one of those people who would turn down a
>$100,000 prize because it was delivered in singles, aren't you? Talk
>about nitpicking...And besides, AS I SAID, it's not as annoying as you
>may believe it is. IMO, the 1040ST's obnoxious side-loading mechanism
>(which has cost me two mechanisms already) is far more annoying than the
>Mac's drive.

If you can prove to me that the Mac is $1M prize, I'll get one tomorrow.
As for the 1040ST disk drive, how many times do I have to tell you that
I am not an Atari fanatic.

>If your friend had that problem in 1990, I think he may have been living
>in 1984. Newsflash: Very little of yesterday's technology interfaces with
>today's equipment successfully. (See my "upgrading discussion" from
>several weeks ago for details.)

His Mac model was newer than the 1984 128K Mac.

>Heh. :) Actually, Chris had posted the same day I had made that
>statement, and I think Sinclap got mad at me for telling him to cut the
>pro-Apple posts.

He's back! I just read 5 new Clap posts here and 2 in c.s.amiga.adv.
I guess we can't be too hard on him, tho. After all, what can one do
in a nowhere state like Iowa?

[Atari 2600 nostalgia and Apple openness issues deleted]

>> What PC clone maker are you referring to? Compaq? Dell?

>Actually, I was referring to flea market prices. I could pick up a nice
>486 machine, fully loaded with 4-MB RAM, 120-MB hard drive, 14" SVGA
>monitor & card, keyboard, mouse, dual floppies (3.5 and useless 5.25),
>DOS and Windows for about a grand. I could also buy a 68040-based Mac
>with twice the RAM and only one floppy, plus an inkjet printer and 14"
>monitor for roughly the same price, maybe $100 more, tops.

Macs as cheap as a flea-market clone? You've got to be kidding. Either
that or Apple is starting a fire sale. In any case, I definitely would
not want to buy Mac this year, even if I was interested in them. This
year you have a choice between the old 680x0 Macs which are being fazed
out, and the new PowerMacs which are still immature and probably won't
even be compatible with Apple's next line of PPC-based Macs much less

Prep.

>Real computers have to recode everything. All hail the 2600 computer! ;)
Hail the Vic-20!
And don't forget the PDP-8!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* 2954 is an evil number!
* Iowa is a boring state!
*

2081. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 04:51:27 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CoyDHr.AsI@freenet.carleton.ca>
Source record: 17378

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

>erlingh@idt.unit.no (Erling Henanger) writes:
>>Do you mean that a Digital Signal Processor is not needed on a PowerMac
>>because the CPU is so fast ?
>
>Correct. No PowerPC-based AV machines have a DSP; the PowerPC chip is
>fast enough to handle AV tasks without it, and without affecting performance.
>
>
This is absolute nonsense! ANY coprocessor which is capable of
running concurrently with the main CPU is better than none. If the power
PC systems had a standard DSP integrated into the architecture like the
Falcon then it would be a much better suited to many tasks.
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2082. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 09:02:15 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Coyp3r.Elp@barclays.co.uk>
Source record: 17384

In article <2pmki2$4tp@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM)
|> Europe, or to buy them from someone who has imported them from England.
England is in the UK which is in Europe.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

2083. Re: Pentium? NAH! was Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 09:47:33 UTC
From: clarkebj@aston.ac.uk
Message-ID: <Coyr79.Ds8@aston.ac.uk>
Source record: 17376

We all also know that you can cook pizzas off a few pentiums. And finally, we
> |> >know that the PowerPC is MUCH faster than Pentium. Intel has always been a
> |> >moot point in my opinion, and even more so with the Pentium and the PPC
> |> >outrunning it by leaps and bounds.
> |>
> |> But if Indel does win and the PPC goes away, it would be foolish for them to go
> |> that route, no? I've heard that if you eliminate backwards compatability as a
>
> Chris, the PPC would not go away, BELIEVE ME! :-)
>
> Intel is in *serious* trouble, unless they pull a fast/good one
> with the Pentium or a new RISC that can emulate in hardware the
> '486. The later, is what I think they might actually do.
>
> |> goal, then the new Intel chips are pretty good, heat problems aside. With

With respect to the heat problems with the Pentiums I take it that you are referring to the original 60Mhz pentium!
The new pentium P54B, P54C and P54D (66Mhz, 90Mhz and 100Mhz) all run cool, this is due to the fact that Intel have redesigned the chip using 3.3v for the source instead of 5v and 0.6 micron technology in the chips, this means that the 90Mhz Pentium I am looking at purchasing actually runs a lot cooler than my current DX33!

The Power Mac I'm afraid is crap!
I've got the specs of it and the results of tests carried out in several magazines in front of me and it doesn't do too well.
The native mode apps such as photoshop run slightly faster than a 66Mhz Pentium (if you are using the $4500 pound sterling (no symbol on the keyboard - sorry) power Mac and compared to the 90Mhz Pentium they don't even come close!

The floating point calculation is really bad, if theses results are anything to go buy then it can do floating point in a manner similar to a 286 with a co pro! not very impressive!

Frankly I think I've said enough (power Macs just are not worth the time of day) to finish it off I'll just give you the specs of a couple of machines.
Power Mac 8100/80 price 4,500 pounds
8MB RAM

Pentium @ 90Mhz price 2,399 pounds
16MB RAM
twin speed CD drive etc etc
(see Gateway 2000 if interested)

With respect to the new Intel chips
The pentium has been completely redesigned, I can't imagine where you got the idea it

wasn't - it is now a cross between a RISC chip and a CISC chip, it uses superscalar architectire, instruction prediction and parallel processing, this is a major advancement (2 instructions per clock cycle) and anyone who thinks it isn't needs to go
and read the professional computing press!
The pentium also has a redesigned FPU that is reckoned to be the fastest available!

The P6 *HAS* been announced, although it is just a 150Mhz Pentium it's release date is Winter this year.
The P7 has *also* been announced by Intel, this is another version of the Pentium although it isn't supposed to bear much resembence to it as it is capable of eight instructions per clock cycle at 150Mhz (Intel's quoted speed for it) this gives it a processing power of 1,200 MIPS of 1.2 BIPS - expect these machines to retail for arounds 4,000 - 4,500 pounds in Summer 1995

Do apple really think they can compete with this???

Barry

2084. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 11:21:17 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.767532077@cent.gla.ac.uk>
Source record: 17377

In <1994Apr15.174046.23663@ida.liu.se> y91stebo@odalix.ida.liu.se (Stefan Boberg) writes:

>rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>>In a message of 12 Apr 94 06:53:00, Louis Ghinis wrote:

>>LG> That is the only reason I'm delaying my purchase of the Jaguar.
>>LG> However atari has announced 51 developers and around 50 titles in the

>>84 developers.

> Of which maybe 30 don't have development systems, but have signed up
>just to review the reference manuals. We are among those.
^^^^^^^^^^^^^^^^^^
Hmmmm... Regarding some of your messages here, that is quite interesting :):)

>--
>Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
> Applied Physics and Electrical Engineering Student, Linkoping University
> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
>========== Disclaimer: I only speak for myself, not Team 17. ============
^^
If so, why did you say "we" above? That does tend to indicate that you *were*
speaking for Team 17 in reference to the Jag development docs.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |-
--|

2085. Re: Pentium? NAH! was Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 13:44:12 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94118.094412STIRRE31@MAINE.MAINE.EDU>
Source record: 17383

```
Please take Power Mac vs. Pentium arguments out of this newsgroup.
-scott tirrell
```

2086. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 15:01:09 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2poj3l$lk2@lyra.csx.cam.ac.uk>
Source record: 17382

In article <1994Apr27.200726.26961@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

|> An honest comment. Now that AAA is not comming, what is your future hardware
|> plans?

What is this crap? How many people at Commodore need to state that Marc Barret's
rumours about AAA being cancelled are NOT TRUE!

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga A1200, 6MB, 25MHz 68882, 262144 colours onscreen in 1400*590

2087. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 15:54:12 UTC
From: lordthan@news.delphi.com
Message-ID: <2pom74$f4k@news.delphi.com>
Source record: 17385

pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>>lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>>lots of stuff snipped<<

Whoa...Get it straight. I didn't write that. I *replied* to it, just like
you did (tho I was a bit more thorough).

2088. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 15:57:12 UTC
From: lordthan@news.delphi.com
Message-ID: <2pomco$f87@news.delphi.com>
Source record: 17386

<STIRRE31@MAINE.MAINE.EDU> writes:
>(In regards to Steve's comment about non-standard ports on the Atari)
>It isn't really fair to make this comment based on the 1040 ST.
>At the time Atari tried to go its own way with the DMA port. And,
>from what I've heard, it is very nice to use with an Atari-specific
>hard drive. However, the difference between Apple and Atari is the
>printer port and modem port. These ports have always been standard
>on the ST (the IBM standard). Also, Atari has shifted to SCSI-II
>for their Falcon. Heck, Atari Falcons even have Localtalk :-)
>(not that they're much use) :-(. It is much easier to buy peripherals
>for the Falcon considering I only have to go to a local IBM store
>(I have no local Mac stores).

Falcons have LocalTalk? REALLY?

My point, which I guess I didn't make clear enough, is that while Apple
did "go their own way" with the modem and printer ports, there were
several good reasons for doing so, and that type of port has *become* a
standard in itself - even on the PC. You can buy, for example, an
AppleTalk board for your PC that uses the AppleTalk port - or a 9-pin DIN
port. There's gotta be at least TWO ways of doing things on PCs... ;)

2089. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 15:58:28 UTC
From: lordthan@news.delphi.com
Message-ID: <2pomf4$fau@news.delphi.com>
Source record: 17287

<STIRRE31@MAINE.MAINE.EDU> writes:
>All I can say is that I'm glad they didn't touch GEM on the
>Atari!

Actually, Atari was part of the lawsuit. Or, more appropriately, Digital Research was. GEM, Windows, and OS/2 were all part of Apple's (stupid) "look and feel" lawsuit; Windows just got the most press since they're the biggest.

2090. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 16:00:23 UTC
From: lordthan@news.delphi.com
Message-ID: <2pomin$fdk@news.delphi.com>
Source record: 17288

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>Actually my number one complaint about the Mac is that the OS doesn't support
>dynamic memory allocation. This is why apps have to allocate so much memory
>when they load and don't use much of it. That's because an app can't increase
>or decrease the memory it's using while it's running. Since they often use
>standard methods of managing their own memory, ram doubler is able to get
>around some of these problems, but as soon as I found out that the Mac OS does
>not support dynamic memory allocation, I decided that I would NEVER buy a Mac.

Yea, that's a pain sometimes. I've got 16-MB in my machine so I don't get affected by that too much. "True" multitasking w/dynamic memory allocation, btw, will begin to become a reality with System 7.5 (due in a couple months) and will come complete around '96 - at about the same time that all Macs become PowerPC-based. A log time to wait, yeah, but like I said, it doesn't bother me and it doesn't bother a lot of other people.

2091. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 16:04:16 UTC
From: lordthan@news.delphi.com
Message-ID: <2pomq0$fev@news.delphi.com>
Source record: 17289

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <2pkjqp$41k@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM)
writes:
>>(That was "Chris.") Like I said, I attack nobody who doesn't attack me
>>first. Chris has (Had? He hasn't posted in awhile.) a problem with
>>distinguishing answers and civil conversation with bashing and
>>bad-mouthing, so I asked him to stay off this thread until he learned the
>>difference. This was, above all, to keep the heavily biased fanatacism
>>out of the way of objective conversation - and it's the reason why I
>>started THIS thread rather than staying involved in the existing ones,
>>which Chris (and others) had turned into mudslinging contests. I didn't
>>want the same thing to happen here.
>(stay calm) You.... The above is a personal, unwarrented and UNTRUE attack!!!
> was willing to give you a second chance, but you blew it with that. I'm
>sorry, but you have no right talking like that. You are a HUGE hypocrite
>and the above proves it.

There is nothing personal or unwarranted about the above, and it's hardly
an attack. And what's so untrue about it? There is NOTHING in that post
that could conceivably be a personal attack on you or anyone else! That's
simple fact. You're heavily biased and fanatical in your loyalism to
Atari; there's a fact, one that you even admitted to a long time ago.
There was TONS of mudslinging going on in the other threads, and you were
part of that (as was I, for a short time). For the longest time, every
time I said "Mac" you went into a frenzy of attacks, accusations and
mudslinging - regardless of the fact that I was keeping a civil
conversation going with other people.

My post proves nothing - and certainly nothing relating to hypocracy.
(Frankly, I don't even understand HOW that could be hypocritical. Do you
even know what the word means?)

2092. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 16:11:49 UTC
From: lordthan@news.delphi.com
Message-ID: <2pon85$fmh@news.delphi.com>
Source record: 17290

72$558@news.delphi.com> <2pnfbs$i8@usenet.rpi.edu>
>If you can prove to me that the Mac is $1M prize, I'll get one tomorrow.

I won't prove that, but I can easily prove that the Mac is far more supported in the US than the Atari is.

>As for the 1040ST disk drive, how many times do I have to tell you that
> I am not an Atari fanatic.

I was using that as an example, since this IS an Atari newsgroup. I'm well aware of your non-Atari-fanatic status.

>He's back! I just read 5 new Clap posts here and 2 in c.s.amiga.adv.
>I guess we can't be too hard on him, tho. After all, what can one do
>in a nowhere state like Iowa?

A friend of mine lives in Iowa. He's always bored. ;)

>Macs as cheap as a flea-market clone? You've got to be kidding. Either
>that or Apple is starting a fire sale. In any case, I definitely would
>not want to buy Mac this year, even if I was interested in them. This
>year you have a choice between the old 680x0 Macs which are being fazed
>out, and the new PowerMacs which are still immature and probably won't
>even be compatible with Apple's next line of PPC-based Macs much less
>Prep.

No, I'm not kidding. Plain fact. I can buy (I've posted this before) a 25Mhz 68040-based Quadra 605 w/8-MB RAM, a 120-MB hard drive, keyboard, mouse, 360dpi inkjet printer, System software, ClarisWorks (an integrated package, very good) and color monitor for about $1000-$1100. At a recent Ken Gordon show (do you know what that is?), I could have bought a 25Mhz 486SX clone w/4-MB RAM, a 230-MB hard drive, 14" monitor, keyboard, mouse, MS-DOS and Windows for $1000. Tack on another $200 for a DeskJet (300dpi inkjet) and trade the larger hard drive for a 120-MB drive and 4-MB extra RAM and you've got comparable systems - and the Mac has more software, is easier to set up, has a better printer, and has more features (sound sampling, built-in networking, etc).

>* King of the Russians (in Civ)

Again? ;)

2093. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 16:12:13 UTC
From: lordthan@news.delphi.com
Message-ID: <2pon8t$fnc@news.delphi.com>
Source record: 17291

PostMaster@barclays.co.uk writes:
>In article <2pmki2$4tp@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM)
>|> Europe, or to buy them from someone who has imported them from England.
>England is in the UK which is in Europe.

My typo. Sorry. :)

2094. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 16:18:08 UTC
From: lordthan@news.delphi.com
Message-ID: <2ponk0$fr9@news.delphi.com>
Source record: 17294

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In some areas, IT IS NOT. At least not for me. And you are forgetting
>one more thing: Mac Games in general s*ck. Sure, not all of them, but
>they are just a subset of what other computers have. And yes, I like
>playing games a lot... if being a 'game machine' is wrong, that's plain
>hypocrisy. A good game machine should have good sound, excellent graphics
>and be *fast* which is kind of what a computer should be... :-)

In general, you're right. Mac games DO suck. Why? SImple. The Mac has no sprites. The Mac was never intended on being a game machine, so sprites (almost mandatory to a good video game) weren't programmed in.
However, there ARE many games which get around that limitation nicely. Maelstrom, a shareware asteroids-type game, is simply incredible. Dozens of other great shareware games exist too; Bolo (a networkable multi-player tank battle game), Solarian II (kinda like Galaxian on steroids), and many many others exist.
On the commercial front, things aren't as populated as some people (myself included) would like them to be. Crystal Quest was the first really great commercial game; the sequel, Crystal Crazy, hit the stores last Christmas. Myst and 7th Guest are great too; the Mac's biggest strengths, I believe, lie in adventure gaming like those two.

2095. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 16:28:57 UTC
From: lordthan@news.delphi.com
Message-ID: <2poo89$g1o@news.delphi.com>
Source record: 17295

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>sinclap2954@cobra.uni.edu writes:
>>Apple is:
>>1.still restructuring.
News to me.

>>2.in a product transition
Are they?

>>3. forgoing profits short term for higher marketshare
It's called "business." There's a problem with high marketshare? In that
case, I guess Atari is doing great - they have practically no marketshare.

>>4.Analysts who follow Apple state that the company will bounce back to the
>>traditional profitability in the next quarter.
shrug Not surprising. If you're implying that entry-level Macs will
disappear, however, you're wrong.

>>5. Again, the software is cheap. Get A MACWAREHOUSE CATALOG!
Much of it is, some of it is a bit pricey. But, like I've said, you get
what you pay for.

>6. Makes computers that don't have disk eject buttons.
Closed-minded nitpickers, I swear...

>7. Has lost much of its ease-of-use advantage over the PC cloners
> due to MS Windows.
WRONG! Given otherwise equal platforms, Windows *DOES NOT* make the PC as
easy to use as a Mac. Remember, Windows is nothing more than a shell
running on top of DOS (unless you consider Windows NT, which is a story
unto itself). The Mac OS is a wholly integrated OS. And that's only for
software; hooking up hardware to both plaforms is still far easier on the
Mac.

>8. Refuses to adhere to the PReP standard.
Dunno about this one; I haven't been following it.

>9. Only has a 15% market share.
Compared to Atari's....1.5% share? Pot calling the kettle black syndrome...

>10. Uses non-standard printer ports.
Uses standard printer ports that also happen to double as STANDARD
NETWORKING ports. Would you rather have a computer with an extra port on
the back taking up more space? Sorry.

>11. Won't allow the creation of a REAL Mac clone market
> (read p. 24 of the April issue of Byte)

There's already one company making a Mac clone that doesn't use Apple's technology. Second, Apple's OS now runs on Sun workstations, opening up the potential for other Mac emulators. Third, Insignia Solutions has been licensed by Apple to create a version of the Apple OS that will run on Intel machines.

>12. Will join C= in bankruptcy in 5 years. (*Except* it!)
You have n ofacts to back this up; it's just wishful thinking. And what, for the second time, does "*Except* it!" mean?

>13. Seems to attract idiots such as yourself like flies!
Thank you. Nice to know the community has become so literate.

>Now Mr. Clap, will you please SHUT UP!!
I'm not Mr. Clap. Your point?

>PS: I saw a PowerMac at CompUSA and I WAS NOT impressed!
No surprise there. I saw an $1100 Falcon at a not-so-local Atari store. I was *far* from impressed.

2096. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 16:30:39 UTC
From: lordthan@news.delphi.com
Message-ID: <2poobf$g4i@news.delphi.com>
Source record: 17292

ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:
>>Correct. No PowerPC-based AV machines have a DSP; the PowerPC chip is
>>fast enough to handle AV tasks without it, and without affecting performance.
> This is absolute nonsense! ANY coprocessor which is capable of
>running concurrently with the main CPU is better than none. If the power
>PC systems had a standard DSP integrated into the architecture like the
>Falcon then it would be a much better suited to many tasks.

Apparently you don't understand what *Reduced* instruction processors do.
The PowerPC chip, like it/accept it or not, is fast enough to handle all
standard Mac functions as well as DSP functions without adversely
affecting performance.

2097. CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 16:50:40 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2poph0$dnv@usenet.INS.CWRU.Edu>
Source record: 17293
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

If you haven't downloaded the latest version of CAIN Newsletter, here is
your chance to participate in voting for the most wanted games for the Jaguar!
The results will be looked at by Atari Corp. This vote is being done by
the Cleveland Free-Net Atari SIG.

Most Wanted Games on the Jaguar!

Here's your chance to determine the most wanted games on the Jaguar!
If you own a Jaguar or think you will own a Jaguar in the next year or so,
you are allowed to vote on the most wanted games for the Jaguar!

INSTRUCTIONS: You may use 20 points to vote on any of the games on the
following list that you would like to see on the Jaguar. The list was
compiled from lists of games that game players throughout the world
contributed since the last CAIN Newsletter. You may allocate as many
points as you want in vote of a game, but you may NOT use more than a
total of 20 points. If you use more than 20 total points, none of your
votes will count.

If there is a game that you would really like to see made for the Jaguar
but it is not on the list, you may add that game to your votes. But you
are required to give that game at least 10 of your votes.

EXAMPLE:

Mortal Kombat II.....Acclaim/Midway.....[06]
Sinistar.....Williams/Midway.....[03]
Archon II.....Electronic Arts.....[01]
Dimensions Through Space (made up).....Dimensions'R'Us.....[10]

NOTICE: The game that isn't on the list is Dimensions Through Space.
This game does not exist but the game that you would like to see should
exist. 10 points were given to that game since it was not on the list.
This system is to assure that games not on the list will still have a chance
to be a most wanted game (especially if others suggest it too). Also,
if you add a game, you need to include the company that has the rights to
make it.

As you look through the list, you may find errors. If you find an error,
please include information on the error along with your votes.

We are unaware (and most others) of who has the rights to certain Atari
games--Atari Games Corporation or Atari Corporation. If you are aware of
who has the rights to the game, please send the information to the

address along with your vote.

I have been assured by a representative of Atari Corporation that the list of most wanted games will be given to the appropriate person at Atari Corp. after all votes are counted.

Finally, it should go without saying that all of the older games listed would be enhanced versions of the original for the Jaguar.

SEND VOTES TO: xx004@cleveland.freenet.edu

Here's the list:

Aces Over Europe.....Dynamix.....[ ]
Adventure.....Atari.....[ ]
Airborne Ranger.....Microprose.....[ ]
Alone in the Dark I.....Infogrames.....[ ]
Alone in the Dark II.....Infogrames.....[ ]
Alternate Reality (complete series).....Philip Price.....[ ]
Archon II.....Electronic Arts.....[ ]
Assault.....Atari.....[ ]
Asteroids (all forms in one).....Atari.....[ ]
B-17 Flying Fortress.....Microprose.....[ ]
BallBlazer.....LucasArts.....[ ]
Baseball Stars.....SNK.....[ ]
Battle Zone.....Atari.....[ ]
Bio Menace.....Apogee.....[ ]
Blasteroids.....Atari.....[ ]
Blazing Lazers.....HudsonSoft.....[ ]
Carrier Command.....Rainbird.....[ ]
Centipede.....Atari.....[ ]
Comanche Maximum Overkill.....NovaLogic.....[ ]
Commander Keen.....Apogee.....[ ]
Congo Bongo.....Sega.....[ ]
Cosmo's Adventure.....Apogee.....[ ]
Crazy Climber.....Namco.....[ ]
Cyber Sled.....Namco.....[ ]
Darksun: Shattered Lands.....Strategic Sim.(SSI).....[ ]
Defender.....Williams/Midway.....[ ]
Desert Strike.....Electronic Arts.....[ ]
Dig Dug.....Namco.....[ ]
Discs of TRON.....Disney.....[ ]
Dune II.....Virgin.....[ ]
Dungeon Master.....FTL.....[ ]
Elite II/Frontier.....GameTek.....[ ]
F-15 III.....Microprose.....[ ]
Fatal Fury II.....SNK.....[ ]
Flashback.....Delphine Software.....[ ]
Food Fight.....Atari Games.....[ ]
Gauntlet IV.....Atari Games.....[ ]
I, Robot.....Atari Games.....[ ]
Knights of the Round.....Capcom.....[ ]

Lady Bug.....Universal.....[ ]
LLamatron.....LlamaSoft.....[ ]
M.U.L.E.....Electronic Arts.....[ ]
Major Havoc.....Atari Games.....[ ]
Martial Champions.....Konami.....[ ]
Mechwarrior II.....Activision.....[ ]
MegaMan.....Capcom.....[ ]
Monster Bash.....Apogee.....[ ]
Mortal Kombat.....Acclaim/Midway.....[ ]
Mortal Kombat II.....Acclaim/Midway.....[ ]
N.A.R.C.....Acclaim/Midway.....[ ]
NBA Jam.....Acclaim.....[ ]
Pac-Man (complete series).....Midway.....[ ]
Pinball Jam.....Atari Corp.....[ ]
Pinball Fantasies.....Digital Illusions.....[ ]
Pole Position.....Atari.....[ ]
Raiden II.....Fabtek.....[ ]
Rampart.....Atari Games.....[ ]
Rebel Assualt.....LucasArts.....[ ]
Road Riot.....Atari Games.....[ ]
Road Blasters.....Atari.....[ ]
Robotron 2084.....Williams.....[ ]
Rolling Thunder.....Atari.....[ ]
Samurai Shodown.....SNK.....[ ]
SimCity 2000.....Maxis/Bullfrog.....[ ]
Sinistar.....Williams/Midway.....[ ]
Smash TV.....Williams/Midway.....[ ]
Space Lords.....Atari Games.....[ ]
Star Wars Trilogy (S.W.,E.S.Back,R.Jedi)..Atari Games.....[ ]
Starblade.....Namco.....[ ]
Starglider.....Rainbird.....[ ]
Steel Talons.....Atari Games.....[ ]
STUN Runner.....Atari Games.....[ ]
Stunt Track Racer.....Microprose.....[ ]
Super Street Fighter II.....Capcom.....[ ]
Syndicate.....Bullfrog.....[ ]
Tecmo Bowl.....Tecmo Inc.....[ ]
Thunderhawk.....Core.....[ ]
Total Carnage.....Williams/Midway.....[ ]
Tournament Cyberball.....Atari Games.....[ ]
Ultima.....Origin.....[ ]
Virtua Fighting.....Sega.....[ ]
Virtua Racing.....Sega.....[ ]
Wayne Gretzky Hockey.....Bethesda.....[ ]
Wheel of Fortune.....Gametek Inc.....[ ]
Wing Commander I.....Activision.....[ ]
Wing Commander II.....Activision.....[ ]
Wing Commander III.....Origin.....[ ]
Wizardry.....Sir Tech.....[ ]
World Heroes II.....SNK.....[ ]

WWF Royal Rumble.....Ljn.....[ ]
X-Wing.....LucasArts.....[ ]
Xybots.....Atari Games.....[ ]
Zeppelin.....Synapse.....[ ]

AGAIN, send to: xx004@cleveland.freenet.edu

RESULTS WILL BE POSTED IN TWO WEEKS.

2098. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 20:09:09 UTC
From: lordthan@news.delphi.com
Message-ID: <2pp555$oa2@news.delphi.com>
Source record: 17296

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>Actually, I know better than the Mac 95% of the time. I'm about to save
>to a floppy, and I want to check if it's write-protected. I cannot simply
>pop out the disk and check, I have to go to some point in the program where an
>eject buttion is avail (or switch back to the finder) wait as system 7 grinds
>for 10 seconds or so then ejects the disk (and immediately puts up a dialog
>asking for the disk back) check the disk and reinsert it. Or, I have to
>search around for a paperclip and unbend it. I'd rather just pop it out look,
>and pop it back in. THis is onw example, I can give you others.

There's no need to pop out the disk and check. A simple glance at the
floppy's window will tell you if it's locked or not. If you're in a
program and at the standard Save File dialog box and you attempt to save
to a locked floppy, it will tell you. Just click on the eject
button, slide the write-protect tab, and put the disk back in. There's
maybe a three second time difference in the latter case, and in the
former case, the Mac's window is faster than ejecting and reinsertng a
disk. (There's also several shareware programs that will change the
floppy's icon to indicate if it's locked, saving even more time.)
If you want to give more examples, knock yourself out. Personally, I
still find it amazing that people are actually whining about a friggin'
floppy drive.

>The point is that you still have to make sure that they are "mac-compatable"
>printers. I can get just about any printer and it'll work. At worst for the
>Atari side, it is just as easy to find a printer for the Atari than for a Mac.

And AGAIN I say (doesn't ANYONE read my messages any more?) that finding
a "Mac compatible" printer is just as easy as finding a PC compatible
one, with the exception of dot matrix printers. I'd be willing to wager,
in fact, that there are more high resolution printers out there that have
either Mac-type or PC-and-Mac-type ports on it than there are printers
that have PC-type ports ONLY. A Centronics connector *hardly* warrants a
high technology, reliable interface. Just because Centronics came before
AppleTalk (aka LocalTalk) doesn't mean that it's better!

>but DMA was faster than SCSI. That was the point of going with it.

And IDE, I believe, is also faster than SCSI. (Or is it MFM or RLE? I
always get those "PC standards" confused.) None of them, however, offer
the type of reliability and convenience that a good SCSI controller
offers. The Mac's strongpoint is ease-of-use, which is why SCSI was chosen.

>I guess I missed it, but don't worry about explaining it. Apple has always
>gone with different ports just for the sake of being different. How else
>can you explain option and command as opposed to control and alternate on the

>keyboards? They just wanted to be different.

There's an ill-informed response if I'd ever seen one. Please show me your proof that Apple's reasons are "just for the sake of being different." I'd love to see them.
The Mac's OPTION key doubles as the PC's ALT key; if you bothered to look at a Mac keyboard (which you obviously haven't), you'll see that "alt" is written on the key cap just as "option" is.
When the Mac was introduced, it had one non-extended keyboard. This was to continue up until the introduction of the Mac SE, when Apple introduced the ADB (Apple Desktop Bus) interface for keyboards and mice, which continues to date. Apple didn't want their computers to be viewed as another sort of PC clone, so they brought it as far away from PC-dom as possible. This precluded removal of the CONTROL key in exchange for a "Mac-like" COMMAND key. Apple did make the mistake of underestimating the general population's need for a PC-like CONTROL key, so when the ADB Macs came out, an extended keyboard was offered (and still is) that has a CONTROL key on it as well.
If you insist on arguing problems that were laid to rest about seven years ago, do let me know. It's mildly amusing.

>Right. you need a plug that costs more than $10 to convert the 15 pin in 3
>to the 15 pin in 2 rows for it to work on a mac. Again, at worst the Mac is
>no more convenient than an Atari.

Boy, are YOU into bad information.
Every Mac produced today that can support SVGA monitors *includes* the adaptor plug with the computer. At no charge. Furthermore, you conveniently bypassed the modem issue. The Mac can use every PC-type modem around; just buy the cable. This is no different from any other computer, however. If you buy the modem, you buy the cable. Sometimes modems come packaged with cables and software. On the Mac, this is fine; dozens of vendors including US Robotics, Hayes, Supra, Boca, and others offer "Mac-compatible" modem/cable/software bundles. Where, praytell, are the Atari modem/cable/software bundles? Sure, you can buy a PC modem package, but then you trash the software. That's convenient, I'm sure.

>"Rather major programming task" = hack. Spectrum 512 is a hack. Video
>interrupts on the 8 bit was a hack. Today, it appears with SM3 to not be
>a hack.

sigh I tire of this.
Major programming DOES NOT constitute a hack. It constitutes a programming effort, period. A "hack" is a programming trick that allows a computer to do something it's not supposed to be able to do. If video interrupts on the 8-bit was a hack, then why did Atari program it into the ROMs of the machine? Why did they allow even lowly BASIC to access it? The same goes for Spectrum 512.
Mortal Kombat II is a major programming task. It is FAR from a hack.
Stereo sound is, and never was, a hack. It just took time to implement.

>No, I'm not saying "incapable" but I do say that my 4Runner is not a car
>that is made for going over 100 mph. A Ferrari, OTOH, is. Your Mac is
>not incapable of doing stereo before SM3, it was not intended for stereo,
>though. (please do not equate that I am saying my falcon is a ferrari and you
>mac is a 4runner... I haye computer/car metaphors)

(Case understood; no erroneous equations made. 4Runners are cool, btw.)
I think "intended" a bad word to use. Certainly stereo sound WAS
intended; otherwise there would be no stereo output on the computer.
Picture it like this: Pre-SM3, accessing stereo sound was akin to hooking
up a car stereo "the old fashioned way" of stripping, soldering, and
taping (or heat-shrinking) several wires for power, ground, speaker
leads, etc. It COULD be done, but it wasn't that convenient. Today when
you install a stereo, you just have to plug in a wiring harness and off
you go. SM3 is like that. Rather than accessing a bunch of different
areas of the Mac to code for stereo, you have one centralized "harness"
that access all of the proper "wiring".

>just like you are avoiding the fact that you are on shaky ground with your
>"I don't atrtack anyone" claim??

I never said that I don't attack anyone. I said I didn't attack anyone
who didn't attack me first. Big difference, and there's nothing shaky
about it.

2099. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 20:46:10 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2pp7ai$spo@lyra.csx.cam.ac.uk>
Source record: 17297

In article <2poobf$g4i@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:

|> Apparently you don't understand what *Reduced* instruction processors do.
|> The PowerPC chip, like it/accept it or not, is fast enough to handle all
|> standard Mac functions as well as DSP functions without adversely
|> affecting performance.

That's just silly. Are you saying it wouldn't go faster with both?

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga A1200, 6MB, 25MHz 68882, 262144 colours onscreen in 1400*590

2100. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 21:25:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr28.162532.27025@cobra.uni.edu>
Source record: 17298

In article <2phqa1$50p@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>
>>To answer some of your speculations...
>
Some stuff deleted..

>>10% MARKET SHARE: It's a bit higher than that, though I don't know
>>offhand what the current share is. Besides, without trying to sound
>>hostile, how can an Atari fanatic point the finger at Mac users for
>>market share? What kind of market share does Atari have?
> Okay, about 15%. But that is still pretty small compared to
> the IBM clone market. I'm not an "atari fanatic" by the way.
> I had two Ataris (an 800 and a 130XE) when I was in grammar
> school and still have some interest in what's going on in the
> Atari world; that's why I occasionally read this newsgroup.
> However, for the last six years I have been using IBM clones,
> and the PC world is my primary interest now.
>
>>"NORMAL" PRINTER PORTS: Several reasons, actually. The printer port does
>>many different jobs. It acts as an AppleTalk connection for the built-in
>>networking capability. It can double as a second serial connector, if you
>>like. And because it's smaller than a standard parallel connector, it can
>>be installed in a multitude of items - such as the Newton. (Try and
>>imagine a Newton with a huge Centronics connector for data transfer!)
> I have a friend who had a Mac SE Freshman year. He tried to connect
> a perfectly ordinary Epson dot-matrix printer to it and was forced
> to buy an adaptor. However, even with the adaptor, the printer still
> wouldn't work with his computer. (Incidently, he now owns an IBM
> clone and has no intention of ever getting another Mac). The reason
> for the non-standard printer port, like so many other Macintosh
> "features", is to give Apple a captive market that allows them to
> keep their prices artificially high.

Keep prices high!! Care to elaborate? I paid $299 for my StyleWriter II. Was I ripped off? Apple Sells a level 2 postscript laser printer for $899($749 my price). Is that too much? HP and other printer companies have Apple Talk ports on their products. I suggest you keep up on the facts before you comment again.

>>RADIOACTIVE WASTE: Opinion, fostered by hostility. Not worth answering.
>>LARGE EGOS: Opinion, fostered by hostility. Not worth answering, aside
>>from saying that this sort of sweeping generalization is laughable. I
>>suppose you haven't met an egotistical PC, Amiga, Atari, or Sun user?

> Take it easy, man! You take posts to seriously!
>
> Yes, I have met egotistical PC, Amiga, etc., egotists. I have
> also seen posts by such people in these newsgroups. However,
> when it comes to putting down other kinds of computers in
> newsgroups, the Mac egotists have no equal! The Atari and Amiga
> advocacy groups have more posts by you, The Clap, and MB putting
> down those computers than anything else. And incidently, why don't
> you guys ever post anything in the MAC newsgroups? Is it simply
> more fun criticizing other people's computers than discussing your
> own with fellow Mac users?

More Stuff deleted

> [deletion]

>>>PPPPPPS: In 5 years, Apple will = Commodore.
>>Oh really? This is your own speculation, I assume? Wishful thinking? Any
>>solid factual information to back this up? And, praytell, where will
>>Atari be? I'm still waiting for an 040-based ST to come out of Atari's
>>factory. I mean, hey, the 040 has been out for how many years now?
> I reiterate, I AM NOT AN ATARI FANATIC!
> I stand by may prediction. The Macs only strength is its ease of
> use. Now that PC's are becoming easier to use (tho Windows has a
> a long way to go) there is less and less reason to buy a Mac and
> be subject to Apple's captive market.

The PC will never have ease of use like the Mac. Remember Apple is not
standing still. There are many reasons to buy a Mac over any PC. What captive
market? Please elaborate? A Mac Quadra 605 8/160 can be had for $869 now?

>
> [deletion]
>
> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ) [Now available on the Mac]

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2101. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 21:34:02 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr28.163403.27026@cobra.uni.edu>
Source record: 17299

In article <1994Apr26.060704.29444@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <2phc7b$p94@news.delphi.com>, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
> |> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> |> > Me. Do you know $$how much$$ desktop video programs cost on the Mac?
> |> >The 'Infini-D' costs about $800 and is by far very underpowered compared
> |> >to the average mature Amiga animation program.
> |>
> |> Actually, Infini-D costs $519 and includes a free PowerMac upgrade. It's
>
> $519 now...? Doesn't sound that bad... until you use it :-(
>
> |> a competant program, but the Amiga (IMO) maintains a (narrowing) edge in
> |> desktop video.
>
> Narrowing... I don't know about that. You should check out the
> latest version of Real 3D I just received two weeks ago.
>
> |> > I was checking out the PowerMacs until I checked out Mac animation
> |> >software... Tsk tsk... But then, I admit that for general purpose
> |> >uses, that Mac offer surely looks interesting (not for me though).
> |>
> |> When I get a more potent Mac, I'll be doing DT video. A 25Mhz 68030 just
> |> isn't good enough for that. :)
>
> I use a 68030 @ 50Mhz.
>
> Now, here's what REALLY hilarious:
>
>
> I did a small test case in Infini-D in the Quadra AV 880 (68040@40Mhz)
> here in my college campus. My Real 3D V2.35 (the previous version)
> came pretty close to Infini-D. My new version is about 35% faster
> than before.
>
> Of course, this were just specific cases, maybe with glass and other
> complex reflections the gap will grow wider... or narrower :-)
> The thing is: this was with my 'POOR' 68030@50Mhz with 50Mhz 68882 FPU!
>
> I mean, the Quadra should have *CRUSHED* my machine performance wise,
> and yet, my machine came out pretty close. The Power Mac Infini-D
> is about 3-4 times faster (subjective, this one I couldn't time with
> a watch) on the middle end PowerMac. If this holds, My Real 3D just

> in a 68040@40Mhz should come close to the Power MAC!!!!!!!

The question is can you get an 040/40mhz Amiga? If so, how much?

Apple Computer visited my campus today and showed the PowerMac. The Powermac 6100 is fast and blew away a Quadra 800! The surprising part is that the 6100 is much cheaper than the Q800 and 650!!

>
> Do you think I am impressed? :-)
>
> |> The Color Classic isn't, IMO, a practical computer. For about $200 more
> |> you can get a MUCH better and much more expandable system.
> |>
>
> --
> --
>>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
> A1200 with AGA blast processing ;-)
> REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
> ---> Opinions are my own, not of my college campus

Peter Sinclair-Day
University of Northern Iowa
Cedar falls, Iowa USA

2102. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 21:39:00 UTC
From: mikke.mattsson@tnogobl.ct.se
Message-ID: <2dc03d91@tnogobl.ct.se>
Source record: 17330

MM>> Falcon yesterday and am planning to buy a 486dx/40 tomorrow.
MM>>
MM>> (And no, it's not because the Falcon sux, because it doesn't)
MM>>
MM>> Are you perhaps planning to run SECOM on the PC?
>
> Nope, SECOM runs on the STe still ... the above PC is kinda "well equipped"
> you see, and it's quite fun to run Windows in 640*480*16.7mil with no
> slowdown ....
> I will probably buy a few more PC's to run the BBS and set up a network

It must be a contagious decease running in Skoene.. First Kocken buys an old
286, and now you trade your Falcon for a 486.. Who's next? +)

I just read that RATSoft _probably_ will be capable of LAN networking in the
future, so maby you shouldn't sell all your horses and buy goats for the money.

-Mikke M.
mikke@tnogobl.ct.se

2103. Re: Why is the mac so slooooww...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-28 21:44:36 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr28.164436.27027@cobra.uni.edu>
Source record: 17308

In article <9404261550.AA20002@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran) writes:
>>In article <1994Apr25.054821.26719@cobra.uni.edu>
> sinclap2954@cobra.uni.edu >writes:
>>>The price/performance is getting worse on the Falcon. This week Apple
> USA >>will>reduce the price on Quadra 605 configurations. The 4/80 has
> been >>discontinued.
>
>
> Having used a Mac Quadra650 extensively for the last month now, I
> have to say that for a 33MHz 040 machine its very unimpressive. It is what
> I would call `adequate` to use but doesnt deliver the blisteringly fast
> speed I would expect an 040 to give. Using a 33Mhz 030 mac is obviously
> even worse so the PowerPCs `40Mhz 030` emulation really isnt very useful
> given that the Quadras are so much cheaper now. What _IS_ apple playing at
> .. you`d think that they would be concentrating on making the PPCs more
> affordable. Maybe since they have a captive market they think they can
> rip-off their customers with the PPC...

Sounds like a desparate rabid Amigadroid who got the wind knocked out when he
heard that C=USA will close Friday(yes tommorrow).

Ripp off customers? Are you referring to C= for charging $2300 for an Amiga
4000. The Quadras are not much cheaper than the powerMacs. A powerMac 6100
can be had for $1500 versus $1900 for a Quadra 650. However, A Quadra 605 8/160
can be had for $869. So tell me where can I get a 040 Amiga for that much?

>
>
> Gavan.
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2104. Re: This group

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 00:15:32 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ED4AFDXW@dksoft.ping.dk>
Source record: 17305

In <2pmler$59r@news.delphi.com> LORDTHANATOS@DELPHI.COM wrote :

>ylva.budsjoe@shewolf.ct.se (Ylva Budsjoe) writes:
>>COMP.SYS.ATARI.ADVOCACY?
>> ^^^^^^^^^^^^^^^
>
>Kinda. ;) It's my guess that Atari Advocacy will return once people
>stop spouting off lies and half-truths about the Mac. At least, that's
>when I'll stop posting Mac stuff.
>
>
How is it, that is seems so difficult for you and Peter to understand that
here in this newsgroup we speak about Atari's and not Mac. No matter if it's
lies or not, your Mac info does not have any interest at all. And if you
feel like making some comments do it the E-mail way or turn to the Mac
newsgroup to spread your info.

Could you please move ALL your discussions about Mac's away from my sight,
(this means away from all Atari newsgroups), thanks!

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2105. Atari giving up?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 00:15:52 UTC
From: lordthan@news.delphi.com
Message-ID: <2ppjjo$4vm@news.delphi.com>
Source record: 17301

Put away your flame throwers, folks. This is a geniune query.

On one of the other Atari newsgroups, someone had mentioned that there was an interview with Sam Tramiel in the San Francisco Herald (?) in which he stated that Atari was, for all intents and purposes, out of the home computer business. Can anyone confirm or deny the existance of thise story?

(Please note the phrasing of my question. I'm not asking if Atari is still making computers or not, I'm asking if someone can provide me with confirmation that Sam Tramiel said this in the aforementioned interview.)

It's a sad day in cyberspace when you have to double-qualify everything you post before the vultures get to you...

2106. Uhm, excuse me ...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 01:21:03 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ppndv$cnn@news.dmpe.CSIRO.AU>
Source record: 17302

Until I started reading this newsgroup last week, I thought that we were trying to advocate the atari range of computers here. Sure they have their downsides like all computers, but why has the discussion divulged into a Power-Mac advocacy group!?

And while I have your attention, can someone point me to how I may plot pixels on a Falcon/ST/STe in assemble!? I wish to be able to set a pixel at x,y in a color. I know this is relatively easy in the chunky true-color, and harder in planar modes, but how the f%$k do I do it in assembler!?
I wish to write a flight sim, have all the theory, and C++ code, but I need to be able to do direct screen plots for the graphics. Someone suggested I use line-a, but as that's a big no-no .....

Any help greatly appreciated ...

Regards,

Karl.
R
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

2107. Re: Atari giving up?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 01:58:24 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94118.215824STIRRE31@MAINE.MAINE.EDU>
Source record: 17309

There has been a lot of disagreement about this. But, as far as
I know, Atari's official stance is that Jaguar profits will be
funneled into the computer business. You can argue about whether
this will happen or not. Atari probably will wait out the Pentium
vs. Power PC war and side up with the winner. I do not believe
that Atari will be coming out with a Falcon040 (my opinion). I
do believe that if the Jag takes off that Atari will redefine
power without the price with a next generation machine. You can
flame me if you want but Atari has done it in the past and the
Jaguar just shows that they have not lost their ability to make
great technology available at low prices.
Atari is continuing to support the Falcon. They are still making
and selling it. They have recently announced that they will begin
their co-op advertising program again to allow Atari dealers to
get some more exposure. Atari UK announced that about 80,000
Falcons have been sold in Europe and I have also heard that
Falcon sales have started to pick up. Atari also removed restrictions
on mail order for the Falcon.
-scott tirrell

2108. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 03:15:03 UTC
From: diehl@io.org
Message-ID: <2ppu3n$8r0@ionews.io.org>
Source record: 17319
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

I'm not here to vote -- though I'd like to and probably will -- but
there's a game that I havn't seen mentioned that I"d love to see done on
the Jaguar. And that is Electronic Arts' Racing Destruction Set. I had
loads of fun with that on my 8-bit Atari, creating tracks with tall hills
and low gravity and such ... I think that would be a blast on the Jag.

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

2109. Re: Pentium? NAH! was Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 06:17:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr29.061756.23588@rmece02.upr.clu.edu>
Source record: 17306

In article <Coyr79.Ds8@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:
|> We all also know that you can cook pizzas off a few pentiums. And finally, we

[stuff deleted]

|> With respect to the heat problems with the Pentiums I take it that you are referring to
|> the original 60Mhz pentium!
|> The new pentium P54B, P54C and P54D (66Mhz, 90Mhz and 100Mhz) all run cool, this is due
|> to the fact that Intel have redesigned the chip using 3.3v for the source instead of 5v
|> and 0.6 micron technology in the chips, this means that the 90Mhz Pentium I am looking
at purchasing actually runs a lot cooler than my current DX33!
|>
|> The Power Mac I'm afraid is crap!

I don't think so.

|> I've got the specs of it and the results of tests carried out in several magazines in
front of me and it doesn't do too well.
|> The native mode apps such as photoshop run slightly faster than a 66Mhz Pentium (if
|> you are using the $4500 pound sterling (no symbol on the keyboard - sorry)
|> power Mac and compared to the 90Mhz Pentium they don't even come close!

But what Power Mac are you comparing? The one with an 80Mhz Power PC or the low-end
60Mhz Power PC? We have of course, take into consideration pricing, but then
I know prices will differ as I will quote U.S. prices... I'll let you know.

|>
|> The floating point calculation is really bad, if theses results are anything to go buy
|> then it can do floating point in a manner similar to a 286 with a co pro! not very
impressive!

WHAAAAAAAAAAAAAAAAAAAAAAAAAAAAT? NO WAY! I'll check some benchmarks and post them...

|>
|> Frankly I think I've said enough (power Macs just are not worth the time of day) to
finish it off I'll just give you the specs of a couple of machines.
|> Power Mac 8100/80 price 4,500 pounds
|> 8MB RAM
|>
|> Pentium @ 90Mhz price 2,399 pounds
|> 16MB RAM
|> twin speed CD drive etc etc
|> (see Gateway 2000 if interested)

OUCH! Ok, that a nice price difference :-) Like I said, that should be over there,
I'll let you know over here :-) Not to be arrogant, I guess then all will depend
where you live :-)

|> With respect to the new Intel chips
|> The pentium has been completely redesigned, I can't imagine where you got the idea it wasn't - it is now a cross between a RISC chip and a CISC chip, it uses superscalar architectire, instruction prediction and parallel processing, this is a major advance|> ment (2 instructions per clock cycle) and anyone who thinks it isn't needs to go
|> and read the professional computing press!
|> The pentium also has a redesigned FPU that is reckoned to be the fastest available!

NOT FASTER than the Power PC. It is in floating point, where the PowerPC
precisely *CRUSHES* the Pentium.

|>
|> The P6 *HAS* been announced, although it is just a 150Mhz Pentium it's release date is Winter this year.

???? I understood Winter 1995. I'll double check on Byte....

|> The P7 has *also* been announced by Intel, this is another version of the Pentium although it isn't supposed to bear much resembence to it as it is capable of eight instructions per clock cycle at 150Mhz (Intel's quoted speed for it) this gives it a proce|> ssing power of 1,200 MIPS of 1.2 BIPS - expect these machines to retail for arounds 4,000 - 4,500 pounds in Summer 1995

Interesting... we'll see. After all, INTEL announced the Pentium overdrive
system, which they had to delay immenseley because thanks to the heat problems,
it wouldn't work on 95% of the machines. I do admit, however, that INTEL is
very quick and fast in putting out chips, but we'll see.

|>
|> Do apple really think they can compete with this???
|>
|> Barry
|>

The way you put it- no. On the other hand, I'll double check
some of your posted "facts" :-) (sorry, not a flame)

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2110. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 06:19:22 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr29.061922.55672@rmece02.upr.clu.edu>
Source record: 17307

In article <CoyDHr.AsI@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
|>
|>
|> In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:
|>
|> >erlingh@idt.unit.no (Erling Henanger) writes:
|> >>Do you mean that a Digital Signal Processor is not needed on a PowerMac
|> >>because the CPU is so fast ?
|> >
|> >Correct. No PowerPC-based AV machines have a DSP; the PowerPC chip is
|> >fast enough to handle AV tasks without it, and without affecting performance.
|> >
|> >
|> This is absolute nonsense! ANY coprocessor which is capable of

I agree. "Without affecting the performance" is an over-statement.
I will say, however, that it can do the same or better than before.

|> running concurrently with the main CPU is better than none. If the power
|> PC systems had a standard DSP integrated into the architecture like the
|> Falcon then it would be a much better suited to many tasks.

It can do away without the DSP. Having a DSP, of course, would be better.

|> --
|> ** Computer Systems Engineering Jack Kitowicz **
|> ** Carleton University ac382@freenet.carleton.ca **
|> ** Ottawa Ontario Canada jack@aurora.carleton.ca **

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2111. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 06:25:11 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr29.062511.39720@rmece02.upr.clu.edu>
Source record: 17310

In article <2ponk0$fr9@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> > In some areas, IT IS NOT. At least not for me. And you are forgetting
|> >one more thing: Mac Games in general s*ck. Sure, not all of them, but
|> >they are just a subset of what other computers have. And yes, I like
|> >playing games a lot... if being a 'game machine' is wrong, that's plain
|> >hypocrisy. A good game machine should have good sound, excellent graphics
|> >and be *fast* which is kind of what a computer should be... :-)
|>
|> In general, you're right. Mac games DO suck. Why? SImple. The Mac has no
|> sprites. The Mac was never intended on being a game machine, so sprites

The PC doesn't have sprites. Yet, while their action-scrolling games
suck, there are other games that are really good (DOOM comes to mind :-)).

|> (almost mandatory to a good video game) weren't programmed in.
|> However, there ARE many games which get around that limitation nicely.
|> Maelstrom, a shareware asteroids-type game, is simply incredible. Dozens
|> of other great shareware games exist too; Bolo (a networkable
|> multi-player tank battle game), Solarian II (kinda like Galaxian on
|> steroids), and many many others exist.
|> On the commercial front, things aren't as populated as some people
|> (myself included) would like them to be. Crystal Quest was the first
|> really great commercial game; the sequel, Crystal Crazy, hit the stores

When I saw crystal quest and saw my Mac roommates going crazy about it,
that's when I realized how bad were the Mac games... :-| :-)

|> last Christmas. Myst and 7th Guest are great too; the Mac's biggest
|> strengths, I believe, lie in adventure gaming like those two.

I don't think so. I don't think the Mac has game strengths after all
(so far). For example, those two games are on the PC too. What other
games the Mac has? Like I said, a subset.

And just in case, if the explanation that why Mac games suck is
because lack of sprites, then I'll say - TOO BAD. That's an explanation,
and I know it too. But it's a reason why I said what I said :-)

One of the very few games on the Mac that I recognize is very good,
has good sounds, atmosphere, etc. is Beyond Dark Castle 1 and Beyond
Dark Castle 2 particularly. Those programmers surely are geniouses :-)

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)

REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2112. The Myth of Power was Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 06:49:58 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Apr29.064958.12229@rmece02.upr.clu.edu>
Source record: 17311

In article <1994Apr28.163403.27026@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <1994Apr26.060704.29444@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> > In article <2phc7b$p94@news.delphi.com>, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
|> > |> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

[stuff deleted]

|> > I did a small test case in Infini-D in the Quadra AV 880 (68040@40Mhz)
|> > here in my college campus. My Real 3D V2.35 (the previous version)
|> > came pretty close to Infini-D. My new version is about 35% faster
|> > than before.
|> >
|> > Of course, this were just specific cases, maybe with glass and other
|> > complex reflections the gap will grow wider... or narrower :-)
|> > The thing is: this was with my 'POOR' 68030@50Mhz with 50Mhz 68882 FPU!
|> >
|> > I mean, the Quadra should have *CRUSHED* my machine performance wise,
|> > and yet, my machine came out pretty close. The Power Mac Infini-D
|> > is about 3-4 times faster (subjective, this one I couldn't time with
|> > a watch) on the middle end PowerMac. If this holds, My Real 3D just
|> > in a 68040@40Mhz should come close to the Power MAC!!!!!!!
|>
|> The question is can you get an 040/40mhz Amiga? If so, how much?

You didn't get my point, did you? The *REAL* question is, can you get
decent software on the Mac for desktop video animation that is efficient
so it justifies the machine where it is running *AND* is inexpensive?

What good does it bring me a Mac, when I can't do what I want?

You can also get a very fast Amiga and get very fast rendering software.

|> Apple Computer visited my campus today and showed the PowerMac. The Powermac
|> 6100 is fast and blew away a Quadra 800! The surprising part is that the 6100
|> is much cheaper than the Q800 and 650!!

Again, you didn't get my point. I have seen THREE Power Mac demonstrations
already. Interesting machine, but that's all it is (for my uses).

|> > Do you think I am impressed? :-)

That was me, and I still say the same.

[stuff deleted]

|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar falls, Iowa USA
|>

Fellow ATARIANS... I am taking this to comp.sys.amiga.advocacy... it
is sounding too much like an Amiga trend already.

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2113. Re: Atari giving up?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 07:50:25 UTC
From: lordthan@news.delphi.com
Message-ID: <2pqe81$r4u@news.delphi.com>
Source record: 17312

<STIRRE31@MAINE.MAINE.EDU> writes:
>There has been a lot of disagreement about this. But, as far as
>I know, Atari's official stance is that Jaguar profits will be
>funneled into the computer business. You can argue about whether
>this will happen or not. Atari probably will wait out the Pentium
>vs. Power PC war and side up with the winner. I do not believe
>that Atari will be coming out with a Falcon040 (my opinion). I
>do believe that if the Jag takes off that Atari will redefine
>power without the price with a next generation machine. You can
>flame me if you want but Atari has done it in the past and the
>Jaguar just shows that they have not lost their ability to make
>great technology available at low prices.

No flames, no arguments. Atari HAS been able to do that sort of thing in
the past -- at least for short periods of time, anyway.

2114. Re: This group

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 07:53:38 UTC
From: lordthan@news.delphi.com
Message-ID: <2pqee2$r6f@news.delphi.com>
Source record: 17313

kim@dksoft.ping.dk (Kim Andersen) writes:
>How is it, that is seems so difficult for you and Peter to understand that
>here in this newsgroup we speak about Atari's and not Mac. No matter if it's
>lies or not, your Mac info does not have any interest at all. And if you
>feel like making some comments do it the E-mail way or turn to the Mac
>newsgroup to spread your info.

(*sigh* Repetition #9881672367 coming up...)
I understand that wholly. Can YOU, however, understand the reason for my
Mac-ish posts? If people post something about the Mac on this newsgroup
which is in error, I (or someone else, probably) am going to correct it.
This is a bad thing? I don't think so. Anyone here would likely do the
same thing in a Mac newsgroup if someone posted something about the Atari
that was untrue (assuming, of course, that they read the newsgroup).

>Could you please move ALL your discussions about Mac's away from my sight,
>(this means away from all Atari newsgroups), thanks!

Sure, as soon as people (a) stop asking me Mac-related questions, and (b)
stop making false, half-true, misleading or erroneous statements about
the Mac.

2115. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 08:17:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pqfqq$jt3@darkstar.UCSC.EDU>
Source record: 17314

Blinded by your ego, unable to reason or even to comprehend the possibility
of what I say. Rationality has lost another; hopeless your case.
I have no resaponse other than this.

Think... it's all I ask.

~Chris (it's late, and I'm tired.)

2116. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 08:38:51 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pqh2r$k04@darkstar.UCSC.EDU>
Source record: 17315

In <2pp555$oa2@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>There's no need to pop out the disk and check. A simple glance at the
>floppy's window will tell you if it's locked or not. If you're in a
>program and at the standard Save File dialog box and you attempt to save
>to a locked floppy, it will tell you. Just click on the eject
>button, slide the write-protect tab, and put the disk back in. There's
>*maybe* a three second time difference in the latter case, and in the
>former case, the Mac's window is faster than ejecting and reinsertng a
>disk. (There's also several shareware programs that will change the
>floppy's icon to indicate if it's locked, saving even more time.)
>If you want to give more examples, knock yourself out. Personally, I
>still find it amazing that people are actually whining about a friggin'
>floppy drive.

Anything revealed through software is prone to bugs, I've seen it happen.
Looking at the disk is not. And the drive is just one among many mac-peeves
that exist. I could list them all, but it simply is not worth it.

>And AGAIN I say (doesn't ANYONE read my messages any more?) that finding
>a "Mac compatible" printer is just as easy as finding a PC compatible
>one, with the exception of dot matrix printers. I'd be willing to wager,

Not necessarily true. There are stoeres that do not sell mac things.
Personally, I don't care how easy it is to find a printer for a mac, since it
is equally easy tofind one for my Falcon.

>>but DMA was faster than SCSI. That was the point of going with it.

>And IDE, I believe, is also faster than SCSI. (Or is it MFM or RLE? I

No, IDE is much slower than SCSI.
>always get those "PC standards" confused.) None of them, however, offer
>the type of reliability and convenience that a good SCSI controller
>offers. The Mac's strongpoint is ease-of-use, which is why SCSI was chosen.

Well, I never had a problem getting a HD for my old STs... buy an Atari drive,
plug it in, and go with it. If you want SCSI on an older one, get an
ICD link (under $100) and plug in any SCSI.

>>I guess I missed it, but don't worry about explaining it. Apple has always
>>gone with different ports just for the sake of being different. How else
>>can you explain option and command as opposed to control and alternate on the
>>keyboards? They just wanted to be different.

>There's an ill-informed response if I'd ever seen one. Please show me
>your proof that Apple's reasons are "just for the sake of being
>different." I'd love to see them.

A quote from a former Apple employee "The reason the cloverleaf shape was chosen for the command key is that they searched and found that the only other use for that symbol was for "campground" in the netherlands" (something to that effect) Apple has always wanted to be different than what was conceived as the "oppressive" PC standard (remember the 84 mac introduction commercial?) They wabnted to be the "rebel" computer, trying to be two guys in a garage image forever... Well, that was a while ago. These days they've lost that integrity and are just another oppressive megalithic company.
>The Mac's OPTION key doubles as the PC's ALT key; if you bothered to look
>at a Mac keyboard (which you obviously haven't), you'll see that "alt" is
>written on the key cap just as "option" is.

Please stop insulting me. How many times must I say that I did customer support and technical services for a Mac software company? I know that on recent keyboards they have added the control key and an escape key and things to make it more "standard" that simply shows how far they've fallen from their original ideals.
>When the Mac was introduced, it had one non-extended keyboard. This was
>to continue up until the introduction of the Mac SE, when Apple
>introduced the ADB (Apple Desktop Bus) interface for keyboards and mice,
>which continues to date. Apple didn't want their computers to be viewed
>as another sort of PC clone, so they brought it as far away from PC-dom
>as possible. This precluded removal of the CONTROL key in exchange for a
>"Mac-like" COMMAND key. Apple did make the mistake of underestimating the
>general population's need for a PC-like CONTROL key, so when the ADB Macs
>came out, an extended keyboard was offered (and still is) that has a
>CONTROL key on it as well.

The new extended keyboards are not the same as the old ones... the feel has been shot to hell and is incredibly spongy like the Falcon keyboard that everyone was complaining about... luckily they seemed to have fixed it with the first run of Adjustable keyboards (I used one... I will give Apple credit for stealing a nice idea there... Any news on the lawsuit from the guy who made it originally?) I don't know if they screwed it up since then. I haven't used a new mac since July '93
>If you insist on arguing problems that were laid to rest about seven
>years ago, do let me know. It's mildly amusing.

>Boy, are YOU into bad information.
>Every Mac produced today that can support SVGA monitors *includes* the

Okay, that might be true today. As I said above I have not used a new mac since july 93. they were not doing this then.

>adaptor plug with the computer. At no charge. Furthermore, you
>conveniently bypassed the modem issue. The Mac can use every PC-type

I bypassed the modem issue because it is irrelevant. I know you can just buy a cable. I'm not talking convenience here, I'm talking the reason they went with a different port in the first place!

>modem around; just buy the cable. This is no different from any other
>computer, however. If you buy the modem, you buy the cable. Sometimes
>modems come packaged with cables and software. On the Mac, this is fine;
>dozens of vendors including US Robotics, Hayes, Supra, Boca, and others
>offer "Mac-compatible" modem/cable/software bundles. Where, praytell, are
>the Atari modem/cable/software bundles? Sure, you can buy a PC modem
>package, but then you trash the software. That's convenient, I'm sure.

Actually, since compared to ST modem software most PC and Mac software is
pretty much crap anyway, trashing it is a kind thing to do.

>*sigh* I tire of this.
>Major programming DOES NOT constitute a hack. It constitutes a
>programming effort, period. A "hack" is a programming trick that allows a
>computer to do something it's not supposed to be able to do. If video
>interrupts on the 8-bit was a hack, then why did Atari program it into
>the ROMs of the machine? Why did they allow even lowly BASIC to access
>it? The same goes for Spectrum 512.

Atari admist Spectrum 512 was a hack, which is why they did no efforts
to try to support it in future machines. THere's nothing bad inherently
in hacks, they just are not widely used.

>Mortal Kombat II is a major programming task. It is FAR from a hack.
>Stereo sound is, and never was, a hack. It just took time to implement.

doing MKII on a mMac (or a Falcon) would require some serious hacks.

>(Case understood; no erroneous equations made. 4Runners are cool, btw.)
>I think "intended" a bad word to use. Certainly stereo sound WAS
>intended; otherwise there would be no stereo output on the computer.
>Picture it like this: Pre-SM3, accessing stereo sound was akin to hooking
>up a car stereo "the old fashioned way" of stripping, soldering, and
>taping (or heat-shrinking) several wires for power, ground, speaker
>leads, etc. It COULD be done, but it wasn't that convenient. Today when
>you install a stereo, you just have to plug in a wiring harness and off
>you go. SM3 is like that. Rather than accessing a bunch of different
>areas of the Mac to code for stereo, you have one centralized "harness"
>that access all of the proper "wiring".

eek. more car metaphors. I don't really buy this, because so few people
actually did this that it is not significant to the presebntation of the
Macintosh. (i.e. "Buy a mac and get stereo sound if you do this and that and
the other and the rare program that figures out how to do it right and then
sometime it'll work" just does not make good advertising copy. I think the
fact that I've known hundreds of Mac users, worked with many well-known
applications and have never seen the mention of stereo until you came along
says something)

>I never said that I don't attack anyone. I said I didn't attack anyone
>who didn't attack me first. Big difference, and there's nothing shaky
>about it.

I see. Since I attacked you once long ago, this gives you license to continually make insulting remarks to me until the end of time? SOunds like you need to calm down a bit...

~Chris

2117. Re: Pentium? NAH! was Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 08:45:09 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pqhel$k0f@darkstar.UCSC.EDU>
Source record: 17316

I guess I'm somewhat to blame for mentioning the fact that Bob Brodie made a comment to the effect of "Are you sure you want us to go with the PPC? THe new pentium chips look pretty good on paper" (He was rteferring to the second generation pentiums)

Anyways, based on the pro Pent post, I think the point I was making is valid, which is simply that the PPC is not necessarily the winner. If the pentium is used properly (i.e. not attempting to be compatable with 286 code) then it can be a very good chip. THe next gen of chip wars is only starting, and there is no clear winner in sight. I say again that Atari is lucky in a way, since they have so little money to spend on computer development, they can wait out the first few rounds before deciding which side they are supporting,.

~Chris

2118. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 08:48:39 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pqhl7$k12@darkstar.UCSC.EDU>
Source record: 17317

In <2ponk0$fr9@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>In general, you're right. Mac games DO suck. Why? SImple. The Mac has no
>sprites. The Mac was never intended on being a game machine, so sprites
>(almost mandatory to a good video game) weren't programmed in.
>However, there ARE many games which get around that limitation nicely.
>Maelstrom, a shareware asteroids-type game, is simply incredible. Dozens
>of other great shareware games exist too; Bolo (a networkable
>multi-player tank battle game), Solarian II (kinda like Galaxian on
^^^^^^^^^^
By the way, Ben Haller, the author of SOlarian II, was my landlord in Berkeley
and began to teach me about how to emulate sprites on a mac. Last I heard
he had given up the mac for dead in terms of anything interesting coming out,
and was moving on to NeXTstep... oh well.

P.S. He never mentioned mac stereo...

>steroids), and many many others exist.

~Chris

2119. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 08:55:38 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Cp0JGr.4t8@barclays.co.uk>
Source record: 17320

In article <2pomco$f87@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> Falcons have LocalTalk? REALLY?
And Mega STes. It has been the standard networking port on Ataris since about
1990 or whenever the MSTe came out.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

2120. Re: Atari giving up?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 08:56:16 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pqi3g$k3e@darkstar.UCSC.EDU>
Source record: 17318

THere have been lots of ambiguous statements concerning this that could be interpreted as Atari giving up by thoe who want to read it that way. There are talks of "transition to making video games" (not meaning that they are giving up computers, but fopcusing primarily on Jag for now) and a reference to Jack Tramiel "backing out of the computer business" (he is out for most intents and purposes, but his sons are still there)

THat and the fact that most media do not know about ATari computers often paints a bleak picture. Atari has, when questioned directly, always said that they intend to continue making computers.

~Chris

2121. Re: Atari giving up?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 09:05:46 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Cp0JxM.5z8@barclays.co.uk>
Source record: 17321

In article <2ppjjo$4vm@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> Put away your flame throwers, folks. This is a geniune query.
|>
|> On one of the other Atari newsgroups, someone had mentioned that there
|> was an interview with Sam Tramiel in the San Francisco Herald (?) in
|> which he stated that Atari was, for all intents and purposes, out of the
|> home computer business. Can anyone confirm or deny the existance of thise
|> story?
Basically, Atari are a small firm. They have no hope in hell of ever being
anything big in computers - just a cult sort of machine. They know that and we
know that. Accordingly, they have gone back to their roots and released the
jag which will hopefully make them lots of money. They do still make Falcons
and TTs and occasional runs of STs (they currently have about 10,000 on back
order in Europe). They don't currently have the resources to concentrate on
getting the Jag the market share it deserves. Accordingly they have stated
that they will look at the computer situation about August and decide whether
or not to continue production. They may conceivably stop and restart later but
if I was them, I would only do this if I had a killer machine that could carve
a niche. In the meanwhile, the people who work on the OS and fonts technology
at Atari now work on the Jag. OS development has been suspended.
In a nutshell then, they still make computers but are looking hard at the
economics of it. they have stated however that they will support the computer
line until 'the end of the millenium'. They have confirmed that they have an
040 based falcon but whether or not it will be released is another matter.
It's just simple economics - like it or not, the PC and to a lesser extent Mac
pretty much rule the roost and there isn't a thing Atari can do to break that
stranglehold.

|> It's a sad day in cyberspace when you have to double-qualify everything
|> you post before the vultures get to you...
Don't worry, as Mac advocates go, your one of the best behaved. I have *no*
intention of flaming you :-)

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

2122. Re: Uhm, excuse me ...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 10:00:10 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Apr29.100010.10119@t.hfb.se>
Source record: 17100

```
> And while I have your attention, can someone point me to how I may plot pixels
> on a Falcon/ST/STe in assemble!? I wish to be able to set a pixel at x,y in a
> color. I know this is relatively easy in the chunky true-color, and harder in
> planar modes, but how the f%$k do I do it in assembler!?
> I wish to write a flight sim, have all the theory, and C++ code, but I need to
> be able to do direct screen plots for the graphics. Someone suggested I use
> line-a, but as that's a big no-no .....

> Any help greatly appreciated ...

In true color mode this should work:

move.w #2,-(sp)
trap #14 ;get physbase
addq.l #2,sp
move.l d0,a0

moveq #100,d0 ;x-koodinate
moveq #100,d1 ;y-koordinate

mulu #320*2,d1 ;bytes per scanline
mulu #2,d0 ;bytes per pixel

add.l d0,a0 ;add offset to screen-address
add.l d1,a0 ;add offset to screen-address

move.w #COLOR,(a0) ;plot pixel

/
/ Daniel
```

2123. Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 11:13:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.4854.5323.0N19C6C9@canrem.com>
Source record: 17324

Have I accidentally walked into the comp.sys.mac.advocacy or comp.sys.atari.bash newsgroup or something? All I see here are Mac vs. Atari and just general messages about Macs here. I know a number of other people have suggested it, so I thought I would add my own vote here: LET'S CUT OUT THE MAC CHAT! As far as I'm concerned, in *this* newsgroup, if it isn't about Atari, it's a waste of bandwidth. I don't care about new Quadra pricing. I don't care about Macs in general. Or PCs. Or Amigas. I own an Atari and that's what I want to read up about. If I wanted to read up on the latest Mac, Amiga or PC developments, I'd go to those respective newsgroups. When I come in here, I expect to see conversations about Atari. Not flamebait posted by Mac loyalists or PC fanatics or whathaveyou. That's *not* what this forum is for.

So let's clean up the act, huh?

2124. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 15:24:06 UTC
From: jimmy@Hawaii.Edu
Message-ID: <Cp11G7.471@news.Hawaii.Edu>
Source record: 17323

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
:# The PC doesn't have sprites. Yet, while their action-scrolling games
:#suck, there are other games that are really good (DOOM comes to mind :-)).

I think something like DOOM could be written for the Mac. I think the ID guys don't like Apple...8-).

:# When I saw crystal quest and saw my Mac roommates going crazy about it,
:#that's when I realized how bad were the Mac games... :-| :-)

I've seen some bad games on the Mac and I've seen some decent games also. Spectre on the Mac was a very well done game. So, it is possible to get good games on the Mac, but whether or not it's worthwhile for the game developers to produce games for it is something else. Piracy on the Mac is affluent as any other market, but it has the added disadvantage of a smaller market than the Clone market, but a market that wants everything to run via the OS. A game that doesn't run via the OS will not sell well at all in the Mac market but, it doesn't have a large enough user base to help offset the amount of piracy that would happen if it unprotected, whereas the Clone user base is so large that any good game will sell even with piracy.

:# One of the very few games on the Mac that I recognize is very good,
:#has good sounds, atmosphere, etc. is Beyond Dark Castle 1 and Beyond
:#Dark Castle 2 particularly. Those programmers surely are geniouses :-)

When I first saw DC 1, I really didn't think they were that great. Damn, I must be one of a few that didn't enjoy DC. Come to think of it, I don't think I remember any really good games at all for the Mac at the time. Well, nothing that surpassed my C64 at the time...8-).

--
==========jimmy@uhunix.uhcc.hawaii.edu==========

2125. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 15:30:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94119.113029STIRRE31@MAINE.MAINE.EDU>
Source record: 17322

One point that I would like to make about the Mac drive....
What happens if the computer doesn't register a disk being
inserted? I have had this happen to me two or three times
on a Mac SE and the only way to get the disk out (without
prying it out) is to reboot (AFAIK). I'm not saying that this
problem is commonplace but it did turn me off to the Mac's disk
drive. No, Steve, I'm not making this into a big deal (I hope)
just trying to add to the discussion :-). If you don't know by
now I like Macs, but just like my Atari more :-).
-scott tirrell

2126. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 21:04:31 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2prsov$n71@usenet.rpi.edu>
Source record: 17335

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>In general, you're right. Mac games DO suck. Why? SImple. The Mac has no
^^^^^^^^^^^^^^^^^^
>sprites. The Mac was never intended on being a game machine, so sprites
>(almost mandatory to a good video game) weren't programmed in.

I never realized that! Wow!! Yet another good reason not to buy a Mac.
That's one of the dumbest design decisions I've ever heard of! Make it
impossible to make good video games!!!! Yuck! That's almost as bad as
the disk eject button omission. Of course, to be fair, PC's aren't
really great game machines either. Take the sound for example: the
sound of my 386 is inferior to the sound of amy ancient Atari 800. Go
figure.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ) [Inferior on the Mac]
* 2954 is an evil number!
* Iowa is a boring state!
*

2127. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 21:21:36 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2prtp0$nfm@usenet.rpi.edu>
Source record: 17336

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>>sinclap2954@cobra.uni.edu writes:
>>>Apple is:
>>>1.still restructuring.
>News to me.

>>>2.in a product transition
>Are they?

>>>3. forgoing profits short term for higher marketshare
>It's called "business." There's a problem with high marketshare? In that
>case, I guess Atari is doing great - they have practically no marketshare.

>>>4.Analysts who follow Apple state that the company will bounce back to the
>>>traditional profitability in the next quarter.
>*shrug* Not surprising. If you're implying that entry-level Macs will
>disappear, however, you're wrong.

>>>5. Again, the software is cheap. Get A MACWAREHOUSE CATALOG!
>Much of it is, some of it is a bit pricey. But, like I've said, you get
>what you pay for.

>>6. Makes computers that don't have disk eject buttons.
>Closed-minded nitpickers, I swear...

>>7. Has lost much of its ease-of-use advantage over the PC cloners
>> due to MS Windows.
>WRONG! Given otherwise equal platforms, Windows *DOES NOT* make the PC as
>easy to use as a Mac. Remember, Windows is nothing more than a shell
>running on top of DOS (unless you consider Windows NT, which is a story
>unto itself). The Mac OS is a wholly integrated OS. And that's only for
>software; hooking up hardware to both plaforms is still far easier on the
>Mac.
I realize all this, my Lord. I said that it has cost it "much" of its
ease advantage, not all of it! I never claimed, in this or any other
post, that the PC was as easy to use as the Mac.

[Prep stuff deleted]

>>9. Only has a 15% market share.
>Compared to Atari's....1.5% share? Pot calling the kettle black syndrome...
What the heck is "kettle syndrome"? By the way, I was thinking
of the PC market, not the Atari market. Compared to the PC market,
the Mac market is nothing! Ask any software developer!

>>10. Uses non-standard printer ports.
>Uses standard printer ports that also happen to double as STANDARD
>NETWORKING ports. Would you rather have a computer with an extra port on
>the back taking up more space? Sorry.
I would rather have a computer that can work with the majority
of third-party printers. The extra port on the back doesn't
bother me in the least.

>>11. Won't allow the creation of a REAL Mac clone market
>> (read p. 24 of the April issue of Byte)
>There's already one company making a Mac clone that doesn't use Apple's
>technology. Second, Apple's OS now runs on Sun workstations, opening up
>the potential for other Mac emulators. Third, Insignia Solutions has been
>licensed by Apple to create a version of the Apple OS that will run on
>Intel machines.
Big whoopee! A) Sun's market share is probably about as small as
Atari's. B) Emulation = SLOW!!, especially on old CISC chips.

>>12. Will join C= in bankruptcy in 5 years. (*Except* it!)
>You have n ofacts to back this up; it's just wishful thinking. And what,
>for the second time, does "*Except* it!" mean?
^^^^^^^^^^^^
It's a long story. Ask sinclap.

>>13. Seems to attract idiots such as yourself like flies!
>Thank you. Nice to know the community has become so literate.

>>Now Mr. Clap, will you please SHUT UP!!
>I'm not Mr. Clap. Your point?
That post was a response to one by sinclap, not one of yours.
Please read more carefully next time!
If that *was* your post, edit more carefully next time!

>>PS: I saw a PowerMac at CompUSA and I WAS NOT impressed!
>No surprise there. I saw an $1100 Falcon at a not-so-local Atari store. I
>was *far* from impressed.
I wouldn't be impressed by it either. You still seem to have]
this strange illusion that I'm MR. ATARI or something, like you're
MR. MAC. Well, I'm not.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2128. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 21:56:23 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2prvq7$otq@usenet.rpi.edu>
Source record: 17329

sinclap2954@cobra.uni.edu writes:
^^^^^^^^^^^

Wow!! I get a response from the GREAT ONE himself! I am greeeatly hooonoored
your Royal Macness!

>Keep prices high!! Care to elaborate? I paid $299 for my StyleWriter II. Was
>I ripped off? Apple Sells a level 2 postscript laser printer for $899($749 my
^^^^
Oops! I forgot about the fire sale that Apple started a short time ago.
It's a prelude to the going-out-of-business sale that they'll be having in
five years! (*Except* it!) Facts... How about all the money they lost
last year. Oh yeah...about those printer prices again. If I am wrong
about printer prices, forgive me. It's just that it's hard to find Apple
(or any Mac) printers in computer magazines -- it's almost like they
don't exist. What page of the April issue of Byte has Mac printers
on it? Inquiring minds want to know.
And how many printers have Appletalk ports anyway?

>market? Please elaborate? A Mac Quadra 605 8/160 can be had for $869 now?
^^^^^^^^^^^^^^^^^ ^^^^

Because by switching to the PPC, they made the Quadras obsolete. Who would
pay $2954 for an obsolete machine Mr. Clap. Apple's just clearing out their
inventory.

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
^^^^
What a boring state. No wonder you're so crazy.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* Real computers have disk eject buttons.
*

PS: I more time. What the heck does 2954 stand for anyway?!

2129. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 22:23:03 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2ps1c7$qa0@usenet.rpi.edu>
Source record: 17333

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>72$558@news.delphi.com> <2pnfbs$i8@usenet.rpi.edu>
>>If you can prove to me that the Mac is $1M prize, I'll get one tomorrow.

>I won't prove that, but I can easily prove that the Mac is far more
>supported in the US than the Atari is.
I don't doubt that. Haven't I told you I'm not an Atari fanatic.
I still follow Atari a little bit because of my past ownership of
Atari machines, but I'M not an ATARI FANATIC!!

>>As for the 1040ST disk drive, how many times do I have to tell you that
>> I am not an Atari fanatic.

>I was using that as an example, since this IS an Atari newsgroup. I'm
>well aware of your non-Atari-fanatic status.
^^^^^^^^^^^^^^^^^
Ah, you finally figured it out, My Lord. And I am well aware of your
very-MAC-fanatic status. Your like The Clap, but more polite and a lot
less provokative.

>>He's back! I just read 5 new Clap posts here and 2 in c.s.amiga.adv.
>>I guess we can't be too hard on him, tho. After all, what can one do
>>in a nowhere state like Iowa?

>A friend of mine lives in Iowa. He's always bored. ;)
I knew it!

>>Macs as cheap as a flea-market clone? You've got to be kidding. Either
>>that or Apple is starting a fire sale. In any case, I definitely would
>>not want to buy Mac this year, even if I was interested in them. This
>>year you have a choice between the old 680x0 Macs which are being fazed
>>out, and the new PowerMacs which are still immature and probably won't
>>even be compatible with Apple's next line of PPC-based Macs much less
>>Prep.

>No, I'm not kidding. Plain fact. I can buy (I've posted this before) a
>25Mhz 68040-based Quadra 605 w/8-MB RAM, a 120-MB hard drive, keyboard,
>mouse, 360dpi inkjet printer, System software, ClarisWorks (an integrated
>package, very good) and color monitor for about $1000-$1100. At a recent
>Ken Gordon show (do you know what that is?), I could have bought a 25Mhz
>486SX clone w/4-MB RAM, a 230-MB hard drive, 14" monitor, keyboard,
>mouse, MS-DOS and Windows for $1000. Tack on another $200 for a DeskJet
>(300dpi inkjet) and trade the larger hard drive for a 120-MB drive and
>4-MB extra RAM and you've got comparable systems - and the Mac has more
>software, is easier to set up, has a better printer, and has more
>features (sound sampling, built-in networking, etc).

That's because no one's willing to pay big bucks for an obsolete computer. If my sources are correct, Apple will be done with the 040 as of '96, if not sooner.

>>* King of the Russians (in Civ)

>Again? ;)

Yes! King Clap's reign was so tyrannical (he threatened to have all non-Mac owners drawn and quartered!) that he got civil disorders in every city. Not even Macealangello's Cathedral, Mach's Cathedral, or the Ronald Macdonald Monument could save him. He overtaken by an angry mob that killed him by shoving a large Mac (and I don't man Big Mac) down his throat! Then the people of Russia restored me, their rightful ruler, to power. Hows that for a story? :-))

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (again)
*

2130. Re: Why is the mac so slooooww...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 22:33:50 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2ps20e$qma@usenet.rpi.edu>
Source record: 17238

sinclap2954@cobra.uni.edu writes:
^^^^
I'm still wondering what that stands for.

>Sounds like a desparate rabid Amigadroid who got the wind knocked out when he
>heard that C=USA will close Friday(yes tommorrow).
^^
Has this been *excepted* yet? :-)

Wow! MB must be having a field day in c.s.amiga.adv today!
I'm sure glad I don't own any C= stock.

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (forever!)
* All computers sold in Russia must have disk eject buttons.
*

2131. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 22:34:15 UTC
From: lordthan@news.delphi.com
Message-ID: <2ps217$hoi@news.delphi.com>
Source record: 17331

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>Anything revealed through software is prone to bugs, I've seen it happen.
>Looking at the disk is not. And the drive is just one among many mac-peeves
>that exist. I could list them all, but it simply is not worth it.

Oh, PUH-LEEZE! Y'know, I really don't believe you. First you come up with
a niggly little gripe (the floppy drive), which I explained the flaw in
your rationale. Now you're implying that a bug could appear at any moment
and show that a disk is locked even if it isn't, or vice-versa. You're
REALLY grasping at straws, Chris. But you are correct in the regard that
it's not worth getting into, as everything I explain to you will
invariably be nitpicked apart to itty bitty pieces.

>Not necessarily true. There are stoeres that do not sell mac things.
>Personally, I don't care how easy it is to find a printer for a mac, since it
>is equally easy tofind one for my Falcon.

Correct, there are stores that don't sell Mac things. And as I said, and
as you obviously didn't pay any attention to (big friggin' surprise), the
vast majority of high resolution printers that have PC-type connectors
ALSO have Mac-type connectors, so even though the store may not "admit"
to selling Mac stuff, they do. I've seen this sort of thing dozens of
times. And I've never said that it wasn't easy to find a printer for the
Falcon; I wish I knew where you came up with some of these implications.
It really makes it very difficult to converse with you when you're trying
to implicate meanings other than what I mean into what I post.

>A quote from a former Apple employee "The reason the cloverleaf shape was
>chosen for the command key is that they searched and found that the only
>other use for that symbol was for "campground" in the netherlands"
>(something to that effect) Apple has always wanted to be different than
>what was conceived as the "oppressive" PC standard (remember the 84 mac
>introduction commercial?) They wabnted to be the "rebel" computer, trying
>to be two guys in a garage image forever... Well, that was a while ago.
>These days they've lost that integrity and are just another oppressive
>megalithic company.

The COMMAND key's symbol comes from some sort of campground brochure in
England somewhere, and (according to the brochure, the story goes) it
means "Interesting Attraction" or something like that. The symbol was
chosen *strictly* because Apple needed something to symbolize the key in
their menus and documentation, rather than having the word COMMAND
written all over the place.
You're right, Apple ALWAYS has wanted to be different. That's what made
them so great, in case you hadn't noticed. The world was using CLIs,
Apple introduced the GUI to the masses. The world was spending hundreds

of dollars on pathetic networking schemes, Apple introduced the inexpensive AppleTalk protocol which gained widespread acceptance in the business computer industry. Being different, in case you think otherwise, isn't such a terrible thing. The Mac is different enough to be distinguishable from a crowd of also-rans, but it maintains enough similarity to the rest of Computer-Land to be "acceptible" to the masses. Things are different on the Mac, fine. So what? Things are different on the ST as well, as they are on the Amiga, Suns, 8-bit machines, etc. Listening to you, one would be inclined to believe that all machines in the universe should be exactly identical to each other with absolutely no differences whatsoever. Sieg heil, Chris, y'know? Lighten up already.

>Please stop insulting me. How many times must I say that I did customer
>support and technical services for a Mac software company? I know that
>on recent keyboards they have added the control key and an escape key and
>things to make it more "standard" that simply shows how far they've fallen
>from their original ideals.

I'm not insulting you at all. I'm calling your attention to things which you're obviously not well versed in. I remember your claim to being a customer support rep; frankly, I highly doubt you could have been an effective employee considering the vast amount of things you don't know, or are misinformed about, on the Mac.
I rather like your implication that adding the CONTROL key was a "recent" innovation. It shows how heavily biased you are, so very desperate to shed negative light on the issue. This "recent" innovation, as you put it, was introduced about 6-7 *YEARS* ago and in no way whatsoever has any affect on current computing trends. If you care to debate what the computers were like 6-7 years ago, fine, but I have no interest in it. (The ESC key, FYI, was on Mac keyboards *at least* since the Mac Plus, which brings it to about 1985-1986 or so. That's recent? Get with the program!)

>The new extended keyboards are not the same as the old ones... the feel has
>been shot to hell and is incredibly spongy like the Falcon keyboard that
>everyone was complaining about... luckily they seemed to have fixed it
>with the first run of Adjustable keyboards (I used one... I will give Apple
>credit for stealing a nice idea there... Any news on the lawsuit from the
>guy who made it originally?) I don't know if they screwed it up since then.
>I haven't used a new mac since July '93

The *layout* of the new extended keyboards are the same; I agree with you on the feel. I strongly prefer my original Extended Keyboard to the new Extended Keyboard II (as it's called) and, when the time comes for me to step up to a more powerful Mac, my keyboard is coming with me. :) You like that adjustable keyboard? I don't; I find it VERY difficult to type with, and that keypad and function key arrangement has GOT to go. IMO, Apple gets brownie points for introducing a more ergonomically correct keyboard, but they could have done a much better job. (And no, I haven't heard *anything* about a lawsuit; please enlighten me.)

>Okay, that might be true today. As I said above I have not used a new
>mac since july 93. they were not doing this then.

Sure they were. But back then, only two or three (?) Macs supported SVGA
monitors. The vast majority of Mac models back then only supported
Mac-type monitors.

>I bypassed the modem issue because it is irrelevant. I know you can
>just buy a cable. I'm not talking convenience here, I'm talking the
>reason they went with a different port in the first place!

Which I explained, a long time ago.

>Actually, since compared to ST modem software most PC and Mac software is
>pretty much crap anyway, trashing it is a kind thing to do.

I can only halfway agree with you there, as the last ST terminal program
I used was something called "Interlink" (?). It was very good, though a
bit kludgey. I use a program called White Knight on my Mac which is also
very good and has a great scripting language, but it lacks in many areas.
I remember the old "Express!" modem program for the 8-bit. Given the
time, that was an outstanding program. :) Many Mac modem packages these
days include a program called "MicroPhone" or "MacKnowledge"; the former
is decent but *HUGE*, while the latter is almost totally worthless.
Fortunately, there's a great shareware program called "ZTerm" which
thousands upon thousands of users swear by.

>Atari admist Spectrum 512 was a hack, which is why they did no efforts
>to try to support it in future machines. THere's nothing bad inherently
>in hacks, they just are not widely used.

Atari didn't create Spectrum 512; if I'm not mistaken, that was published
under the Antic software title. Atari's insight has little to do with the
program. The point is, the function was built into the machine (at the
time) so it wasn't a hack.

>doing MKII on a mMac (or a Falcon) would require some serious hacks.

shrug On the Mac, probably, since the Mac lacks sprites. Anyone who
programmed MK2 on the Mac would need to write a whole sprite rendering
system, as well as a system of controls. Eew.

>eek. more car metaphors. I don't really buy this, because so few people
>actually did this that it is not significant to the presebntation of the
>Macintosh. (i.e. "Buy a mac and get stereo sound if you do this and that and
>the other and the rare program that figures out how to do it right and then
>sometime it'll work" just does not make good advertising copy. I think the
>fact that I've known hundreds of Mac users, worked with many well-known
>applications and have never seen the mention of stereo until you came along
>says something)

You also tell me that you've been a Mac tech support rep, and based on
what you've been posting to me here, I doubt that was a long-term,
successful job. THAT tells me something.

>I see. Since I attacked you once long ago, this gives you license to
>continually make insulting remarks to me until the end of time? SOunds like
>you need to calm down a bit...

I make no insulting remarks. Perhaps my constant side notes of things like "if you bothered to read my message" every other post are a bit rough, but they're hardly insulting. If you were in my shoes and someone kept asking you the same thing over and over and over again, you'd get a bit ruffled too.

"Hi, what's your name?"
"Chris."
"Cool. What's your name?"
"Uh, Chris."
"Your name is...?"
"Chris. I just said that."
"Oh yeah, sorry. What's your name again?"
<<ad nauseum>>

Get it?

2132. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 22:34:48 UTC
From: lordthan@news.delphi.com
Message-ID: <2ps228$hqc@news.delphi.com>
Source record: 17332

PostMaster@barclays.co.uk writes:
>In article <2pomco$f87@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
>|> Falcons have LocalTalk? REALLY?
>And Mega STes. It has been the standard networking port on Ataris since about
>1990 or whenever the MSTe came out.

Hmmm. Well, so much for the "non-standardness" that Apple is, I s'pose.

2133. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 22:40:25 UTC
From: lordthan@news.delphi.com
Message-ID: <2ps2cp$i6o@news.delphi.com>
Source record: 17325

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> The PC doesn't have sprites. Yet, while their action-scrolling games
>suck, there are other games that are really good (DOOM comes to mind :-)).

And games of similar nature (i.e., Pathways Into Darkness on the Mac) are really good on the Mac, too. It's those "Sonic-type" games which never quite caught on in Mac-dom.

> When I saw crystal quest and saw my Mac roommates going crazy about it,
>that's when I realized how bad were the Mac games... :-| :-)

Crystal Quest is kind of an acquired taste, like Infocom text adventures. :)

> I don't think so. I don't think the Mac has game strengths after all
>(so far). For example, those two games are on the PC too. What other
>games the Mac has? Like I said, a subset.

I never said that the Mac is a strong game machine; it never was intended to be so. What I'm saying (AGAIN) is that the better games on the Mac are the adventure-type games, like Myst, 7th Guest, Pathways Into Darkness, etc, rather than the arcade-type games, like Mario Brothers or something. That's not to say that there aren't good arcade games on the Mac, just that there are comparatively few of them.

> And just in case, if the explanation that why Mac games suck is
>because lack of sprites, then I'll say - TOO BAD. That's an explanation,
>and I know it too. But it's a reason why I said what I said :-)

You don't hear too many Mac owners complaining, do you? Sprites are a pretty serious handicap (or lack thereof, actually) when programming an arcade game, but it certainly doesn't make it impossible to do so. Like I said before (GADS, AM I TIRED OF #$%^&*(REPEATING MYSELF!!!), the Mac was never designed to be a game machine so sprites were never programmed into it.

> One of the very few games on the Mac that I recognize is very good,
>has good sounds, atmosphere, etc. is Beyond Dark Castle 1 and Beyond
>Dark Castle 2 particularly. Those programmers surely are geniouses :-)

Never played the Beyond Dark Castle games, though I have played the original Dark Castle, which was very good. :)

2134. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-29 22:43:09 UTC
From: lordthan@news.delphi.com
Message-ID: <2ps2ht$ide@news.delphi.com>
Source record: 17326

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>By the way, Ben Haller, the author of SOlarian II, was my landlord in Berkeley
>and began to teach me about how to emulate sprites on a mac. Last I heard
>he had given up the mac for dead in terms of anything interesting coming out,
>and was moving on to NeXTstep... oh well.

And we all know where the NeXTstep OS went....

In reality, lots of the most interesting Mac game software came out AFTER
Solarian II came out. Ben Haller kinda demonstrated to the programming
populace, via Soliarian II, that it was possible to make a good Mac
arcade game. Andrew Welch, one of the premier Mac shareware programmers
today, has programmed several commercial quality shareware games.

>P.S. He never mentioned mac stereo...

So?

2135. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 00:00:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ps738$10q@darkstar.UCSC.EDU>
Source record: 17327

In <2ps217$hoi@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

Oh my... on the defensive today?

>Oh, PUH-LEEZE! Y'know, I really don't believe you. First you come up with
>a niggly little gripe (the floppy drive), which I explained the flaw in
>your rationale. Now you're implying that a bug could appear at any moment
>and show that a disk is locked even if it isn't, or vice-versa. You're
>REALLY grasping at straws, Chris. But you are correct in the regard that
>it's not worth getting into, as everything I explain to you will
>invariably be nitpicked apart to itty bitty pieces.

I did not come up with the floppy gripe. I merely am defending it as one
among hundreds of valid gripes about the mac. And I've seen many problems with
the Mac floppy drives. Someone else mentioned the old not recognizing the
disk on insert. That's happened, as have many other things. Sure, if it never
goes wrong, the auto floppy mechanism can be convenient for someone who is
clueless about computers, but I believe in the Keep it Simple axiom. And it's
not worth getting into because everything I say you reply with "No, you're
too stupid and here's this attack on your character rather than responding to
the question." You simply are not able to contribute antything to th
discussion when there is a situation where you might not be able to be the
all-knowing god of Mac knowledge.

>Correct, there are stores that don't sell Mac things. And as I said, and
>as you obviously didn't pay any attention to (big friggin' surprise), the
>vast majority of high resolution printers that have PC-type connectors
>*ALSO* have Mac-type connectors, so even though the store may not "admit"
>to selling Mac stuff, they do. I've seen this sort of thing dozens of
>times. And I've never said that it wasn't easy to find a printer for the
>Falcon; I wish I knew where you came up with some of these implications.
>It really makes it very difficult to converse with you when you're trying
>to implicate meanings other than what I mean into what I post.

I'm not implicating anything on you! it is _MY_ statement that it is
irrelevant to talk aboput printers since it is just as east to find a mac
as a IBM as an Atari printer. It has nothing to do with you. We are not the
only ones in this newsgroup. I am posting information for everybody, unlike
you, who seems to thrill only in attacking me.

>The COMMAND key's symbol comes from some sort of campground brochure in
>England somewhere, and (according to the brochure, the story goes) it
>means "Interesting Attraction" or something like that. The symbol was
>chosen *strictly* because Apple needed something to symbolize the key in
>their menus and documentation, rather than having the word COMMAND
>written all over the place.

>You're right, Apple ALWAYS has wanted to be different. That's what made
>them so great, in case you hadn't noticed. The world was using CLIs,
>Apple introduced the GUI to the masses. The world was spending hundreds
>of dollars on pathetic networking schemes, Apple introduced the
>inexpensive AppleTalk protocol which gained widespread acceptance in the
>business computer industry. Being different, in case you think otherwise,
>isn't such a terrible thing. The Mac is different enough to be
>distinguishable from a crowd of also-rans, but it maintains enough
>similarity to the rest of Computer-Land to be "acceptible" to the masses.
>Things are different on the Mac, fine. So what? Things are different on
>the ST as well, as they are on the Amiga, Suns, 8-bit machines, etc.
>Listening to you, one would be inclined to believe that all machines in
>the universe should be exactly identical to each other with absolutely no
>differences whatsoever. Sieg heil, Chris, y'know? Lighten up already.

Where in the hell did I say that? My point is that being different for th
of being different is not useful, it is just obnoxiousm, like a child
attempting to attract attention. Back in the "old days" when Apple was being
different to the extreme, there was a certain integrity to their machines,
carrying with it a hefty pricetag. Since then they have run out of good ideas
and have retreated to competing on the cheap with CLone makers, and have lost
any integrity they had. It's a complete reversal. From thumbing their noses
at the corporate bigshots defining What A Computer Should Be to sleeping with
them. I have no respect for Apple computer or the machines they make.

>>Please stop insulting me. How many times must I say that I did customer
>>support and technical services for a Mac software company? I know that
>>on recent keyboards they have added the control key and an escape key and
>>things to make it more "standard" that simply shows how far they've fallen
>>from their original ideals.

>I'm not insulting you at all. I'm calling your attention to things which
>you're obviously not well versed in. I remember your claim to being a
>customer support rep; frankly, I highly doubt you could have been an
>effective employee considering the vast amount of things you don't know,
>or are misinformed about, on the Mac.
>I rather like your implication that adding the CONTROL key was a "recent"
>innovation. It shows how heavily biased you are, so very desperate to
>shed negative light on the issue. This "recent" innovation, as you put
>it, was introduced about 6-7 *YEARS* ago and in no way whatsoever has any
>affect on current computing trends. If you care to debate what the
>computers were like 6-7 years ago, fine, but I have no interest in it.
>(The ESC key, FYI, was on Mac keyboards *at least* since the Mac Plus,
>which brings it to about 1985-1986 or so. That's recent? Get with the
>program!)

Nope, the Mac plus did not have a control key. I've used dozens of the, nor
the escape key. I used one as recently as 3 months ago, and was trying to get
someone up to speed on a terminal program, which was very difficult without a
control or escape key (most term programs for the mac still support tilde as
a substitute for ther escape key...)

And I take things like "immature" "not an effective employee" to be insults. Maybe they don't affect you, but I can only guess that because you are used to hearing them so much. Andf I won't go into how the company felt about my mac abilities, because it would sound like boasting and you would not believe me anyways, and it is useless information to the rest of the group.

>The *layout* of the new extended keyboards are the same; I agree with you
>on the feel. I strongly prefer my original Extended Keyboard to the new
>Extended Keyboard II (as it's called) and, when the time comes for me to
>step up to a more powerful Mac, my keyboard is coming with me. :) You
>like that adjustable keyboard? I don't; I find it VERY difficult to type
>with, and that keypad and function key arrangement has GOT to go. IMO,
>Apple gets brownie points for introducing a more ergonomically correct
>keyboard, but they could have done a much better job. (And no, I haven't
>heard *anything* about a lawsuit; please enlighten me.)

All I heard about the lawsuit is that they guy who invented that design of hinged keyboard was suing apple because they stole it from him. I actually liked the separate keypad with the "nub" style function keys. I put the keypad on the left (since I'm a lefty) and set up quickkeys macros to do all kinds of useful things.

>Sure they were. But back then, only two or three (?) Macs supported SVGA
>monitors. The vast majority of Mac models back then only supported
>Mac-type monitors.

Um, every Mac from the LC and up was SUPPOSED to support it... I know that my LCII was supposed to, but when I tried two different monitors on it the screen was messed up...

>I can only halfway agree with you there, as the last ST terminal program
>I used was something called "Interlink" (?). It was very good, though a
>bit kludgey. I use a program called White Knight on my Mac which is also
>very good and has a great scripting language, but it lacks in many areas.
>I remember the old "Express!" modem program for the 8-bit. Given the
>time, that was an outstanding program. :) Many Mac modem packages these
>days include a program called "MicroPhone" or "MacKnowledge"; the former
>is decent but *HUGE*, while the latter is almost totally worthless.
>Fortunately, there's a great shareware program called "ZTerm" which
>thousands upon thousands of users swear by.

I tried Zterm, but liked a little program called Termulator better because it had a decent scripting language including popup menus & such, which was nice for setting up scripts to get GEnie messages, which was something I was doing for the company.

>Atari didn't create Spectrum 512; if I'm not mistaken, that was published
>under the Antic software title. Atari's insight has little to do with the
>program. The point is, the function was built into the machine (at the
>time) so it wasn't a hack.

THe insight is because Spectrum was the biggest paint program user-wise in its day, and people wanted Atari to support it more with the OS, I believe. Spectrum was not built into the machine, in as far as one could use an OS

call and enter a "spectrum mode". it was very timing dependent, which is why it broke on the TT and Falcon and the MSTE has to be switched back to 8Mhz for any of the viewers to work.

[mortal kombat stuff deleted... not really anything pointful there anyway..]

>You also tell me that you've been a Mac tech support rep, and based on
>what you've been posting to me here, I doubt that was a long-term,
>successful job. THAT tells me something.

Just because you don't like my opinions means I'm a bad support person? Gee, I didnt know you were in charge of the universe.

>I make no insulting remarks. Perhaps my constant side notes of things
>like "if you bothered to read my message" every other post are a bit
>rough, but they're hardly insulting. If you were in my shoes and someone
>kept asking you the same thing over and over and over again, you'd get a
>bit ruffled too.

No, as I said, calling me immature and making snide and untrue comments about my abilities at my job are insulting. If you bothered to read your own posts, you'd see that. If someone stabbed you and then said "I never stab anyone" you'd get a bit upset, too.

"Hi, you're stupid and immature."
"Stop insulting me."
"I never insult anyone. By the way, you're stupid and immature."
"Stop insulting me."
"I never insult anyone. Did you know that you are stupid and immature? And you're also repetitive. all you ever say is, 'stop insulting me.'"

>Get it?

I do, I do... do you?

~Chris

2136. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 00:52:59 UTC
From: Krishna@max.tiac.net
Message-ID: <2psa5b$oa4@sundog.tiac.net>
Source record: 17328
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

I hear people raving about X-wing, Tie, and the enhancements left and right.

It would be a shame if the Intel remains the only platform for this. The Jaguar is probably BETTER suited for texture polygon animation than an Intel box.

You could easily do a CD-ROM and have several dozen missions on them, and combine X-wing and TIE together so you can be an X, Y, A or B wing or the various TIEs.

I guarantee you such a CD would make the Jaguar CD system the #1 console in the country overnight.

Of course, the CD isn't out yet, but X-wing is also doable on a compressed CART I'm sure.

2137. STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 01:39:19 UTC
From: <>
Message-ID: <2pscs8$p6p@mother.usf.edu>
Source record: 17334

JEEEEEZZZZ!!! If you guys don't cut it out, I'm going to stop reading this godforsaken newsgroup entirely, as I'm sure many others have. There is ABSOLUTELY NOTHING useful being posted here. Just more Mac vs. Atari arguements that are getting more and more pathetic and pointless as time goes on. Some of the stuff you guys are arguing about is so absolutely pointless to consider, you should be ashamed of yourselves. Floppydrive button? COME ON! Get real, guys! Who *&%^*$ cares? The last time I popped a floppy into a Mac, it took forever to (automatically, ie, something a PC or atari wouldn't do) scan it for viruses, it took forever to read and write (DOS Mounter), and the wordprocessors CRAWLED, but this had absolutely NOTHING to do with the motor driven eject mechanism!

Again, I will try to start up a more profitable topic. How about we talk about Warp 9, NVDI, and unassisted VDI for doing graphics output on Atari vs. Atari?

How about that Z85c30 SCC chip the STe, TT, Falcon use for serial I/O and how much of a bitch to program it is, except that once you've done that you can do everything from async, to sync, to SDLC/HDLC?

How about terminal programs? Who uses ANSITerm? Who's registered it?

Any good wordprocessors? I think that Atari Works needs SERIOUS work, but the developer won't respond to my GEmail (figures). And that ^&$%$% Control-A for selecting the whole document? I don't know how many times I've deleted my whole document from memory (slowly, line by line (what a joke)) when accidentally hitting Ctrl and A together WHICH ARE RIGHT NEXT TO EACH OTHER! And would you believe that Atari has made this a STANDARD key combination? Someone REALLY needs to be shot. You DO NOT make easy to hit key combinations do dangerous things, and you simply DO NOT make select whole document available from the keyboard AT ALL! I have similar complaints about shift-backspace and shift-delete.

Processor Direct magazine. More articles, cool looking layout, informative ads, 23x13.5 inch center ad space (huge!), full color cover for the first issue. You should see some of the comments people are making about it.... you should compare it to, say, Current notes, any volume over 11, after 1991. And PD is a lot easier on the eyes to read too. We got a BIG surprise for you for the second issue. I'm not gonna tell you, but it's going to be on the front cover and it's HOT! <GRIN!> (oops, I'm not supposed to count our chickens before they hatch, am I... there's about a 5% chance the big surprise won't happen.)

New products coming out... what's hot?

Of Lasers And Men. Has anyone been able to get onto umich to get it? It's not on any of the shadow sites. If the first one was good, the new one is going to be spectacular. Good competitor for DOOM.

Speeking of DOOM, I was in that DOOM conference on GEnie, and I and one other guy (when I was there) asked about a Falcon version of DOOM. We were blown off faster than you can shake a stick. The best they could tell me was a very rudely placed 'Falcon = no money', and the other guys got lots of No's.

I'm out of ideas for the moment. Try telnetting to 138.74.0.10 port 8888. <chuckle>

2138. Re: Atari giving up?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 02:29:55 UTC
From: Krishna@max.tiac.net
Message-ID: <2psfr3$pf7@sundog.tiac.net>
Source record: 17237

STIRRE31@MAINE.MAINE.EDU wrote:
: There has been a lot of disagreement about this. But, as far as
: I know, Atari's official stance is that Jaguar profits will be
: funneled into the computer business. You can argue about whether
: this will happen or not. Atari probably will wait out the Pentium
: vs. Power PC war and side up with the winner. I do not believe
: that Atari will be coming out with a Falcon040 (my opinion). I
: do believe that if the Jag takes off that Atari will redefine
: power without the price with a next generation machine. You can

The Jaguar would be an excellent backbone for a computer. It's display will support the future HDTV standard for one thing. It could very well take the multimedia world by storm as a kind of new form of Amiga, the NTSC clocking as opposed to VGA scan rates, the 64 bit bandwidth, the RISC.

Unless 2 megabytes of RAM is low for a RISC machine (which it might if software is memory hogging to make up for a lack of opcodes) then you can't merely use the existing archetecture. You'd have to add more RAM.

What I find exciting is the sense of history potentially about to repeat itself. Atari found success with th 2600 and then offshot into the home computer world with the 400/800 which used essentially the next generation 2600 chipset.

The only real thing internally in the jag which prevents it from being a powerful home computer is the clock speed of the CPU. It would make a very powerful low end unit, though. With more RAM and a faster CPU you could really do quite a lot.

Plus, shedding themselves of the ST/TT/Falcon legacy and going RISC, Atari will be able to make their own obligatory Intel emulator software to get over the "will it run Wordperfect 6 for windoze" dilemma.

However, to run clone stuff it would probably need a custom video processor to do VGA. All the Jaguar can do is NTSC scan rate it seems...

But I think personally Atari should not produce an '040 machine. By the time Atari has the money to reenter the computer field, the 680x0 line will have been effectively pronounced dead.

Atari has a winner archetecture with the Jaguar.

2139. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 03:31:20 UTC
From: almo@UWYO.EDU
Message-ID: <1994Apr29.213120.2050@roper.uwyo.edu>
Source record: 17241
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

```
In article <2ppu3n$8r0@ionews.io.org>, diehl@io.org (Eric March) writes:
>I'm not here to vote -- though I'd like to and probably will -- but
>there's a game that I havn't seen mentioned that I"d love to see done on
>the Jaguar. And that is Electronic Arts' Racing Destruction Set. I had
>loads of fun with that on my 8-bit Atari, creating tracks with tall hills
>and low gravity and such ... I think that would be a blast on the Jag.

YEAH!!!!! Racing Destrucionset Jaguar!

Sorry guys, don't know how to fix reply to all groups, working on VMS, yuk!

Almo!

>
>__________________ ______ ____________________________________________________
>_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
>____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
>___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
>
DDD U U H H !! Atari Jaguar : T.B.A.V.G.S.I.T.W.!
O - D D U U H H !! (The Baddest-Ass Video Game System In The World!)
\|/ D D U U HHHH !! Amiga 4000 : T.B.A.C.S.I.T.W.!
| D D U U H H Opinions are my own, until
/ \ DDD UU H H !! the subliminal takes effect...
```

2140. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 04:40:47 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2psngf$478@darkstar.UCSC.EDU>
Source record: 17239

In <2prtp0$nfm@usenet.rpi.edu> trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>>>Now Mr. Clap, will you please SHUT UP!!
>>I'm not Mr. Clap. Your point?
> That post was a response to one by sinclap, not one of yours.
> Please read more carefully next time!
> If that *was* your post, edit more carefully next time!

You see, our friend Thanatos seems to believe that every post in this
group is directed at him. He can't fathiom the fact that our little newsgroup
does not revolve around him.

~Chris

>*
>* Tom Trauth
>* trautt@rpi.edu
>* King of the Russians (in Civ)
>*

2141. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 04:50:44 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pso34$4ca@darkstar.UCSC.EDU>
Source record: 17240

In <2pscs8$p6p@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:

>Any good wordprocessors? I think that Atari Works needs SERIOUS work, but the
>developer won't respond to my GEmail (figures). And that ^&$%$% Control-A
>for selecting the whole document? I don't know how many times I've deleted my
>whole document from memory (slowly, line by line (what a joke)) when
>accidentally hitting Ctrl and A together WHICH ARE RIGHT NEXT TO EACH OTHER!
>And would you believe that Atari has made this a STANDARD key combination?
>Someone REALLY needs to be shot. You DO NOT make easy to hit key combinations
>do dangerous things, and you simply DO NOT make select whole document
>available from the keyboard AT ALL! I have similar complaints about
>shift-backspace and shift-delete.

Actually, most of what is considered standard keystrokes have evolved from the
Mac. COntrol A for select all is one of them (from command A on the Mac)
It's interesting that I have never had a problem with accidentally hitting
control and A until I got a falcon... must be the bigger keycaps. I still
prefer that over having caps lock in that position... When I've had the
accidental erasure in AW, a simple UNDO has always saved me. :)

~Chris
>Processor Direct magazine. More articles, cool looking layout, informative
>ads, 23x13.5 inch center ad space (huge!), full color cover for the first
>issue. You should see some of the comments people are making about it....
>you should compare it to, say, Current notes, any volume over 11, after 1991.
>And PD is a lot easier on the eyes to read too. We got a BIG surprise for you
>for the second issue. I'm not gonna tell you, but it's going to be on the
>front cover and it's HOT! <GRIN!> (oops, I'm not supposed to count our
>chickens before they hatch, am I... there's about a 5% chance the big surprise
>won't happen.)

SOunds good... All it needs is for a certain author to get some good ideas and
do a little writing... (guilty grin)

2142. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 11:23:16 UTC
From: rsrodger@wam.umd.edu
Message-ID: <2ptf34$2ab@cville-srv.wam.umd.edu>
Source record: 17242
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,rec.video.games.3do

In article <Alex_Topic.0z9d@tvbbs.wimsey.com>,
Alex Topic <Alex_Topic@tvbbs.wimsey.com> wrote:
> I have a question,
>
> Why doesn't 3D0 or Atari make the home computer equivelent as their
>consoles?

Because they're not stupid enough to do to themselves what
Commodore and Atari spent the last decade doing: beating their
heads against a brick wall would be more productive than trying
to re-establish the only remaining sector (<$800) of the computer
market in which a new startup company with low volume could
compete with the clones and the Macs.

Want to see the fate of a company that tries to compete with a
non-standard, overpriced, undersupported machine? Commodore is
in liquidation (finally) and the Jaguar is all that can save what
little is left of Atari after the ST machines practically destroyed
the company by pulling Atari out of the console market (just before
the Nintendo boom--great timing).

Sorry, I doubt there will be any takers.
--
Be sure to vote *YES* on rec.music.menudo!

2143. Re: 3d0..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 15:15:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2dc284da@kockens.ct.se>
Source record: 17271

```
MM>
MM> It must be a contagious decease running in Skoene.. First Kocken buys an
MM> old 286, and now you trade your Falcon for a 486.. Who's next? +)

And im going to upgrade it to ;).

But dont worry,my main system is always going to be ATARI.
I will never start any PC areas on my BBS.

Grtz from Sweden:

_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

2144. Re: Uhm, excuse me ...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 15:32:55 UTC
From: <>
Message-ID: <2pttn7$su3@mother.usf.edu>
Source record: 17245

Here is the code I posted on comp.sys.atari.st for plotting one point on an Atari screen with interleaved bitplanes. This code is not well optimized and overly generic (it will plot to any screen size with any number of pitplanes).

I put up on comp.sys.atari.st so that someone could laugh at it then try to optmimize it. If you want to use this, fine, but plotting a single pixel on an Atari screen is the most inefficient thing you can possibly do. If you want to do graphics, you'll be drawing lines, drawling horizontal spans, and blitting sprites, which are MUCH more efficient than drawing single pixels. I am working on code to draw horizontal spans (converting from the original C code), and it's as efficient to draw a span as it is to draw one pixel, and drawing spans is very useful for polygon fill.

It is all ready to be written to a file and linked into your C program using Lattice C. All you need is a prototype that says this:

```
void plot(void *, long, long, long, long, long);
```

Enjoy!

```
CSECT text,code
XDEF _plot

scr EQU 8 ; 4 Screen memory
x EQU 12 ; 4 X coordinate
y EQU 16 ; 4 Y coordinate
c EQU 20 ; 4 Color
wd EQU 24 ; 4 Word width
bp EQU 28 ; 4 Number of bitplanes

; PLOT to any number of bitplanes
_plot:
link A6,#0 ; link to A6
movem.l D2-D6,-(A7) ; store registers

movea.l scr(A6),A0 ; screen pointer
move.l x(A6),D2 ; x coordinate
move.l y(A6),D3 ; y coordinate
move.l c(A6),D6 ; color
move.l wd(A6),D4 ; word width of scaline
move.l bp(A6),D5 ; number of bitplanes

; Y coord
add.w D4,D4 ; double word width -> byte width
mulu D5,D4 ; multiply by number of bitplanes
mulu D3,D4 ; multiply by y coordinate
adda.l D4,A0 ; add to screen pointer
```

```
; X coord / 16
move.l D2,D0 ; copy x coordinate
lsr.l #4,D0 ; div by 16 (monochrome word)
add.l D0,D0 ; multiply by 2 (monochrome byte)
mulu D5,D0 ; multiply by bitplanes (color word)
adda.l D0,A0 ; add to screen pointer

; X coord & 15
andi.l #15,D2 ; which bit in plane word
move.w #$8000,D0 ; situate one bit at far left
lsr.w D2,D0 ; shift bit right by pixel position
move.w D0,D2 ; move mask into D2
move.w D0,D4
not.w D4 ; move imask into D4

subq #1,D5 ; decrement number of bitplanes for dbf
ploop: lsr.w #1,D6 ; shift color bit into carry bit
bcc pzero ; if the bit is zero...
or.w D2,(A0)+ ; if it's 1, set the bit by oring mask
dbf D5,ploop ; next iteration
bra pend ; if this dbf exits, go to end of routine
pzero: and.w D4,(A0)+ ; ... clear the bit by anding imask
dbf D5,ploop ; next iteration
pend:
movem.l (A7)+,D2-D6 ; restore registers
unlk A6
rts

END
```

2145. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 15:35:05 UTC
From: <>
Message-ID: <2pttr9$su5@mother.usf.edu>
Source record: 17246

Yes, Chris, certain Processor Direct staff writers DO need to get off their duffs and write some stuff... YESTERDAY! :)

2146. Re: Atari giving up?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 15:42:07 UTC
From: <>
Message-ID: <2ptu8f$su9@mother.usf.edu>
Source record: 17247

In article <94118.215824STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:
>There has been a lot of disagreement about this. But, as far as
>I know, Atari's official stance is that Jaguar profits will be
>funneled into the computer business. You can argue about whether
>this will happen or not. Atari probably will wait out the Pentium
>vs. Power PC war and side up with the winner. I do not believe
>that Atari will be coming out with a Falcon040 (my opinion). I
>do believe that if the Jag takes off that Atari will redefine
>power without the price with a next generation machine. You can
>flame me if you want but Atari has done it in the past and the
>Jaguar just shows that they have not lost their ability to make
>great technology available at low prices.
>Atari is continuing to support the Falcon. They are still making
>and selling it. They have recently announced that they will begin
>their co-op advertising program again to allow Atari dealers to
>get some more exposure. Atari UK announced that about 80,000
>Falcons have been sold in Europe and I have also heard that
>Falcon sales have started to pick up. Atari also removed restrictions
>on mail order for the Falcon.
>-scott tirrell

I just DO NOT like Intel. They are the worst processors in the WORLD to program in assembly, and I don't want compilers written like Borland C++ that do some of the most moronic things to optimize code. Unrolling loops is good some times, but not to the extent that they do it. If Atari were to pick a processor, they should go to PPC. PPC is already a decade ahead of Pentuim, and the PPC is already getting faster and faster as they go.

A REALLY smart move on Atari's part would be to use some of those chips in the Jaguar as standard in new models of the Falcon. Just imagine what could be done with all that video and audio hardware! One guy at Atari already told me that he thought that would be a good idea... he said that some of the chips in the Jaguar are really neat. Think of the kinds of rendering that could be done at blinding speeds with a PPC, Jag graphics and audio processors, and a 68040 thrown in. (The PPC could emulate the 040 or not, but either way, there should be lots of multiprocessing in the machine... concurrency is a good thing.)

2147. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 18:30:38 UTC
From: lordthan@news.delphi.com
Message-ID: <2pu84e$2m5@news.delphi.com>
Source record: 17250

cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>That's just silly. Are you saying it wouldn't go faster with both?

About six people left me mail about my posting. I committed a slight faux pas which I must clarify.

It is true that adding a seperate DSP to a PowerMac would allow the PPC chip to perform other tasks better. So why didn't Apple do this? Several reasons. First, adding a seperate DSP would increase the cost of the computer significantly. Second, the DSP wouldn't help as much as many people might think. Yes, it would help - but the cost of adding a DSP to the machine would not be worth the nominal performance incrase you'd be getting from it. (Kinda like selling your 20ms access time hard drive and then buying a 19ms drive of the same capacity. Sure, you'll get a nominal speed boost, but is it really worth it?)

So yes, in my statement that a DSP wouldn't help, I misspoke myself. I would have been more accurate to say that adding a DSP wouldn't be worth the performance boost versus the cost.

2148. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 18:35:22 UTC
From: lordthan@news.delphi.com
Message-ID: <2pu8da$2tk@news.delphi.com>
Source record: 17249

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>I never realized that! Wow!! Yet another good reason not to buy a Mac.
>That's one of the dumbest design decisions I've ever heard of! Make it
>impossible to make good video games!!!! Yuck! That's almost as bad as
>the disk eject button omission. Of course, to be fair, PC's aren't
>really great game machines either. Take the sound for example: the
>sound of my 386 is inferior to the sound of amy ancient Atari 800. Go
>figure.

I never said it was impossible to make good video games on the Mac; I'd appreciate it if you stopped attempting to put words into my mouth. There are dozens of excellent games on the Mac, but since the market isn't as large as the PC market, and it's not quite as easy to do it on a Mac as, say, an Amiga or ST, there aren't as many.

Please let me know when you're going to stop niggling over every insignificant detail, okay? I *can't* believe that there are such people in this world. Tell me...Have you *EVER* used a Mac for any significant amount of time (read: at least six solid months)? I doubt it. In fact, I doubt that you have any Mac experience other than perhaps fiddling with demo machines in computer stores, etc.

If you wish to lay such significant influence on such insigificant points, I'll be happy to acknowledge the points about the Atari that would make it a poor choice for general computing.

2149. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 18:47:16 UTC
From: lordthan@news.delphi.com
Message-ID: <2pu93k$3en@news.delphi.com>
Source record: 17251

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> What the heck is "kettle syndrome"? By the way, I was thinking
> of the PC market, not the Atari market. Compared to the PC market,
> the Mac market is nothing! Ask any software developer!

Fine...But why are you talking about the PC when the discussion is about the Atari and the Mac?
"Kettle syndrome," as I call it, works like this: It's when you have a person pointing out flaw after flaw after flaw (however insigificant or meaningless it might be) on a given issue/person/computer/whatever, while at the same time ignoring the very same (or worse) flaws on his/her own issue/person/computer/whatever. For example, I often hear talk about how (supposedly) "closed" the Mac architecture is, and most of that talk comes from Atari enthusiasts. However, the Mac has been more "open" to third-party upgrades than the Atari has ever been. Adding RAM to my IIci, for example, is as easy as adding a few SIMMs. Adding it to my 1040ST requires soldering, jumper wires, etc. Atari is the only home computer, so far as I know, that *doesn't* have any sort of expansion card system. Amiga, Apple, IBM and all of its clones all do, yet the Atari loyalsists are lften the first ones to say that everyone else has a closed system. Get it?

> I would rather have a computer that can work with the majority
> of third-party printers. The extra port on the back doesn't
> bother me in the least.

HEAR YE, HEAR YE! PLEASE PAY ATTENTION TO THE FOLLOWING SENTENCE WHICH HAS BEEN POSTED AT LEAST HALF A DOZEN TIMES AND IS WHOLLY IGNORED BY EVERYONE WHO DOESN'T READ IT!
The "majority" of third-party printers, with the exception of dot matrix printers, *DO* work with and are fully compatible with the Macintosh. There are extremely few printers out there that work with *only* the PC, and the majority of that set have Mac-equivalents which are just as easy to find (i.e., DeskJet and DeskWriter).

> Big whoopee! A) Sun's market share is probably about as small as
> Atari's. B) Emulation = SLOW!!, especially on old CISC chips.

Because Sun has no mainstream software. With the application of the Mac OS, it opens up a HUGE window of software to the Sun. And, contrary to what you want to believe, emulation isn't as slow as you think. And aren't SUN-type workstations RISC-based machines?

> It's a long story. Ask sinclap.

If it's a long story ("except it"), I don't think I wanna know.

> I wouldn't be impressed by it either. You still seem to have]
> this strange illusion that I'm MR. ATARI or something, like you're
> MR. MAC. Well, I'm not.

I know that. You don't seem to grasp, however, that this whole discussion is focusing around Macs and Ataris, which is why I continually make those references.

2150. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 18:57:45 UTC
From: lordthan@news.delphi.com
Message-ID: <2pu9n9$3tr@news.delphi.com>
Source record: 17243

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>Oops! I forgot about the fire sale that Apple started a short time ago.

Gotta love double standards, y'know? IBM starts the "Ambra" division of discounted retail computers, and that's good. Atari introduces a powerful 68000 based machine (back when the ST was introduced) for less than $1000 and that was outstanding. Apple sells their equipment at discounted prices and suddenly it's a fire sale. Sheesh...

>It's a prelude to the going-out-of-business sale that they'll be having in
>five years! (*Except* it!) Facts... How about all the money they lost
>last year. Oh yeah...about those printer prices again. If I am wrong
>about printer prices, forgive me. It's just that it's hard to find Apple
>(or any Mac) printers in computer magazines -- it's almost like they
>don't exist. What page of the April issue of Byte has Mac printers
>on it? Inquiring minds want to know.

Barring your wishful thinking and unfounded accusations, which I'm really getting tired of...
Byte is, and has always been, PC supportive. Just like Car Craft magazine is, and has always been, Chevy supportive. Look in the pages of Computer Shopper, Home Office Computing, etc and you'll see dozens of ads.
Do me a favor. I know that your message was directed towards sinclap, but PLEASE cut the idiotic sarcasm, will ya? There's enough undirected hostility on this newsgroup; shit like that ("Inquiring minds want to know") isn't helpful and doesn't accomplish anything.

>And how many printers have Appletalk ports anyway?

Hundreds.

>Because by switching to the PPC, they made the Quadras obsolete. Who would
>pay $2954 for an obsolete machine Mr. Clap. Apple's just clearing out their
>inventory.

Obsolute? Puh-LEEZE! Let me ask you this, then: Why are companies still selling 386 machines? They are, after all, obsolete, right? Or even 486 machines for that matter, since the Pentium is available. Hell, NOBODY should buying anything less than a Pentium-based PC according to your "obsolute" theory, right?
68040 Macs are far from obsolete. In fact, 68030 Macs aren't obsolute *for the people that don't need that type of power*. Not everyone needs a PowerPC-based Mac. If all you do is word processing, telecommunicating and maybe balancing your checkbook, do you REALLY need a PowerMac? Or even an 040-based Mac? Hell, you could get by with an 8-bit computer if people still sold 'em!

>PS: I more time. What the heck does 2954 stand for anyway?!

I looked. There's no Biblical reference, so that's out... :)

2151. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 19:01:55 UTC
From: lordthan@news.delphi.com
Message-ID: <2pu9v3$46s@news.delphi.com>
Source record: 17252

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>I don't doubt that. Haven't I told you I'm not an Atari fanatic.
>I still follow Atari a little bit because of my past ownership of
>Atari machines, but I'M not an ATARI FANATIC!!

And haven't I told you, repeatedly, that nobody other than you is
discussing the PC aspect of all this?

>Ah, you finally figured it out, My Lord. And I am well aware of your
>very-MAC-fanatic status. Your like The Clap, but more polite and a lot
>less provokative.

("Your"? Is that like "Except"?)
I am definately not a Mac fanatic. Unlike others here, I recognize the
flaws and faults of my own machine. I don't blindly follow Apple, no
matter what they do. I don't buy a Falcon when I'm tired of my 1040ST
because it's an Atari. I follow many points of logic about my computing
choice, which is a definative mark of non-fanatacism.

>That's because no one's willing to pay big bucks for an obsolete
>computer. If my sources are correct, Apple will be done with the
>040 as of '96, if not sooner.

All Macs will be PowerPC based by '96; that's true. Your hilarious
conjecture that all other Macs are obsolete has been discussed in another
posting.

2152. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 19:03:28 UTC
From: lordthan@news.delphi.com
Message-ID: <2pua20$4ep@news.delphi.com>
Source record: 17253

That was pretty funny...He posted a message telling everyone to stop the "Apple vs Atari" stuff, then goes on to say things like "let's talk about how the Atari fares with <this software package> against the Mac!"

2153. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 19:06:36 UTC
From: muscr@uxa.ecn.bgu.edu
Message-ID: <2pua7s$df3@ecom1.ecn.bgu.edu>
Source record: 17244
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

Krishna@max.tiac.net (Glenn Saunders) writes:

>I hear people raving about X-wing, Tie, and the enhancements left and right.

>It would be a shame if the Intel remains the only platform for this. The
>Jaguar is probably BETTER suited for texture polygon animation than an
>Intel box.

Too true, though I'd like to see a texture-mapped version...

>You could easily do a CD-ROM and have several dozen missions on them, and
>combine X-wing and TIE together so you can be an X, Y, A or B wing or the
>various TIEs.

You could have several _thousand_ missions on a cd-rom. The current
x-wing is only 12-13 megs, and mission files are _tiny_! All they
really need to contain are coordinates for the fighters, briefing info,
and the name of the space backdrop.

>I guarantee you such a CD would make the Jaguar CD system the #1 console
>in the country overnight.

>Of course, the CD isn't out yet, but X-wing is also doable on a
>compressed CART I'm sure.

You betcha.

```
+--------------------------------------+--------------------------+
| "...'Just Say No' has done as much | Sam (Greenjeans) Raley |
| for drugs and sex as 'Have A Nice | aka Haysoose |
| Day' has done for depression." | aka M. Boeuf la Tete |
| -Dr. Edward Tyson | muscr@bgu.edu |
+--------------------------------------+--------------------------+
```

2154. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 21:18:29 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2puhv5$65s@usenet.rpi.edu>
Source record: 17254

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>Fine...But why are you talking about the PC when the discussion is about
>the Atari and the Mac?
>"Kettle syndrome," as I call it, works like this: It's when you have a
>person pointing out flaw after flaw after flaw (however insigificant or
>meaningless it might be) on a given issue/person/computer/whatever, while
>at the same time ignoring the very same (or worse) flaws on his/her own
>issue/person/computer/whatever. For example, I often hear talk about how

I am quite aware of the PC's flaws. I'm not one of those diehard fanatics
who thinks his computer is perfect and every other computer is junk. And,
contrary to what you say above, I haven't been totally ignoring them. I've
already mentioned that I think PC sound sucks and PC hard disk installation
is a nightmare. To clear things up, here's a laundry list of my PC pet peeves:

1. DOS in general (and the 640K barrier in particular)
2. Windows 3.x (slow, easy to crash, still not user-friedly enough)
3. Hard disk installation (hopefully will be simplified by PnP)
4. PC sound.
5. The AT bus (fortunately, currently being phased out in favor of PCI)
6. The 101-key "Enhanced" Keyboard (for putting the Ctrl key in a very
unfinger-friendly location)
7. Too slow! (this peeve is specific to my current computer, a 386SX-16)

There are more, but that's all I can think of for now.
By the way, I also think that the new Mac chip (the PowerPC) is superior
to the current (and probably future) Intel chips.

>HEAR YE, HEAR YE! PLEASE PAY ATTENTION TO THE FOLLOWING SENTENCE WHICH
>HAS BEEN POSTED AT LEAST HALF A DOZEN TIMES AND IS WHOLLY IGNORED BY
>EVERYONE WHO DOESN'T READ IT!
I'm listenin', I'm listenin'!
>The "majority" of third-party printers, with the exception of dot matrix
>printers, *DO* work with and are fully compatible with the Macintosh.
>There are extremely few printers out there that work with *only* the PC,
>and the majority of that set have Mac-equivalents which are just as easy
>to find (i.e., DeskJet and DeskWriter).

I think you may be right on this one. I checked the manual of my 1993
Epson ActionLaser, and it has both parallel (PC) and serial (I think
Mac) interfaces. If this is true of all laser printers than you are
right and I am wrong (unlike most people around here, like Clap, I can
admit that I made a mistake). However, I still think that is only a
recent development and that a couple of years ago my printer criticism
would have been valid. By the way, dot matrix printers count. Their

obsolete and have few uses today.

>> Big whoopee! A) Sun's market share is probably about as small as
>> Atari's. B) Emulation = SLOW!!, especially on old CISC chips.

>Because Sun has no mainstream software. With the application of the Mac
>OS, it opens up a HUGE window of software to the Sun. And, contrary to
>what you want to believe, emulation isn't as slow as you think. And
>aren't SUN-type workstations RISC-based machines?

A)
I don't think the MAE will make the masses run to Suns. Workstations
are still much more expensive than personal computers and UNIX is
supposed to be extremely hard to install (and *impossible* to install
for Joe Schmoe). It probably will help their sales to users who want
a computer whose primary role is as a workstation and whose secondary
role is as a personal computer. But users who want that should get
an RS/6000 instead because they, thru MAS, will be able to run Mac PPC
software directly.

B)
I was referring to emulation on the 80x86 here, not on RISC chips
like the Sun SPARC, PPC, or Alpha; all emulation, however, is SLOWER
than the real thing. Case to the point: the PowerMacs are faster
than the 040-based Macs, but run 680x0 software (which includes over
80% of System 7!) at the speed of an 030-based Mac.

>> It's a long story. Ask sinclap.

>If it's a long story ("except it"), I don't think I wanna know.

Here's the abbreviated version. In c.s.amiga.adv, sinclap said that
"C= will not recover, except it!". This started a pathetic flame
war over spelling.

(Note: sinclap happened to be correct in this case; C=, in the US at
least, didn't recover.)

>I know that. You don't seem to grasp, however, that this whole discussion
>is focusing around Macs and Ataris, which is why I continually make those
>references.

I thought that this newgroup had for all intents and purposes become a
Mac newsgroup because all the Mac people had moved here after being
kicked out of c.s.mac.adv by the "Amiga Assholes". :-)

You make a good point, tho. This conservation doesn't really belong
here. The purpose of my original post to this thread was to tell
sinclap to shut up, not to start a PC-vs-Mac debate. Can you please
repost this in a more suitable forum like c.s.mac.adv (with C=USA dead
it shouldn't be to hard to kick the AA's out of it). I'm a newcomer
to the net and have no idea how to do that.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

PS: You're really starting to get tough on sinclap. I just read the post where you threatened to get him kicked off the net if he didn't stop posting his BS provacations in c.s.atari.adv. Wow! I never knew it would come to this. I guess he finally either went to far or strained everyone's patience.

2155. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 21:44:50 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2pujgi$6sg@usenet.rpi.edu>
Source record: 17255

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>>Oops! I forgot about the fire sale that Apple started a short time ago.

>Do me a favor. I know that your message was directed towards sinclap, but
>PLEASE cut the idiotic sarcasm, will ya? There's enough undirected
>hostility on this newsgroup; shit like that ("Inquiring minds want to
>know") isn't helpful and doesn't accomplish anything.

I shall respond to any sarcastic post directed at me (like sinclap's) with
a sarcastic post of my own.
Besides, I thought the purpose of *advocacy* was for sarcastic posts and
the like (so long as you don't go to far like sinclap and MB). If this
were c.s.atari.st you would be correct.

>Hundreds.
I'll take your word for it.

>Obsolute? Puh-LEEZE! Let me ask you this, then: Why are companies still
>selling 386 machines? They are, after all, obsolete, right? Or even 486
>machines for that matter, since the Pentium is available. Hell, NOBODY
>should buying anything less than a Pentium-based PC according to your
>"obsolute" theory, right?
>68040 Macs are far from obsolete. In fact, 68030 Macs aren't obsolute
>*for the people that don't need that type of power*. Not everyone needs a
>PowerPC-based Mac. If all you do is word processing, telecommunicating
>and maybe balancing your checkbook, do you REALLY need a PowerMac? Or
>even an 040-based Mac? Hell, you could get by with an 8-bit computer if
>people still sold 'em!

Okay, maybe obsolete was too strong a word. How about "old."
People aren't willing to pay as much for "old" computers as new
ones. When the 486s first came out they cost a fortune; now they're
dirt cheap. In a year or two, Pentiums, which as presently expensive,
will become dirt cheap (especially after Intel releases the Sexium,
Hexium, Arbitrarium, Nonsensenamium, or whatever they'll call it).

>>PS: I more time. What the heck does 2954 stand for anyway?!

>I looked. There's no Biblical reference, so that's out... :)

It probably stands for the inverse of his IQ. :-)

*
* Tom Trauth
* trautt@rpi.edu

* King of the Russians (in Civ)
*

2156. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 22:05:49 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2puknu$7iq@usenet.rpi.edu>
Source record: 17257

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>And haven't I told you, repeatedly, that nobody other than you is
>discussing the PC aspect of all this?

And nobody other than you and sinclap (not to put you two in the
same basket) gives a damn about Macs here!
(And in case you haven't noticed, you're almost as unpopular on
this newgroup as sinclap is)

>>Ah, you finally figured it out, My Lord. And I am well aware of your
>>very-MAC-fanatic status. Your like The Clap, but more polite and a lot
>>less provokative.

>("Your"? Is that like "Except"?)
Yes, except it didn't start an anal flame war (and hopefully won't)
>I am definately not a Mac fanatic. Unlike others here, I recognize the
>flaws and faults of my own machine. I don't blindly follow Apple, no

Fanaticism doesn't necessarily entail blindness. I'm a Mets fan,
but I don't agree with everything that their front office does or
what their players do.

>All Macs will be PowerPC based by '96; that's true. Your hilarious
>conjecture that all other Macs are obsolete has been discussed in another
>posting.

And what happens to these other Macs when all Mac software is
written for PPC only (I assume that "fat" binaries will be dropped
as the 0x0-based Macs begin to disappear). Will there be PPC
emulation on 0x0's (which would be VERY SLOW!) or will owners
of these machines be unable to get any new Mac software?

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2157. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-04-30 22:15:38 UTC
From: <>
Message-ID: <2pulaa$1cp@mother.usf.edu>
Source record: 17256

In article <2pua20$4ep@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>That was pretty funny...He posted a message telling everyone to stop the
>"Apple vs Atari" stuff, then goes on to say things like "let's talk about
>how the Atari fares with <this software package> against the Mac!"
>

Didn't I say 'Atari vs. Atari'?

2158. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:04:04 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2purlk$brs@darkstar.UCSC.EDU>
Source record: 17261

In <2pu8da$2tk@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>in this world. Tell me...Have you *EVER* used a Mac for any significant
>amount of time (read: at least six solid months)? I doubt it. In fact, I
>doubt that you have any Mac experience other than perhaps fiddling with
>demo machines in computer stores, etc.

Of course, anyone who hates macs has obviously never used one. You see,
they have a little hypnosis/subliminal thing in the startup "shwoom" sound
on the new macs. (The chimes and simple beep of the older ones were not as
effective) so that anyone who listens to it for 6 months or more cannot
help but to love them. Sheesh, thanatos, why is is that everytime someone
posts a complaint about the mac you always respond with "you've never
really used one!" are you that insecure?

~Chris

2159. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:08:31 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2purtv$bsp@darkstar.UCSC.EDU>
Source record: 17264

In <2pu93k$3en@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>third-party upgrades than the Atari has ever been. Adding RAM to my IIci,
>for example, is as easy as adding a few SIMMs. Adding it to my 1040ST
>requires soldering, jumper wires, etc. Atari is the only home computer,
>so far as I know, that *doesn't* have any sort of expansion card system.

How about comparing like machines? How easy is it to add ram to a mac
512k or mac plus? THe STE line, TT and Falcon all have the ability to
take simms. (You need the $99 simm board for the falcon first, though)
You complain about people arguing outdated mac technology against a Falcon, yet
all of your Atari arguments are based on an ancient 1040ST! (kettle syndrome?
I prefer to call it thanatosis) Oh, and the Mega STs had the MegaBUS, which
was not used much, the MegaSTE and TT have a standard VME bus (and there are
many graphics cards out there for them, which is the primary use. Not as
expansive at the others, I will admit, but it does exist) and the Falcon
has a Perocessor Direct slot for adding accelerators, emulators & such.

~Chris

2160. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:13:07 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May1.001307.53882@rmece02.upr.clu.edu>
Source record: 17258

In article <2poobf$g4i@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
|> >In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:
|> >>Correct. No PowerPC-based AV machines have a DSP; the PowerPC chip is
|> >>fast enough to handle AV tasks without it, and without affecting performance.
|> > This is absolute nonsense! ANY coprocessor which is capable of
|> >running concurrently with the main CPU is better than none. If the power
|> >PC systems had a standard DSP integrated into the architecture like the
|> >Falcon then it would be a much better suited to many tasks.
|>
|> Apparently you don't understand what *Reduced* instruction processors do.
|> The PowerPC chip, like it/accept it or not, is fast enough to handle all
|> standard Mac functions as well as DSP functions without adversely
|> affecting performance.

If you are talking from a comparison with the previous DSP Macs, you
are mostly right. If not, having a DSP around will give the PowerMacs
even more performance.

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2161. Re: Pentium? NAH! was Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:15:43 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May1.001543.72671@rmece02.upr.clu.edu>
Source record: 17259

In article <2pqhel$k0f@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|>

[stuff deleted]

|> Anyways, based on the pro Pent post, I think the point I was making is valid,
|> which is simply that the PPC is not necessarily the winner. If the pentium
|> is used properly (i.e. not attempting to be compatable with 286 code) then
|> it can be a very good chip. THe next gen of chip wars is only starting,
|> and there is no clear winner in sight. I say again that Atari is lucky in
|> a way, since they have so little money to spend on computer development,
^^

|> they can wait out the first few rounds before deciding which side they are
|> supporting,.
|>
|> ~Chris

Chris, believe me, I woulnd't call that luck at all... unless you think
that if ATARI had a lot of money, they will waste it :-)

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2162. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:16:29 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pusct$bui@darkstar.UCSC.EDU>
Source record: 17266

In <2pu9n9$3tr@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>Gotta love double standards, y'know? IBM starts the "Ambra" division of
>discounted retail computers, and that's good. Atari introduces a powerful
>68000 based machine (back when the ST was introduced) for less than $1000
>and that was outstanding. Apple sells their equipment at discounted
>prices and suddenly it's a fire sale. Sheesh...

The difference is that Atari started out selling them as less expensiv
computers. If you follow sinclap's posts, apple lowers some price every week.
SOunds like a fire sale to me. We're not talking new computers (like the
LC was their Low Cost machine) but constant reducstions on existing models
in order to undercut Clone makers. Atari has rarely if ever lowered the
list price of a machine unless it is reintroducing one (like the recent
STfm sales in europe and maybe (?) the new TT runs)

>68040 Macs are far from obsolete. In fact, 68030 Macs aren't obsolute
>*for the people that don't need that type of power*. Not everyone needs a
>PowerPC-based Mac. If all you do is word processing, telecommunicating
>and maybe balancing your checkbook, do you REALLY need a PowerMac? Or
>even an 040-based Mac? Hell, you could get by with an 8-bit computer if
>people still sold 'em!

Actually, since apple is no longer making any 030 based machines (AFAIK)
then it is "obsolete" from their standpoint. and 040s are now their low-end
chip. I think what the original poster was intending is that the old
quadras (700 900 950 800 etc.) as the "high-end" machines are obsolete.
(i.e. no longer high end) and not a reference to the q605 et al.

~Chris

2163. Re: Pentium? NAH! was Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:21:35 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pusmf$bvr@darkstar.UCSC.EDU>
Source record: 17267

In <1994May1.001543.72671@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

> Chris, believe me, I woulnd't call that luck at all... unless you think
>that if ATARI had a lot of money, they will waste it :-)

Actually, I did not mean that they were lucky to not have money, but perhaps ironically fortunate that their bad financial status at the moment is forcing them to wait out the current wave of chip wars. They could end out ahead since they can take the time to choose the winning side. :)

~Chris
>---
>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
> ---> Opinions are my own, not of my college campus

2164. Re: Atari giving up?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:25:08 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pust4$c0i@darkstar.UCSC.EDU>
Source record: 17268

In <1994May1.003217.97043@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <94118.215824STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>|> There has been a lot of disagreement about this. But, as far as
>|> I know, Atari's official stance is that Jaguar profits will be
>|> funneled into the computer business. You can argue about whether

> Not for a while. ATARI is still losing money on the Jaguar.

True. I'd be surprised to see any major computer announcements (like a jag computer. Falcon040 maybe) before 1996. THis could change, but I'll say a year and a half to give them plenty of time to pleasantly surprise me. :) I know my falcon can hold out that long, but I'm getting a 486 within the next few months (SCSI II and external peripherals to share!) to hold me for any "power hungry" moods I might get in...

~Chris

>
> I can see ATARI making a Jaguar card for the PC before
>an ATARI - Jaguar computer.

>|> Atari is continuing to support the Falcon. They are still making
>|> and selling it. They have recently announced that they will begin
>|> their co-op advertising program again to allow Atari dealers to
>|> get some more exposure. Atari UK announced that about 80,000
>|> Falcons have been sold in Europe and I have also heard that
>|> Falcon sales have started to pick up. Atari also removed restrictions
>|> on mail order for the Falcon.
>|> -scott tirrell

>---
>>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
> ---> Opinions are my own, not of my college campus

2165. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:25:47 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May1.002547.77168@rmece02.upr.clu.edu>
Source record: 17260

In article <2ps2cp$i6o@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> NNTP-Posting-Host: news.delphi.com
|>
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> > The PC doesn't have sprites. Yet, while their action-scrolling games
|> >suck, there are other games that are really good (DOOM comes to mind :-)).
|>
|> And games of similar nature (i.e., Pathways Into Darkness on the Mac) are
|> really good on the Mac, too. It's those "Sonic-type" games which never
|> quite caught on in Mac-dom.

He he. Not like DOOM though. I would like to see the game you
mentioned.

|>
|> > When I saw crystal quest and saw my Mac roommates going crazy about it,
|> >that's when I realized how bad were the Mac games... :-| :-)
|>
|> Crystal Quest is kind of an acquired taste, like Infocom text
|> adventures. :)

Ha ha ha... maybe Space Invaders too? Or Pong? :-b :-)

|> > I don't think so. I don't think the Mac has game strengths after all
|> >(so far). For example, those two games are on the PC too. What other
|> >games the Mac has? Like I said, a subset.
|>
|> I never said that the Mac is a strong game machine; it never was intended

You mentioned that the Mac had some game-strenths... or at least that's
what I understood. :-)

|> to be so. What I'm saying (AGAIN) is that the better games on the Mac are
|> the adventure-type games, like Myst, 7th Guest, Pathways Into Darkness,
|> etc, rather than the arcade-type games, like Mario Brothers or something.
|> That's not to say that there aren't good arcade games on the Mac, just
|> that there are comparatively few of them.

VERY FEW. And even the Adventure Ones are kind of a subset really.

|>
|> > And just in case, if the explanation that why Mac games suck is
|> >because lack of sprites, then I'll say - TOO BAD. That's an explanation,
|> >and I know it too. But it's a reason why I said what I said :-)
|>
|> You don't hear too many Mac owners complaining, do you? Sprites are a

My roommates kind of did when they saw my Amiga 500 the first time.
Their jaw just dropped to the floor (Shadow of the Beast). Ah, I still
remember that day :-)

But you know what? You really know how this thing works? Most don't
complain *NOW*, but as soon as the Mac gets similar features, they think
it's the best thing since sliced bread. This is exactly what happened
with Crystal Quest. What was on the Mac a 'revolutionary game' was
on other platforms (Atari and Amiga) just another 'me too' type game.
Kinf of a variation on Robotron.

|> pretty serious handicap (or lack thereof, actually) when programming an
|> arcade game, but it certainly doesn't make it impossible to do so. Like I
|> said before (GADS, AM I TIRED OF #$%^&*(REPEATING MYSELF!!!), the Mac

Don't tire yourself. Count 1 to 10 and calm down. I UNDERSTAND
your point. But, *MY POINT* was that "Mac games suck in generall,
with very few exceptions, which are in fact EXCEPTIONS and are usually
a subset anyway of what's in other platforms." It's not only you
the one who's getting tired :-|

Whether this is because the Mac doesn't have sprites (TOO BAD), dual-playfieds,
Apple policies, etc. THAT's A CAUSE- which is, again, no cure for the
problem- no excuse and part of the conclusion why for people who like
games, the Mac has a minus.

|> was never designed to be a game machine so sprites were never programmed
|> into it.

Hmmm... programmed is not the word for it :-)

|>
|> > One of the very few games on the Mac that I recognize is very good,
|> >has good sounds, atmosphere, etc. is Beyond Dark Castle 1 and Beyond
|> >Dark Castle 2 particularly. Those programmers surely are geniouses :-)
|>
|> Never played the Beyond Dark Castle games, though I have played the
|> original Dark Castle, which was very good. :)

Get Beyond then. That's a gem of a game. (about the only one I have
seen :-(:-))

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2166. Re: Why is the mac so slooooww...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:30:13 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May1.003013.72632@rmece02.upr.clu.edu>
Source record: 17263

In article <1994Apr28.164436.27027@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <9404261550.AA20002@nyx.cs.du.edu>, gmoran@nyx.cs.du.edu (Gavan Moran)
writes:
|> >>In article <1994Apr25.054821.26719@cobra.uni.edu>
|> > sinclap2954@cobra.uni.edu >writes:
|> >>>The price/performance is getting worse on the Falcon. This week Apple
|> > USA >>will>reduce the price on Quadra 605 configurations. The 4/80 has
|> > been >>discontinued.
|> >
|> >
|> > Having used a Mac Quadra650 extensively for the last month now, I
|> > have to say that for a 33MHz 040 machine its very unimpressive. It is what
|> > I would call `adequate` to use but doesnt deliver the blisteringly fast
|> > speed I would expect an 040 to give. Using a 33Mhz 030 mac is obviously
|> > even worse so the PowerPCs `40Mhz 030` emulation really isnt very useful
|> > given that the Quadras are so much cheaper now. What _IS_ apple playing at
|> > .. you`d think that they would be concentrating on making the PPCs more
|> > affordable. Maybe since they have a captive market they think they can
|> > rip-off their customers with the PPC...
|>
|> Sounds like a desparate rabid Amigadroid who got the wind knocked out when he
|> heard that C=USA will close Friday(yes tommorrow).

Care to mention your SOURCE? If all you have is that post of
amiga.advocacy let me tell you that it was a faked post.

|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
|>
|>

PS: Follow ups to comp.sys.amiga.advocacy

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2167. Re: Atari giving up?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 00:32:17 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May1.003217.97043@rmece02.upr.clu.edu>
Source record: 17262

In article <94118.215824STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> There has been a lot of disagreement about this. But, as far as
|> I know, Atari's official stance is that Jaguar profits will be
|> funneled into the computer business. You can argue about whether

Not for a while. ATARI is still losing money on the Jaguar.

|> this will happen or not. Atari probably will wait out the Pentium
|> vs. Power PC war and side up with the winner. I do not believe
|> that Atari will be coming out with a Falcon040 (my opinion). I
|> do believe that if the Jag takes off that Atari will redefine
|> power without the price with a next generation machine. You can
|> flame me if you want but Atari has done it in the past and the
|> Jaguar just shows that they have not lost their ability to make
|> great technology available at low prices.

I can see ATARI making a Jaguar card for the PC before
an ATARI - Jaguar computer.

|> Atari is continuing to support the Falcon. They are still making
|> and selling it. They have recently announced that they will begin
|> their co-op advertising program again to allow Atari dealers to
|> get some more exposure. Atari UK announced that about 80,000
|> Falcons have been sold in Europe and I have also heard that
|> Falcon sales have started to pick up. Atari also removed restrictions
|> on mail order for the Falcon.
|> -scott tirrell

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2168. C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 01:06:15 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May1.010615.23624@rmece02.upr.clu.edu>
Source record: 17265

Well... Commodore is gone. They are officially
liquidating all their assetts now.

Ironic- Atari even with its also INEPT MANAGEMENT (TM)
technology :-) lasted longer.

Well, more power to ATARI then... most Amigans will probably
jump to a clone now...

I hope the Jaguar well. I am waiting to buy one
when I have the money and DOOM is out for it.. in August.

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
Mourning the Death of C= :-)

---> Opinions are my own, not of my college campus

2169. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 01:55:03 UTC
From: benkeen@aol.com
Message-ID: <2pv25n$c0c@search01.news.aol.com>
Source record: 17269

In article <2pl9js$ogs@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:

Do you mean that a Digital Signal Processor is not needed on a PowerMac because the CPU is so fast ?
==========

As a matter of fact, the PPC 601 chip includes the multacc (multiply and accumulate) instruction that DSPs are designed to do very quickly. This is expected to execute about as fast as most DSPs do today. Of course, for the extremely high end user dealing with video information, this will not be good enought so they might use the new TI chip. The PPC 601 should be adequate for all audio and most light-duty video apps, however.

-Ben Keen {disclaim disclaim; althought I don't belong to any organizations...}

2170. Re: Pentium? NAH! was Re: Jaguar computer?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 01:58:04 UTC
From: benkeen@aol.com
Message-ID: <2pv2bc$c14@search01.news.aol.com>
Source record: 17270

In article <Coyr79.Ds8@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke)
writes:

The floating point calculation is really bad, if theses results are anything to
go buy
then it can do floating point in a manner similar to a 286 with a co pro! not
very impressive!
==========

What in the heck?!?! One of the reasons that PPC is faster than Pentium
(megahertz for megahertz) is that its floating point executions are done at
about 1.5 times faster (MHz to MHz) than Pentium. Where did you get your
information?

-Ben Keen

2171. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 03:16:59 UTC
From: silence@cyberspace.com
Message-ID: <2pv6vb$bvl@cyberspace.com>
Source record: 17248
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

almo@UWYO.EDU wrote:
: In article <2ppu3n$8r0@ionews.io.org>, diehl@io.org (Eric March) writes:
: >I'm not here to vote -- though I'd like to and probably will -- but
: >there's a game that I havn't seen mentioned that I"d love to see done on
: >the Jaguar. And that is Electronic Arts' Racing Destruction Set. I had
: >loads of fun with that on my 8-bit Atari, creating tracks with tall hills
: >and low gravity and such ... I think that would be a blast on the Jag.

: YEAH!!!!! Racing Destrucionset Jaguar!

: Sorry guys, don't know how to fix reply to all groups, working on VMS, yuk!

: Almo!

: >
: >__________________ ______ ____
: >_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
: >____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
: >___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
: >
: DDD U U H H !! Atari Jaguar : T.B.A.V.G.S.I.T.W.!
: O - D D U U H H !! (The Baddest-Ass Video Game System In The World!)
: \|/ D D U U HHHH !! Amiga 4000 : T.B.A.C.S.I.T.W.!
: | D D U U H H Opinions are my own, until
: / \ DDD UU H H !! the subliminal takes effect...

2172. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 13:05:15 UTC
From: mk5123@pegasus.cc.ucf.edu
Message-ID: <2q09eb$39e@pegasus.cc.ucf.edu>
Source record: 17272
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,rec.video.games.3do

It's disappointing to say it, but neither the 3DO nor the Jaguar are going anywhere. About a week ago I read a posting by someone who quoted a west coast newspaper, saying 3DO as a company was running out of cash fast. The machine is much too high priced--just as Neo Geo was.

While the Jaguar isn't as high priced as 3DO, it still is high compared to Sega and SNES. More importantly, there aren't many places selling Jaguars comparatively, AND there is almost no software for the machine.

Here in Florida (about the fourth most populated state) the Jaguar is basically unknown. The only place I've seen selling it is Babbages. With 3 games available there, it's not an attractive buy. Moreover, two salesmen I spoke with recommended that I not buy a Jaguar, as it is too risky an investment.

In short, all the European sales will not make any difference when it comes to the American market. If I had to make a prediction, then it would be that the Jaguar will not amount to anything significant, and Atari might end up in liquidation like Commodore. I say this based on watching the company evolve over a decade. Don't interpret this as something I want to happen. I still own--and will always own--four of the 8-bit Ataris. But I wouldn't buy a game machine with so few software titles available, and the possibility it might amount to nothing.

Mark Kopec
mk5123@pegasus.cc.ucf.edu

2173. C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 16:41:59 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May1.114159.27155@cobra.uni.edu>
Source record: 17273
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

PR Newswire, April 29, 1994

Copyright 1994 PR Newswire Association, Inc.
PR Newswire

April 29, 1994, Friday

SECTION: Financial News

DISTRIBUTION: TO BUSINESS EDITOR

LENGTH: 84 words

HEADLINE: COMMODORE INTERNATIONAL LIMITED TO LIQUIDATE

DATELINE: NEW YORK, April 29

BODY:
Commodore International Limited (NYSE: CBU) announced today that its
Board
Of Directors has authorized the transfer of its assets to trustees for the benefit of its creditors and has placed its major subsidiary, Commodore Electronics Limited, into voluntary liquidation. This is the initial phase of an orderly liquidation of both companies, which are incorporated in the Bahamas,

// CONTACT: Hock Tan, CFO of Commodore International Limited, 215-431-9160

LANGUAGE: ENGLISH

LOAD-DATE-MDC: April 30, 1994

2174. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 16:56:02 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May1.115602.27158@cobra.uni.edu>
Source record: 17274

In article <2pndo5$sn9@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>But then again I am a fanatical Lynx owner who got screwed! I have owned the
> ^^^^ ^^^^^^^
>>Amiga 500, 2000, 3000 and A1200 and now a Happy Duo Owner.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> At last! The truth is finally out! The reason why Peter the Clap
> hates Ataris and Amigas so much is because he got "screwed" by them. Of
> course, since he KNOOOWS how LOUUUSY these computers are and how OH! SO
> GREAT the Mac is, he was STUPID to buy those machines in the first place!
> Peter, why didn't you just start off with that holy machine, the Mac, and
> ignore those other computers that you have denounced so many times as being
> inferior? Judging by your posts, those INFEERIOOOR computers have had a
> negative effect on your brain.

No, these machines did not meet my needs. Does not mean it did not meet the needs of Amiga users such as video production.

Your the one who is having a spasm over this. Feel insecure?

>
> Just my 2 cents,
>
> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ)
> * 2954 is an evil number!

Evil number? 2954 was issued by my university as a number sequence based on my birthday digits and adding it to the last four digits of my social security number, if you want to know.

> * Iowa is a boring state! (*Except* it)
> *

Your right, it wont become another California, thank god.
>

> PS: How exactly do you get "screwed" by a computer? Inquiring minds
> want to know.
>

Need I have to get into this again?
>
>

Peter Sinclair-Day
University of Northern Iowa
Cedar falls, Iowa USA

2175. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 18:21:27 UTC
From: <>
Message-ID: <2q0rv7$6ru@mother.usf.edu>
Source record: 17275

In article <Cp404M.8IB@freenet.carleton.ca> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>
>
>In a previous article, millert@ug.ec.usf.edu. (Timothy Miller) says:
>
>>[some of my stuff deleted]
>>Again, I will try to start up a more profitable topic. How about we talk
>>about Warp 9, NVDI, and unassisted VDI for doing graphics output on Atari vs.
>>Atari?
>
>What is there to say? If you have a Falcon Warp9 goes in the garbage/for
>sale bin and if you have NVDI you're a happy. One of the first things
>Atari should do if they release a new TOS/MTOS in ROMs is buy or rewrite
>the damn graphic routines.

Warp 9 for the Falcon is OK. It doesn't make nearly the improvement that it did for the ST's but it's OK. In Mono modes, it makes the machine 1000% its normal speed, but who uses mono? I use 16 colors, and it's STILL slow with Warp 9.

BTW, I've seen all the arguements for and against Atari optimizing their graphics routines, and I can almost guarantee that programs like NVDI and Warp 9 have one routine for each number of bitplanes that the machine can handle. Let me tell you that if you have one routine for each number of bitplanes you can handle for each type of thing you want to do (pixels, lines, characters, fills, etc.), you're going to take up a HELL of a lot of space. The routines in the Atari's ROMs aren't bad, but they're just about as generic as the code I just recently put in this newsgroup to plot a pixel. Atari was getting damn near filling their ROMs for the Falcon, so I know there wasn't room for more specialized routines. Would you like to sacrifice functionality for speed? I realize this is used as an arguement against Ataris by many non-atari users when they get their Macs with display speeds that would bore a sloth to death, but tell us how POWERFUL their flaky huge operating system is compared to ours. Well, there are some times when even WE have to sacrifice a little speed for functionality, so that is what was done. Besides, if Atari optimized their OS, then NVDI and Warp 9 wouldn't sell... that wouldn't be very good for their already dwindling developer base.

[more deleted]
>>
>>How about terminal programs? Who uses ANSITerm? Who's registered it?
>>
>What is ANSITerm? :) I use Stalker3 and am still testing Connect 2.46.
>Connect is beginning to look like the better choice. It has some very nice

>features but the only problem is the slow scrolling speed of the buffer.

Haw haw. You know what ANSITerm is. :)

>
>>
>>Processor Direct magazine. More articles, cool looking layout, informative
>>ads, 23x13.5 inch center ad space (huge!), full color cover for the first
>>issue. You should see some of the comments people are making about it....
>>you should compare it to, say, Current notes, any volume over 11, after 1991.
>>And PD is a lot easier on the eyes to read too. We got a BIG surprise for you
>>for the second issue. I'm not gonna tell you, but it's going to be on the
>>front cover and it's HOT! <GRIN!> (oops, I'm not supposed to count our
>>chickens before they hatch, am I... there's about a 5% chance the big surprise
>>won't happen.)
>
>Sound great! I can't wait to get a hold of my first copy.
>
>>
>>New products coming out... what's hot?
>>
>>Of Lasers And Men. Has anyone been able to get onto umich to get it? It's
>>not on any of the shadow sites. If the first one was good, the new one is
>>going to be spectacular. Good competitor for DOOM.
>
> Well it has great potential but it is not a competitor for DOOM.
>It is fun though, even with the 'boxed' guards :-)

I heard that the new version of Of Lasers and Men is REALLY slow, because the
guy tried to put in more degrees of freedom than DOOM has (ie, up and down) to
view in. Additionally, it doesn't work on VGA any more, so it's out for me
right there. If he's just take out that extra degree of freedom, it would
turn out as good as it was before.

>
>>Speeking of DOOM, I was in that DOOM conference on GEnie, and I and one other
>>guy (when I was there) asked about a Falcon version of DOOM. We were blown
>>off faster than you can shake a stick. The best they could tell me was a very
>>rudely placed 'Falcon = no money', and the other guys got lots of No's.
>
> I do not think it would be possible to get a version as fast as as
>486/33 but I think it would be fairly decent.
>

It can be done, and can be done well, but we have the Microsoft Disorder
affecting these lazy programmers who don't want to do it right. If I knew how
and I had time, I'd do it... but I don't know how and I don't have time.

[more deleted]

2176. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 19:23:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94121.152321STIRRE31@MAINE.MAINE.EDU>
Source record: 17280

I also tried out Llamazap. Incredible graphics but much too tough!
I can't wait to hear what Jeff puts on for sounds. Where is Steel
Talons available? I'd love to try it out. Thanks!
sincerely,
scott tirrell

2177. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 19:24:25 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2q0vl9$f28@usenet.rpi.edu>
Source record: 17276

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
>>That's just silly. Are you saying it wouldn't go faster with both?

>About six people left me mail about my posting. I committed a slight faux
>pas which I must clarify.

>It is true that adding a seperate DSP to a PowerMac would allow the PPC
>chip to perform other tasks better. So why didn't Apple do this? Several
>reasons. First, adding a seperate DSP would increase the cost of the
>computer significantly. Second, the DSP wouldn't help as much as many
>people might think. Yes, it would help - but the cost of adding a DSP to
>the machine would not be worth the nominal performance incrase you'd be
>getting from it. (Kinda like selling your 20ms access time hard drive and
>then buying a 19ms drive of the same capacity. Sure, you'll get a nominal
>speed boost, but is it really worth it?)
Also, the PPC chip has DSP functionality built into it (like the
multiply-add instruction) that enables it to perform DSP operations
faster than most chips (including the 80x86s and 680x0s).
>So yes, in my statement that a DSP wouldn't help, I misspoke myself. I
>would have been more accurate to say that adding a DSP wouldn't be worth
>the performance boost versus the cost.

I now this is out of tune with most of my posts. But hey,
I can't be anti-Mac all the time. ;-)

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* Duke of Iowa
*

2178. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 19:26:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94121.152643STIRRE31@MAINE.MAINE.EDU>
Source record: 17281

Mark,
I would have to disagree with some of your comments. First of all, the Jag appears to selling very well (over 100,000 so far) and most places claim that they can't keep Jags in stock for more than a couple of days. Also the Jag has over 80 developers so you will see games coming out for it. Doom will be making an appearance soon as well as Alien vs. Predator, Wolfenstein 3D, Club Drive and Mortal Kombat II (according to Die Hard Game Fan). Since this is Atari's last chance to make it I think you'll notice them pulling out all the stops. Just look at the ads!
I do agree that waiting for more games may be a good idea. I do think you'll be pleasantly surprised by Xmas this year. The Jag should have at least 20-30 games available by than and about 500,000 units sold. It will be a tough battle for Sega's Saturn if the Jag is that firmly entrenched. Also, the Jag's price should drop by Xmas to $200.
-scott tirrell

2179. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 19:37:45 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94121.153745STIRRE31@MAINE.MAINE.EDU>
Source record: 17282

PD big surprise guesses....
1) Pagestream 3?
2) Falcon040 :-) ?
3) TT clone (Medusa, GE Soft)?
4) Jaguar's CD ROM unit?
5) Falcon tower case?
6) Atariworks update? (please?)
7) New Jag games?
Am I close on any of these guesses, Tim? Just thought I'd try my hand
at predicting the future :-).
-scott tirrell

2180. Re: Apple USA reduces Quadra 605 price!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 19:38:53 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2q10gd$fhb@usenet.rpi.edu>
Source record: 17277

sinclap2954@cobra.uni.edu writes:

>In article <2pndo5$sn9@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth)
writes:
>> sinclap2954@cobra.uni.edu writes:
>>
>>>But then again I am a fanatical Lynx owner who got screwed! I have owned the
>> ^^^^ ^^^^^^^
>>>Amiga 500, 2000, 3000 and A1200 and now a Happy Duo Owner.
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>
>> At last! The truth is finally out! The reason why Peter the Clap
>> hates Ataris and Amigas so much is because he got "screwed" by them. Of
>> course, since he KNOOOWS how LOUUUSY these computers are and how OH! SO
>> GREAT the Mac is, he was STUPID to buy those machines in the first place!
>> Peter, why didn't you just start off with that holy machine, the Mac, and
>> ignore those other computers that you have denounced so many times as being
>> inferior? Judging by your posts, those INFEERIOOOR computers have had a
>> negative effect on your brain.

>No, these machines did not meet my needs. Does not mean it did not meet the
>needs of Amiga users such as video production.

[Flame deleted]

If they didn't meet your needs, Clap, WHY DID YOU BUY FIVE OF THEM!?
Did it take you that long to find out that they "didn't met your needs"?
And is simply "not meeting your needs" reason enough to hate them so much?

>> * 2954 is an evil number!

>Evil number? 2954 was issued by my university as a number sequence based on my
>birthday digits and adding it to the last four digits of my social security
>number, if you want to know.

Thanks for the info. I thought it was the price of your computer. :-)

>> * Iowa is a boring state! (*Except* it)
>> *

>Your right, it wont become another California, thank god.
>>

Actually, California is a pretty nice state. In Cal., it doesn't rain
much and never gets cold. It's very pretty also. The only problem is
all those damn earthquakes.

>> PS: How exactly do you get "screwed" by a computer? Inquiring minds
>> want to know.
>>

>Need I have to get into this again?

Sorry. I must have missed the post where you did.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* Duke of Iowa
* Sultan of California
* Waiting for the IBM PPC computer
*

2181. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 19:53:25 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2q11bl$fri@usenet.rpi.edu>
Source record: 17278
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

> PR Newswire, April 29, 1994
>
>
> Copyright 1994 PR Newswire Association, Inc.
> PR Newswire
>
> April 29, 1994, Friday
>
>SECTION: Financial News
>
>DISTRIBUTION: TO BUSINESS EDITOR
>
>LENGTH: 84 words
So, you know how to count. BIG DEAL!?
>
>HEADLINE: COMMODORE INTERNATIONAL LIMITED TO LIQUIDATE
>
>DATELINE: NEW YORK, April 29
>
> BODY:
> Commodore International Limited (NYSE: CBU) announced today that its
>Board
>Of Directors has authorized the transfer of its assets to trustees for the
>benefit of its creditors and has placed its major subsidiary, Commodore
>Electronics Limited, into voluntary liquidation. This is the initial phase of
>an orderly liquidation of both companies, which are incorporated in the
>Bahamas,
>
>
>
> // CONTACT: Hock Tan, CFO of Commodore International Limited, 215-431-9160
>
>LANGUAGE: ENGLISH
As opposed to Chinese or Swedish, I guess.
>
>LOAD-DATE-MDC: April 30, 1994
>
>
>

Mr. Clap, do you have anything better to do than kick dead horses!?
I hope all the Amiga fans storm Iowa and lynch you for this mean-

spirited post.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

PS: BTW what happened to your sig?
PPS: How much is Apple paying you for all this anyway?

2182. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 20:23:30 UTC
From: kirchh@cc.umanitoba.ca
Message-ID: <2q1342$59o@canopus.cc.umanitoba.ca>
Source record: 17279
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994May1.114159.27155@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
> PR Newswire, April 29, 1994
>
>HEADLINE: COMMODORE INTERNATIONAL LIMITED TO LIQUIDATE

Sinclap, could you please post whatever you know about World War II? I thought I heard someplace that it was over now. Also, I hope you can tell me how the Roman Empire is doing these days. Btw, is Ford still president?

--
Evan Kirchhoff, kirchh@ccu.umanitoba.ca /
rip \/.

2183. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-01 22:59:51 UTC
From: <>
Message-ID: <2q1c98$800@mother.usf.edu>
Source record: 17283

In article <94121.153745STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:
>PD big surprise guesses....
>1) Pagestream 3?
>2) Falcon040 :-) ?
>3) TT clone (Medusa, GE Soft)?
>4) Jaguar's CD ROM unit?
>5) Falcon tower case?
>6) Atariworks update? (please?)
>7) New Jag games?
>Am I close on any of these guesses, Tim? Just thought I'd try my hand
>at predicting the future :-).
>-scott tirrell

Well, maybe my opinion of a BIG surprise isn't the same as what some others may thing of as a big surprise, because two of the above are partially true, but the big surprise I had in mind was just vaguely related to one of them. <shrug> Of course, we're really thrilled about it because it's something that we need! Well, ok... it's impressive. I can tell you that. Some may not be surprised by it, but it's impressive.

Boy, I'm really playing it up, ain't I? "Well, it's kinda a big surprise!" <chuckle> Of course, I was only talking about one or two pages. There's the whole rest of the magazine to look forward to. You should have seen this thing that Sean designed... it's really cool looking. :)

2184. Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 02:17:38 UTC
From: lordthan@news.delphi.com
Message-ID: <2q1ns2$2mk@news.delphi.com>
Source record: 17284

I began to read the 35+ messages that have appeared in this newsgroup in the past 24 hours, but got so thoroughly disgusted with the way some of the people in this group are behaving that I stopped reading after the second or third message. At this point, I really don't care if people take this personally or not because based on many of the attitudes I've experienced here and in my mailbox, I really don't care what those people think. So here's the deal.

I came to this newsgroup for two reasons. I was interested in hearing about the Atari computer and what's going on with it, and I wanted to clear up some misconceptions, slander, and outright lies that were being spread about the Macintosh computer. I've long been supportive of the notion that anyone is free to bash any computer platform he/she wishes to. I have no problem with that; some people have better things to do with their time, but if that's what makes your life worth living, knock yourself out. The only qualification to that is when people start bashing other platforms by giving false or partially complete information about the platform in question.

The latter issue is what resulted in this posting. I had hoped that my continued presence in this newsgroup would ease some of these misconceptions/lies/whatever, but I've discovered that, unfortunately, this isn't to be. I find myself continually confronted with people who insist on sticking to their fabricated accusations, sometimes even to the point of fabricating "facts" to support these ideas. I'm constantly surprised by this, actually; I would imagine that people who choose to stick to a near-orphan computer (and face it, that's what it is in the US) would spend more time exploiting what *their* computers *can* do rather than making up things about what *other* computers *can't* do. Strike two, I was wrong again.

In an effort to stop a great deal of flagrant BS that's being spread around this newsgroup, i wish to make the following promise to comp.sys.atari.advocacy and all of its members. Starting on the time this message is posted, I hereby promise to refrain from making any Macintosh-related postings on this group *unless* one or more of the following criteria is met:

* Someone asks me a direct question about the Macintosh. (Unless a notation is made in the question to reply to mail, my reply will be public.)
* Someone posts erroneous or incomplete information about the Macintosh. (In this case, I will follow up with a ONE MESSAGE reply. I feel that I'm currently one of, if not THE, most qualified Macintosh sources in this newsgroup, or at least the most well informed, and I think I've demonstrated the ability to not "spout off" like certain other Mac

advocates here do. *cough*sinclap*cough*cough*)
* Someone posts what I call an "oh yeah?" message. (I.e., someone posts something like "my ST can sample 16-bit stereo sound, let's see a Mac do THAT!", in which case I'd reply that many Macs *can* do that, with a brief explanation.)

That's it. I don't feel this is unreasonable, and if anyone else here thinks otherwise, please let me know your feelings. I'm interested.

Furthermore, I'd personally appreciate it if a lot of the "Macs go home" sentiment were toned down. I've gotten everything in my mailbox from personal insults to allegations about my intelligence to accusations about my sexual orientation -- all because I happen to own a Macintosh. I don't see any connection, but maybe that should be telling me something. :) The better part, of course, is that these same people apparently forget that I also own one Macintosh, one 1040ST, two 800XL's, one 400, and pieces of a 600XL, and I used to own a lot more Atari stuff than that. The sheer quantity of my Atari stuff far outweighs my Macintosh stuff, yet I'm branded as an idiot. You figure out the logic in that.

If anyone has bothered to read the Atari FAQ, you'd notice that comp.sys.atari.advocacy is for "discussing the pros *and cons* of Atari computers," so discussions comparing Ataris to Macs certainly *DO* belong here. I try not to get involved in computer bashing, relying instead on a simple presentation of factual information and allowing the *objective* person to make his/her own decision, but it seems that this too has caused much dissent.

I could go on and on, but this message is long enough and I think I've made my point. I made a statement shortly after "announcing" my presence here that, over the years, I've found Atari users to be among the most paranoid and/or insecure about their machine choice, and overall I think that's been justified. Here we have a computer company on the brink of oblivion, and their users and complaining about things like no floppy drive buttons, circa-1986 keyboards and other such drivel on the Mac. The most distressing thing, of course, is that the majority of these laughable points come from people who likely have no practical experience on the Mac.

shrug If anyone wishes to reply to this, fine. I wholly expect a barrage of "you don't know anything, you're a shithead, go screw yourself, etc" messages from people who can't stand to let one person have his own opinion on the topic, and I've already made a listing of people who I think will reply. I've got a $5 bet with someone that 50% of the names listed here will make some sort of contradiction, argument, nitpick or other nonsense with this message; don't let me down. :)

Take care, and see you around.

-Steve

PS: I won't be reading any of the existing "war threads" so if anyone has asked me a question or made a statement they wish to discuss with me,

start a new thread.

2185. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 03:08:53 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May1.220853.27184@cobra.uni.edu>
Source record: 17285

In article <2pp7ai$spo@lyra.csx.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
> In article <2poobf$g4i@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
>
> |> Apparently you don't understand what *Reduced* instruction processors do.
> |> The PowerPC chip, like it/accept it or not, is fast enough to handle all
> |> standard Mac functions as well as DSP functions without adversely
> |> affecting performance.
>
> That's just silly. Are you saying it wouldn't go faster with both?

Let's put it this way, A PowerMac6100 out performs the Falcon with dsp. not
that hard is it?

>
> --
> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
> \\ // Cambridge University Computer Society discounts officer
> \X/ Amiga A1200, 6MB, 25MHz 68882, 262144 colours onscreen in 1400*590

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2186. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 04:14:15 UTC
From: mpierce@vcd.hp.com
Message-ID: <Cp5qFr.BEp@vcd.hp.com>
Source record: 17286
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Thomas H. Trauth (trautt@magritte.its.rpi.edu) wrote:
: sinclap2954@cobra.uni.edu writes:

: > PR Newswire, April 29, 1994
: >
: >
: > Copyright 1994 PR Newswire Association, Inc.
: > PR Newswire
: >
: > April 29, 1994, Friday
: >
: >SECTION: Financial News
: >
: >DISTRIBUTION: TO BUSINESS EDITOR
: >
: >LENGTH: 84 words
: So, you know how to count. BIG DEAL!?
: >
: >HEADLINE: COMMODORE INTERNATIONAL LIMITED TO LIQUIDATE
: >
: >DATELINE: NEW YORK, April 29
: >
: > BODY:
: > Commodore International Limited (NYSE: CBU) announced today that its
: >Board
: >Of Directors has authorized the transfer of its assets to trustees for the
: >benefit of its creditors and has placed its major subsidiary, Commodore
: >Electronics Limited, into voluntary liquidation. This is the initial phase of
: >an orderly liquidation of both companies, which are incorporated in the
: >Bahamas,
: >
: >
: >
: > // CONTACT: Hock Tan, CFO of Commodore International Limited, 215-431-9160
: >
: >LANGUAGE: ENGLISH
: As opposed to Chinese or Swedish, I guess.
: >
: >LOAD-DATE-MDC: April 30, 1994
: >
: >
: >

: Mr. Clap, do you have anything better to do than kick dead horses!?
: I hope all the Amiga fans storm Iowa and lynch you for this mean-
: spirited post.

: *
: * Tom Trauth
: * trautt@rpi.edu
: * King of the Russians (in Civ)
: *

: PS: BTW what happened to your sig?
: PPS: How much is Apple paying you for all this anyway?

Whoa big fella!! Down boy! DOWN!!

I find the posting rather interesting! So CBU split off CEL and put it into voluntary liquidation - so someone can buy up the entire electronics side right now !!! - this is interesting.

Matt Pierce

2187. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 04:35:47 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2q1vv3$489@usenet.rpi.edu>
Source record: 17187

I hope this helps you get your $5. :-)

On a more serious note, you're right. This PC-vs-Mac-vs-Atari thing has gone way too far. In fact, it has practically taken over this news group! I appologize for my contribution to this mess; I now have nearly ten posts on this newsgroup, none of which has anything to do with the Atari. From here on in, I will refrain from posting anything to this group unless a certain IDIOT FROM IOWA posts more of his mean-spirited BS, and even for those I will tone down my Mac bashing. (BTW you should see what he's posted in c.s.amiga.adv this weekend; he seems to be getting his jollies by rubbing it in to all the Amiga users that C= (and therefore the Amiga) is dead). Let's give this group back to the Atarians!!!

Signing off (so long as Clap finally shuts up!),

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

PS: No hard feelings, I hope.

2188. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 08:26:25 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May2.082625.24430@rmece02.upr.clu.edu>
Source record: 17188

In article <Cp40EH.8q0@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
|>
|>

[stuff deleted]

|> > I hope the Jaguar well. I am waiting to buy one
|> >when I have the money and DOOM is out for it.. in August.
|>
|> IMHO:
|> Jaguar doing well = -----> $$$$$$$ ----|
|> |
|> \ /
|> |
|> Falcon/Jag/PPC/68060? hybryd :-)

We can only hope :-) Little problem is, the Jaguar is not doing very good, but I understand it since it's a new machine.

|>
|> --
|> ** Computer Systems Engineering Jack Kitowicz **
|> ** Carleton University ac382@freenet.carleton.ca **
|> ** Ottawa Ontario Canada jack@aurora.carleton.ca **

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2189. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 10:17:48 UTC
From: agb16@mbuc.bio.cam.ac.uk
Message-ID: <2q2k0c$4gu@lyra.csx.cam.ac.uk>
Source record: 17189
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

> // CONTACT: Hock Tan, CFO of Commodore International Limited, 215-431-9160

Just for a laugh, I rang this number (I'm a strange guy). Curiously
enough, there was no answer.

Regards Alan

2190. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 10:19:25 UTC
From: steve-j@teleport.com
Message-ID: <2q2k3d$895@kelly.teleport.com>
Source record: 17190
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Cp5qFr.BEp@vcd.hp.com>, Matt Pierce <mpierce@vcd.hp.com> wrote:
>
>Whoa big fella!! Down boy! DOWN!!
>
>I find the posting rather interesting! So CBU split off CEL and put it
>into voluntary liquidation - so someone can buy up the entire electronics
>side right now !!! - this is interesting.

No, Commodore Electronics Ltd. (the development portion) is just
being liquidated FIRST. If you read the press release(s) more
thoroughly, you'll notice that it says it's the beginning of the
"liquidation of BOTH companies." Commodore International Ltd.
(the offices/subsidiaries/etc.) WILL go into liquidation later.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2191. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 14:29:40 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May2.142940.27264@rmece02.upr.clu.edu>
Source record: 17191

In article <2q1ns2$2mk@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:

[stuff deleted]

|>
|> *shrug* If anyone wishes to reply to this, fine. I wholly expect a
|> barrage of "you don't know anything, you're a shithead, go screw
|> yourself, etc" messages from people who can't stand to let one person
|> have his own opinion on the topic, and I've already made a listing of
|> people who I think will reply. I've got a $5 bet with someone that 50% of
|> the names listed here will make some sort of contradiction, argument,
|> nitpick or other nonsense with this message; don't let me down. :)

Steve, do you know that YOU KNOW NOTHING and go AHEAD with those MACS
and do 'the thing' with Peter... ah.... well..... Too hard to
resist! :-) Well, at least I didn't let you down :-b :-) :-)!!!!!!

|>
|>
|> Take care, and see you around.

He he... :-)

|>
|> -Steve
|>
|>
|>
|> PS: I won't be reading any of the existing "war threads" so if anyone has
|> asked me a question or made a statement they wish to discuss with me,
|> start a new thread.
|>

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2192. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 14:30:43 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May2.143043.25838@rmece02.upr.clu.edu>
Source record: 17192

In article <1994May1.220853.27184@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <2pp7ai$spo@lyra.csx.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> > In article <2poobf$g4i@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> >
|> > |> Apparently you don't understand what *Reduced* instruction processors do.
|> > |> The PowerPC chip, like it/accept it or not, is fast enough to handle all
|> > |> standard Mac functions as well as DSP functions without adversely
|> > |> affecting performance.
|> >
|> > That's just silly. Are you saying it wouldn't go faster with both?
|>
|> Let's put it this way, A PowerMac6100 out performs the Falcon with dsp. not
|> that hard is it?

My my my Peter... the argument has NOTHING to do with the Falcon,
does it? It was even Chris (Amiga owner) the one who answered!

|> > --
|> > // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
|> > \\ // Cambridge University Computer Society discounts officer
|> > \X/ Amiga A1200, 6MB, 25MHz 68882, 262144 colours onscreen in 1400*590
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
|>
|>
|>

--

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2193. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 15:07:06 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94122.110706STIRRE31@MAINE.MAINE.EDU>
Source record: 17193

<Raist's comments about how well the Jag is doing>
Raist, what do you define as "doing well"? From all accounts
across the country, Jags are selling out as fast as stores
can get them, the Jag is getting good press, and Atari is
advertising. Sounds okay to me. As far as IBM not making
enough Jags I think it is best to wait for the next batch
of games (especially Doom). Atari has no immediate threat
besides 3DO as far as "next generation game systems."
-scott tirrell

2194. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 15:11:04 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94122.111104STIRRE31@MAINE.MAINE.EDU>
Source record: 17194

Steve, there are annoying people on every platform as well as
great ones. To say that Atari users are more paranoid than
others may be a little too blanketing. Atari users seem to
get flamed quite a bit for being "idiots" for sticking with
Atari. Before Mac and PC users there were C= users.
However, there are other people (such as myself I hope :-))
who enjoy any discussion on computers as long as it is based
on fact and has the goal to increase knowledge on the subject.
To me, your posts definitely fit this line for the most part.
Sinclap, on the other hand.... By all means, keep in the
discussion. I have already learned a couple of things about
Macs and hopefully you're getting info on the new Ataris
(the TT has a 32MHz 68030 :-)).
-scott tirrell
p.s. was i on the list? :-)

2195. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 15:18:01 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94122.111801STIRRE31@MAINE.MAINE.EDU>
Source record: 17195

I have to get myself a copy of PD! Haven't seen it yet, but plan
to soon (once I start working in a couple of weeks and getting
money!). Hmmmm.... vaguely related? Come on, Tim, give me a
hint :-)!
-scott tirrell

2196. Re: Mac go home (read it mr. sinclap)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 16:24:32 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2q39g0$95a@lyra.csx.cam.ac.uk>
Source record: 17196

In article <1994May1.220853.27184@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <2pp7ai$spo@lyra.csx.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> > In article <2poobf$g4i@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> >
|> > |> Apparently you don't understand what *Reduced* instruction processors do.
|> > |> The PowerPC chip, like it/accept it or not, is fast enough to handle all
|> > |> standard Mac functions as well as DSP functions without adversely
|> > |> affecting performance.
|> >
|> > That's just silly. Are you saying it wouldn't go faster with both?
|>
|> Let's put it this way, A PowerMac6100 out performs the Falcon with dsp. not
|> that hard is it?

Whatever, it would still go faster with both. "Except it" :-)

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Resistance is futile, you will be assimulated by the Bill.

2197. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 19:52:07 UTC
From: lordthan@news.delphi.com
Message-ID: <2q3ll7$2i3@news.delphi.com>
Source record: 17198

<STIRRE31@MAINE.MAINE.EDU> writes:
>Steve, there are annoying people on every platform as well as
>great ones. To say that Atari users are more paranoid than
>others may be a little too blanketing. Atari users seem to
>get flamed quite a bit for being "idiots" for sticking with
>Atari. Before Mac and PC users there were C= users.

Perhaps it is a blanketed statement, but (as I pointed out) that's my
experience. I cannot count how many times people who own Ataris or Amigas
demonstrate some sort of "pity" for Mac or PC users. Conversations like
this make my point stronger:

PERSON 1: "What kind of computer do you use?"
ME: "A Macintosh, mostly."
PERSON 1: "Sorry to hear that. I use an Amiga."
PERSON 2: "An Amiga? *laugh* Get a real computer."
PERSON 3: "What do YOU use?"
PERSON 2: "I've got an Atari Falcon. How about you?"
PERSON 3: "A 486 clone."
PERSON 1 & 2: "My condolences."

If I had a nickel for every time I've heard something along these lines...
But as I said, that is simply my own opinion based on my own experiences.
In comparison, very few PC owners put down Macs or other platforms, while
the majority of Amiga and Atari ownerse *do*. I call that paranoia.

>However, there are other people (such as myself I hope :-))
>who enjoy any discussion on computers as long as it is based
>on fact and has the goal to increase knowledge on the subject.
>To me, your posts definitely fit this line for the most part.

Thank you.

>Sinclap, on the other hand.... By all means, keep in the
>discussion. I have already learned a couple of things about
>Macs and hopefully you're getting info on the new Ataris
>(the TT has a 32MHz 68030 :-)).

I haven't read any of the "war threads" since I posted that message, and
as of now I don't intend to go back to them. I think I've made my point;
if someone wants to know something about the Mac, they'll ask. :)

>-scott tirrell
>p.s. was i on the list? :-)

No, sorry. ;) But I did win my $5 bet.

2198. The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 20:26:08 UTC
From: rsrodger@wam.umd.edu
Message-ID: <2q3nl0$s99@cville-srv.wam.umd.edu>
Source record: 17197
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <2MAY199413551340@summa.tamu.edu>,
Alan Wen (409)696-8909 <cpw8034@summa.tamu.edu> wrote:
>>>|> The fat lady has sung.
>>>Not just yet she hasn't.
>>No, but she's clearing her throat...
>No no no... She sung her last note and dropped dead to the ground ALREADY.
>Now we're just waiting for the 911 med team to arrive. Too bad there's a
>huge traffic congestion!

No, that's just what they're telling the caller on the phone. The
truth is, the doctors who tried to save her have spent the last
5 years telling her to cut out the sweets and red meats because
of her blood pressure, but she ignored them and instead just went
from doctor to doctor (paying with plastic, of course). Now, none
of the doctors at the emergency rescue team could care, and instead
of coming to revive her, they'll swing by later on the way back
from a visit so that they can do an autopsy.

--
Be sure to vote *YES* on rec.music.menudo!

2199. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 21:54:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May2.215452.22630@rmece02.upr.clu.edu>
Source record: 17199

In article <94122.110706STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> <Raist's comments about how well the Jag is doing>
|> Raist, what do you define as "doing well"? From all accounts
|> across the country, Jags are selling out as fast as stores
|> can get them, the Jag is getting good press, and Atari is
|> advertising. Sounds okay to me. As far as IBM not making

Yes, that is true. The problem was that ATARI couldn't
have the units fast enough or make enough units. In that
regard is that he Jaguar isn't doing well, and hopefully from
my sources, ATARI is solving this problem.

Now, there's another problem ATARI's having: they are
taking too long to come out with good software. Current
Jaguar software doesn't really cut it, except Tempest. But
the problem with Tempest is that it is only one game, and it
doesn't appeal to everybody.

So ATARI's time to position the Jaguar in front is fading
fast... I hope that they do it though. ATARI's last financial
report was putting ATARI exactly in the same direction
where C= is today :-(

Please, dont' take this as a flame.

|> enough Jags I think it is best to wait for the next batch
|> of games (especially Doom). Atari has no immediate threat
|> besides 3DO as far as "next generation game systems."

The Saturn system might debut in the U.S. by christmas
or at least a new Genesis version ("Mars"). SEGA's marketing
alone is enough to bury ATARI if they don't have the games
they need.

|> -scott tirrell

Believe me Scott, I want the Jaguar to do well... I am
pointing out some of its problems, but at least in all the
other areas I can imagine, ATARI has practically solved them.

So we get: distribution and software... that's what
missing right now.

Alien VS. Predator, supposedly due out April has now
been pushed as far as mid June to August!.

Doom is due out late in the summer... see what I mean?

3DO on the other hand is getting the software it needed,
and I know of about 5 people that are considering buying
one now... Or even an SNES or Genesis because of the
software.

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2200. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-02 23:10:06 UTC
From: renfro@bnr.ca
Message-ID: <2q418e$94c@crchh610.bnr.ca>
Source record: 17200

In article <2q3ll7$2i3@news.delphi.com>, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

|>
|> If I had a nickel for every time I've heard something along these lines...
|> But as I said, that is simply my own opinion based on my own experiences.
|> In comparison, very few PC owners put down Macs or other platforms, while
|> the majority of Amiga and Atari ownerse *do*. I call that paranoia.
|>

Here at work there are several Mac users and several Clone users and they are constantly badgering each other about the others machines. From my experience, the majority of computer science and engineering types are a pretty concieted (sp?) high and mighty lot. Anyone who is into their computer (more than just a casual user) is usually pretty opinionated about their choice of platform and has some degree of disdain for the others. Yes, I know there are a few really open minded multi-platform types out there, but the majority sell themselfes with truth or fiction that their choice was the best (and usually for them it was).

Now, when the guys at work get into a discussion about computers and I try to in throw my $.02 worth, they just roll their eyes and pretty much ignore me (being an Atari users and all).

Steve, back to your original post on this thread - I think your approach is reasonable and if everyone would take it things would remain much calmer around here. What you need to watch out for, though, is when you get into things that involve personal preference. Yeah, the disk eject button may not seem like a big deal to you, but it may be a real peave for someone else and for them it is a perfectly valid reason for not liking the Mac. You can't argue facts on an issue like that.

I've used Macs at work for many years but I still have more fun going home and using my Ataris. Give me all the facts you want, but don't tell me I can't like Atari machines better just because they are not the most popular, powerful, pleasant, price wise pieces of equipment available.

RandyH

2201. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 00:35:08 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May2.193508.27228@cobra.uni.edu>
Source record: 17202

In article <60.4854.5323.0N19C6C9@canrem.com>, richard.hecker@canrem.com (Richard Hecker) writes:
> Have I accidentally walked into the comp.sys.mac.advocacy or
> comp.sys.atari.bash newsgroup or something? All I see here are Mac vs.
> Atari and just general messages about Macs here. I know a number of
> other people have suggested it, so I thought I would add my own vote
> here: LET'S CUT OUT THE MAC CHAT! As far as I'm concerned, in *this*
> newsgroup, if it isn't about Atari, it's a waste of bandwidth. I don't
> care about new Quadra pricing. I don't care about Macs in general. Or
> PCs. Or Amigas. I own an Atari and that's what I want to read up
> about. If I wanted to read up on the latest Mac, Amiga or PC
> developments, I'd go to those respective newsgroups. When I come in
> here, I expect to see conversations about Atari. Not flamebait posted
> by Mac loyalists or PC fanatics or whathaveyou. That's *not* what this
> forum is for.
>
> So let's clean up the act, huh?

What else is there to talk about ATARI COMPUTERS? Now that Atari has stated numerous times that the Jag is the focus of their time and resources.

Here's a new Atari Topic: Can Atari survive as a one product(ie, the Jag) company?

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2202. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 00:53:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May3.005344.22720@rmece02.upr.clu.edu>
Source record: 17201

In article <2q3ll7$2i3@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> <STIRRE31@MAINE.MAINE.EDU> writes:

[stuff deleted]

|>
|> If I had a nickel for every time I've heard something along these lines...
|> But as I said, that is simply my own opinion based on my own experiences.
|> In comparison, very few PC owners put down Macs or other platforms, while
|> the majority of Amiga and Atari ownerse *do*. I call that paranoia.

Paranoia? Or could it be:

Mac owner->"Gee look. We are doing multitasking and multimedia. We basically invented
it."
me-> "Well, actually the Amiga has been doing that for a while..."
guess-> "The Amiga? You mean the $1,000 dollars Nintendo with keyboard? No way!
that's just a game machine"

I think that today, pretty much everybody... except that just plainly
don't care what computer they use. I think that those users exist on
every platform... how explain then the jokes I got about the Amiga computer
in my apartment full of Mac roommates... until I got my A500.... they
just shut up (in general).

[stuff deleted]

|>
|> >-scott tirrell
|> >p.s. was i on the list? :-)
|>
|> No, sorry. ;) But I did win my $5 bet.

Of course! I didn't let you down! Remember??!!! :-)

>>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2203. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 02:55:14 UTC
From: lordthan@news.delphi.com
Message-ID: <2q4eei$mip@news.delphi.com>
Source record: 17206

renfro@bnr.ca (Randy Hoekstra) writes:
>Here at work there are several Mac users and several Clone users and they
>are constantly badgering each other about the others machines. From my
>experience, the majority of computer science and engineering types are
>a pretty concieted (sp?) high and mighty lot. Anyone who is into their

(Conceited. Remember "I before E, except after C"?) ;)

>computer (more than just a casual user) is usually pretty opinionated about
>their choice of platform and has some degree of disdain for the others.

Usually, yes. I've found more of that disdainful attitude amongst Atari
and Amiga owners, however. I don't disavow the fact that there are many
Mac and PC users who are just as conceited, but if I put my experiences
on a percentage scale, it seems that ~15-20% of Mac and PC users have
that conceit, while ~80%+ of Atari and Amiga users have it.

>Yes, I know there are a few really open minded multi-platform types out
>there, but the majority sell themselfes with truth or fiction that their
>choice was the best (and usually for them it was).

Proven Fact: The majority of Commodore's and Atari's sales in the past
three years or so have come from repeat customers. Atari, in fact, sold
(by their own admission; I read this in Computer Reseller News not too
long ago) approximately 80% of their Falcons to existing Atari owners.
This does not constitute a solid market OR a growing one.

>Now, when the guys at work get into a discussion about computers and I try
>to in throw my $.02 worth, they just roll their eyes and pretty much ignore
>me (being an Atari users and all).

I used to be the same way. :) I remember, eons ago, when I had my 800XL
how everyone "shunned" me because I didn't have a C-64. It was kinda
tough finding people to trade software with. :)

>Steve, back to your original post on this thread - I think your approach
>is reasonable and if everyone would take it things would remain much
>calmer around here. What you need to watch out for, though, is when you
>get into things that involve personal preference. Yeah, the disk eject
>button may not seem like a big deal to you, but it may be a real peave
>for someone else and for them it is a perfectly valid reason for not liking
>the Mac. You can't argue facts on an issue like that.

True, and I agree with that. Yet when I attempt to point out that it's a
matter of personal preference and is often overcome with use, they
suddenly get all defensive and all of a sudden it's the most important
topic in the world, y'know?

>I've used Macs at work for many years but I still have more fun going home
>and using my Ataris. Give me all the facts you want, but don't tell me I
>can't like Atari machines better just because they are not the most popular,
>powerful, pleasant, price wise pieces of equipment available.

I never claimed that anyone shouldn't like their Ataris. Hell, here's a newsflash for you and the rest of the world: I just spent about two months getting my 8-bit up and running. It's out in my hallway right now, perfectly functional; I was playing Star Raiders on it awhile ago (I love that game). Today, I spent about $70 in *floppy disks* for the machine! (300 disks, if you wanted to know.) Why? Because I discovered that age and the (limited exposure to the) elements had caused many disk errors. So when the disks get here, I'll be spending about a week or two sector copying all of my old disks onto fresh, new disks. Hell, I even recruited my Mac and my own artistic talent (I'm a graphic artist) to design and print custom disk and disk sleeve labels. :) So don't tell me I don't like my Atari. ;)

2204. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 02:57:18 UTC
From: lordthan@news.delphi.com
Message-ID: <2q4eie$moq@news.delphi.com>
Source record: 17205

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> Paranoia? Or could it be:
>Mac owner->"Gee look. We are doing multitasking and multimedia. We basically invented
> it."
>me-> "Well, actually the Amiga has been doing that for a while..."
>guess-> "The Amiga? You mean the $1,000 dollars Nintendo with keyboard? No way!
> that's just a game machine"
> I think that today, pretty much everybody... except that just plainly
>don't care what computer they use. I think that those users exist on
>every platform... how explain then the jokes I got about the Amiga computer
>in my apartment full of Mac roommates... until I got my A500.... they
>just shut up (in general).

I just posted a reply to this to someone else, whose name I can't
remember if a gun were put to my head. :) In essence, I said that I
don't doubt these sort of people exist on the Mac and PC platforms, it's
just that (in my experience) percentage-wise, far more Atari and Amiga
owners have this paranoia.

2205. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 06:30:57 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2q4r31$sde@usenet.rpi.edu>
Source record: 17203

sinclap2954@cobra.uni.edu writes:

>What else is there to talk about ATARI COMPUTERS?

How about how to shove one down your throat!

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

Proposal: A newsgroup called comp.sys.sinclap.bs in which Macs are
worhsipped and all other computers are bashed.

Note to sinclap: PLEASE don't reply to this. There is too much of
your BS in this group already.
AND GET A LIFE!!!!!!!!!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* Nuke Iowa!
*

2206. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 07:55:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2q5028$clt@darkstar.UCSC.EDU>
Source record: 17204

In <2q4eie$moq@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>I just posted a reply to this to someone else, whose name I can't
>remember if a gun were put to my head. :) In essence, I said that I
>don't doubt these sort of people exist on the Mac and PC platforms, it's
>just that (in my experience) percentage-wise, far more Atari and Amiga
>owners have this paranoia.

(I'll call it an emotional attachment to a computer rather than paranoia.)
I think the reason that there are more in the Amiga/Atari lines is that
because they are smaller/niche market machines, the only ones who know about
them and use them are the ones who "care enough" about their computing
choice to go beyond the norm and pick what they really feel gives them
what they want. I don't want this to sound like a "we know more" or a "you
are just following the herd" post at all. I just mean that for every person
who really looks at all the choices and picks a mac or a PC, there are 9
or so who just buy it because "it's what everyone has" (hence your 10%
figure... I'm basing on that rather than my own experiences)
I know that back in 87 or so, mac people were much more emotional than
these days about their machines.

~Chris

2207. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 07:57:37 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2q505h$cm6@darkstar.UCSC.EDU>
Source record: 17207

In <94122.110706STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:

><Raist's comments about how well the Jag is doing>
>Raist, what do you define as "doing well"? From all accounts
>across the country, Jags are selling out as fast as stores
>can get them, the Jag is getting good press, and Atari is
>advertising. Sounds okay to me. As far as IBM not making
>enough Jags I think it is best to wait for the next batch
>of games (especially Doom). Atari has no immediate threat
>besides 3DO as far as "next generation game systems."
>-scott tirrell

Well, according to all reports, the CD32 was selling as fast as they
could make it too... It means nothing until we get solid numbers
on units sold. I happen to think it is doing very well considering the
size of atari...

~Chris

2208. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 10:50:57 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1994May3.105057.12845@htsa.aha.nl>
Source record: 17208
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <2q3nl0$s99@cville-srv.wam.umd.edu>,
R S Rodgers <rsrodger@wam.umd.edu> wrote:
>In article <2MAY199413551340@summa.tamu.edu>,
>Alan Wen (409)696-8909 <cpw8034@summa.tamu.edu> wrote:
>>>>|> The fat lady has sung.
>>>>Not just yet she hasn't.
>>>No, but she's clearing her throat...
>>No no no... She sung her last note and dropped dead to the ground ALREADY.
>>Now we're just waiting for the 911 med team to arrive. Too bad there's a
>>huge traffic congestion!
>No, that's just what they're telling the caller on the phone. The
>truth is, the doctors who tried to save her have spent the last
>5 years telling her to cut out the sweets and red meats because
>of her blood pressure, but she ignored them and instead just went
>from doctor to doctor (paying with plastic, of course). Now, none
>of the doctors at the emergency rescue team could care, and instead
>of coming to revive her, they'll swing by later on the way back
>from a visit so that they can do an autopsy.

It's all quite funny, and I can understand that some people have the
'YES! WE HAVE WON!'-feeling, but remember: we are talking about a Company which
had employees, which had customers and clients... Think about the joblosses,
the other companies which could only survive because Commodore took their pro-
ducts, the people who worked at Commodore, the people who bought Commodore-
computers, and now maybe have to suffer a lack of spare-parts in the future...
That's nothing to be happy about.... It's quite sad actually...

Think about that when you post another article laughing at Commodore-users....
--
Greetz,

Arjan van der Meer

2209. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 11:29:28 UTC
From: rmills@ccd.harris.com
Message-ID: <1994May3.112928.13693@ccd.harris.com>
Source record: 17236
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,rec.video.games.3do

mk5123@pegasus.cc.ucf.edu wrote:
: Here in Florida (about the fourth most populated state) the Jaguar is
: basically unknown. The only place I've seen selling it is Babbages. With
: 3 games available there, it's not an attractive buy. Moreover, two
: salesmen I spoke with recommended that I not buy a Jaguar, as it is too
: risky an investment.

The Jaguar can be found at Babbages, Software Etc., Electronic Boutique,
and Walden Software. All of these in Florida! Also, Toys 'R' Us plans
on picking up Jaguars after the "National Rollout".

-Richard Mills

2210. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 11:31:46 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.767964706@echo>
Source record: 17209

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Well, according to all reports, the CD32 was selling as fast as they
>could make it too... It means nothing until we get solid numbers
>on units sold. I happen to think it is doing very well considering the
>size of atari...

My local dealer could not sell them very well. He sold only a few...
And a lot more Jaguars in a much shorter time...

Bye Wolfgang

2211. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 12:39:56 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2q5gms$4jm@lyra.csx.cam.ac.uk>
Source record: 17210

In article <2q4r31$sde@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
|> sinclap2954@cobra.uni.edu writes:
|>
|> >What else is there to talk about ATARI COMPUTERS?
|>
|> How about how to shove one down your throat!
|>
|> >Peter Sinclair-Day
|> >University of Northern Iowa
|> >Cedar Falls, Iowa USA
|>
|> Proposal: A newsgroup called comp.sys.sinclap.bs in which Macs are
|> worhsipped and all other computers are bashed.
|>
|> Note to sinclap: PLEASE don't reply to this. There is too much of
|> your BS in this group already.
|> AND GET A LIFE!!!!!!!!!

Now this is just not on. Granted, Peter does post some rubbish, but the post you were flaming was not one of them. He was making the (perfectly valid) point that Atari now seem to have lost all interest in making conmputers and are only making games consoles. Instead of refuting that, you go and insult the guy. Grow up.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

2212. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 13:05:36 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94123.090536STIRRE31@MAINE.MAINE.EDU>
Source record: 17211

<regarding C='s going out of business>
It is a real shame that Atari isn't in the position to take
advantage of C='s fall (no, I'm not gloating; I've owned an Amiga).
If Atari would make a run of cheap STs like they planned to in
the UK they may be able to sell them quite briskly to A500 users
looking at a future with little support. The STs would also sell
nicely to families looking for a cheap first computer. Unfortunately
the Falcon is not that computer. The best scenerio would be a
68020 STe with improved graphics (320 x 200 x 256). I think that
Atari UK is missing out on a great opportunity as they are doing
little but waiting for Jags :-(. WHY couldn't Atari have a low
cost computer like the STe still in production?!
-scott tirrell

2213. ********

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 15:06:00 UTC
From: nicholk@lt11.cs.rhbnc.ac.uk
Message-ID: <2q5p8o$fol@sun.rhbnc.ac.uk>
Source record: 17216

How true is it that Commodore have gone into liquidation ?

2214. Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 15:06:41 UTC
From: nicholk@lt11.cs.rhbnc.ac.uk
Message-ID: <2q5pa1$fol@sun.rhbnc.ac.uk>
Source record: 17217

Keywords:

How true is it that Commodore have gone into liquidation .?

2215. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 15:51:36 UTC
From: <>
Message-ID: <2q5ru8$k07@mother.usf.edu>
Source record: 17212

The story I get from most Atari users that use, program, and/or repair other platforms for a living is that when they come home, they want to do something DIFFERENT. They want to relax and putz around and program a computer that isn't a pain in the a$$ to program. They get ENJOYMENT out of using their Ataris, but they get only headaches out of using their PCs and Macs. This is the same story I get every time. From everyone from Atari software developers to the average Joe User. The Atari is a nice computer to use.

I don't suppose anyone else noticed the difference between Atari's 8x16 screen font and the PC's 8x16 font. Well, I wrote a terminal program that put the terminal in a window and lots of other neat stuff, and I made the 8x16 font EXACTLY like the one on a PC, down to the pixel. I used it for a while, and kept wondering why I always got a MASSIVE headache from it, and always went back to using ANSITerm, even with its blocky 4x8 font. Then one day, it hit me. I was using a text editor on the GEM desktop that was using the Atari's system font and I realized that I wasn't getting a headache. "Why am I not getting a headache?" I asked myself. Then I realized that it was the display font. In the PC system font, all horizontal spans are one line thick. On the Atari, all horizontal spans are two lines thick. I thought this was very interesting, so I got into my little font editor I had made for ANSI Link, and began remaking the PC's font, modeling it after the Atari's font slightly, just to make all horizontal spans 2 lines thick. Then I used the termainal for a few hours and did NOT get a headache. Whoever designed the PC's system font did NOT have a clue about making things visually appealing to see and they knoW NOTHING about eye-strain. The guy who designed the font for the Atari obviously DID. An Atari is a relaxing computer to use.

Now, the Mac is a different story... they fonts are all proportionally spaced. This makes for quite a variety of possibilities. I have never gotten a headache from using a terminal program on a Mac, but I can say that I do HATE HATE HATE that UGLY Chicago font they use for the menu bar and most everything else, and I want to puke every time I see a poster or flyer with that font on it because I know there was some dork on an old Mac that didn't know how to change the default font in his wordprocessor (Mac Write?) or page-layout program (A really old version of Page Maker?), so he made the whole thing in Chicago. BLECH!

2216. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 16:01:19 UTC
From: <>
Message-ID: <2q5sgf$k2f@mother.usf.edu>
Source record: 17213

[stuff deleted]
>
>I just posted a reply to this to someone else, whose name I can't
>remember if a gun were put to my head. :) In essence, I said that I
>don't doubt these sort of people exist on the Mac and PC platforms, it's
>just that (in my experience) percentage-wise, far more Atari and Amiga
>owners have this paranoia.
>

Yes. That's because the MAJORITY of PC amd Mac users don't have a clue about how their computer works, they hardly know how to turn it on, and they were railroaded into buying it by some slick salesman at Comp USA. Atari and Amiga users, on the other hand, bought their computers with the intent on buying SPECIFICALLY an Atari or Amiga because of some set of very good reasons. I'm not saying that that doesn't happen with Mac or PC users, but they are in the minority. I would say that the PC and Mac zealots are in about the same numbers as Atari and Amiga zealots. The remainder of PC and Mac users don't have a clue about computers, and therefore don't have any idea why they would or would not want to use that particular platform... they just know the media hipe and nothing else. You'll seldom find an Atari user who isn't a programmer..... period! A small FRACTION of PC users have even loaded up GW BASIC intentionally. And about the same fraction of Mac users even bothered to buy (or pirate) a compiler or interpretor.

Randomly pick 10 Atari users, 10 PC users, and 10 Mac users. Be sure to get a REAL randon pick... no bias. Now, put the Atari users on one team and the 20 other guys on the other team and have a programming contest of some sort. Guarangeed, the Atari users would CREAM the PC and Mac users. I would imagine that ONE oft he Atari users wouldn't be a programmer, while one of each of the PC and Mac users would know even the slightest didly about programming.

2217. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 19:36:47 UTC
From: jcassara@inca.gate.net
Message-ID: <2q694f$2e4j@inca.gate.net>
Source record: 17220
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Arjan van der Meer (arjanvdm@htsa.aha.nl) wrote:
: ducts, the people who worked at Commodore, the people who bought Commodore-
: computers, and now maybe have to suffer a lack of spare-parts in the future...
: That's nothing to be happy about.... It's quite sad actually...

: Think about that when you post another article laughing at Commodore-users....

I agree. Think of all those who DID give a used barf-bag about the Amiga at
Commodore. Dave Haynie, Lew Eggbretch (sp?), etc... Where are they going to
go now? Some may say, "hey, not MY problem." Sure, it's not our problem and
they'll find jobs somewhere else, but the fact remains: they are currently out
of work.

Face the facts: Commodore was 100% ok. The kneebiters (Medhi & Uncle Irv)
are to blame for years of nothing but crap for C=.

Jack Tramiel would have probably made the Amiga into a
major computer player in today's market.

Commodore didn't do anything for the Amiga? Who the hell do
you think manufactured the damn things, the Keebler Elves?

I think we should stop wishing for some miricle company to buy the Amiga
technology. Only an Amiga 3rd party developer would be willing to buy
it for reproduction, and there just isn't enough support for that setup
to last very long. I think that there is a good chance that Utilities Ultd.
could buy the Amiga, but who knows how much that will cost them?
--
Joe Cassara
jcassara@gate.net
Instant Paradox: "I am not telling the truth."
(Waiting for space-time threads to rip...)

2218. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 20:51:11 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2q6dfv$k3k@darkstar.UCSC.EDU>
Source record: 17215

In <2q5ru8$k07@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:
>Now, the Mac is a different story... they fonts are all proportionally spaced.
>This makes for quite a variety of possibilities. I have never gotten a
>headache from using a terminal program on a Mac, but I can say that I do HATE
>HATE HATE that UGLY Chicago font they use for the menu bar and most everything
>else, and I want to puke every time I see a poster or flyer with that font on
>it because I know there was some dork on an old Mac that didn't know how to
>change the default font in his wordprocessor (Mac Write?) or page-layout
>program (A really old version of Page Maker?), so he made the whole thing in
>Chicago. BLECH!

I am not alone!!!!! I remember searching high and low for a way to kill
Chicago font. If you happen to use a mac regularly, look for a utility called
Greg's Buttons. It will kill chicago for you and replace it with either
a thin helvetica or a thick helvetica that is easier to read. It also does
some 3D stuff to the buttons, but that is secondary to killing chicago. In
fact, it kills Chicago Everywhere! In dialogs, in menus, even in your
word processor! :)

A must for any chicago-hater. Oh darn, I posted a mac post here... ;)

~Chris

2219. Re: This group

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 21:43:56 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEDVDAWV@dksoft.ping.dk>
Source record: 17223

In <2pqee2$r6f@news.delphi.com> LORDTHANATOS@DELPHI.COM wrote :

>(*sigh* Repetition #9881672367 coming up...)
>I understand that wholly. Can YOU, however, understand the reason for my
>Mac-ish posts? If people post something about the Mac on this newsgroup
>which is in error, I (or someone else, probably) am going to correct it.
>This is a bad thing? I don't think so. Anyone here would likely do the
>same thing in a Mac newsgroup if someone posted something about the Atari
>that was untrue (assuming, of course, that they read the newsgroup).

No i do not understand the reason for your Mac-ish posts at all. If you feel
you've got anything to say to those people who ask and/or spread lies about
Mac's in an Atari newsgroup, ASK THEM TO JOIN THE MAC NEWSGROUPS OR USE
EMAIL!

Thats it! It's the only way we can stop this. And unless you you don't co-
operate, it'll never stop!

Kim Andersen

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2220. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 21:45:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May3.214535.5011@rmece02.upr.clu.edu>
Source record: 17214

In article <2q4eie$moq@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

[stuff deleted]

|> I just posted a reply to this to someone else, whose name I can't
|> remember if a gun were put to my head. :) In essence, I said that I
|> don't doubt these sort of people exist on the Mac and PC platforms, it's
|> just that (in my experience) percentage-wise, far more Atari and Amiga
|> owners have this paranoia.

And I was telling you, from my experience, that they are almost the same :-)

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2221. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 22:36:00 UTC
From: cpw8034@summa.tamu.edu
Message-ID: <3MAY199417363046@summa.tamu.edu>
Source record: 17218
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <2q694f$2e4j@inca.gate.net>, jcassara@inca.gate.net (Joe Cassara) writes...
>to last very long. I think that there is a good chance that Utilities Ultd.
>could buy the Amiga, but who knows how much that will cost them?

Oh PLEASE!!! Do you think that UU actually has the financial backing for
something of this magnitude?

Just because Jim Drew hinted that they are interested doesn't make it any
more possible to do. Please stop being cattle.

>Joe Cassara
>jcassara@gate.net

alan

2222. Re: Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-03 22:57:58 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2q6ktm$j0a@lyra.csx.cam.ac.uk>
Source record: 17219

In article <2q5pa1$fol@sun.rhbnc.ac.uk>, nicholk@lt11.cs.rhbnc.ac.uk (Nicholas J. Kingsley) writes:
|>
|> Keywords:
|>
|> How true is it that Commodore have gone into liquidation .?

It is true, but it's beginning to look rather interesting...

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

2223. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 00:02:17 UTC
From: lordthan@news.delphi.com
Message-ID: <2q6om9$gto@news.delphi.com>
Source record: 17222

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>Now, the Mac is a different story... they fonts are all proportionally spaced.

Whoops. Not correct. Most Mac fonts are proportionally spaced, but certainly not all of them. I point you to Monaco, one of the original bitmapped fonts (now existing as a TrueType font) which is a monospaced font and, not coincidentally, the font most used as a default for telecommunications. There's also Courier, the PostScript font, as well as a number of other PostScript fonts (OCR, Orator, Pica Elite, etc).

>This makes for quite a variety of possibilities. I have never gotten a
>headache from using a terminal program on a Mac, but I can say that I do HATE
>HATE HATE that UGLY Chicago font they use for the menu bar and most everything
>else, and I want to puke every time I see a poster or flyer with that font on
>it because I know there was some dork on an old Mac that didn't know how to
>change the default font in his wordprocessor (Mac Write?) or page-layout
>program (A really old version of Page Maker?), so he made the whole thing in
>Chicago. BLECH!

Chicago is a default System font, but it's not a default on the programs you list. More often than not, Helvetica, Times, New York or Geneva are set up as default fonts. I've seen some very good uses of Chicago in layout, but not many. It's very "neo-industrial" in design; I see it quite often in layouts that reflect that theme, often accompanied by fonts such as Machine and Lithos.
As a sidenote, it's very easy to change the usage of Chicago in the menu bar (and other areas) with another font. I used to have Helvetica set up as my menu font which worked very nicely; unfortunately, a heirarchial menu program I started using conflicted with the change so I had to axe the Helvetica.

-Steve

2224. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 00:16:40 UTC
From: lordthan@news.delphi.com
Message-ID: <2q6ph8$hlb@news.delphi.com>
Source record: 17224

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>Yes. That's because the MAJORITY of PC amd Mac users don't have a clue about
>how their computer works, they hardly know how to turn it on, and they were
>railroaded into buying it by some slick salesman at Comp USA. Atari and Amiga

You should be into marketing, you know that? All these years, computer
and software companies have been thriving upon the "ease of use" notion.
Silly them! You should go out and tell them that people don't want a
computer that's easy to use, they want one that you have to sit and
figure out.
This is, obviously, wrong. I asked this once before but never got an
answer: What's so terribly wrong about having a computer that's easy
tose? One that you don't have to know how it works? Honda has been making
incredibly reliable cars for YEARS; I know one person who bought her
Honda about five years ago. She knows Clue Zero about maintaining the
car, only opening the hood to put windshield washer fluid into the
reservoir. Does this lack of knowledge make her any less capable a
driver? No, it doesn't. The company (in her case, Honda) takes care of
all the niggly little details about service and whatnot, just like Apple
takes care of all the niggly little details about using a computer (i.e.,
expansion architecture, System updates, software updates, etc).

>users, on the other hand, bought their computers with the intent on buying
>SPECIFICALLY an Atari or Amiga because of some set of very good reasons. I'm

Usually because they already own an Atari or Amiga. Like I said before,
the vast majority of Atari's customers are Atari owners, which is why
Atari is failing in the computer industry. Part of the reason, anyway.

>not saying that that doesn't happen with Mac or PC users, but they are in the
>minority. I would say that the PC and Mac zealots are in about the same
>numbers as Atari and Amiga zealots. The remainder of PC and Mac users don't

Same numbers, maybe. Same percentages, definately not.

>have a clue about computers, and therefore don't have any idea why they would

I have to contest that notion. I think to own a PC, you have to be VERY
familiar with many aspects about your machine -- moreso than if you were
an Atari or Amiga owner, and MUCH more so than if you were a Mac user.
With a PC, you *MUST* be intimately familiar with your computer in order
to install and/or modify and/or update your OS, install programs, update
or add hardware, etc. If there's a DOS user out there that DOESN'T need
to know how to, for example, change his CONFIG.SYS file (which involves a
great deal more knowledge about computers than most people want to know),
I'd like to meet him.

>or would not want to use that particular platform... they just know the media
>hipe and nothing else. You'll seldom find an Atari user who isn't a
>programmer..... period! A small FRACTION of PC users have even loaded up GW
>BASIC intentionally. And about the same fraction of Mac users even bothered
>to buy (or pirate) a compiler or interpretor.

I know about a dozen Atari users. Out of them, one (a friend Eric) and I
are the only two who know how to program it -- and we've both moved on to
other platforms (me Mac, him PC). I also know how to do some simple
programming on my Mac, while Eric can probably duplicate the code for
Windows in a few hours. ;)
I think you're a bit wrong, though. Just examine the sheer quantity of
shareware available for the PC and tell me there's "a small fraction" of
PC users who know how to program.

>Randomly pick 10 Atari users, 10 PC users, and 10 Mac users. Be sure to get a
>REAL randon pick... no bias. Now, put the Atari users on one team and the 20
>other guys on the other team and have a programming contest of some sort.
>Guarangeed, the Atari users would CREAM the PC and Mac users. I would imagine
>that ONE oft he Atari users wouldn't be a programmer, while one of each of the
>PC and Mac users would know even the slightest didly about programming.

I don't entirely understand what you're getting at. Are you saying that
10 Atari users can program better/more efficiently/whatever than 20 Mac
and PC users? If so, I say...So what? News for ya, kiddo...Quite probably
the reason why there may not be a higher *percentage* of Mac or PC
programmers is because the software is already available. Necessity is
the mother of all things; the Atari community *needs* software, and since
commercial developers aren't looking at it, it falls upon the users to
pick up the slack. That's DEFINATELY not to say that comparable software
on the Mac or PC front doesn't exist, though. It's very possible to set
up, for example, a very competant DTP setup on the Macintosh by relying
STRICTLY on public domain and shareware software.

2225. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 00:20:28 UTC
From: lordthan@news.delphi.com
Message-ID: <2q6poc$hvk@news.delphi.com>
Source record: 17225

<STIRRE31@MAINE.MAINE.EDU> writes:
>It is a real shame that Atari isn't in the position to take
>advantage of C='s fall (no, I'm not gloating; I've owned an Amiga).
>If Atari would make a run of cheap STs like they planned to in
>the UK they may be able to sell them quite briskly to A500 users
>looking at a future with little support. The STs would also sell
>nicely to families looking for a cheap first computer. Unfortunately
>the Falcon is not that computer. The best scenerio would be a
>68020 STe with improved graphics (320 x 200 x 256). I think that
>Atari UK is missing out on a great opportunity as they are doing
>little but waiting for Jags :-(. WHY couldn't Atari have a low
>cost computer like the STe still in production?!

The type of computer you mention would have to sell for about $400, plus a monitor, in order to be even vaguely successful - and I doubt Atari could do that and still make money. Besides, I doubt it would sell anyway; would you spend ~$400 on a computer that you couldn't easily find software for?

(And before people harsh me on that, let me define "easily" in that respect. Like it or not, the consumer market - where that $400 machine would be headed - likes to see available software lining the shelves next to the machines. Wander into The Wiz, or Sears, or CompUSA. Unless Atari can put software like that on the shelves -- or third parties -- forget it.

2226. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 00:21:34 UTC
From: lordthan@news.delphi.com
Message-ID: <2q6pqe$i1j@news.delphi.com>
Source record: 17226

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>Proposal: A newsgroup called comp.sys.sinclap.bs in which Macs are
> worhsipped and all other computers are bashed.

I'll support the newsgroup on the sole condition that only sinclap has
access to it, and nowhere else. ;)

-Steve

2227. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 00:36:57 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2q6qn9$7or@usenet.rpi.edu>
Source record: 17227

cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>In article <2q4r31$sde@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth)
writes:
>|> sinclap2954@cobra.uni.edu writes:
>|>
>|> >What else is there to talk about ATARI COMPUTERS?
>|>
>|> How about how to shove one down your throat!
>|>
>|> >Peter Sinclair-Day
>|> >University of Northern Iowa
>|> >Cedar Falls, Iowa USA
>|>
>|> Proposal: A newsgroup called comp.sys.sinclap.bs in which Macs are
>|> worhsipped and all other computers are bashed.
>|>
>|> Note to sinclap: PLEASE don't reply to this. There is too much of
>|> your BS in this group already.
>|> AND GET A LIFE!!!!!!!!!

>Now this is just not on. Granted, Peter does post some rubbish, but the post you
>were flaming was not one of them. He was making the (perfectly valid) point that
>Atari now seem to have lost all interest in making conmputers and are only making
>games consoles. Instead of refuting that, you go and insult the guy. Grow up.

>--
> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
> \\ // Cambridge University Computer Society discounts officer
> \X/ Amiga - rising from the ashes.
^^^^^
Not likely from what I've heard.

I guess you failed to notice the meanness of sinclap's post. That's what
I was objecting to, not any info (and I could find none) that may have
been in it. Marc Barrett also makes a lot of perfectly valid points:
his numerous predictions that C= would go bankrupt came to pass. Do you
consider his posts to be informative or inflammatory? Probably inflam-
matory, right. Well, so are sinclap's. In short, even tho he posts
things that may be informative, their intent is to be inflammatory.

Speaking of information, here's some for you: The Amiga is for all intents
and purposes dead! Anyone who buys an Amiga now (assuming they
can find one) is stupid because they can (with C='s death) expect
no support and (with a small user base and imminent disappearance)
little future software.

Note: The above is meant to help get my point across, not to flame Amiga users, who are suffering enough right now.

Hope the Amiga somehow recovers.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2228. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 00:59:35 UTC
From: tdboyce@cco.caltech.edu
Message-ID: <tdboyce-030594165935@boycet.caltech.edu>
Source record: 17221
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <3MAY199417363046@summa.tamu.edu>, cpw8034@summa.tamu.edu (Alan Wen (409)696-8909) wrote:

> In article <2q694f$2e4j@inca.gate.net>, jcassara@inca.gate.net (Joe Cassara) writes...
> >to last very long. I think that there is a good chance that Utilities Ultd.
> >could buy the Amiga, but who knows how much that will cost them?

Well, here's another idea: what would happen if they put the OS in the public domain? That way, all those people who really loved the system could rewrite it to work on other hardware.

I can think of too many reasons it won't happen though.

Tom

2229. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 02:14:20 UTC
From: <>
Message-ID: <2q70ds$mqt@mother.usf.edu>
Source record: 17228

In article <2q6om9$gto@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>Now, the Mac is a different story... they fonts are all proportionally spaced.
>
>Whoops. Not correct. Most Mac fonts are proportionally spaced, but
>certainly not all of them. I point you to Monaco, one of the original
>bitmapped fonts (now existing as a TrueType font) which is a monospaced
>font and, not coincidentally, the font most used as a default for
>telecommunications. There's also Courier, the PostScript font, as well as
>a number of other PostScript fonts (OCR, Orator, Pica Elite, etc).

Oh, give me a break. Do you think we're stupid? Of course, there are monospaced fonts. However, there is no restriction to monospaced fonts for the system font or the generally used screen font like there is on the Atari in most GEM stuff and the PC in DOS text mode. There was absolutely no need for you to respond to the above comment about proportionally spaced fonts, since we're all smart enough to realize that whenever you can do proportionally spaced fonts, then you can do monospaced fonts, but not necessarily the other way around. I made a slight technical error in saying that they're ALL proportionally spaced, but we're all smart enough to follow the line of reasoning that I was making and not get bogged down (like you did) with trivial little things that no one is stupid enough to be confused by. Do not get distracted by trivial, pointless things... it's just annoying.

>
>-Steve
>

2230. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 02:33:06 UTC
From: <>
Message-ID: <2q71h2$muh@mother.usf.edu>
Source record: 17229

In article <2q6ph8$hlb@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>Yes. That's because the MAJORITY of PC amd Mac users don't have a clue about
>>how their computer works, they hardly know how to turn it on, and they were
>>railroaded into buying it by some slick salesman at Comp USA. Atari and Amiga
>
>You should be into marketing, you know that? All these years, computer
>and software companies have been thriving upon the "ease of use" notion.
>Silly them! You should go out and tell them that people don't want a
>computer that's easy to use, they want one that you have to sit and
>figure out.

You want ease of use? Don't get Windows! The Mac isn't a while lot better. When it gets to the point where the only Mac I can afford is so slow that the wordprocessors can't keep up with my typing speed, they're not easy to use!

>This is, obviously, wrong. I asked this once before but never got an
>answer: What's so terribly wrong about having a computer that's easy
>tose? One that you don't have to know how it works? Honda has been making
[Irritating car analogy deleted]

There is nothing wrong with a computer that is easy to use. What we're telling you is that for us, a computer that restricts us because the designers figured we didn't have a clue is NOT easy to use because it's FRUSTRATING. A Mac is FRUSTRATING to use! That's why we people who have a clue like to go home to our Atari's that let us do what we want and RELAX.

>
>>users, on the other hand, bought their computers with the intent on buying
>>SPECIFICALLY an Atari or Amiga because of some set of very good reasons. I'm
>
>Usually because they already own an Atari or Amiga. Like I said before,
>the vast majority of Atari's customers are Atari owners, which is why
>Atari is failing in the computer industry. Part of the reason, anyway.

Actually, this is as often untrue as it is true. Some people buy Atari computers because they're good machines, and not because of some religious following they group themselves with. Atari's make me money. I am the technical editor of an Atari magazine that uses Atari's and Calamus SL to produce a magazine. I'm sticking with my Atari.

Are you the guy who didn't like Calamus SL and said it was only good for small scale stuff? Then why is it that it's to easy for us to produce everything from full color brochures to oversized magazines?

>
>>not saying that that doesn't happen with Mac or PC users, but they are in the
>>minority. I would say that the PC and Mac zealots are in about the same
>>numbers as Atari and Amiga zealots. The remainder of PC and Mac users don't
>
>Same numbers, maybe. Same percentages, definately not.
>
>>have a clue about computers, and therefore don't have any idea why they would
>
>I have to contest that notion. I think to own a PC, you have to be VERY
>familiar with many aspects about your machine -- moreso than if you were
>an Atari or Amiga owner, and MUCH more so than if you were a Mac user.
>With a PC, you *MUST* be intimately familiar with your computer in order
>to install and/or modify and/or update your OS, install programs, update
>or add hardware, etc. If there's a DOS user out there that DOESN'T need
>to know how to, for example, change his CONFIG.SYS file (which involves a
>great deal more knowledge about computers than most people want to know),
>I'd like to meet him.

Not to OWN a PC. To do anything TO a PC, you have to be intimately familiar with them. That's why people make so much money suckering people into buying PC's so they'll come back when they discover that they don't know how to install their new card and get charged even more money. Most PC user will never take a screwdriver near their computer because they don't know what's inside. When they want something new added, they pay someone to put it in. I know, because people have paid me money to do just that. They didn't even know what kind of screw driver I needed. Pity.

[more pointless discussion deleted]

2231. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 04:12:49 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2q77c2$gp5@usenet.rpi.edu>
Source record: 17230

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>>Proposal: A newsgroup called comp.sys.sinclap.bs in which Macs are
>> worhsipped and all other computers are bashed.

>I'll support the newsgroup on the sole condition that only sinclap has
>access to it, and nowhere else. ;)

>-Steve

Sounds good to me. ;-)

*
* Tom Trauth
* trautt@rpi.edu
* Emperor of the Russians (I've moved up in the world)
* Chief of Iowa
*

2232. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 06:41:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.4922.5323.0N19D074@canrem.com>
Source record: 17235

-> What else is there to talk about ATARI COMPUTERS? Now that Atari has
-> stated numerous times that the Jag is the focus of their time and
-> resources.

By that, you're claiming that the purpose of this newsgroup is to talk exclusively about anything that's *new* in the world of Atari Computers, and that just isn't the case. This is to talk about the computers in *general*, weighing the pros and cons of the machines. It is, after all, an *Atari* *advocasy* newsgroup, not a Mac chat forum, not a let's-flame-Atari-because-everyone's-opinion-here-is-invalid-because-they-differ-from-my-own forum. So they're focusing on the Jaguar for the time being. Good! I have absolutely no problems with that. That is where their most lucrative source of funds is going to come from, and those funds will, in part, be funneled into their comptuers.

-> Here's a new Atari Topic: Can Atari survive as a one product(ie, the
-> Jag) company?

That's quite a presumptuous statement to make, and smells remarkably like flamebait. But since you asked, why not? What else does Sega make besides video games? Nintendo? 3DO? The fact is, the video games market is a highly lucrative one. Atari could survive on that market alone. They have the knowhow. They have the product. And it's out, and surpasses everything else out there in terms of power, performance and affordability. This is not a point of discussion, it's simply a fact.
Will Atari be _forced_ to survive as a one-product company? Highly doubtful. But your nearsightedness and single-mindedness, which seems to be stuck irrevocably on the Mac track, would very likely have you believe otherwise. Believe as you will. I'm not going to try and change your mind or make you "see the errors of your ways" because it's fairly obvious that you've made a decision that makes you happy. All very fine and well, more power to you. Just stop trying to force your opinions on everyone else. We've all made choices that make *us* happy, and if you can't live with that, then perhaps you should find some other newsgroup to aim your flamethrower at.

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _
_____/ / / <_/ // <__ the Comet _____ diehl@io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

2233. Re: Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 07:18:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May4.071833.11129@rmece02.upr.clu.edu>
Source record: 17232

In article <2q6ktm$j0a@lyra.csx.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
|> In article <2q5pa1$fol@sun.rhbnc.ac.uk>, nicholk@lt11.cs.rhbnc.ac.uk (Nicholas J. Kingsley) writes:
|> |>
|> |> Keywords:
|> |>
|> |> How true is it that Commodore have gone into liquidation .?
|>
|> It is true, but it's beginning to look rather interesting...

Absolutely... looks more and more like actually the Amiga will do
a comeback. Too early to tell yet :-(

|>
|> --
|> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
|> \\ // Cambridge University Computer Society discounts officer
|> \X/ Amiga - rising from the ashes.

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2234. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 07:20:57 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May4.072057.11195@rmece02.upr.clu.edu>
Source record: 17233

In article <2q6qn9$7or@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
|> cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

[stuff deleted]

|>
|> Speaking of information, here's some for you: The Amiga is for all intents
|> and purposes dead! Anyone who buys an Amiga now (assuming they
|> can find one) is stupid because they can (with C='s death) expect
|> no support and (with a small user base and imminent disappearance)
|> little future software.
|>
|> Note: The above is meant to help get my point across, not to flame Amiga
|> users, who are suffering enough right now.
|>
|>
|> Hope the Amiga somehow recovers.

Tom, I suggest you read some of the latest news... Looks like the
Amiga will do a comeback... I will not go in optimistic mode until
this is all beyond-doubt confirmed though :-|

|>
|>
|> *
|> * Tom Trauth
|> * trautt@rpi.edu
|> * King of the Russians (in Civ)
|> *

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2235. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 09:28:49 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994May4.102849.11394@dct.ac.uk>
Source record: 17231

In article <94123.090536STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> <regarding C='s going out of business>
> It is a real shame that Atari isn't in the position to take
> advantage of C='s fall (no, I'm not gloating; I've owned an Amiga).
> If Atari would make a run of cheap STs like they planned to in
> the UK they may be able to sell them quite briskly to A500 users
> looking at a future with little support. The STs would also sell
> nicely to families looking for a cheap first computer. Unfortunately
> the Falcon is not that computer. The best scenerio would be a
> 68020 STe with improved graphics (320 x 200 x 256). I think that
> Atari UK is missing out on a great opportunity as they are doing
> little but waiting for Jags :-(. WHY couldn't Atari have a low
> cost computer like the STe still in production?!

A 68000 running at 16 MHz with 320 x 200 x 256 and 640 x 400 x 16
selling at about 400 UK pounds would be nice. :-)

--

| These are my views, not those of my computer. |*
--- *
****

2236. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 11:48:33 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2q822h$3lb@lyra.csx.cam.ac.uk>
Source record: 17234

In article <2q6qn9$7or@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:

|> >--
|> > // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
|> > \\ // Cambridge University Computer Society discounts officer
|> > \X/ Amiga - rising from the ashes.
|> ^^^^^
|> Not likely from what I've heard.

We'll just wait and see shall we?

|>
|>
|> I guess you failed to notice the meanness of sinclap's post. That's what
|> I was objecting to, not any info (and I could find none) that may have
|> been in it. Marc Barrett also makes a lot of perfectly valid points:
|> his numerous predictions that C= would go bankrupt came to pass. Do you
|> consider his posts to be informative or inflammatory? Probably inflam-
|> matory, right. Well, so are sinclap's. In short, even tho he posts
|> things that may be informative, their intent is to be inflammatory.

Actually, the main probelm with Marc is that he doesnj't contain his posts to the advocacy groups, but his flames spill out into other groups (such as Amiga misc). This is what most people object to.

|>
|>
|> Speaking of information, here's some for you: The Amiga is for all intents
|> and purposes dead! Anyone who buys an Amiga now (assuming they
|> can find one) is stupid because they can (with C='s death) expect
|> no support and (with a small user base and imminent disappearance)
|> little future software.
|>
|> Note: The above is meant to help get my point across, not to flame Amiga
|> users, who are suffering enough right now.
|>
|>
|> Hope the Amiga somehow recovers.

Looks like it already has done if what C= Germany is saying is true. (They, along with most of the other European C= subsiduaries, are still in business, btw.)

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer

\X/ Amiga - rising from the ashes.

2237. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 15:01:38 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94124.110138STIRRE31@MAINE.MAINE.EDU>
Source record: 17094

<Steve's comments about the viability of a low cost Atari computer>
Actually I was talking more about Europe where there still is quite
a bit of software. Right now the STe (1 meg/no hard drive) costs
$399 in the US from Toad and it can be hooked up to a television
(negating the need for a monitor). This WOULD be successful
appealing to families wanting a low cost computer. A 1 meg STe
is fine for graphics, word processing, games, some DTP and
programming. Sounds like the perfect home computer to me. Not
to mention that an STe is simple to use.
-scott tirrell

2238. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 17:30:37 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May4.123037.27323@cobra.uni.edu>
Source record: 17087
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2q11bl$fri@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>> PR Newswire, April 29, 1994
>>
>>
>> Copyright 1994 PR Newswire Association, Inc.
>> PR Newswire
>>
>> April 29, 1994, Friday
>>
>>SECTION: Financial News
>>
>>DISTRIBUTION: TO BUSINESS EDITOR
>>
>>LENGTH: 84 words
> So, you know how to count. BIG DEAL!?
>>
>>HEADLINE: COMMODORE INTERNATIONAL LIMITED TO LIQUIDATE
>>
>>DATELINE: NEW YORK, April 29
>>
>> BODY:
>> Commodore International Limited (NYSE: CBU) announced today that its
>>Board
>>Of Directors has authorized the transfer of its assets to trustees for the
>>benefit of its creditors and has placed its major subsidiary, Commodore
>>Electronics Limited, into voluntary liquidation. This is the initial phase of
>>an orderly liquidation of both companies, which are incorporated in the
>>Bahamas,
>>
>>
>>
>> // CONTACT: Hock Tan, CFO of Commodore International Limited, 215-431-9160
>>
>>LANGUAGE: ENGLISH
> As opposed to Chinese or Swedish, I guess.
>>
>>LOAD-DATE-MDC: April 30, 1994
>>
>>
>>

>
> Mr. Clap, do you have anything better to do than kick dead horses!?
> I hope all the Amiga fans storm Iowa and lynch you for this mean-
> spirited post.

What was so mean spirited about this post? To be honest I am glad that C= is
out of business! It's time to move on.

>
> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ)
> *
>
> PS: BTW what happened to your sig?
> PPS: How much is Apple paying you for all this anyway?

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

"PowerMac - Does more, costs less - it's that simple"

2239. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-04 18:51:15 UTC
From: peirce@outpost.SF-Bay.org
Message-ID: <CNjbKKKX.uqbl27@outpost.SF-Bay.org>
Source record: 17088
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <1994May3.105057.12845@htsa.aha.nl>
(comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy),
arjanvdm@htsa.aha.nl (Arjan van der Meer) writes:
> but remember: we are talking about a Company which
> had employees, which had customers and clients... Think about the joblosses,
> the other companies which could only survive because Commodore took their pro-
> ducts, the people who worked at Commodore, the people who bought Commodore-
> computers, and now maybe have to suffer a lack of spare-parts in the future...
> That's nothing to be happy about.... It's quite sad actually...

Companies die all the time. People get new jobs. People replace
old products. Life moves on. Get a grip.

__ Michael Peirce __ peirce@outpost.sf-bay.org
__ Peirce Software, Inc. __ 719 Hibiscus Place, Suite 301
__ __ San Jose, California USA 95117-1844
__ Makers of: Smoothie & __ voice: +1.408.244.6554 fax: +1.408.244.6882
__ Peirce Print Tools __ AppleLink: peirce & AOL: AFC Peirce

2240. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 00:25:21 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2q9edh$coh@darkstar.UCSC.EDU>
Source record: 17090

In <1994May4.102849.11394@dct.ac.uk> mcssesw@dct.ac.uk (Simon Wilkinson) writes:
>A 68000 running at 16 MHz with 320 x 200 x 256 and 640 x 400 x 16
>selling at about 400 UK pounds would be nice. :-)

Hm... Like a MegaSTE engine and TT-like graphics... Actually, that's even
lower than TT graphics, it could be done... I know that Atari was once talking
about a "little brother" to the Falcon. How about:

Codename: Pigeon
68000 @ 16 mhz
Falcon-compatable graphics, but only for 640 x 480 x 16 and 320 x 240 x 256
16 bit stereo sound playback, but no recording or DSP
STE-type case.
possible internal IDE Drive
Same ports as Falcon, but no DSP

For about $500 with drive, I think it could work

~Chris
>--
> --
>| These are my views, not those of my computer. |*
> -- *
> **

2241. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 02:41:14 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May5.024114.22831@rmece02.upr.clu.edu>
Source record: 17091

In article <2q9edh$coh@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <1994May4.102849.11394@dct.ac.uk> mcssesw@dct.ac.uk (Simon Wilkinson) writes:
|> >A 68000 running at 16 MHz with 320 x 200 x 256 and 640 x 400 x 16
|> >selling at about 400 UK pounds would be nice. :-)
|>
|> Hm... Like a MegaSTE engine and TT-like graphics... Actually, that's even
|> lower than TT graphics, it could be done... I know that Atari was once talking
|> about a "little brother" to the Falcon. How about:
|>
|> Codename: Pigeon
|> 68000 @ 16 mhz
|> Falcon-compatable graphics, but only for 640 x 480 x 16 and 320 x 240 x 256
|> 16 bit stereo sound playback, but no recording or DSP
|> STE-type case.
|> possible internal IDE Drive
|> Same ports as Falcon, but no DSP
|>
|> For about $500 with drive, I think it could work
|>

I would still prefer an A1200.

|> ~Chris
|> >--
|> > --
|> >| These are my views, not those of my computer. |*
|> > --- *
|> > ***

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2242. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 04:17:55 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May4.231755.27352@cobra.uni.edu>
Source record: 17092

In article <2q1vv3$489@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> I hope this helps you get your $5. :-)
>
> On a more serious note, you're right. This PC-vs-Mac-vs-Atari thing
> has gone way too far. In fact, it has practically taken over this news
> group! I appologize for my contribution to this mess; I now have nearly
> ten posts on this newsgroup, none of which has anything to do with the
> Atari. From here on in, I will refrain from posting anything to this
> group unless a certain IDIOT FROM IOWA posts more of his mean-spirited
> BS, and even for those I will tone down my Mac bashing. (BTW you should
> see what he's posted in c.s.amiga.adv this weekend; he seems to be getting
> his jollies by rubbing it in to all the Amiga users that C= (and therefore
> the Amiga) is dead). Let's give this group back to the Atarians!!!

What mean things have I posted in this newsgroup. On my header, it saids Atari Advocacy:defending and attacking Atari Computers. Is it different on yours? Boy you are very sensitive! As for Iowa(my fourth state), I have also lived in New Jersey, Cupertino California and Connecticut.

>
> Signing off (so long as Clap finally shuts up!),
>
Who is Clap?

> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ)
> *
>
> PS: No hard feelings, I hope.
Nea!

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerMac 6100 = $1599: Does more, costs less, it's that simple.

2243. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 04:56:29 UTC
From: amiga@Hawaii.Edu
Message-ID: <CpBCE5.5G3@news.Hawaii.Edu>
Source record: 17089
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:

: What was so mean spirited about this post? To be honest I am glad that C= is
: out of business! It's time to move on.

So move on already. Go. Shoo. Begone. Avaunt!

--
// uhunix amiga archive | amiga@ftp.hawaii.edu | ftp: ftp.hawaii.edu
\X/ my alter ego account | baron@hawaii.edu | 128.171.44.70

2244. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 09:50:15 UTC
From: rmills@ccd.harris.com
Message-ID: <1994May5.095015.24353@ccd.harris.com>
Source record: 17105

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: >really great game machines either. Take the sound for example: the
: >sound of my 386 is inferior to the sound of amy ancient Atari 800. Go
: >figure.

On the internal speaker I suppose. However, with the addition of soundcards,
PC's (IBM) have the best sound available - period!

: Please let me know when you're going to stop niggling over every
: insignificant detail, okay? I *can't* believe that there are such people
: in this world. Tell me...Have you *EVER* used a Mac for any significant

Isn't that what you've been doing?

: If you wish to lay such significant influence on such insigificant
: points, I'll be happy to acknowledge the points about the Atari that
: would make it a poor choice for general computing.

Again, that seems to be exactly what you've been doing for the past
few months. ^_^

-Richard Mills

2245. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 10:43:33 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1994May5.104333.29975@htsa.aha.nl>
Source record: 17093
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <CNjbKKKX.uqbl27@outpost.sf-bay.org>,
Michael Peirce <peirce@outpost.SF-Bay.org> wrote:
>
>> but remember: we are talking about a Company which
>> had employees, which had customers and clients... Think about the joblosses,
>> the other companies which could only survive because Commodore took their pro-
>> ducts, the people who worked at Commodore, the people who bought Commodore-
>> computers, and now maybe have to suffer a lack of spare-parts in the future...
>Companies die all the time. People get new jobs. People replace
>old products. Life moves on. Get a grip.

Still it is nothing to laugh about when people suddenly get fired... I have
to agree that companies 'die all the time', but just because it 'isn't your
favorit one' doesn't justify that you are laughing about it...

--
Greetz,

Arjan van der Meer

2246. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 11:58:41 UTC
From: rmills@ccd.harris.com
Message-ID: <1994May5.115841.27465@ccd.harris.com>
Source record: 17107

Timothy Miller (millert@ug.ec.usf.edu.) wrote:
: >I just posted a reply to this to someone else, whose name I can't
: >remember if a gun were put to my head. :) In essence, I said that I
: >don't doubt these sort of people exist on the Mac and PC platforms, it's
: >just that (in my experience) percentage-wise, far more Atari and Amiga
: >owners have this paranoia.

With good reason. I hear a lot of mudslinging from all platform users.

: Yes. That's because the MAJORITY of PC amd Mac users don't have a clue about
: how their computer works, they hardly know how to turn it on, and they were

Ha ha ha, this must be a joke. Trust me, it is imperative that a PC owner
know how his system works. Otherwise, you would have a dickens of a time
doing anything on it. I owned an Amiga, and have now owned a PC for around
1 year. The differences are astounding. On my good 'Ole Amiga, I usually
didn't have all these wierd hardware configuration problems. For the most
part on the PC, you either learn it inside out or spend 10 hours a week
on customer support. -_^

How is the Falcon in these respects? Also, where can you find one? I've been
looking around...

: hipe and nothing else. You'll seldom find an Atari user who isn't a
: programmer..... period! A small FRACTION of PC users have even loaded up GW
: BASIC intentionally. And about the same fraction of Mac users even bothered
: to buy (or pirate) a compiler or interpretor.

Not true.

: Randomly pick 10 Atari users, 10 PC users, and 10 Mac users. Be sure to get a

-Richard Mills

2247. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 15:33:58 UTC
From: lordthan@news.delphi.com
Message-ID: <2qb3l6$g1l@news.delphi.com>
Source record: 17095

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>You want ease of use? Don't get Windows! The Mac isn't a while lot better.
>When it gets to the point where the only Mac I can afford is so slow that the
>wordprocessors can't keep up with my typing speed, they're not easy to use!

Not-so-new newsflash: You can buy an 040-based Mac system, complete with monitor and printer, for less than $1000. That's less than a comparable Atari system, and less than some PC systems. I type at ~85wpm on a 25Mhz 030 system and it keeps up fine; the 040 system shouldn't have much difficulty.

>There is nothing wrong with a computer that is easy to use. What we're
>telling you is that for us, a computer that restricts us because the designers
>figured we didn't have a clue is NOT easy to use because it's FRUSTRATING. A
>Mac is FRUSTRATING to use! That's why we people who have a clue like to go
>home to our Atari's that let us do what we want and RELAX.

This is laughable at best. But I'm curious...What's so "frustrating" about using a Mac that *isn't* frustrating about an Atari?

>Actually, this is as often untrue as it is true. Some people buy Atari
>computers because they're good machines, and not because of some religious
>following they group themselves with. Atari's make me money. I am the
>technical editor of an Atari magazine that uses Atari's and Calamus SL to
>produce a magazine. I'm sticking with my Atari.

Knock yourself out. Atari's own market research, however, proves my point that the vast majority of Atari customers are existing Atari customers.

>Are you the guy who didn't like Calamus SL and said it was only good for small
>scale stuff? Then why is it that it's to easy for us to produce everything
>from full color brochures to oversized magazines?

Yes, that was me. A can name a number of reasons, none of which you'll probably agree with. You run an Atari magazine, so you want to use Atari computers. No surprise there. You probably also never tried using anything *but* an Atari for a significant amount of time, so you have no *real* experience on any other platform and program. It's easy to say "such-and-such is the best" when you don't have experience elsewhere. I never said that Calamus couldn't do stuff like you mentioned. I said that I've used the program and it doesn't really compare with programs like QuarkXPress (which I use) and PageMaker on the Mac (and PC). The latter programs are geared towards the middle and high-end desktop publisher, while Calamus is geared more towards the lower and middle end.

-Steve

2248. comp.sys.amiga.advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 15:37:16 UTC
From: lordthan@news.delphi.com
Message-ID: <2qb3rc$g4h@news.delphi.com>
Source record: 17096

This is kinda strange. I'm now reading posts discussing the Amiga and Commodore, with *absolutely* nothing to do with the Atari, not even in some sort of comparison discussion. How odd.

-Steve

2249. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 19:09:19 UTC
From: <>
Message-ID: <2qbg8v$5pe@mother.usf.edu>
Source record: 17169

In article <2qb3l6$g1l@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>You want ease of use? Don't get Windows! The Mac isn't a while lot better.
>>When it gets to the point where the only Mac I can afford is so slow that the
>>wordprocessors can't keep up with my typing speed, they're not easy to use!
>
>Not-so-new newsflash: You can buy an 040-based Mac system, complete with
>monitor and printer, for less than $1000. That's less than a comparable
>Atari system, and less than some PC systems. I type at ~85wpm on a 25Mhz
>030 system and it keeps up fine; the 040 system shouldn't have much
>difficulty.

I only know what Macs I've used, and only expensive 040 models had graphics and text displays that weren't sickeningly slow. I've been used them extensively at school and have checked out ever kind of Mac you can think of in various computer stores.
>
>>There is nothing wrong with a computer that is easy to use. What we're
>>telling you is that for us, a computer that restricts us because the designers
>>figured we didn't have a clue is NOT easy to use because it's FRUSTRATING. A
>>Mac is FRUSTRATING to use! That's why we people who have a clue like to go
>>home to our Atari's that let us do what we want and RELAX.
>
>This is laughable at best. But I'm curious...What's so "frustrating"
>about using a Mac that *isn't* frustrating about an Atari?

It's not laughable. Some of the frustration I get from the Mac is some of the features that I consider to be counterintuitive. The way the menu bars work, for example, I don't like, for example. Much of the frustration comes from personal preference. The Mac also seems to require a lot more mouse movement over larger areas than the Atari does. That's probably due mostly to the way developers write things. People who know how to write good user interfaces try to keep the mouse movement down between places one must click. And about the menu bar, you have to be more careful with the Mac... if you accidentially let up, you may make a bad selection. With the Atari, the only problem is that people new to the machine accidentally will drop menus down when moving the mouse to the top of the screen, but that takes about a week to get over.

>
>>Actually, this is as often untrue as it is true. Some people buy Atari
>>computers because they're good machines, and not because of some religious
>>following they group themselves with. Atari's make me money. I am the
>>technical editor of an Atari magazine that uses Atari's and Calamus SL to
>>produce a magazine. I'm sticking with my Atari.

>
>Knock yourself out. Atari's own market research, however, proves my point
>that the vast majority of Atari customers are existing Atari customers.
>
>>Are you the guy who didn't like Calamus SL and said it was only good for small
>>scale stuff? Then why is it that it's to easy for us to produce everything
>>from full color brochures to oversized magazines?
>
>Yes, that was me. A can name a number of reasons, none of which you'll
>probably agree with. You run an Atari magazine, so you want to use Atari
>computers. No surprise there. You probably also never tried using anything
>*but* an Atari for a significant amount of time, so you have no *real*
>experience on any other platform and program. It's easy to say

I this is pure and total bullshit. I have used Macs extensively and PC's even more. I know what things are, I know what they're made of, and I know how they work. Sean, the publisher, has used just about every desktop publisher he could get his hands on for trial purposes. He would sit at friends' computers or store models, working with any DTP program that he could get them to let him use and he would lay something out, just to see how easy or difficult it was. He could give you a disertation on why he hates QuarkXpress and likes Calamus SL so much better.

Sean has had quite a bit of experience using Macs and repairing/upgrading PC, while I have worked as a network administator for a LAN and did software development and wordprocessing for a defense contracting firm. We both have also had a lot of experience with people like you who insist that we must be some sort of morons for liking our Ataris so much and we have heard all the agruements people use to tell us why PC's and Macs are so much better. We've heard it all, and we've done it all, and through all of it, we stick to our Ataris because we like them a whole hell of a lot better.

You keep assuming that we Atari users are stuck in our own little worlds and that we have used nothing else, when in fact, a great many Atari users have used everything else and that is WHY they bought their Atari. You really should stop insulting our intelligence. Atari user does not equal ignorant fool.

>"such-and-such is the best" when you don't have experience elsewhere. I
>never said that Calamus couldn't do stuff like you mentioned. I said that
>I've used the program and it doesn't really compare with programs like
>QuarkXPress (which I use) and PageMaker on the Mac (and PC). The latter
>programs are geared towards the middle and high-end desktop publisher,
>while Calamus is geared more towards the lower and middle end.
>
>-Steve
>

WE HAVE compared Calamus SL to the other programs, and we know that it's better, because unlike you, apparently, we have tried to do everything you can think of with DTP software.

Let me take a moment to explain Sean Dougherty. He is nothing short of pure genius. He learns at an astonishing rate and has practically a photographic memory. His analytical skills are beyond genius, and he thinks fast. He knows more about desktop publishing than most DTP developers. He can learn a complex programming language and all of its little nuances in a few hours. Every time I turn around, Sean astonishes me. It's taken me quite a long time to figure out just HOW brilliant this guy is. He runs Two Worlds Publishing, comes up with 80% of the ideas, does at least 60% of the work (which is divided among 3 people), does all the layout for the magazine singlehandedly, and keeps track of such tremendous volumes of information that I would be crushed by 10% of it if I had written it down!

Now, here we have Sean Dougherty evaluating DTP software. He uses QuarkXpress a few times for varous things and decides that, "The user interface is neat looking, but in order to do anything, you have to put all these toolbars on the desktop, and they get buried under things and hard to find when you need them." Calamus SL takes less work for the user to tell it to do anything than anything else he has used. 2 or 3 click, a number, press return, and BAM, you have an object rotated to a precision of some small fraction of a degree. What other DTP does color seperation so well? What other DTP can zoom in to 999,999%? What DTP has modules to do anything and such an easy way of getting at them? You name it, and Calamus SL can do it. Considering the respect that I have gained for Sean in the past 5 years, if he's used everything else and says that Calamus SL is the best, I can take his word for it. Fortunately for skeptics like you, I HAVE used other DTP programs, despite the fact that layout isn't my job in TWP, and I can tell you some of the same things.

If you want to know something about Calamus SL, I suggest you mail pdirect@delphi.com and ask him about it. I dare you, or are you too worried that he'll show you to be wrong? When you talk to him, come back and tell us what he said.

2250. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 19:14:50 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94125.151450STIRRE31@MAINE.MAINE.EDU>
Source record: 17168

Steve, have you used Calamus _SL_? Just curious since I've heard wonderful things about it and you seem unimpressed. Are you talking about Calamus (early B&W version)? There are supposedly a few non-Atari magazines that use Atari TTs to produce their magazines. I heard about Boregas (sp?) which is a Canadian national park publication awhile back.
-scott tirrell

2251. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 22:18:40 UTC
From: lordthan@news.delphi.com
Message-ID: <2qbrc0$roh@news.delphi.com>
Source record: 17171

<STIRRE31@MAINE.MAINE.EDU> writes:
>Steve, have you used Calamus _SL_? Just curious since I've heard
>wonderful things about it and you seem unimpressed. Are you
>talking about Calamus (early B&W version)? There are supposedly
>a few non-Atari magazines that use Atari TTs to produce their
>magazines. I heard about Boregas (sp?) which is a Canadian
>national park publication awhile back.

Yes, I've used Calamus SL on, if I'm not mistaken, an Atari TT. (I've
also used the early B&W version, which I was even less impressed with.)
Don't get me wrong -- Calamus SL (which I usually refer to as just
"Calamus") is a good program. It's just not, IM-professional-O, up to par
with the major DTP players that are around now (XPress and PageMaker,
most notably).

-Steve

2252. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 22:29:37 UTC
From: jcassara@inca.gate.net
Message-ID: <2qbs0h$28cf@inca.gate.net>
Source record: 17134
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Alan Wen (409)696-8909 (cpw8034@summa.tamu.edu) wrote:
: In article <2q694f$2e4j@inca.gate.net>, jcassara@inca.gate.net (Joe Cassara) writes...
: >to last very long. I think that there is a good chance that Utilities Ultd.
: >could buy the Amiga, but who knows how much that will cost them?

: Oh PLEASE!!! Do you think that UU actually has the financial backing for
: something of this magnitude?

: Just because Jim Drew hinted that they are interested doesn't make it any
: more possible to do. Please stop being cattle.

Ah, yes! More of that patented comp.sys.amiga.advocacy name calling/immature
babling! Do you experience difficulties speaking on an intelligent level,
Alan?

--
Joe Cassara
jcassara@gate.net
Instant Paradox: "I am not telling the truth."
(Waiting for space-time threads to rip...)

2253. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-05 22:39:27 UTC
From: lordthan@news.delphi.com
Message-ID: <2qbsiv$t3f@news.delphi.com>
Source record: 17172

millert@ug.ec.usf.edu. (Timothy Miller) writes:
>I only know what Macs I've used, and only expensive 040 models had graphics
>and text displays that weren't sickeningly slow. I've been used them
>extensively at school and have checked out ever kind of Mac you can think of
>in various computer stores.

The only thing I can suggest is that the machines had some sort of
problem with the way they were set up. All 040-based Macs have *always*
had faster-than-other-Mac on-board video, so if my 25Mhz 030 (w/on-board
video, which is slower than a dedicated video card) can keep up with my
typing, then something was DEFINATELY wrong with the systems you were
working on.
The only time I experience severe video lag is when I work with
video-intensive programs, like Photoshop (w/color images; greyscale and
mono images isn't that big of a deal).

>It's not laughable. Some of the frustration I get from the Mac is some of the
>features that I consider to be counterintuitive. The way the menu bars work,
>for example, I don't like, for example. Much of the frustration comes from
>personal preference. The Mac also seems to require a lot more mouse movement
>over larger areas than the Atari does. That's probably due mostly to the way
>developers write things. People who know how to write good user interfaces
>try to keep the mouse movement down between places one must click. And about
>the menu bar, you have to be more careful with the Mac... if you accidentially
>let up, you may make a bad selection. With the Atari, the only problem is
>that people new to the machine accidentally will drop menus down when moving
>the mouse to the top of the screen, but that takes about a week to get over.

Actually, I find myself going to the mouse more with an Atari than on my
Mac. *shrug* Most of what you're saying seems to fall under personal
preference anyway. (And BTW, if you want "Atari-like" menus on the Mac,
there's at least three or four Extensions which will permit it.)
Honestly, the biggest pain-in-the-butt that I encountered when first
working with the Atari was the fact that if you move the mouse a wee bit
too high, the menu drops down. Duh. If I want the menu, I'll click for
it. (My opinion.)

>I this is pure and total bullshit. I have used Macs extensively and PC's even
>more. I know what things are, I know what they're made of, and I know how they work. Sean,
the publisher, has used just about every desktop publisher he
>could get his hands on for trial purposes. He would sit at friends' computers
>or store models, working with any DTP program that he could get them to let
>him use and he would lay something out, just to see how easy or difficult it
>was. He could give you a disertation on why he hates QuarkXpress and likes
>Calamus SL so much better.

Probably because XPress is a high-end DTP program, and as such is a bit more difficult to master, whereas Calamus is more in the low-to-midrange, so it's a bit easier to master. Quark, in case you don't know, produces the Scitex graphics workstation system. (If you don't know what Scitex is, this probably won't make any sense to you.) XPress is at the heart of the Scitex workstation. That's gotta say something for the power level of XPress.

>Sean has had quite a bit of experience using Macs and repairing/upgrading PC,
>while I have worked as a network administator for a LAN and did software
>development and wordprocessing for a defense contracting firm. We both have
>also had a lot of experience with people like you who insist that we must be
>some sort of morons for liking our Ataris so much and we have heard all the
>agruements people use to tell us why PC's and Macs are so much better. We've
>heard it all, and we've done it all, and through all of it, we stick to our
>Ataris because we like them a whole hell of a lot better.

DO NOT PUT WORDS INTO MY MOUTH EVER AGAIN.
I have *NEVER, EVER* said that I insist that you must be morons for liking your Ataris. Pull that shit RIGHT OUT of the conversation RIGHT NOW. I'm not in the mood to AGAIN hear all these things about what I supposedly had said.

>You keep assuming that we Atari users are stuck in our own little worlds and
>that we have used nothing else, when in fact, a great many Atari users have
>used everything else and that is WHY they bought their Atari. You really
>should stop insulting our intelligence. Atari user does not equal ignorant
>fool.

See above paragraph. The primary people who I consider ignorant fools are those who need to lie and/or put words into other people's mouths. I DEFY you to show me where I said that Atari users are ignorant fools.

>WE HAVE compared Calamus SL to the other programs, and we know that it's
>better, because unlike you, apparently, we have tried to do everything you
>can think of with DTP software.

I've been involved in the professional DTP field for almost a decade. DON'T tell me what I have and haven't done. In the professional marketplace (which is where it matters), Calamus falls flat on its face. PERIOD. Believe me when I say that graphic artists are a fickle bunch. They could use something for fifty years, religiously, and if someone comes along with something better they'll switch. Instantly. Calamus hasn't proven itself to be at that level.

>>ego-stroking Sean Dougherty deleted<<
So let me get this straight...You take the *opinion* of one person in one business over the combined opinions of hundreds of thousands of people and businesses? The opinion of one man over a multi-million dollar marketplace? One man's viewpoint -- that goes against the tried and true, demonstrated practices of all these people? I'll leave it to you to spot the foolishness in that. Personally, I'm laughing. :)

>If you want to know something about Calamus SL, I suggest you mail
>pdirect@delphi.com and ask him about it. I dare you, or are you too worried
>that he'll show you to be wrong? When you talk to him, come back and tell us
>what he said.

This gets funnier every line. "You dare me," ooooooooohhhhh. I'm
scaaaaaaared. Puh-leeze. Go hang out with sinclap or something.
Who, before I send mail, is "pdirect", and exactly what am I supposed to
ask him that you think will make me think I'm wrong?

First of all, let's get this straight. It's not a matter that *I* may be
wrong. My solitary opinion is meaningless. Take a look at the
marketplace. Take a look at what professionals are using. Take a look at
what large industry is using. Take a look at what the vast majority of
the home market is using. You think the majority of them are using
PageMaker and XPress because of some fluke? Because of some clever
marketing, a lucky strike somewhere? Because it's the only thing around?
Come ON, man. Get real! What you're saying, in essence, is that these
hundreds of thousands -- MILLIONS -- of people and businesses are using
an inferior product? I don't THINK so, Stimpy! More likely, they're using
a superior product that they can get tons of support for, that does at
least everything they want to do (exception: neither PageMaker nor XPress
works well with large book-type publications; FrameMaker, available for
PC and Mac, is the program of choice for that type of work), and that
the rest of the industry agrees with. There's no fluke about it; in the
computer marketplace, a superior product more often than not becomes
accepted by the masses.

2254. Re: GUI vs CLI

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 01:15:04 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CpCwt5.JBy@ecf.toronto.edu>
Source record: 17173
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

In article <andy_gray.76.004F6D9F@inetlink.berksys.com>,
Andrew J. Gray <andy_gray@inetlink.berksys.com> wrote:
>Whoa... Back up... The *smart* Atari GEM users also had SuperDOS or gulaam
>CLI's <grin>. Heck, I learned how to use a CLI with gulaam on my ST -- no
>lie.
>
>And GEM's file management features are way superior to Finder, without doubt.
>The thing about Finder that pisses me off the most is that I can't figure out
>how to tell it I want "view by Name" to be the default on every $@*#$& window
>I open. GEM could do that...

Unfortunately, with the GEM Desktop, it's all or nothing. You either view all
files as text or all as icons. The other problem with the GEM Desktop is that
all the dialogue boxes are modal. (At least in the last version of TOS I've
seen, which is 3.06.)

The GEM Desktop and the Finder are pretty similar. Remember, GEM was modeled
after the Macintosh OS.

>
>Andy Gray
>Berkeley Systems

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2255. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 01:27:38 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2qc6ea$169@darkstar.UCSC.EDU>
Source record: 17170

What is so funny, Steve is that you completely failed to notice that TIm was responding to Sinclap. Your "Every post must be towards me" ego-inflation disease grows worse.

~Chris

2256. Re: STOP!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 01:57:44 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2qc86o$eq0@news.dmpe.CSIRO.AU>
Source record: 17110

>PD big surprise guesses....
>1) Pagestream 3?
Apparently under development.

>2) Falcon040 :-) ?
Developed, but most likely never see production.

>3) TT clone (Medusa, GE Soft)?
Finished. Shipping as of now (contact Lexicor).

>4) Jaguar's CD ROM unit?
June-August according to Atari. Well, I have this big red bridge ... ;^)

>5) Falcon tower case?
Available.

>6) Atariworks update? (please?)
From what!?
I have v1.2, there is at least I think 1.271 ...

>7) New Jag games?
When they come out, we will have some ;^)

>Am I close on any of these guesses, Tim? Just thought I'd try my hand
>at predicting the future :-).

Sorry Scott, you're about 20 minutes into the past ;^)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2257. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 04:41:58 UTC
From: lordthan@news.delphi.com
Message-ID: <2qchqm$kk7@news.delphi.com>
Source record: 17174

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>What is so funny, Steve is that you completely failed to notice that TIm was
>responding to Sinclap. Your "Every post must be towards me" ego-inflation
>disease grows worse.
> ~Chris

In that case, it would be MOST appreciated if he (and anyone else) would address the person(s) whom the posting is addressed to. But frankly, I don't give a shit *what* you think; you've demonstrated to me that you're almost completely incapable of anything above name calling, so in my book, you're just about worthless.

-Steve

2258. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 09:51:52 UTC
From: sys1@exnet.com
Message-ID: <CpDKqI.Doy@exnet.com>
Source record: 17097

In article <2q6ph8$hlb@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>Yes. That's because the MAJORITY of PC amd Mac users don't have a clue about
>>how their computer works, they hardly know how to turn it on, and they were
>>railroaded into buying it by some slick salesman at Comp USA. Atari and Amiga
>
>You should be into marketing, you know that? All these years, computer
>and software companies have been thriving upon the "ease of use" notion.
>Silly them! You should go out and tell them that people don't want a
>computer that's easy to use, they want one that you have to sit and
>figure out.
>This is, obviously, wrong. I asked this once before but never got an
>answer: What's so terribly wrong about having a computer that's easy
>tose?

You ask the wrong question and imply something that isn't true.

There is nothing wrong with a machine that is easy to use. The Atari machines are in fact very easy to use. I frequently use Macs, Windoze and GEM and prefer GEM. It has point and click (just like a mac) drag and drop (just like a mac) desktop-installable applications (just like a mac) and---from a completely personal point of view---a better drop down menu systsem than Macs or PCs.

Atari users, I contend, have ease of use but also a much better knowledge of their machines and a much larger interest in the potential of the machine.

In missing that simple but important hook (the hook that reeled me in afterall :>) you are blinded to the plus points of the Atari range.

Xavier

2259. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 10:08:42 UTC
From: sys1@exnet.com
Message-ID: <CpDLIL.EMG@exnet.com>
Source record: 17098

In article <2qb3l6$g1l@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>
>Yes, that was me. A can name a number of reasons, none of which you'll
>probably agree with. You run an Atari magazine, so you want to use Atari
>computers. No surprise there. You probably also never tried using anything
>*but* an Atari for a significant amount of time, so you have no *real*
>experience on any other platform and program. It's easy to say

Amatuer psychology and guess work about another persons reality is a no
no. The above seems to say more about how your head works than how
Tim Miller's does.

2260. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 11:40:31 UTC
From: sys1@exnet.com
Message-ID: <CpDprL.K0A@exnet.com>
Source record: 17099

In article <2qbsiv$t3f@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>*DO NOT PUT WORDS INTO MY MOUTH EVER AGAIN.*
>I have *NEVER, EVER* said that I insist that you must be morons for
>liking your Ataris. Pull that shit RIGHT OUT of the conversation RIGHT
>NOW. I'm not in the mood to AGAIN hear all these things about what I
>supposedly had said.
>

Someone doesn't like Quark? Well, that is because it was so powerful that all the features couldn't be appreciated! (muffled laughter) It sounds like a nice explanation but it really is *very* insulting implying slapdash appraisal, lack of understanding and gives a basic ``if you don't agree with me you are ignorant'' message.

You may not mean to be saying this, but you are. Very loudly and very clearly.

>I've been involved in the professional DTP field for almost a decade.
>DON'T tell me what I have and haven't done. In the professional

Well, don't you tell others, do as you would be done by and all that.

>So let me get this straight...You take the *opinion* of one person in one
>business over the combined opinions of hundreds of thousands of people
>and businesses?

Do you know the opinions of all these hundreds of thousands of people? Are you just guessing their satisfaction? Maybe theses unlucky souls have just never used Calamus sl! I think you have just laid a rather heavy duty assumption on us.

And in anycase commercial success does not imply that something is *better* than another. Many people, for example, feel PCs are kludges, but that doesn't stop them from being dominant.

Sinclap does on about sales as if that proves a thing...It doesn't prove anything except that sales were big.

>This gets funnier every line. "You dare me," ooooooooohhhhh. I'm
>scaaaaaaared. Puh-leeze. Go hang out with sinclap or something.

Oh, stop it!

>the home market is using. You think the majority of them are using
>PageMaker and XPress because of some fluke? Because of some clever
>marketing, a lucky strike somewhere? Because it's the only thing around?

I don't know---what do you think?

>Come ON, man. Get real! What you're saying, in essence, is that these
>hundreds of thousands -- MILLIONS -- of people and businesses are using
>an inferior product? I don't THINK so, Stimpy! More likely, they're using

It has been known, many times:>. Things can be inferior *and* popular
they are not mutually exclusive.

>a superior product that they can get tons of support for, that does at
>least everything they want to do (exception: neither PageMaker nor XPress
>works well with large book-type publications; FrameMaker, available for
>PC and Mac, is the program of choice for that type of work), and that
>the rest of the industry agrees with. There's no fluke about it; in the
>computer marketplace, a superior product more often than not becomes
>accepted by the masses.
>

Nah, good marketing, popularity, fashion---these can make or break a product
without any reference to it's actual ability.

I'm not saying that Calamus is better than Quark as I don't use DTP at all.
I am just pointing out your logic is full of holes and assumptions.
Try a different route. Why not go for a feature by feature comparison.

xavier

2261. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 15:15:37 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94126.111537STIRRE31@MAINE.MAINE.EDU>
Source record: 17104

Ummmm.... I think we all should just settle down. Enough flames.
Steve,
As to your argument about people not using what is best I would
have to say that that is silly. Regardless of the millions of
people using Windows (the standard argument), you also have to
remember that many people haven't tried Calamus SL on a TT.
Blame Atari for lack of marketing, not DMC for a poor product.
I have heard many stories of people getting the job done better
and faster with Atari DTP systems than with Mac DTP systems.
The reason I don't hear the other side of the story is probably
because of the fact I mentioned- Mac users haven't heard
about Atari systems. However, people that are earning livings
with DTP on the Atari all seem to agree that Calamus SL is just
as good, if not better, than DTP packages on other platforms.
Steve, could it be that you just prefer Quark on a personal level
and that it has nothing to do with the power of Calamus SL? I
mean, what is it on Quark that you use that you don't think
can be done in Calamus SL? We should name some features and see
if they are supported by these packages. Just a thought....
-scott tirrell

2262. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 15:27:58 UTC
From: lordthan@news.delphi.com
Message-ID: <2qdnlu$80g@news.delphi.com>
Source record: 17101

sys1@exnet.com (Xavier Gallagher) writes:
>There is nothing wrong with a machine that is easy to use. The Atari
>machines are in fact very easy to use. I frequently use Macs, Windoze
>and GEM and prefer GEM. It has point and click (just like a mac) drag
>and drop (just like a mac) desktop-installable applications (just
>like a mac) and---from a completely personal point of view---a better
>drop down menu systsem than Macs or PCs.

I never said that Ataris weren't easy to use. I simply contend that
they're not as easy to use as the Mac. Apple controls nearly all aspects
of the OS and how it works; they have published guidelines describing how
applications should look and work. Which is, of course, one of the beauty
things about the Mac. If you can learn one program in one field, you have
a pretty decent idea of how other programs in that field will work, and
you also know the "universal" commands that are identical on all
programs. It's not *mandatory* that you follow those guidelines that
Apple provides, of course, but history has proven to developers that if
you don't, the buying public won't like it and it'll fail.
The Atari, from what I've seen, has nothing like that. There's little
that's truly *standardized* across the board like that. I find it
interesting that you use the phrase "like a Mac" so much, too.

>Atari users, I contend, have ease of use but also a much better knowledge
>of their machines and a much larger interest in the potential of the machine.

I agree with this. As I said before, though, it's knowledge and interest
gained out of desperation. If you have no developers to turn to, you have
to turn to yourself and the other users for support and programming. I've
always contended that there was tons of potential in the Atari line;
Atari, however, decided not to follow up on it. IMO, Atari was stupid in
releasing the Falcon. Sure it's a halfway decent machine (too expensive,
IMO, for what you get), but Atari would have been WORLDS better off if
they had instead spent some or all of that money on advertising and
getting major developers to program for it. Once you've got a solid
software base, THEN develop and release the Falcon. The most whiz-bang
computer in the universe isn't worth a lick if it doesn't have any
software for it. (And before someone whines about how many programs are
available for the Atari, let me clarify: Take a look at how much software
is available for the Mac and PC and compare it to Atari software. In
comparison, there is almost no software for the Atari.)

>In missing that simple but important hook (the hook that reeled me in
>afterall :>) you are blinded to the plus points of the Atari range.

No, I'm well aware of the plus points of the Atari. However good they
are, they don't (IMO) compare to the minus points. There's (in my

experience and observation) almost no quality customer support, there's no major software developer releasing software for it, Atari has all but abandoned the US computer marketplace, and I can't get truly local, good Atari support. To me, that FAR outweighs the combined good points of the Atari. Sure, I still own and use my Atari, but at this point it's more a game machine than anything else.

-Steve

2263. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 15:32:28 UTC
From: lordthan@news.delphi.com
Message-ID: <2qdnuc$83v@news.delphi.com>
Source record: 17102

sys1@exnet.com (Xavier Gallagher) writes:
>Amatuer psychology and guess work about another persons reality is a no
>no. The above seems to say more about how your head works than how
>Tim Miller's does.

laugh
I was using my own experience for reference. I have *yet* to hear of any major DTP user switching from a Mac to an Atari for DTP'ing. It's simply not done in the professional (high-level) and (for the most part) mid-level areas. I DO know of about a dozen former Atari users who switched to Macs, though.
The point of my message was not about psychology but reality. In reality, scant few Atari users have truly *used* a Mac for a significant amount of time, and the majority of those that have are already biased against the Mac for one reason or another (like the floppy drive or something).
Now I'm gonna get a couple of letters telling me about how such-and-such knows thirteen billion Atari users who have used Macs, etc soforth and so on.....*sigh*....

2264. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 15:57:42 UTC
From: lordthan@news.delphi.com
Message-ID: <2qdpdm$8l2@news.delphi.com>
Source record: 17103

sys1@exnet.com (Xavier Gallagher) writes:
>In article <2qbsiv$t3f@news.delphi.com> lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
>>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>*DO NOT PUT WORDS INTO MY MOUTH EVER AGAIN.*
>>I have *NEVER, EVER* said that I insist that you must be morons for
>>liking your Ataris. Pull that shit RIGHT OUT of the conversation RIGHT
>>NOW. I'm not in the mood to AGAIN hear all these things about what I
>>supposedly had said.
>Someone doesn't like Quark? Well, that is because it was so powerful that
>all the features couldn't be appreciated! (muffled laughter) It sounds
>like a nice explanation but it really is *very* insulting implying slapdash
>appraisal, lack of understanding and gives a basic ``if you don't agree with me
>you are ignorant'' message.

Quark is very powerful, true. Much of that power relates to high-end
publishing. If you don't need high-end publishing, there's a generous
compliment of mid-level, easy-to-use commands.
I don't know what you're getting at with your message, but (since you
missed it) I was accused of saying something which I never said, and I
thoroughly despise that. *IF* I believe that Atari users were morons and
incompetants, then I would have SAID that. Simple logic, no? I don't
often imply things, and when I do, it's crystal clear. In no way, ever,
did I say or imply anything of the sort I was accused of. TAHT is what
sparked my anger.

>You may not mean to be saying this, but you are. Very loudly and very clearly.

No, I'm not. Here's loud and clear, for your reference:
ALL ATARI USERS ARE MORONS AND INCOMPETANTS.
If this is what I believed (I don't), I would have said it. Period.

>Do you know the opinions of all these hundreds of thousands of people?
>Are you just guessing their satisfaction? Maybe theses unlucky souls
>have just never used Calamus sl! I think you have just laid a rather
>heavy duty assumption on us.

Chances are, they haven't used Calamus. But like I said - which you
apparently missed - graphic artists are a fickle lot. All it takes is a
small group of people to make a big wave about a program, and it suddenly
gets lots of attention. I'm sure that SOMEWHERE out there are people in
the industry who like Calamus, and wherever they are, they made a few
waves about it. Other people have tried it (it's been reviewed, in fact,
in some trade magazines; it faired average, gaining three out of five
stars in the rating system used, on the average) and it failed to gain
acceptance. I didn't decide this, the market did.

>And in anycase commercial success does not imply that something is
>*better* than another. Many people, for example, feel PCs are
>kludges, but that doesn't stop them from being dominant.

Here's the fundamental difference in philosophy, I think. You seem to contend that Calamus IS better, but it hasn't caught on for one reason or another, none of which relate to the quality of the program. I - and the marketplace - contend that Calamus IS NOT better, and that it's failure as a professional-level tool is due to a combination of what the program cannot do (or does poorly, or at least less-better (bad grammar, I know) than other programs) and what the company providing the platform cannot accomplish. An excellent program on a poorly supported machine isn't going anywhere, no matter how whiz-bang the program might be.
You're right, to a point. Commercial success doesn't imply greatness. However, it's an excellent benchmark. If Rubik's Cube didn't sell like it did, and didn't start the trend like it did, it would have been considered a failure. The same thing goes for all other commercial ventures; Pugeot and Renault pulled out of the US market a few years ago, yet people still contend that they're outstanding cars. A *few* people. The FACT of the matter is that the marketplace does indeed define what is better than the rest, or at least better marketed. Marketing has little, however, to do with the success of programs like XPress. In fact, Quark hasn't taken out an advertisement in a major Mac magazine for a couple years, other than to announce a new version release. Yet XPress is consistantly one of the top-selling programs.

>Sinclap does on about sales as if that proves a thing...It doesn't prove
>anything except that sales were big.

Big sales = successful product. Any student of business philosophy will attest to that. If you have one program that sells 100 copies, and a second program that sells 50,000,000, which do you think is going to be the better program? Most likely, the one that the market likes better. Actually, here's an interesting question: If XPress was available for the Atari, do you think it would succeed? Or if Calamus was available for the Mac, do you think it would succeed?

>I don't know---what do you think?

I think that PageMaker and XPress are demonstratably superior to Calamus. I've used both in similar capacities, and as I've said before, Calamus doesn't compare. And to answer my own above question, I think XPress would fail on the Atari, just like Calamus would fail on the Mac. Why? First, like I said before, a program's success is partially contingent on the platform it's run on. The Atari is a less-than-desirable machine (IMO) because of its lack of support; a desktop publisher won't want to buy a machine with that little support. So XPress wouldn't fly because the platform is going nowhere.
Calamus would fail on the Mac because it lacks in features. At one point, there was about a dozen DTP programs on the Mac. Today, there's four (PageMaker, QuarkXPress, FrameMaker, and Ready Set Go). XPress and PM fight for the largest area of the marketplace, while FrameMaker dominates the large-format-document market, and Ready Set Go (which has died and

been resurrected twice) continues to fight for the entry level market (which PageMaker has a very strong foothold in). Calamus is roughly equivalent to Ready Set Go, and there's already lots of fierce competition there.

>Nah, good marketing, popularity, fashion---these can make or break a product
>without any reference to it's actual ability.

They can, true, but in this case it's not a factor.

>I'm not saying that Calamus is better than Quark as I don't use DTP at all.
>I am just pointing out your logic is full of holes and assumptions.
>Try a different route. Why not go for a feature by feature comparison.

I'm going by my own experience, buffeted by market (and professional) preference. If I had Calamus right in front of me, I'd gladly give a comparison. It's pointless, IMO, but if it makes you happier...

-Steve

2265. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-06 18:16:19 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May6.181619.35245@rmece02.upr.clu.edu>
Source record: 17106

In article <CpDprL.K0A@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> In article <2qbsiv$t3f@news.delphi.com> lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> >millert@ug.ec.usf.edu. (Timothy Miller) writes:

[stuff deleted]

|> Nah, good marketing, popularity, fashion---these can make or break a product
|> without any reference to it's actual ability.
|>
|> I'm not saying that Calamus is better than Quark as I don't use DTP at all.
|> I am just pointing out your logic is full of holes and assumptions.
|> Try a different route. Why not go for a feature by feature comparison.
|>
|> xavier
|>

I think Quark will smash Calamus, but I do agree with Xavier.
It is a logic fallacy to say something is inherently better
just because millions use it, or because it's more expensive
or what have you.

But like I said though, I would expect Quark to beat Calamus SL
big time :-) (has to be proven though).

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2266. Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 01:20:22 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CpErpz.FrA@freenet.carleton.ca>
Source record: 17108

Or to put it another way, in what way is Quark express so much better than Calamus SL? SL is completely modular and seems to have a module to do just about anything you want.... I've never used Quark but I find it hard to believe that it is as good as some people would have me believe.
Anyone?
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2267. Atari Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 02:22:23 UTC
From: anna@wam.umd.edu
Message-ID: <2qeu0v$a9h@cville-srv.wam.umd.edu>
Source record: 17109

Hi!

I have been reading this group for a while, just kind
of observing what people talk about (or don't talk about,
as the case may be...)

And, I was wondering if perhaps people could begin
discussing, or post, a list of the computers Atari
has made with relevant specifications. I am interested
in learning about what exactly was produced (including
peripherals), and if the equipment can still be found today.

Posts to this group in response might actually mean
that this group will talk about more than atari vs.
mac vs. ibm vs. commodore vs. sinclap vs the world...
<grin>

Thanks,

Anna Winkler

anna@wam.umd.edu

2268. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 16:10:47 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May7.111047.27535@cobra.uni.edu>
Source record: 17111

In article <94123.090536STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> <regarding C='s going out of business>
> It is a real shame that Atari isn't in the position to take
> advantage of C='s fall (no, I'm not gloating; I've owned an Amiga).
> If Atari would make a run of cheap STs like they planned to in
> the UK they may be able to sell them quite briskly to A500 users
> looking at a future with little support. The STs would also sell
> nicely to families looking for a cheap first computer. Unfortunately
> the Falcon is not that computer. The best scenerio would be a
> 68020 STe with improved graphics (320 x 200 x 256). I think that
> Atari UK is missing out on a great opportunity as they are doing
> little but waiting for Jags :-(. WHY couldn't Atari have a low
> cost computer like the STe still in production?!
> -scott tirrell

Why would UK A500 owners switch over to the STE? That would be a step back down. Mac system prices in the UK are on par with the Amiga and ST. Atari's window of opportunity is gone.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - Blackbird

2269. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 16:14:45 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May7.111445.27536@cobra.uni.edu>
Source record: 17112
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <3MAY199417363046@summa.tamu.edu>, cpw8034@summa.tamu.edu (Alan Wen (409)696-8909) writes:
> In article <2q694f$2e4j@inca.gate.net>, jcassara@inca.gate.net (Joe Cassara) writes...
>>to last very long. I think that there is a good chance that Utilities Ultd.
>>could buy the Amiga, but who knows how much that will cost them?
>
> Oh PLEASE!!! Do you think that UU actually has the financial backing for
> something of this magnitude?
>
> Just because Jim Drew hinted that they are interested doesn't make it any
> more possible to do. Please stop being cattle.

This is the same Jim Drew who said that C= was selling 40,000 A4000's a month.

>
>>Joe Cassara
>>jcassara@gate.net
>
> alan

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - Blackbird

2270. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 16:22:48 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May7.112248.27537@cobra.uni.edu>
Source record: 17113

In article <2q6pqe$i1j@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
> trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>>Proposal: A newsgroup called comp.sys.sinclap.bs in which Macs are
>> worhsipped and all other computers are bashed.
>
> I'll support the newsgroup on the sole condition that only sinclap has
> access to it, and nowhere else. ;)

I worship the Mac, I think not. The Mac fills my needs for now and if something
came along later, than i would switch. It's users like you who worship and
bash people for no selecting an Atari. I have pointed out there are better
alternatives and also try to counter the lies, and half truths about the Mac.

>
> -Steve
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - Blackbird

2271. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 16:33:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May7.113319.27538@cobra.uni.edu>
Source record: 17114

In article <2q71h2$muh@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
> In article <2q6ph8$hlb@news.delphi.com> lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
>>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>>Yes. That's because the MAJORITY of PC amd Mac users don't have a clue about
>>>how their computer works, they hardly know how to turn it on, and they were
>>>railroaded into buying it by some slick salesman at Comp USA. Atari and Amiga

Could you provide proof. I know were the switch is.

>>
>>You should be into marketing, you know that? All these years, computer
>>and software companies have been thriving upon the "ease of use" notion.
>>Silly them! You should go out and tell them that people don't want a
>>computer that's easy to use, they want one that you have to sit and
>>figure out.
>
> You want ease of use? Don't get Windows! The Mac isn't a while lot better.
> When it gets to the point where the only Mac I can afford is so slow that the
> wordprocessors can't keep up with my typing speed, they're not easy to use!
>
So which Mac model were you using?

>>This is, obviously, wrong. I asked this once before but never got an
>>answer: What's so terribly wrong about having a computer that's easy
>>tose? One that you don't have to know how it works? Honda has been making
> [Irritating car analogy deleted]
>
> There is nothing wrong with a computer that is easy to use. What we're
> telling you is that for us, a computer that restricts us because the designers
> figured we didn't have a clue is NOT easy to use because it's FRUSTRATING. A
> Mac is FRUSTRATING to use! That's why we people who have a clue like to go
> home to our Atari's that let us do what we want and RELAX.
>
What do you mean that Atari allows you to do what you want? If the Mac is
frustrating to use, don't use one. Doesn't mean it's true for everyone. I
have found it frustrating of owning Atari products.

>>
>>>users, on the other hand, bought their computers with the intent on buying
>>>SPECIFICALLY an Atari or Amiga because of some set of very good reasons. I'm
>>

Yes, Atari and Amiga users bought their machines because they wanted a
challenging platform to program because the mainstream developers did not give
a dam about you.

>>Usually because they already own an Atari or Amiga. Like I said before,
>>the vast majority of Atari's customers are Atari owners, which is why
>>Atari is failing in the computer industry. Part of the reason, anyway.
>
True.

> Actually, this is as often untrue as it is true. Some people buy Atari
> computers because they're good machines, and not because of some religious
> following they group themselves with. Atari's make me money. I am the
> technical editor of an Atari magazine that uses Atari's and Calamus SL to
> produce a magazine. I'm sticking with my Atari.
>

Free country.

> Are you the guy who didn't like Calamus SL and said it was only good for small
> scale stuff? Then why is it that it's to easy for us to produce everything
> from full color brochures to oversized magazines?
>
>>
>>>not saying that that doesn't happen with Mac or PC users, but they are in the
>>>minority. I would say that the PC and Mac zealots are in about the same
>>>numbers as Atari and Amiga zealots. The remainder of PC and Mac users don't
>>
>>Same numbers, maybe. Same percentages, definately not.
>>
>>>have a clue about computers, and therefore don't have any idea why they would
>>
>>I have to contest that notion. I think to own a PC, you have to be VERY
>>familiar with many aspects about your machine -- moreso than if you were
>>an Atari or Amiga owner, and MUCH more so than if you were a Mac user.
>>With a PC, you *MUST* be intimately familiar with your computer in order
>>to install and/or modify and/or update your OS, install programs, update
>>or add hardware, etc. If there's a DOS user out there that DOESN'T need
>>to know how to, for example, change his CONFIG.SYS file (which involves a
>>great deal more knowledge about computers than most people want to know),
>>I'd like to meet him.
>
> Not to OWN a PC. To do anything TO a PC, you have to be intimately familiar
> with them. That's why people make so much money suckering people into buying
> PC's so they'll come back when they discover that they don't know how to
> install their new card and get charged even more money. Most PC user will
> never take a screwdriver near their computer because they don't know what's
> inside. When they want something new added, they pay someone to put it in. I
> know, because people have paid me money to do just that. They didn't even
> know what kind of screw driver I needed. Pity.

Half true.. Are you referring to mac users too?

>
> [more pointless discussion deleted]
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - Blackbird

2272. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 16:46:21 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May7.114621.27542@cobra.uni.edu>
Source record: 17115

In article <60.4922.5323.0N19D074@canrem.com>, richard.hecker@canrem.com (Richard Hecker) writes:
> -> What else is there to talk about ATARI COMPUTERS? Now that Atari has
> -> stated numerous times that the Jag is the focus of their time and
> -> resources.
>
> By that, you're claiming that the purpose of this newsgroup is to talk
> exclusively about anything that's *new* in the world of Atari Computers,
> and that just isn't the case. This is to talk about the computers in
> *general*, weighing the pros and cons of the machines. It is, after
> all, an *Atari* *advocasy* newsgroup, not a Mac chat forum, not a
> let's-flame-Atari-because-everyone's-opinion-here-is-invalid-because-
> they-differ-from-my-own forum. So they're focusing on the Jaguar for
> the time being. Good! I have absolutely no problems with that. That
> is where their most lucrative source of funds is going to come from, and
> those funds will, in part, be funneled into their comptuers.

Atari Advocacy is to defend and attack Atari computers. Thats what it saids on my newsgroup header.

As for the Jaguar saving the computer line, don't count on it. I suggest you read carefuly Atari's last earnings press release. Atari is done with the computer line. no more new models and support.
>
> -> Here's a new Atari Topic: Can Atari survive as a one product(ie, the
> -> Jag) company?
>
> That's quite a presumptuous statement to make, and smells remarkably
> like flamebait. But since you asked, why not? What else does Sega
> make besides video games? Nintendo? 3DO? The fact is, the video
> games market is a highly lucrative one. Atari could survive on that
> market alone. They have the knowhow. They have the product. And it's
> out, and surpasses everything else out there in terms of power,
> performance and affordability. This is not a point of discussion, it's
> simply a fact.

That the Jag surpasses everyone else is your opinion. 3do in my opinion puts the Jag to shame, my opinion that is the majority norm.

> Will Atari be _forced_ to survive as a one-product company? Highly
> doubtful. But your nearsightedness and single-mindedness, which seems
> to be stuck irrevocably on the Mac track, would very likely have you
> believe otherwise. Believe as you will. I'm not going to try and
> change your mind or make you "see the errors of your ways" because it's
> fairly obvious that you've made a decision that makes you happy. All

> very fine and well, more power to you. Just stop trying to force your
> opinions on everyone else. We've all made choices that make *us* happy,
> and if you can't live with that, then perhaps you should find some other
> newsgroup to aim your flamethrower at.

Sega and Nintendo are multinational corporations who are able to adapt
worldwide at the same time. You know, to be able to walk and chew at the same
time. I doubt that Atari can compete because the company is too slow of
getting jags out in sufficient quantity. Sega and nintendo are billion dollar
companies that will steam roll Atari with enough product and marketing dollars.
THAT IS A FACT, ACCEPT IT...

>
> _________________ ______ ____
> _______<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _
> __________/ / / <_/ // <__ the Comet __________ diehl@io.org ______
> _________<_/ <_____/<____/ Productions _________ "ANSI? FANSI!" _____

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2273. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 16:49:15 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May7.114915.27543@cobra.uni.edu>
Source record: 17116
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994May3.112928.13693@ccd.harris.com>, rmills@ccd.harris.com (Richard C. Mills) writes:
> mk5123@pegasus.cc.ucf.edu wrote:
> : Here in Florida (about the fourth most populated state) the Jaguar is
> : basically unknown. The only place I've seen selling it is Babbages. With
> : 3 games available there, it's not an attractive buy. Moreover, two
> : salesmen I spoke with recommended that I not buy a Jaguar, as it is too
> : risky an investment.
>
> The Jaguar can be found at Babbages, Software Etc., Electronic Boutique,
> and Walden Software. All of these in Florida! Also, Toys 'R' Us plans
> on picking up Jaguars after the "National Rollout".

So, when is the national roll out? Real soon now? Should be Atari's motto.

>
> -Richard Mills

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - Blackbird

2274. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 20:09:52 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2qgsig$5k9@lyra.csx.cam.ac.uk>
Source record: 17117

In article <1994May7.111047.27535@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

|> Why would UK A500 owners switch over to the STE? That would be a step back
|> down. Mac system prices in the UK are on par with the Amiga and ST. Atari's
|> window of opportunity is gone.

Actually, I doubt any UK Amiga owners who are planning to switch machines woul go
for an Atari OR a Mac. They're more likely to get something like an
Archimedes/RISC PC.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

2275. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 20:41:32 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qguds$ji1@usenet.rpi.edu>
Source record: 17118

sinclap2954@cobra.uni.edu writes:

>In article <2q6pqe$i1j@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
>> trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>>>Proposal: A newsgroup called comp.sys.sinclap.bs in which Macs are
>>> worhsipped and all other computers are bashed.
>>
>> I'll support the newsgroup on the sole condition that only sinclap has
>> access to it, and nowhere else. ;)

>I worship the Mac, I think not. The Mac fills my needs for now and if something
>came along later, than i would switch. It's users like you who worship and
>bash people for no selecting an Atari. I have pointed out there are better
>alternatives and also try to counter the lies, and half truths about the Mac.

Don't worship the Mac? You sure the hell act like you do. Otherwise,
why would you go thru so much trouble to prove that the Mac is superior
to everything else. And as for platform bashing, you have no equal; not
even Marc Barrett is in your league, much less anyone in this newsgroup.
As for bashing people for not selecting an Atari, neither me nor Steve
(the people you are replying to) is an Atari fanatic, much less bashers
of non-Atari buyers (like you are of non-Mac buyers).

I've said this before and I'll say ti again: GET A LIFE!!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* May 17 - Blackbird gets eaten by a Cheshire Cat <grin>
*

2276. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 20:46:29 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qgun5$jsr@usenet.rpi.edu>
Source record: 17119

sinclap2954@cobra.uni.edu writes:

>Sega and Nintendo are multinational corporations who are able to adapt
>worldwide at the same time. You know, to be able to walk and chew at the same
>time. I doubt that Atari can compete because the company is too slow of
>getting jags out in sufficient quantity. Sega and nintendo are billion dollar
>companies that will steam roll Atari with enough product and marketing dollars.
>THAT IS A FACT, ACCEPT IT...

YOU ARE AN IDIOT! *EXCEPT* IT!! ;-)

All hail,
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
King of the Macintosh, Emperor of Apple!
Baron of Bullshit!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2277. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 21:07:07 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qgvtr$ki5@usenet.rpi.edu>
Source record: 17120

sinclap2954@cobra.uni.edu writes:

>In article <2q1vv3$489@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>> I hope this helps you get your $5. :-)
>>
>> On a more serious note, you're right. This PC-vs-Mac-vs-Atari thing
>> has gone way too far. In fact, it has practically taken over this news
>> group! I appologize for my contribution to this mess; I now have nearly
>> ten posts on this newsgroup, none of which has anything to do with the
>> Atari. From here on in, I will refrain from posting anything to this
>> group unless a certain IDIOT FROM IOWA posts more of his mean-spirited
>> BS, and even for those I will tone down my Mac bashing. (BTW you should
>> see what he's posted in c.s.amiga.adv this weekend; he seems to be getting
>> his jollies by rubbing it in to all the Amiga users that C= (and therefore
>> the Amiga) is dead). Let's give this group back to the Atarians!!!

>What mean things have I posted in this newsgroup. On my header, it saids Atari
>Advocacy:defending and attacking Atari Computers. Is it different on yours?
>Boy you are very sensitive! As for Iowa(my fourth state), I have also lived in

Mean things posted? Hmmmmm. How about posting 'Atari computers are dead!'
about 10000 times. That may be the truth, but sometimes the truth can hurt
and you should realize that. (No, it doesn't hurt me. I, as you may recall,
am not an Atari fan).

Sensitive! Hah hah hahhah hah!! I'll be 9-foot-2 before I'm bothered by
anything that is posted in usenet!!! There's much more to life than the
net, you know. But then again, Clap, you don't have a life and therefore
probably don't know. My condolences.

>New Jersey, Cupertino California and Connecticut.

I'm also from New Jersey. And after reading the above line, I am somewhat
embarrassed about that right now.

All hail,
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
King of the Macintosh, Emperor of Apple!
Baron of Bullshit!!

>PowerMac 6100 = $1599: Does more, costs less, it's that simple.
How much did you charge Apple to append this little ad to your post?
And did they factor into that the higher cost of Mac software?

```
*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* Overlord of NJ, Cal, Conn., and, of course, Iowa!
*
```

2278. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 21:19:55 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qh0ls$l13@usenet.rpi.edu>
Source record: 17121

sinclap2954@cobra.uni.edu writes:

>In article <2q71h2$muh@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
>> In article <2q6ph8$hlb@news.delphi.com> lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
>>>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>>>Yes. That's because the MAJORITY of PC amd Mac users don't have a clue about
>>>>how their computer works, they hardly know how to turn it on, and they were
>>>>railroaded into buying it by some slick salesman at Comp USA. Atari and Amiga

>Could you provide proof. I know were the switch is.
But do you know where the disk eject button is? :-)

[Boring discussion deleted]

All hail,
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
King of the Macintosh, Emperor of Apple!
Baron of Bullshit!!

>May 16 - Blackbird
May 17 - Blackbird killed instantly when it is hit over Iowa by a
plane transporting PC's and Ataris to the CompUSA of Cedar
Falls.
May 18 - Funeral held.
May 20 - Apple sues plane pilot for negligent flying.
June 1 - Apple introduces bluebird to replace blackbird.
;-)

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2279. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 21:53:01 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qh2jt$m47@usenet.rpi.edu>
Source record: 17122

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>First of all, let's get this straight. It's not a matter that *I* may be
>wrong. My solitary opinion is meaningless. Take a look at the
>marketplace. Take a look at what professionals are using. Take a look at
>what large industry is using. Take a look at what the vast majority of
>the home market is using. You think the majority of them are using
>PageMaker and XPress because of some fluke? Because of some clever
>marketing, a lucky strike somewhere? Because it's the only thing around?
>Come ON, man. Get real! What you're saying, in essence, is that these
>hundreds of thousands -- MILLIONS -- of people and businesses are using
>an inferior product? I don't THINK so, Stimpy! More likely, they're using
>a superior product that they can get tons of support for, that does at
>least everything they want to do (exception: neither PageMaker nor XPress
>works well with large book-type publications; FrameMaker, available for
>PC and Mac, is the program of choice for that type of work), and that
>the rest of the industry agrees with. There's no fluke about it; in the
>computer marketplace, a superior product more often than not becomes
>accepted by the masses.

In general a very good post, but I must disagree with your reasoning in
this paragraph. If I read it right, you're essentially saying that the
best product is the one that wins out in the marketplace. However, in
many cases (in fact, perhaps in most cases) that is not true. Do you
think that MS-DOS is the best operating system out there? That IS what
was chosen by the vast majority of computer users; who cares if its
lousy <MUCH SARCASM>. How about VHS vs Beta (I know little about home
video stuff, but I have read that Beta was superior to VHS in many places).
How about Windows vs. OS/2? How about the TRS-80 (YUCK), the #1 computer
in the grammar school market in the easly 80's? Being good helps, but
in order for a product to become successful it also needs good marketing,
(usually) the backing of big companies, and lots of software.

*
* Tom Trauth
* trautt@rpi.edu
* king of the Russians (in Civ)
*

2280. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 22:29:44 UTC
From: rsrodger@wam.umd.edu
Message-ID: <2qh4oo$s1n@cville-srv.wam.umd.edu>
Source record: 17123

In article <2qh2jt$m47@usenet.rpi.edu>,
Thomas H. Trauth <trautt@magritte.its.rpi.edu> wrote:
>In general a very good post, but I must disagree with your reasoning in
>this paragraph. If I read it right, you're essentially saying that the
>best product is the one that wins out in the marketplace.

It almost always does. The problem is, people have a tendency
to confuse the technological sophistication (the "oh-ah" factor)
of a product with its suitability in a market. They don't understand
why the "best" product didn't take over the market and an
"obviously inferior" product did because they've misapplied the
values.

Take this example:

>However, in
>many cases (in fact, perhaps in most cases) that is not true. Do you
>think that MS-DOS is the best operating system out there?

This is a loaded question. In fact, MS-DOS *was* the *best*
operating system out there for the IBM PC when it was released.
Shortly after, CP/M-86 followed, and flopped, because it *was not*
the best operating system available. The UCSD P-System was
available, and flopped. There was even a Unix for the 8088 but it,
too, flopped. IBM's TopView flopped. Gem flopped. MS-Windows 1.0
flopped.

Why? Because the target market was a =< 640k 4.77MHz 8088-class PC
with CGA graphics.

One can fantasize about what would have been by theorizing about
what it would have been like if MS had worked on a pre-emptive
but shared-memory OS for the 16k (64k soon followed) 8088 IBM PC,
but this didn't happen, and in fact, probably wouldn't have worked
out.

The first potentially successful replacement for didn't arrive
until OS/2 2.0 shipped. 1.3 and 1.2 still had significant
compatibility problems, and running DOS apps is a required feature
in the x86 PC market. Put simply, if one didn't need to run DOS
apps, then one didn't buy an x86. When 2.0 shipped, however, IBM
had flubbed up the memory and CPU requirements by foisting off the
HUGE WorkPlace Shell onto the system instead of shipping with the
old shell from 1.3. The stability also wasn't there--DOS almost
never crashes, yet DOS apps running on OS/2 2.0 could leave the
user seeing crashes far, far more often than he was used to. So,

again, DOS was the best solution.

BTW: If you're wondering why Windows succeeded and OS/2 1.x did not,
consider this point: Windows inherited every DOS device driver. That,
combined with the lower resource requirements and the overall
smoothness of the product _in the eyes of new users_, is why Windows
took off in version 3.

>That IS what
>was chosen by the vast majority of computer users; who cares if its
>lousy <MUCH SARCASM>. How about VHS vs Beta (I know little about home
>video stuff, but I have read that Beta was superior to VHS in many places).

Indeed. And Sony ruined Beta's chances for success through
a program of mispricing, overcharging for licenses, and failure
to drum up wide-market support. Beta failed because it deserved
to fail--VHS delivered what the market wanted, and became the standard
for more than 12 years so far. Pioneer also premiered the LaserDisc
in 1980, which was superior to both VHS and Beta, but it was missing
a key feature that got it booted from the market.

>How about Windows vs. OS/2?

See above.

>How about the TRS-80 (YUCK), the #1 computer
>in the grammar school market in the easly 80's?

Was the Commodore 64 followed closely by the various Apple II systems.

> Being good helps, but
>in order for a product to become successful it also needs good marketing,
>(usually) the backing of big companies, and lots of software.

There's more to marketing than advertising. The first part of
marketing is delivering a product that can actually sell. If you
don't, no amount of advertising will make it succeed. You pointed out
two of the most classic examples yourself: DOS and OS/2.

--
Visit your local library and request a form to join Caning Party USA, the
pro-punishment party.

2281. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-07 23:39:50 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2qh8s6$cu8@lyra.csx.cam.ac.uk>
Source record: 17124

In article <2qgun5$jsr@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
|> >THAT IS A FACT, ACCEPT IT...
|>
|> YOU ARE AN IDIOT! *EXCEPT* IT!! ;-)

Warning, EXCEPT EXCEPTion, un EXPECTed EXCEPT :-)

|>
|> All hail,
|> >Peter Sinclair-Day
|> >University of Northern Iowa
|> >Cedar Falls, Iowa USA
|> King of the Macintosh, Emperor of Apple!
|> Baron of Bullshit!

:-)

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

2282. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 00:09:34 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May7.190934.27568@cobra.uni.edu>
Source record: 17125

In article <2q9edh$coh@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1994May4.102849.11394@dct.ac.uk> mcssesw@dct.ac.uk (Simon Wilkinson) writes:
>>A 68000 running at 16 MHz with 320 x 200 x 256 and 640 x 400 x 16
>>selling at about 400 UK pounds would be nice. :-)
>
> Hm... Like a MegaSTE engine and TT-like graphics... Actually, that's even
> lower than TT graphics, it could be done... I know that Atari was once talking
> about a "little brother" to the Falcon. How about:
>
> Codename: Pigeon
> 68000 @ 16 mhz
> Falcon-compatable graphics, but only for 640 x 480 x 16 and 320 x 240 x 256
> 16 bit stereo sound playback, but no recording or DSP
> STE-type case.
> possible internal IDE Drive
> Same ports as Falcon, but no DSP
>
> For about $500 with drive, I think it could work

Your kidding? For $400 more, A Quadra 605 8/160 with fast 040, SCSI,
networking and stereo is a reality. Who buy's a 68000 today?

>
> ~Chris
>>--
>> --
>>| These are my views, not those of my computer. |*
>> -- *
>> **

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2283. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 00:50:02 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qhcvq$rjh@usenet.rpi.edu>
Source record: 17126
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

>In article <2q11bl$fri@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth)
writes:
>> sinclap2954@cobra.uni.edu writes:
>>
>>> PR Newswire, April 29, 1994
>>>
>>>
>>> Copyright 1994 PR Newswire Association, Inc.
>>> PR Newswire
>>>
>>> April 29, 1994, Friday
>>>
>>>SECTION: Financial News
>>>
>>>DISTRIBUTION: TO BUSINESS EDITOR
>>>
>>>LENGTH: 84 words
>> So, you know how to count. BIG DEAL!?
>>>
>>>HEADLINE: COMMODORE INTERNATIONAL LIMITED TO LIQUIDATE
>>>
>>>DATELINE: NEW YORK, April 29
>>>
>>> BODY:
>>> Commodore International Limited (NYSE: CBU) announced today that its
>>>Board
>>>Of Directors has authorized the transfer of its assets to trustees for the
>>>benefit of its creditors and has placed its major subsidiary, Commodore
>>>Electronics Limited, into voluntary liquidation. This is the initial phase of
>>>an orderly liquidation of both companies, which are incorporated in the
>>>Bahamas,
>>>
>>>
>>>
>>> // CONTACT: Hock Tan, CFO of Commodore International Limited, 215-431-9160
>>>
>>>LANGUAGE: ENGLISH
>> As opposed to Chinese or Swedish, I guess.
>>>
>>>LOAD-DATE-MDC: April 30, 1994
>>>

>>>
>>>
>>
>> Mr. Clap, do you have anything better to do than kick dead horses!?
>> I hope all the Amiga fans storm Iowa and lynch you for this mean-
>> spirited post.

>What was so mean spirited about this post? To be honest I am glad that C= is
>out of business! It's time to move on.

True, it is time to move on. But that doesn't mean you should rub it in.

All hail,
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
King of the Macintosh, Emperor of Apple!
Baron of Bullshit!!

>"PowerMac - Does more, costs less - it's that simple"
I could care less! It still doesn't have a disk eject button.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2284. Re: comp.sys.amiga.advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 01:13:28 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qhebo$sgn@usenet.rpi.edu>
Source record: 17127

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>This is kinda strange. I'm now reading posts discussing the Amiga and
>Commodore, with *absolutely* nothing to do with the Atari, not even in
>some sort of comparison discussion. How odd.

>-Steve

I guess people finally got tired of Macs and PC's. :-)

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2285. May 17 - The Blackbird

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 01:15:51 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qheg7$sjj@usenet.rpi.edu>
Source record: 17128

The Blackbird will be eaten by a Cheshire Cat. :-)

```
*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*
```

2286. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 02:50:07 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qhk0v$2ji@usenet.rpi.edu>
Source record: 17129

rsrodger@wam.umd.edu (R S Rodgers) writes:

> It almost always does. The problem is, people have a tendency
> to confuse the technological sophistication (the "oh-ah" factor)
> of a product with its suitability in a market. They don't understand
> why the "best" product didn't take over the market and an
> "obviously inferior" product did because they've misapplied the
> values.

[Discussion about DOS, Windows, OS/2, VHS, TRS-80, etc. deleted]

You're right, but even the best product available by your definition isn't necessarily the most commercially accepted one. Say product X is twice as good as product Y (in tech. sophistication, service, availability, software, etc.) but the company making product Y is ten times better at advertising than the company making X? There is a very good chance that Y will be much more successful than product X. You can never underestimate the power of effective advertising. You must remember that people, inspite of what is taught in introductory economics classes, do not necessarily act rationally (do the optimal things). They will not necessarily buy the product that will be best for them. This is especially true if they are led astray by clever advertising. True, the most whiz-bang product is not necessarily the best one (and often isn't) but the most commercially successful product isn't necessarily the best (your definition) either. After all, people are far from perfect.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ, the *best* video game for me)
*

2287. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 02:58:50 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qhkha$2qr@usenet.rpi.edu>
Source record: 17130

cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>In article <2qgun5$jsr@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth)
writes:
>|> >THAT IS A FACT, ACCEPT IT...
>|>
>|> YOU ARE AN IDIOT! *EXCEPT* IT!! ;-)

>Warning, EXCEPT EXCEPTion, un EXPECTed EXCEPT :-)
^^^^^^^^
Warning, EXPECT EXPECTing, unEXPECTed, EXPECT ;-)
>|>
>|> All hail,
>|> >Peter Sinclair-Day
>|> >University of Northern Iowa
>|> >Cedar Falls, Iowa USA
>|> King of the Macintosh, Emperor of Apple!
>|> Baron of Bullshit!

>:-)
I'm glad you like it. I hope he does too. :-)

>--
> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
> \\ // Cambridge University Computer Society discounts officer
> \X/ Amiga - rising from the ashes.

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* Real computers have disk eject buttons!
* The PowerMac 8100 costs $5700! Now that's "more for less" for yah!
*

2288. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 04:43:04 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94128.004304STIRRE31@MAINE.MAINE.EDU>
Source record: 17132
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

<Sinclap's inquiry to Jag's national rollout>
Yup, it will be "real soon now." :-) In the meantime ST Format has reported sales of over 100,000 Jags in the States. This with only 5 games. The summer should be the Jag rollout with much more games (including AvP of course). Oh, also, DHGF announced that Mortal Kombat II will be released on the Jag at the same time as on the Genesis and the Nintendo. Have you also read the announcement that Sigma will be putting the Jag on a PC card? Looks interesting.
Oh, Pete, what frustration have you experienced owning an Atari product.... the Lynx? SRP on many Lynx games are now $15 and $20. Order direct from Atari.
-scott tirrell

2289. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 05:57:45 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2qhv0p$hjs@scapa.cs.ualberta.ca>
Source record: 17131

sinclap2954@cobra.uni.edu writes:

>Why would UK A500 owners switch over to the STE? That would be a step back
>down. Mac system prices in the UK are on par with the Amiga and ST. Atari's
>window of opportunity is gone.

That depends which A500 you are talking about. I heard there were two
types of A500 released, one before the A1000 and one after. As for the
window of opportunity well.... Atari's main market competitor is gone,
it really does not make sense to say that this means atari's chances are
less at succeeding. Like REALLY....

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>May 16 - Blackbird

You don't have to post every new mac thing you know. Many people in this
group are not interested.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2290. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 07:59:05 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May8.025906.27591@cobra.uni.edu>
Source record: 17133

In article <94124.110138STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> <Steve's comments about the viability of a low cost Atari computer>
> Actually I was talking more about Europe where there still is quite
> a bit of software. Right now the STe (1 meg/no hard drive) costs
> $399 in the US from Toad and it can be hooked up to a television
> (negating the need for a monitor). This WOULD be successful
> appealing to families wanting a low cost computer. A 1 meg STe
> is fine for graphics, word processing, games, some DTP and
> programming. Sounds like the perfect home computer to me. Not
> to mention that an STe is simple to use.

Sounds like these mythical families would want a $599 Mac Color Classic.
Hooking a computer to a tv, yea right! A $359 Amiga 1200 would be more fun
than a STE.

> -scott tirrell

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBird

2291. Re: Rendering speeds

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 16:24:29 UTC
From: Lexicor@world.std.com
Message-ID: <CpHs8u.J39@world.std.com>
Source record: 17135

In article <2pkis6$cfq@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>
>Maybe we could post some test objects to render and compare speeds ourselves?
>I don't expect to win anything, but I'd like to see hoe Phoenix (a $100 program
>for the ST line) compares to your stuff, especially since my Falcon is
>unaccelerated... :)
>
> ~Chris

Sounds like a great idea Chris :-)

Btw, Phoenix 2.0 is 89 U$D *grin*

So who will do the Mac Renderings? :-)

Yat

2292. Re: Rendering speeds

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 17:02:48 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94128.130248STIRRE31@MAINE.MAINE.EDU>
Source record: 17136

Yat,
Perhaps I should be asking this on the Lexicor list but I'll just
fire away :-).... what exactly does Phoenix do? Does it support
the Falcon's resolutions? Will it be demonstrated at CT Atarifest?
Thanks,
scott tirrell

2293. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-08 20:06:01 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <2qjgn9$njk@ulowell.uml.edu>
Source record: 17137
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Well, I think ST Format is wrong. Atari may have SHIPPED
110,000 Jags in the states but I don't think they have sold all
of them. They have sold very well, but I don't think they have cleaned
out their entire supply for the quarter. They plan on selling 500,000
by year's end and I think they will achieve that. It's a nice system.

--
Ralph A. Barbagallo III --- rbarbaga@cs.uml.edu --- Only AMIGA makes it
Possible...
Only C O M M O D O R E STOOD in the way...-- Rest in Peace (bastards!!)
-=-=-=-=-=-=-=-=-=COMMODORE DIED FOR OUR SINS-=-=-=-=-=-=-=-=-=-=-=-=-

2294. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 03:05:04 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May8.220504.27611@cobra.uni.edu>
Source record: 17138
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <CpBCE5.5G3@news.Hawaii.Edu>, amiga@Hawaii.Edu (ftp Amiga Manager) writes:
> sinclap2954@cobra.uni.edu wrote:
>
> : What was so mean spirited about this post? To be honest I am glad that C= is
> : out of business! It's time to move on.
>
> So move on already. Go. Shoo. Begone. Avaunt!

Not yet, I am just warming up..
>
> --
> // uhunix amiga archive | amiga@ftp.hawaii.edu | ftp: ftp.hawaii.edu
> \X/ my alter ego account | baron@hawaii.edu | 128.171.44.70

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBird

2295. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 03:09:51 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May8.220951.27612@cobra.uni.edu>
Source record: 17139
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <CNjbKKKX.uqbl27@outpost.SF-Bay.org>, peirce@outpost.SF-Bay.org (Michael Peirce) writes:
>
> In article <1994May3.105057.12845@htsa.aha.nl> (comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy), arjanvdm@htsa.aha.nl (Arjan van der Meer) writes:
>> but remember: we are talking about a Company which
>> had employees, which had customers and clients... Think about the joblosses,
>> the other companies which could only survive because Commodore took their pro-
>> ducts, the people who worked at Commodore, the people who bought Commodore-
>> computers, and now maybe have to suffer a lack of spare-parts in the future...
>> That's nothing to be happy about.... It's quite sad actually...
>
> Companies die all the time. People get new jobs. People replace
> old products. Life moves on. Get a grip.

Amen....

>
> __ Michael Peirce __ peirce@outpost.sf-bay.org
> __ Peirce Software, Inc. __ 719 Hibiscus Place, Suite 301
> __ __ San Jose, California USA 95117-1844
> __ Makers of: Smoothie & __ voice: +1.408.244.6554 fax: +1.408.244.6882
> __ Peirce Print Tools __ AppleLink: peirce & AOL: AFC Peirce

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBird

2296. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 03:47:33 UTC
From: lordthan@news.delphi.com
Message-ID: <2qkbol$rqa@news.delphi.com>
Source record: 17142

rmills@ccd.harris.com (Richard C. Mills) writes:
>LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
>: >really great game machines either. Take the sound for example: the
>: >sound of my 386 is inferior to the sound of amy ancient Atari 800. Go
>: >figure.
>On the internal speaker I suppose. However, with the addition of soundcards,
>PC's (IBM) have the best sound available - period!

First, I didn't make the above comment; I don't even have a 386. Second,
your comment about PC sound is your OPINION. Period.

>: Please let me know when you're going to stop niggling over every
>: insignificant detail, okay? I *can't* believe that there are such people
>: in this world. Tell me...Have you *EVER* used a Mac for any significant
>Isn't that what you've been doing?

No, in fact, it isn't.

>: If you wish to lay such significant influence on such insigificant
>: points, I'll be happy to acknowledge the points about the Atari that
>: would make it a poor choice for general computing.
>Again, that seems to be exactly what you've been doing for the past
>few months. ^_^

Then I suggest you start reading what I'm writing rather than
interpreting it in some offhand way. Personally, I don't consider things
like lack of support from Atari or any major third-party company to
be an insignificant point. Significant points, IMO, include things like
support, architecture, ease-of-use, convenience, etc. Insignificant
points consist of things like floppy drive buttons, keyboard feel, mouse
feel, the color of the machine, etc.

-Steve

2297. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 03:47:45 UTC
From: smirk@bu.edu
Message-ID: <2qkbp2$ei5@news.bu.edu>
Source record: 17140
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

sinclap2954@cobra.uni.edu wrote:

: > Companies die all the time. People get new jobs. People replace
: > old products. Life moves on. Get a grip.

: Amen....

Supreme bastard
: Peter Sinclair-Day
: University of Northern Iowa
: Cedar Falls, Iowa USA

CLAP! Was there any damn point to basically reposting that message?
I mean any people beside you having to stick your ugly head into the news
feed just so we'll notice you and give you attention? Most of your messages
are irrelevant to the topic, but NOT pointless. This one was pointless.
Yeesh!

: May 16 - BlackBird
I'll bake it into a pie.

2298. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 03:49:32 UTC
From: lordthan@news.delphi.com
Message-ID: <2qkbsc$rtv@news.delphi.com>
Source record: 17141

rmills@ccd.harris.com (Richard C. Mills) writes:
>Timothy Miller (millert@ug.ec.usf.edu.) wrote:
>: >I just posted a reply to this to someone else, whose name I can't
>: >remember if a gun were put to my head. :) In essence, I said that I
>: >don't doubt these sort of people exist on the Mac and PC platforms, it's
>: >just that (in my experience) percentage-wise, far more Atari and Amiga
>: >owners have this paranoia.
>With good reason. I hear a lot of mudslinging from all platform users.

Timothy didn't write that; I did. Yo, Richard, get with the program, eh?
This is the second message so far that you claim that one person said
something when, in fact, another person did. And people wonder why I get
so aggravated when people accuse me of stating things which I didn't say...

-Steve

2299. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 04:04:49 UTC
From: lordthan@news.delphi.com
Message-ID: <2qkcp1$som@news.delphi.com>
Source record: 17143

<STIRRE31@MAINE.MAINE.EDU> writes:
>As to your argument about people not using what is best I would
>have to say that that is silly. Regardless of the millions of
>people using Windows (the standard argument), you also have to
>remember that many people haven't tried Calamus SL on a TT.

True; I made that point a long time ago.

>Blame Atari for lack of marketing, not DMC for a poor product.

I *do* blame Atari for lack of marketing. And I never said Calamus was a poor product. I said that Calamus can't compete with established midrange and high-end programs like PageMaker and XPress, even if they WEREN'T already established. Calamus is an excellent product in its niche, and its niche is low-end and some midrange DTP tasks -- in my and many other professional opinions.

>I have heard many stories of people getting the job done better
>and faster with Atari DTP systems than with Mac DTP systems.

So have I, mainly from Atari fanatics. You hear that story *very* rarely in the high-end professional field.

>The reason I don't hear the other side of the story is probably
>because of the fact I mentioned- Mac users haven't heard
>about Atari systems. However, people that are earning livings
>with DTP on the Atari all seem to agree that Calamus SL is just
>as good, if not better, than DTP packages on other platforms.

Percentage-wise and numerically, I'd be willing to bet that the amount of people making a living on DTP with an Atari is extraordinarily small, small enough to be virtually nonexistant. I've encountered people in the DTP field who now work on Macs and PCs, and all but two that I can recall had good things to say about Calamus -- as a lower-spectrum product. Which has been my point all along.
I'm not saying that it's *impossible* to do high-end things on Calamus. I'm saying that it's far easier to do it on something like XPress. The tools for color handling, screening, working with other high-end tools, etc simply don't exist on the ST. If Atari were a major, or even vaguely significant, player in the DTP field, you'd have companies like Adobe releasing their font library for it. Right now, the two biggest players in DTP are the Mac and PC, with RISC-based workstations trailing right behind. Adobe (as an example) markets their fonts for Mac and PC, and the most popular ones get ported to the workstations.

>Steve, could it be that you just prefer Quark on a personal level
>and that it has nothing to do with the power of Calamus SL? I

>mean, what is it on Quark that you use that you don't think
>can be done in Calamus SL? We should name some features and see
>if they are supported by these packages. Just a thought....

Personally, yes, I prefer Quark. Professionally - where you MUST be objective about your work - I also prefer Quark. As do thousands upon thousands of other users.
Take a DTP "suite" of programs on the Atari (a DTP program, a PostScript drawing program, and an image retouching program -- standard fare for DTP work) and compare them to a common suite of Mac programs (say, QuarkXPress, Adobe Illustrator, and Adobe Photoshop). You *CAN NOT* produce the same type of work, with the same quality, in the same amount of time on the Atari system. The Mac (or PC, for that matter) system is much more tightly woven together. Want a custom halftone screen on that photograph? No problem -- and XPress will accomodate it for final printing. Want to do something special with that headline, maybe add some sort of photographic effect? No problem.
Believe me, I've tried. I used to work at a print shop with three other people doing DTP and we had a Mac, a PC, and an Atari TT. We had a reasonable compliment of programs for each; in theory, they all could do the same stuff. In practice, they couldn't. *Unless you've actually worked with all three systems, side by side, you have absolutely no idea what I'm talking about.* I could tell you 'till I'm blue in the face (and I'm getting there) about how impossible and/or damned inconvenient some things are to do on the Atari but I don't think it would do any good, as I continually find myself faced with "oh yeah?" posts from yourself and many others. People who, for all intents and purposes, have little experience in the professional field with all of the major players.

Aside from myself, is there ANYONE here who has been making a living in DTP for the past six years or so? Who has logged more hours at QuarkXPress and Photoshop than behind the wheel of my car? THAT is the sort of person who might understand what I'm getting at. Someone who uses DTP for the occasional flyer or a two-color prochure hasn't got a clue.

-Steve

2300. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 04:18:24 UTC
From: lordthan@news.delphi.com
Message-ID: <2qkdig$g4@news.delphi.com>
Source record: 17144

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>In general a very good post, but I must disagree with your reasoning in
>this paragraph. If I read it right, you're essentially saying that the
>best product is the one that wins out in the marketplace. However, in
>many cases (in fact, perhaps in most cases) that is not true. Do you

In many cases, you're right. It's NOT true. This case, however, is one of the (few?) cases where the superior product IS the one that wins in the marketplace.
FTR, my feeling is that the best product isn't always the one that wins out in the marketplace. However, the marketplace can give a general feel to what's better than the competition. If you have 10,000,000 people buying Product A and 100 people buying Product B, you can (IMO) be reasonably sure that Product A is a better product.

>think that MS-DOS is the best operating system out there? That IS what

No, but it's the cheapest (in general). Fifteen year old architecture does tend to come pretty cheap in the marketplace, and people will buy a machine that does what they want for less money. Most home computers (PCs) are bought for light duty -- word processing, education, etc -- where an inexpensive machine will work fine. And that machine is usually the PC.

>was chosen by the vast majority of computer users; who cares if its
>lousy <MUCH SARCASM>. How about VHS vs Beta (I know little about home
>video stuff, but I have read that Beta was superior to VHS in many places).

It is. VHS is cheaper, however, and for most people, the difference in video between the two systems isn't worth the price jump. Pay $250 for a VHS VCR or $400 for a Beta VCR; the Beta gives a slightly better picture, but in most people's opinions, not a $150-better picture. (Beta, btw, was a proprietary format owned by one company, Sony, much like the Apple OS is owned by one company, whereas the VHS format is a "public" format, much like the PC's architecture is a "generic" architecture.)

>How about Windows vs. OS/2? How about the TRS-80 (YUCK), the #1 computer
>in the grammar school market in the easly 80's? Being good helps, but
>in order for a product to become successful it also needs good marketing,
>(usually) the backing of big companies, and lots of software.

IMO, OS/2 is better. Windows (until NT) requires less overhead to run -- which makes it the cheaper OS that does things similarly to OS/2. When the Trash-80 came out, that was *almost* the only thing around, so it doesn't count. (Did it ever?) ;)
Being good DOES help. Being CHEAP helps a lot more. Being BOTH is ideal,

and not very many companies have that. Getting the word out helps the most. Atari was cheap and good, but they failed to get the word out. PCs are cheap and good and the word is out. Macs were costly and good; now they're cheap and good, and the word is getting out a lot more today than it ever was.

>* king of the Russians (in Civ)

Leave me mail about this. I got a friend who plays Civilization on his Amiga all day and I told him I'd hook you up with him for some Civilization talk. :)

-Steve

2301. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 04:26:52 UTC
From: lordthan@news.delphi.com
Message-ID: <2qke2c$129@news.delphi.com>
Source record: 17145

ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>Or to put it another way, in what way is Quark express so much better than
>Calamus SL? SL is completely modular and seems to have a module to do just
>about anything you want.... I've never used Quark but I find it hard to
>believe that it is as good as some people would have me believe.
>Anyone?

XPress, at last count, has about two or three hundred XTensions ("modules") in the commercial, freeware and shareware markets to do literally *anything* from aligning text a certain way to add full drawing tools. Being modular isn't anything new; XPress was the first major program to introduce the concept, in fact, to the Mac community.

If you're into light DTP tasks and you already have the equipment, there's no reason for you to switch to XPress and a Mac (or a PC).

However, if you want to get into some more serious work, you'll want to move up. Calamus simply doesn't have the high-end power needed for many of today's compex jobs. Furthermore, even if you COULD do "XPress-like" stuff with Calamus, good luck trying to get Lino output for it. Most service bureaus handle PostScript output for Macs and PCs only and won't touch PostScript generated by anything else. (One place I worked at refused several customers who bought in PostScript files generated by Amigas and STs. When I asked the managers why, I was told - and shown - that the PostScript code is generally unreliable, causing the imagesetters to crash and/or do inexplicable things. I've also experienced this first-hand, when a customer - at another shop - handed me some Amiga-generated PostScript code. It was a nightmare. Incorrect fonts, poor and/or nonexistant trapping, bad images, random-seeming lines and patterns, destroyed kearning tables, etc was the result - and eight mages of output we had to basically force the customer to buy.)

-Steve

2302. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 04:29:30 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qke7a$jjl@usenet.rpi.edu>
Source record: 17146

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

[Much deleted]

>Then I suggest you start reading what I'm writing rather than
>interpreting it in some offhand way. Personally, I don't consider things
>like lack of support from Atari or any major third-party company to
>be an insignificant point. Significant points, IMO, include things like
>support, architecture, ease-of-use, convenience, etc. Insignificant
>points consist of things like floppy drive buttons, keyboard feel, mouse
>feel, the color of the machine, etc.

>-Steve

Things like floppy drive buttons, keyboard feel, and mouse feel may
seem to be insignificant, but they are actually very important. You
see, "insignificant things" largely determine whether a person is
comfortable with a computer or not. A user won't be happy won't be
happy using the word processor, even if it's the greatest one in the
world, if they can't stand the keyboard. A user (especially on the
Mac) will go bonkers if they have trouble moving the mouse pointer
around. And as for floppy drive buttons (and I know this is an old
issue) it is inconvenient, for some users at least (like me :-)), to
not be able to simply press a button to eject the floppy disk when
they feel like ejecting it. I mean, what good is a VCR if the remote
sucks?

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

PS: Is there any reason why the Mac can't have *both* software and manual
disk eject. Why not replace that hair-pin scheme with a real button?

2303. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 04:38:50 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qkeoq$jrn@usenet.rpi.edu>
Source record: 17147
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

>In article <CpBCE5.5G3@news.Hawaii.Edu>, amiga@Hawaii.Edu (ftp Amiga Manager) writes:
>> sinclap2954@cobra.uni.edu wrote:
>>
>> : What was so mean spirited about this post? To be honest I am glad that C= is
>> : out of business! It's time to move on.
>>
>> So move on already. Go. Shoo. Begone. Avaunt!

>Not yet, I am just warming up..
So is your brain. In fact, it seems to be overheating! ;-)

>>
>> --
>> // uhunix amiga archive | amiga@ftp.hawaii.edu | ftp: ftp.hawaii.edu
>> \X/ my alter ego account | baron@hawaii.edu | 128.171.44.70

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>May 16 - BlackBird
May 17 - Blackbird dies! ;-)

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* REAL COMPUTERS HAVE DISK EJECT BUTTONS!!!
*

2304. PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 05:17:16 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qkh0t$l8t@usenet.rpi.edu>
Source record: 17148

```
Someone in c.s.mac.adv told me that the PowerMacs have disk eject
buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
as part of the PPC deal. ;-)

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*
```

2305. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 10:05:58 UTC
From: sys1@exnet.com
Message-ID: <CpJ5Dz.xM@exnet.com>
Source record: 17149

In article <2qkcp1$som@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>
>Aside from myself, is there ANYONE here who has been making a living in
>DTP for the past six years or so? Who has logged more hours at
>QuarkXPress and Photoshop than behind the wheel of my car? THAT is the
>sort of person who might understand what I'm getting at. Someone who uses
>DTP for the occasional flyer or a two-color prochure hasn't got a clue.
>
>-Steve
>

Does this mean that your points are so weak that only a person with a very select set of experiences would agree with you? That anyone with a different set of experiences is a jerk (oops, sorry. I mean hasn't got a clue)?

It seems to me you are presenting personal preference (*not* professional) as fact. And not getting away with it either.

Xavier

2306. Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 10:25:26 UTC
From: nicholk@lt11.cs.rhbnc.ac.uk
Message-ID: <2ql32m$486@sun.rhbnc.ac.uk>
Source record: 17150

Keywords:

Does Atari have an E-Mail address ? If so, what is it ?

2307. Re: Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 11:48:13 UTC
From: PostMaster@barclays.co.uk
Message-ID: <2ql7tt$6el@bognor.barclays.co.uk>
Source record: 17151

In article <2ql32m$486@sun.rhbnc.ac.uk>, nicholk@lt11.cs.rhbnc.ac.uk (Nicholas J. Kingsley) writes:
|>
|> Keywords:
|>
|> Does Atari have an E-Mail address ? If so,

2308. Re: The fat lady has sung for Commodore Re: Well known company to buy & save Commodore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 13:13:51 UTC
From: jenkins@menet3.engr.scarolina.edu
Message-ID: <2qlcuf$cr0@bigbird.csd.scarolina.edu>
Source record: 17152
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <2qkbp2$ei5@news.bu.edu>
smirk@bu.edu (Sheldon Chang) writes:

> CLAP! Was there any damn point to basically reposting that message?
> I mean any people beside you having to stick your ugly head into the news
> feed just so we'll notice you and give you attention? Most of your messages
> are irrelevant to the topic, but NOT pointless. This one was pointless.
> Yeesh!
>
> : May 16 - BlackBird
> I'll bake it into a pie.

Well you did just what he wanted... giving him attention well what does
that make YOU!!!???

Robert

Signature??!! I dont need no stinking signature!!!

2309. Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 13:21:13 UTC
From: nicholk@lt11.cs.rhbnc.ac.uk
Message-ID: <2qldc9$6kd@sun.rhbnc.ac.uk>
Source record: 17153

How do we know that Atari won't go the same way as Commodore ? Their support for the machines is just as bad, along with a policy of "NO ADVERSTING", what makes them sure that the Jaguar will be a success ?

After all, the Jag. isn't availiable in the UK yet. Let's hope (if & went they) do ship it over here, they DON'T just sell in the specialised computer shops.

2310. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 16:37:53 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.768501473@sfu.ca>
Source record: 17154

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:

>Someone in c.s.mac.adv told me that the PowerMacs have disk eject
>buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
>as part of the PPC deal. ;-)

>*
>* Tom Trauth
>* trautt@rpi.edu
>* King of the Russians (in Civ)
>*

I have a 6100/60AV and PowerMacs don't have eject buttons.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2311. Re: Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 18:54:02 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2qm0sb$rpc@scapa.cs.ualberta.ca>
Source record: 17155

nicholk@lt11.cs.rhbnc.ac.uk (Nicholas J. Kingsley) writes:

>How do we know that Atari won't go the same way as Commodore ? Their
>support for the machines is just as bad, along with a policy of "NO ADVERSTING",
>what makes them sure that the Jaguar will be a success ?

Ahh but they are advertising. Natrually you living in the UK would not get
much of it though as it is aimed at the north-american market.

>After all, the Jag. isn't availiable in the UK yet. Let's hope (if & went they)
>do ship it over here, they DON'T just sell in the specialised computer shops.

Again, see last point. If it is a success, you will see advertising over there
as well, I am sure.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2312. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 21:30:49 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May9.163049.27679@cobra.uni.edu>
Source record: 17157

In article <CpDKqI.Doy@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
> In article <2q6ph8$hlb@news.delphi.com> lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
>>millert@ug.ec.usf.edu. (Timothy Miller) writes:

Some stuff deleted

>
> You ask the wrong question and imply something that isn't true.
>
> There is nothing wrong with a machine that is easy to use. The Atari
> machines are in fact very easy to use. I frequently use Macs, Windoze
> and GEM and prefer GEM. It has point and click (just like a mac) drag
> and drop (just like a mac) desktop-installable applications (just
> like a mac) and---from a completely personal point of view---a better
> drop down menu systsem than Macs or PCs.
>
> Atari users, I contend, have ease of use but also a much better knowledge
> of their machines and a much larger interest in the potential of the machine.

This should be the quote of the week in NewsWeek. Mac and PC users do not have
knowlege of their machines? ARE YOU CLUELESS? My boss spends his time
installing and maintaining networks, opening machines to install cards and
maintaining a PC network, install cards and configure as well as troubleshoot.
I suppose he does not have much knowlege, eh? What about Graphic designers who
have Quadra Towers with big SuperMac color technology. Again do they lack
knowlege? I suppose Atari users like yourself are in denial that there is much
better platform out there!!!!

> Xavier

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBird

2313. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 21:36:17 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qmach$olk@usenet.rpi.edu>
Source record: 17156

quinlan@kits.sfu.ca (Brian Quinlan) writes:

>trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:

>>Someone in c.s.mac.adv told me that the PowerMacs have disk eject
>>buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
>>as part of the PPC deal. ;-)

>>*
>>* Tom Trauth
>>* trautt@rpi.edu
>>* King of the Russians (in Civ)
>>*

>I have a 6100/60AV and PowerMacs don't have eject buttons.

>--
>--
>Brian Quinlan
>quinlan@sfu.ca
>"...but people also thought that the world was flat"

Your right. The guy who told me that lied. Oh well, I knew
it was too good to be true. ;-)

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2314. GOODBYE! It was fun!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 21:46:37 UTC
From: trautt@magritte.its.rpi.edu
Message-ID: <2qmavt$p15@usenet.rpi.edu>
Source record: 17158

I'm about to remove my Ethernet card from my computer and return it to the campus telecommunications service, so this will probably be my last post. Therefore, I bid everyone adieu. Bye Steve, may you succeed in refuting falacious Mac posts made to this group. Bye Chris, may the Amiga rise again. Bye Peter, may you have fun bashing Ataris and Amigas. Have a nice Summer. I will probably be back in the fall, when I begin attending Rutgers. Then we can once again talk about the wonders of disk eject buttons, printer ports, prices, sound, computer A-vs-computer B, etc.

Bye,

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2315. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 22:31:32 UTC
From: lordthan@news.delphi.com
Message-ID: <2qmdk4$1hc@news.delphi.com>
Source record: 17159

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>Things like floppy drive buttons, keyboard feel, and mouse feel may
>seem to be insignificant, but they are actually very important. You
>see, "insignificant things" largely determine whether a person is
>comfortable with a computer or not. A user won't be happy won't be
>happy using the word processor, even if it's the greatest one in the
>world, if they can't stand the keyboard. A user (especially on the
>Mac) will go bonkers if they have trouble moving the mouse pointer
>around. And as for floppy drive buttons (and I know this is an old
>issue) it is inconvenient, for some users at least (like me :-)), to
>not be able to simply press a button to eject the floppy disk when
>they feel like ejecting it. I mean, what good is a VCR if the remote
>sucks?

The issue of the floppy drive - as well as other issues - can't be too
problematic considering the number of Macs that have been sold. I agree
with all of what you're saying, mind you; I just think that you're
placing a greater emphasis on "insignificants" than the majority of
others do. (others = consumers in general)

>PS: Is there any reason why the Mac can't have *both* software and manual
> disk eject. Why not replace that hair-pin scheme with a real button?

Yes, there is. I explained this once, long ago, and I don't relish the
thought of explaining it *again*.

-Steve

2316. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-09 22:33:50 UTC
From: lordthan@news.delphi.com
Message-ID: <2qmdoe$1lm@news.delphi.com>
Source record: 17160

trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>Someone in c.s.mac.adv told me that the PowerMacs have disk eject
>buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
>as part of the PPC deal. ;-)

Nope. No such wishful thinking, I'm afraid, Tom. It was rumored (and, to an extent, still is) that the PowerMacs would have manual eject floppies. The first wave of PowerMacs are here and they have the traditional automatic eject drives. It's still rumored that future PowerMacs may have manual eject floppies, but that's unconfirmed.

-Steve

2317. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-10 06:08:45 UTC
From: kstevens@srs.gov
Message-ID: <01HC5YZTGIGY000441@Mailhub.srs.gov>
Source record: 17164

In article <2qkh0t$l8t@usenet.rpi.edu>, you wrote:

> Someone in c.s.mac.adv told me that the PowerMacs have disk eject
> buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
> as part of the PPC deal. ;-)
>
> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ)
> *

WRONG!!!! The new macs have MANUAL INJECT, they still have AUTO EJECT. I
see how misinformation spreads around these news groups now.
--
Ken Stevens | kstevens@srs.gov |

2318. Re: Rendering speeds

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-10 06:36:25 UTC
From: Lexicor@world.std.com
Message-ID: <CpKqCp.Cwq@world.std.com>
Source record: 17161

In article <94128.130248STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Yat,
>Perhaps I should be asking this on the Lexicor list but I'll just
>fire away :-).... what exactly does Phoenix do? Does it support
>the Falcon's resolutions? Will it be demonstrated at CT Atarifest?
>Thanks,
>scott tirrell

Scott :-)

This has little to do with this particular newsgroup...I will continue
it on the list or on comp.sys.atari.st whatever you prefer.

Phoenix is an object rendering program and was already demonstrated in
version 1.0 in last years CT Atarifest, it supports Falcon resolutions
as well and FPU (Optional), it creates SPC, GIF or 24bit TGA files and
is a very fast object renderer.

Example files are on ftp.std.com in /pub/atari/Graphics/2DGraphics/TGA or
GIF. It also supports all other Atari ST/TT etc. platforms with
Graphic Boards and exists in version 2.0.

I believe Chris wanted to see how fast a Mac renderer compared to the
Phoenix renderer (version 2.0) in speed and quality of similar objects.

Cheers

Yat

2319. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-10 06:59:21 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2qnbc9INN56u@tom.rz.uni-passau.de>
Source record: 17162

In article <2qkcp1$som@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>I *do* blame Atari for lack of marketing. And I never said Calamus was a
>poor product. I said that Calamus can't compete with established midrange
>and high-end programs like PageMaker and XPress, even if they WEREN'T
>already established. Calamus is an excellent product in its niche, and
>its niche is low-end and some midrange DTP tasks -- in my and many other
>professional opinions.

Of people who have never used or seen it? What was the main reason for
Compo to distribute the Medusa T40 in your opinion? It costs 8000 DMs
in Germany, that's as much as an 840 AV Quadra. BUT it is much cheaper
than a DEC Alpha machine w/ Calamus NT and DTP experts on the CeBit
said it was just as fast. Not knowing about Calamus SLs professional
qualities doesn't make it a non-competitor to XPress or Pagemaker.
Or why do YOU think Linotype-Hell favoured a TT/Calamus combination
to be used with their machines?

>>I have heard many stories of people getting the job done better
>>and faster with Atari DTP systems than with Mac DTP systems.
>
>So have I, mainly from Atari fanatics. You hear that story *very* rarely
>in the high-end professional field.

Does the high-end professional field include German newspapers in your
opinion? For what reason has Calamus NT been developed...for the low-end
market? (Yeah, right, 25,000 DMs are low-end, for that is what a working
Calamus NT HW/SW package costs.) And NT is/was mainly a Calamus SL for
Windows NT (some modules are being changed currently).
You either don't have any idea what you are talking about, or you are
having a VERY limited insight into the European DTP market.

>small enough to be virtually nonexistant. I've encountered people in the
>DTP field who now work on Macs and PCs, and all but two that I
>can recall had good things to say about Calamus -- as a lower-spectrum
>product. Which has been my point all along.

Yawn shall I list all the places where one can go with a Calamus document
to have it printed in professional quality on a Linotype-Hell or Agfa?
There are three such places in Hamburg alone, about the same number one
can find in Munich or Berlin, and the number in the Ruhr area is very
high also.

>I'm not saying that it's *impossible* to do high-end things on Calamus.
>I'm saying that it's far easier to do it on something like XPress. The
>tools for color handling, screening, working with other high-end tools,

>etc simply don't exist on the ST. If Atari were a major, or even vaguely
>significant, player in the DTP field, you'd have companies like Adobe
>releasing their font library for it. Right now, the two biggest players
>in DTP are the Mac and PC, with RISC-based workstations trailing right
>behind. Adobe (as an example) markets their fonts for Mac and PC, and the
>most popular ones get ported to the workstations.

[rest of mindless, clueless babbling deleted]

A modest proposal: Visit Germany at the next ADAT, go there, look, and be
quiet. Or visit the CeBit and have a look at Calamus NT at the DMC stand.

Just because YOU don't know anything about the quality of Atari software
in the DTP area, this doesn't mean the quality is low.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2320. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-10 09:03:25 UTC
From: sys1@exnet.com
Message-ID: <CpKx5v.M28@exnet.com>
Source record: 17163

In article <1994May9.163049.27679@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <CpDKqI.Doy@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>> In article <2q6ph8$hlb@news.delphi.com> lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
>>>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>
>Some stuff deleted
>
>
>> Atari users, I contend, have ease of use but also a much better knowledge
>> of their machines and a much larger interest in the potential of the machine.
>
>This should be the quote of the week in NewsWeek. Mac and PC users do not have
>knowlege of their machines? ARE YOU CLUELESS?

Pete, sweety-pie, why don't you run along and play in the mud like the other
children?

>My boss spends his time
>installing and maintaining networks, opening machines to install cards and
>maintaining a PC network, install cards and configure as well as troubleshoot.

I spend my time networking Suns, PCs, Macs and a lot of other machines and,
to generalise from my experience, the Sun users were competant about most
of the aspects of their machines. PC users are semi-aware---driven by
cardmania---and Mac users are often completely ignorant ("Wassa serial port").
Amiga users and Atari users seem to invest a lot more in their machines. They
seem to thrive off hacking their machines.

>I suppose he does not have much knowlege, eh?

I couldn't comment on your boss, except to point out that he employs
you---which puts his judgement in question if not his knowledge.

BTW, does your boss sound average? I can imagine you trying to claim that *all*
Mac users and PC users do the sort of work he does---but you would be deluded.

>I suppose Atari users like yourself are in denial that there is much
>better platform out there!!!!

Peter, sweety, I have more MIPS, MHz, Gigabytes, and colours-on-screen than I
really know what to do with---I am not tied to Ataris, Macs, PCs or any
other platform (well, maybe Sun:>) so don't go calling me a bigot. The
real bigot around here is you, wedded body and soul to your machine.
>
>
>> Xavier

>
>Peter Sinclair-Day

Peter Sinclair-Day
Wanks more---says less, he's that simple.

2321. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-10 18:54:48 UTC
From: rmills@ccd.harris.com
Message-ID: <1994May10.185448.17444@ccd.harris.com>
Source record: 17012

: >LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: First, I didn't make the above comment; I don't even have a 386. Second,
: your comment about PC sound is your OPINION. Period.

No, just fact. Show me something that is better.

: No, in fact, it isn't.

Yep, in fact it is.

: Then I suggest you start reading what I'm writing rather than
: interpreting it in some offhand way. Personally, I don't consider things

So, let me get this straight. Anyone who does not agree with what you say
is wrong, and they obviously do not understanding anything you're saying?

: like lack of support from Atari or any major third-party company to
: be an insignificant point. Significant points, IMO, include things like
: support, architecture, ease-of-use, convenience, etc. Insignificant
: points consist of things like floppy drive buttons, keyboard feel, mouse
: feel, the color of the machine, etc.

I'm not arguing with you on these points. I (like most other people here)
still see no point to your posts. This is an Atari advocacy group. Why
can't you understand that?

-Richard Mills

BTW, please don't bother with another one of your long rantings about how
you're soooo misunderstoof. I could easily argue with you, but it's still
all going to boil down to you complaining. I think it's easier to just
add you to my kill file.

2322. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-10 18:59:13 UTC
From: rmills@ccd.harris.com
Message-ID: <1994May10.185913.17649@ccd.harris.com>
Source record: 17011

```
: Timothy didn't write that; I did. Yo, Richard, get with the program, eh?
: This is the second message so far that you claim that one person said
: something when, in fact, another person did. And people wonder why I get
: so aggravated when people accuse me of stating things which I didn't say...

Sorry, I have no idea why my newsreader was doing that. I'll just
remove those annoying headers and let others figure out who wrote what.
It's fairly simple for most people to figure out what you wrote though, just
look for something with about 90 % whining.

-Richard Mills
```

2323. Re: Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-10 23:57:57 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May10.235757.43729@rmece02.upr.clu.edu>
Source record: 17180

In article <2qldc9$6kd@sun.rhbnc.ac.uk>, nicholk@lt11.cs.rhbnc.ac.uk (Nicholas J. Kingsley) writes:
|>
|> How do we know that Atari won't go the same way as Commodore ? Their
|> support for the machines is just as bad, along with a policy of "NO ADVERSTING",
|> what makes them sure that the Jaguar will be a success ?

ATARI is advertising in the U.S. It make no sense to advertise
in the UK if you can't get them!

|>
|> After all, the Jag. isn't availiable in the UK yet. Let's hope (if & went they)
|> do ship it over here, they DON'T just sell in the specialised computer shops.

--

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2324. Re: GOODBYE! It was fun!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-10 23:59:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May10.235921.29714@rmece02.upr.clu.edu>
Source record: 17181

In article <2qmavt$p15@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:

[stuff deleted]

|> Bye,
|>
|> *
|> * Tom Trauth
|> * trautt@rpi.edu
|> * King of the Russians (in Civ)
|> *
|>

Goodbye Tom :-)

>>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47 now with me.... WOW! AWESOME PROGRAM!!!! :-)
---> Opinions are my own, not of my college campus

2325. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 01:54:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May10.205432.27781@cobra.uni.edu>
Source record: 17167

In article <2qguds$ji1@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>In article <2q6pqe$i1j@news.delphi.com>, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>>> trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>>>>Proposal: A newsgroup called comp.sys.sinclap.bs in which Macs are
>>>> worhsipped and all other computers are bashed.
>>>
>>> I'll support the newsgroup on the sole condition that only sinclap has
>>> access to it, and nowhere else. ;)
>
>>I worship the Mac, I think not. The Mac fills my needs for now and if something
>>came along later, than i would switch. It's users like you who worship and
>>bash people for no selecting an Atari. I have pointed out there are better
>>alternatives and also try to counter the lies, and half truths about the Mac.
>
> Don't worship the Mac? You sure the hell act like you do. Otherwise,
> why would you go thru so much trouble to prove that the Mac is superior
> to everything else. And as for platform bashing, you have no equal; not
> even Marc Barrett is in your league, much less anyone in this newsgroup.
> As for bashing people for not selecting an Atari, neither me nor Steve
> (the people you are replying to) is an Atari fanatic, much less bashers
> of non-Atari buyers (like you are of non-Mac buyers).

The whole discussion originated from the fact that the Atari line today would not be a logical choice to first time users. It's the sad truth fella, and you or any Atari worshipper can't do anything about it. I was just on the other Atari newsgroup and one posted prices for the Falcon. $1299 for a 4/80 is high and that does not include a monitor. I almost choked when i saw the $1899 config: YOU GOT TO BE KIDDING! Anyone say a $1599 PowerMac 6100 or $1899 for a 33 mhz 040 Quadra 650. I don't think Atari is selling much of that config. A Mac Quadra 660 AV, DSP equipped can be had for $1399(8/230). Oh I forgot that AV has an 040 and is so much cheaper than that $1899 FALCON....Boy this sounds like worshipping the Mac, at these prices who cares!!

Accept the fact that the Atari line is irrelevant and would be on borderline criminal to advocate one to a new user!!
>
> I've said this before and I'll say ti again: GET A LIFE!!
>
I have dip! Anyone say Molson?

> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ)
> * May 17 - Blackbird gets eaten by a Cheshire Cat <grin>
> *
>
>
>
Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBird replaces the PowerBook 1XX series

Score Card:

1993 - 20 new Mac models versus 0 Atari ones
1994 - 3 new Mac models versus 0 Atari ones(not a confidant builder)

2326. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 02:07:25 UTC
From: lordthan@news.delphi.com
Message-ID: <2qpekt$77p@news.delphi.com>
Source record: 17165

sys1@exnet.com (Xavier Gallagher) writes:
>Does this mean that your points are so weak that only a person with a very
>select set of experiences would agree with you? That anyone with a different
>set of experiences is a jerk (oops, sorry. I mean hasn't got a clue)?

Well, you're close. I've always contended that XPress was a professional level program while Calamus was not, so in that sense, yes, a person with serious, long-term professional experiences would agree with me. Those aren't the *only* people, though; I could name many, many single-user and/or casual users who prefer XPress to Calamus and other programs.
And, once again, I'd appreciate it if you didn't stick words into my mouth. I realize that some people here have no other way to make an argument than to claim that I said certain things; I was kind of hoping that you weren't one to stoop to such things.

>It seems to me you are presenting personal preference (*not* professional)
>as fact. And not getting away with it either.

Oooh, tough sounding guy. What the heck is THAT supposed to mean, "not getting away with it either"? Is some tough guy named Bruno Nine-Fingers gonna come knocking on my door?
I'm presenting personal AND professional preference. I use XPress to work, and I use XPress for personal projects. This point was made several times, long ago. Pay closer attention.

-Steve

2327. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 02:23:01 UTC
From: lordthan@news.delphi.com
Message-ID: <2qpfi5$87i@news.delphi.com>
Source record: 17166

guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
>Of people who have never used or seen it? What was the main reason for
>Compo to distribute the Medusa T40 in your opinion? It costs 8000 DMs
>in Germany, that's as much as an 840 AV Quadra. BUT it is much cheaper

Not going to bother with this drivel, since I made it perfectly clear
long ago that I wasn't interested in debating issues outside of the US. I
also point to you the statement made long ago that you apparently
ignored, where I explained the issue of Calamus in the professional field.

>than a DEC Alpha machine w/ Calamus NT and DTP experts on the CeBit
>said it was just as fast. Not knowing about Calamus SLs professional
>qualities doesn't make it a non-competitor to XPress or Pagemaker.

True. But knowing about Calamus' *lack* of professional qualities does.
As a DTP program standing alone, it might conceivably be a decent
alternative to XPress or PageMaker, assuming you can live with a total
lack of support from the rest of the professional community and a
deficiency of Adobe-quality-level PostScript fonts. However, the fact
remains that no ideal Calamus system exists that can compare with
conbinations like XPress/Photoshop/Illustrator. And even if Calamus were
10,000% better than XPress or PageMaker, it STILL wouldn't sell. Why?
Because there's no other software for the ST that could compare with
Photoshop and Illustrator.
You see, here's the deal that lots of people miss. Millions of
professionals use XPress, Photoshop, Illustrator, etc for professional
work. A few thousand use Calamus (and ???) for that sort of work. The
VAST majority shuns Calamus for one reason or another. Complain, argue,
whine, bitch, moan, groan, whatever all you want; the fact remains that
Calamus, for whatever reason, DOES NOT COMPARE to XPress or PageMaker. I
proclaim "whatever reason" to mainly consist of lack of high-level
features, support, and compatability. And lots of people agree with me.

>Or why do YOU think Linotype-Hell favoured a TT/Calamus combination
>to be used with their machines?

laugh
Perhaps, on the TT platform, Linotype-Hell favors Calamus, but that's
hardly a dedication to the rest of the world. L-H isn't saying, "if
you're going to use our imagesetters, you should use a TT and Calamus."
They're saying, "if you are going to use a TT with our imagesetter,
Calamus would probably be the best choice." That's an important
distinction, one which you might want to learn.

>Does the high-end professional field include German newspapers in your
>opinion? For what reason has Calamus NT been developed...for the low-end

>market? (Yeah, right, 25,000 DMs are low-end, for that is what a working
>Calamus NT HW/SW package costs.) And NT is/was mainly a Calamus SL for
>Windows NT (some modules are being changed currently).

Get with the program. We're talking about the US market *ONLY*, remember?

>You either don't have any idea what you are talking about, or you are
>having a VERY limited insight into the European DTP market.

Or you failed to recognize the distinction of a STRICTLY-US discussion.
I'll place my money on that.

>*Yawn* shall I list all the places where one can go with a Calamus document
>to have it printed in professional quality on a Linotype-Hell or Agfa?
>There are three such places in Hamburg alone, about the same number one
>can find in Munich or Berlin, and the number in the Ruhr area is very
>high also.

Would that be Hamburg, West Virginia? Munich, Oregon? Berlin, Wisconsin?
YO! WAKE UP! UNITED STATES IS THE SUBJECT HERE!

>A modest proposal: Visit Germany at the next ADAT, go there, look, and be
>quiet. Or visit the CeBit and have a look at Calamus NT at the DMC stand.

A modest proposal: Pay attention to the entire conversation, especially
the BEGINNING where I *CLEARLY* stated that I wasn't interested in
discussing anything other than the US marketplace, before you leap in
with pointless drivel.

>Just because YOU don't know anything about the quality of Atari software
>in the DTP area, this doesn't mean the quality is low.

And just because YOU don't know what the topic of conversation is doesn't
mean that you know the answers.

Or maybe it does.

-Steve

2328. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 02:59:53 UTC
From: sinclair@pnet1.pnet.com
Message-ID: <2qphn9$f92@pnet1.pnet.com>
Source record: 17175
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
: *
: * Tom Trauth
: * trautt@rpi.edu
: * King of the Russians (in Civ)
: * REAL COMPUTERS HAVE DISK EJECT BUTTONS!!!
: *
By the way dufus, the PowerMacs DO have eject buttons. I wasn't aware
that a button made a computer real. Not that the Amiga was ever a real
computer, just a toy. :)
```

2329. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 04:12:17 UTC
From: erlingh@idt.unit.no
Message-ID: <2qplv1$bgi@ugle.unit.no>
Source record: 17176

In article <1994May4.231755.27352@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> What mean things have I posted in this newsgroup. On my header, it saids Atari
|> Advocacy:defending and attacking Atari Computers. Is it different on yours?
|> Boy you are very sensitive! As for Iowa(my fourth state), I have also lived in
|> New Jersey, Cupertino California and Connecticut.

Were you thrown out ?

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2330. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 04:17:39 UTC
From: erlingh@idt.unit.no
Message-ID: <2qpm93$bgi@ugle.unit.no>
Source record: 17177

In article <2qb3l6$g1l@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:

|> >There is nothing wrong with a computer that is easy to use. What we're
|> >telling you is that for us, a computer that restricts us because the designers
|> >figured we didn't have a clue is NOT easy to use because it's FRUSTRATING. A
|> >Mac is FRUSTRATING to use! That's why we people who have a clue like to go
|> >home to our Atari's that let us do what we want and RELAX.
|>
|> This is laughable at best. But I'm curious...What's so "frustrating"
|> about using a Mac that *isn't* frustrating about an Atari?

Well, it is *possible* to use cli-based programs through TOS, with
GEM being the window system.
Granted, this is now possible on a mac as well - by running MacMiNT,
which is a port of Atari's new TOS system...

|>
|> -Steve
|>

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2331. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 04:40:07 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2qpnj7$eal@darkstar.UCSC.EDU>
Source record: 17178

In <2qpfi5$87i@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>Not going to bother with this drivel, since I made it perfectly clear
>long ago that I wasn't interested in debating issues outside of the US. I
>also point to you the statement made long ago that you apparently
>ignored, where I explained the issue of Calamus in the professional field.

Where have you posted this? I've been reading every post here and all I see
is:
Thanatos: Calamus is not good for high-end work.
SOmeone: WHy not? List features it lacks, please.
Thanatos: Because it's not suited for high end work. and I do DTP so I
know and you are an ignorant Atari-loving fool.
SOmeone else: Featues it lacks please?
Thanatos: It's not suited for high end use! and I know cause I am LORD
THANATOS and I know all!

Now all *I'm waiting for is the thanatos "why do I have to keep saying
everything over and ovwer again?" post. Hey Steve, maybe it's because
you never answer peoples questions, eh?

>True. But knowing about Calamus' *lack* of professional qualities does.
>As a DTP program standing alone, it might conceivably be a decent
>alternative to XPress or PageMaker, assuming you can live with a total
>lack of support from the rest of the professional community and a
>deficiency of Adobe-quality-level PostScript fonts. However, the fact
>remains that no ideal Calamus system exists that can compare with
>conbinations like XPress/Photoshop/Illustrator. And even if Calamus were
>10,000% better than XPress or PageMaker, it STILL wouldn't sell. Why?
>Because there's no other software for the ST that could compare with
>Photoshop and Illustrator.
>You see, here's the deal that lots of people miss. Millions of
>professionals use XPress, Photoshop, Illustrator, etc for professional
>work. A few thousand use Calamus (and ???) for that sort of work. The
>*VAST* majority shuns Calamus for one reason or another. Complain, argue,
>whine, bitch, moan, groan, whatever all you want; the fact remains that
>Calamus, for whatever reason, DOES NOT COMPARE to XPress or PageMaker. I
>proclaim "whatever reason" to mainly consist of lack of high-level
>features, support, and compatability. And lots of people agree with me.

Ooh the vast majority shuns calamus. Right. They don't know it even exists.
What does it lack? What does it lack? What does it lack? Yes, I said that
three times so I'd hope you's hear. Are you afraid that your little perception
of Calamus as "not having professional features" is about to go up in smoke?

>Get with the program. We're talking about the US market *ONLY*, remember?

No wonder so many people hate us Americans. Obviously only US people know what DTP *really* is, and therefore are the only judges of what constitutes "professional quality" software. Sure, you're going to say that I'm putting words in your mouth, but you've dismissed Calamus as non-professional and then dismiss the evidence of Professional use of it extensively outside of the U.S. Since the progra's abilities do not change between countries, the only thing that can change is what constitutes professional. And since you have said that in the U.S. Calamus is not professional, the only logical explanation for the professional use of it outside of the U.S is that they do not know what Professional is, which is the response yopu made to Tim of Processor Direct, which is a US magazine using Calamus.

>Would that be Hamburg, West Virginia? Munich, Oregon? Berlin, Wisconsin?
>YO! WAKE UP! UNITED STATES IS THE SUBJECT HERE!

No, the subject is Calamus and your inability to accept that it is a professional calibre application which happens to be used extensively outside of our little country. These things always start out as "X software for the ST sucks" followed by "no it doesn't it sells in Europe" followed by your "We're only discussing US here!" rant. _YOU_ are the only one hiding behind the Stars & Stripes, my friend. I'm surprised that an Apple-loving maniac like you isn't hyped up over the whole "global village"-ness of Sys 7.1 and the Newton.

>A modest proposal: Pay attention to the entire conversation, especially
>the BEGINNING where I *CLEARLY* stated that I wasn't interested in
>discussing anything other than the US marketplace, before you leap in
>with pointless drivel.

You clearly say US after it is pointed out that you don't have a leg to stand on in terms of knowing the software, the real subject of the article. I really resent you using MY country as your shield.

>And just because YOU don't know what the topic of conversation is doesn't
>mean that you know the answers.

You're right. the topic is "Whatever Steve wants to twist to prove his non-existant point."

>Or maybe it does.

blah blah blah...

~Chris
>-Steve

2332. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 04:41:35 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2qpnlv$eav@darkstar.UCSC.EDU>
Source record: 17179
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <2qphn9$f92@pnet1.pnet.com> sinclair@pnet1.pnet.com (Andrew Sinclair-Day) writes:

>: *
>: * Tom Trauth
>: * trautt@rpi.edu
>: * King of the Russians (in Civ)
>: * REAL COMPUTERS HAVE DISK EJECT BUTTONS!!!
>: *
> By the way dufus, the PowerMacs DO have eject buttons. I wasn't aware
>that a button made a computer real. Not that the Amiga was ever a real
>computer, just a toy. :)

ANdrew SInclair-Day? At pnet? Whuzzis? Petey's big(or little) brother come
to help him spew?

~Chris

2333. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 04:53:24 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.768632004@sfu.ca>
Source record: 16989

Just out of interest, who is Marc Barrett and how has he attained suck
lengendary status as to rival sinclare?

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2334. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 04:57:48 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.768632268@sfu.ca>
Source record: 16990

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>10,000% better than XPress or PageMaker, it STILL wouldn't sell. Why?

If it where 10,000% better sure it would sell. After the initial discomfort
of attaching a cable directly to your brain it would be a nearly idea solution!

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2335. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 05:02:39 UTC
From: erlingh@idt.unit.no
Message-ID: <2qpotf$bgi@ugle.unit.no>
Source record: 17182

In article <1994May7.111047.27535@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:

|>
|> Why would UK A500 owners switch over to the STE? That would be a step back
|> down. Mac system prices in the UK are on par with the Amiga and ST. Atari's
|> window of opportunity is gone.

Thats a good point. The STE is at least not better than the A500, and the
Falcon is (currently, anyway) probably too expensive too be interesting.
But after all, I fail to think of a former Amigoid buying a mac. It seems to
me like there is a special kind of people that are buying Amiga, Atari,
Archimedes machines. And its a kind of people that really *don't* want
to be associated with mainstream computers/anything.

I'm sure psychologists could do some really funky theories about whats going
on in the minds of some teen-age a[^p]* users.

IF the amiga is dead, then ofcourse the amigoids won't go selling their systems
immediately. The amiga market will probably continue for many years anyhow.
But when they (for some reason) find they need a new machine, my *guess* is
that this is what might happen:

- The game freaks will probably move on to the new powerful console
systems that are appearing.
- The coders don`t want to program intel chips, and the mac is too
little documented on the hardware level for them to be interesting.
Don't know where these may end up. Potential atari/archimedes buyers.
- MIDI application users will end up divided between atari/mac/pc's.
- The video application users will probably jump on the mac/pc bandwagon.
- Ditto for the DTP/WordProcessor/SpreadSheet users (if they exist ?)

Anyway, we don't know for sure that the amiga is dead, and I for one sure hopes
some company picks it up.

Erling
(Who btw. likes and uses ataris)
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2336. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 05:18:43 UTC
From: erlingh@idt.unit.no
Message-ID: <2qpprj$bgi@ugle.unit.no>
Source record: 17183

In article <2qh4oo$s1n@cville-srv.wam.umd.edu>, rsrodger@wam.umd.edu (R S Rodgers) writes:
|> In article <2qh2jt$m47@usenet.rpi.edu>,
|> Thomas H. Trauth <trautt@magritte.its.rpi.edu> wrote:
|> >In general a very good post, but I must disagree with your reasoning in
|> >this paragraph. If I read it right, you're essentially saying that the
|> >best product is the one that wins out in the marketplace.
|>
|>
|> It almost always does. The problem is, people have a tendency
|> to confuse the technological sophistication (the "oh-ah" factor)
|> of a product with its suitability in a market. They don't understand
|> why the "best" product didn't take over the market and an
|> "obviously inferior" product did because they've misapplied the
|> values.
|>
|> Take this example:

[Lots of examples deleted]

So, what you are saying, is that Indeed: *DOS* + *WINDOWS* is the
BEST operating SYSTEM ??????

And, that an 80x86 based Pc-clone has a superior architecture to the NeXT ?

And, of course, that a Volkswagen beetle is superior to a Jaguar ?

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2337. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 05:34:06 UTC
From: erlingh@idt.unit.no
Message-ID: <2qpqoe$bgi@ugle.unit.no>
Source record: 17184

In article <2qke2c$129@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|>
|> However, if you want to get into some more serious work, you'll want to
|> move up. Calamus simply doesn't have the high-end power needed for many
|> of today's compex jobs. Furthermore, even if you COULD do "XPress-like"

You have said this quite a number of times now.
I am curious;
What is the high-end power in quark that is not
in calamus sl ?

Erling
(Who, if it matters, is open to the fact that either program may be better than
the other.)
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2338. Is Calamus SL a high end DTP product ? Was Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 06:33:54 UTC
From: erlingh@idt.unit.no
Message-ID: <2qpu8i$bgi@ugle.unit.no>
Source record: 17185

In article <2qpfi5$87i@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:

|> Would that be Hamburg, West Virginia? Munich, Oregon? Berlin, Wisconsin?
|> YO! WAKE UP! UNITED STATES IS THE SUBJECT HERE!

Yeah ?
So, when I am from Norway, my arguments wouldn't count, because this is
a US newsgroup only ???????????
Which only discusses matters of the united states. Like, who is currently
the president and stuff like that. Not.

GEEEEEEEEEEEEZ !!!!!!!!!!!!!!!!!!!!

Or, are you saying that *your* arguments are only viable in the US ?

The topic of this newsgroup is Atari stuff vs. the world.
The topic of this thread is/was "Enough of this. Please read."

|> A modest proposal: Pay attention to the entire conversation, especially
|> the BEGINNING where I *CLEARLY* stated that I wasn't interested in
|> discussing anything other than the US marketplace, before you leap in
|> with pointless drivel.

You said: Calamus SL is a low- to mid-end DTP product.
Thorsten Guenther says that Calamus SL is considered a high-end DTP product
in Germany.
Now you say that this argument isn't viable, because he is talking about
the German market. I just cannot see the difference between a product being
categorized as high-end in Germany or in US or wherever. As long as it is a
general opinion. In Germany, more people are aware of atari, so more people
are aware of calamus as well. Therefore more people have had the oppportunity
to work with or see calamus in action. Thus, in Germany the general feeling
is probably more objective. Now, we all know that atari is almost non-existant
in US. Fewer people have seen Calamus, but that has nothing to do with the
quality of the product.

Even if you stated that you weren't interested in discussing anything
other than the US marketplace.

Or maybe the outside world doesn't mean anything to you, as long as you
can sit down with your quark and "drivel", as you put it...
(flamebait)

Lets start a discussion about Norwegian salmon.
It is the best. There are no other countries producing even comparable

red fish. Oh, and if you are talking about other marketplaces than the Norwegian - your arguments doesn't count. Of course...

Even if calamus SL is superior to quark, and there are programs like photoshop et.al for the atari with the same or better quality. That doesn't necessarily makes this a wise investment,if one cannot get the support one need. Which is one of your good arguments.

But this has nothing to do with whether calamus is a high-end dtp product or not. And this is what this discussion is about now.

So I ask you.
What is it with quark express that makes it so much better than calamus sl ?
Does it produce higher resolution/more precision output ?
Is it faster ?
Does it have functionality that is non-existant in calamus ?
In that case, what - so that SL users has a chance to admit it, or even make you aware of these functions in calamus.

I ask. (after a lot of healthy flaming :-)

You answer, please.

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2339. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 07:16:44 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CpMMvw.B3y@freenet.carleton.ca>
Source record: 17186

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

>
>Not going to bother with this drivel, since I made it perfectly clear
>long ago that I wasn't interested in debating issues outside of the US. I
>also point to you the statement made long ago that you apparently
>ignored, where I explained the issue of Calamus in the professional field.
>
The Claim you seem to be making and which some people are refuting
is that Calamus SL does not stand up to Quark as a high end DTP package.
Everyone knows that None of the Atari systems sell to well, especially in
the US. You keep coming back to 'well, I don't know anyone using SL so it
can't be any good can it? See? Noone is buying it and if it really was
good people would buy it etc..' You keep trying to pass off your opinion
as fact, wihtout any support besides the argument mentioned above.
And you have not pointed out any areas where the SL package is at all
lacking with the exception of accusations of lack of support etc...
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2340. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 07:28:34 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CpMnFM.BB4@freenet.carleton.ca>
Source record: 16987

In a previous article, aspect@cats.ucsc.edu (Christopher Taylor Oates) says:

>
>Where have you posted this? I've been reading every post here and all I see
>is:
>Thanatos: Calamus is not good for high-end work.
>SOmeone: WHy not? List features it lacks, please.
>Thanatos: Because it's not suited for high end work. and I do DTP so I
>know and you are an ignorant Atari-loving fool.
>SOmeone else: Featues it lacks please?
>Thanatos: It's not suited for high end use! and I know cause I am LORD
>THANATOS and I know all!
>
>Now all *I'm waiting for is the thanatos "why do I have to keep saying
>everything over and ovwer again?" post. Hey Steve, maybe it's because
>you never answer peoples questions, eh?

Very well put. He just keeps dodging the questions, skips his
justification and simply jumps out with his conclusions.

>>deficiency of Adobe-quality-level PostScript fonts. However, the fact
>>remains that no ideal Calamus system exists that can compare with
>>conbinations like XPress/Photoshop/Illustrator. And even if Calamus were

Just out of curiousity mr THANATOS, have you ever used Retouche
Professional ? I hear it is quite good... at least from some of the
reviews done in Current Notes it sounded like a pretty decent PROFFESIONAL
package.
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2341. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 09:06:41 UTC
From: sys1@exnet.com
Message-ID: <CpMrz6.ltv@exnet.com>
Source record: 16992

In article <2qpekt$77p@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>sys1@exnet.com (Xavier Gallagher) writes:
>>Does this mean that your points are so weak that only a person with a very
>>select set of experiences would agree with you? That anyone with a different
>>set of experiences is a jerk (oops, sorry. I mean hasn't got a clue)?
>
>Well, you're close. I've always contended that XPress was a professional
>level program while Calamus was not, so in that sense, yes, a person
>with serious, long-term professional experiences would agree with me.

But only if they are in America, isn't that right? That is because only Americans do high end DTP (never been done in Europe) and only Americans *know* what a high end feature is;>.

Just *what* does calamus lack? I ask because with *all* your experience you should be able to give me a good and comprehensive list.

You are losing the debate, old chap. You keep having to qualify your statements to give them even a chance of being believed. And so far you haven't given a single example of what Calamus can;t do that Xpress can.

I am not wedded to a platform or a product so I just want to see a debate with out glaring holes in the logic.

>And, once again, I'd appreciate it if you didn't stick words into my
>mouth. I realize that some people here have no other way to make an
>argument than to claim that I said certain things; I was kind of hoping
>that you weren't one to stoop to such things.

I actually didn't put words in your mouth. I asked you two questions which I never pretended were your words. I am, at worst, paraphrasing you:).

>>And not getting away with it either.
>
>Oooh, tough sounding guy. What the heck is THAT supposed to mean, "not
>getting away with it either"?

Read the thread---people are punching holes in your logic so fast that you have ended up with a paper doily. BTW, I am not *just* tough sounding I Am Fire And Life Eternal, NOW AND FOREVER Bzzzzt* ** **chunk----peep.

Thud.

I don't take myself nearly as seriosly as some people I could mention:)

>I'm presenting personal AND professional preference. I use XPress to

But no facts and no logic.

>Pay closer attention.

Please make some points.
>
>-Steve
>

Xavier

2342. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 09:31:50 UTC
From: sys1@exnet.com
Message-ID: <CpMt54.Jwv@exnet.com>
Source record: 16988

In article <2qpfi5$87i@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>
>Get with the program. We're talking about the US market *ONLY*, remember?
>

WARNING *WARNING* *WARNING* *WARNING* *WARNING* *WARNING* *WARNING* *WARNING*

America has a software-feature draining vortex currupting and ruining applications that are shipped to that country. This vortex---which works in some way as yet undiscovered---means that only applications native to America and used by the people of America have any features left worth considering.

Scientists are baffled by this vortex, but professor Sergi Von Karkov is quoted to have said "Zis iz a desperate measure introduced to Zupport a collapzing bubble of logic---it vill not last long."

Software houses in Europe were last nigh seen to be rolling their eyes in disbelief.

End of newsflash.

2343. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 13:24:58 UTC
From: djeopm@telerama.lm.com
Message-ID: <2qqmba$evc@telerama.lm.com>
Source record: 16991
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

star.UCSC.EDU>
Distribution:

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <2qphn9$f92@pnet1.pnet.com> sinclair@pnet1.pnet.com (Andrew Sinclair-Day) writes:

: >: *
: >: * Tom Trauth
: >: * trautt@rpi.edu
: >: * King of the Russians (in Civ)
: >: * REAL COMPUTERS HAVE DISK EJECT BUTTONS!!!
: >: *
: > By the way dufus, the PowerMacs DO have eject buttons. I wasn't aware
: >that a button made a computer real. Not that the Amiga was ever a real
: >computer, just a toy. :)

: ANdrew SInclair-Day? At pnet? Whuzzis? Petey's big(or little) brother come
: to help him spew?

: ~Chris

I think they're cloning. We're in biiig trouble folks. Now we know what
MB's been up to lately.
--
(}}}

2344. Cross-platforming

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 15:34:54 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cpn9y7.JC4@newcastle.ac.uk>
Source record: 16995

An interesting developement of recent monthes has been the emergence of the 680x0 linux versions for Amiga, Atari & Mac. The interesting bit from the advocacy point of view is that they give BINARY compatibility to all those platforms - a 680x0 linux executable compiled for an Amiga will run quite happily on an Atari & vice versa......

Kernals are available NOW, complete systems can't be far away.

Anyone got an opinion, or shall we return to the usually scheduled flamewars ?

Of course, you do need at least a 68030 to run linux, so all you A1200 owners can bugger off for a start :)

Craig Graham.

Falcon030 owner - 16Bit Ram Bus, 32MHz CPU, but hey who cares? I can run Linux. Eat It Bad, any 68020 owners.........

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2345. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 16:13:39 UTC
From: <>
Message-ID: <2qr07j$a97@mother.usf.edu>
Source record: 17003

In article <2qdnuc$83v@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>sys1@exnet.com (Xavier Gallagher) writes:
>>Amatuer psychology and guess work about another persons reality is a no
>>no. The above seems to say more about how your head works than how
>>Tim Miller's does.
>
>*laugh*
>I was using my own experience for reference. I have *yet* to hear of any
>major DTP user switching from a Mac to an Atari for DTP'ing. It's simply
>not done in the professional (high-level) and (for the most part)
>mid-level areas. I DO know of about a dozen former Atari users who
>switched to Macs, though.
>The point of my message was not about psychology but reality. In reality,
>scant few Atari users have truly *used* a Mac for a significant amount of
>time, and the majority of those that have are already biased against the
>Mac for one reason or another (like the floppy drive or something).
>Now I'm gonna get a couple of letters telling me about how such-and-such
>knows thirteen billion Atari users who have used Macs, etc soforth and so
>on.....*sigh*....
>

There you go again... Over and over. "Atari users have not used anything else." "Atari users don't know anything about any other machines." "Atari users have never USED other machines."

Not only is that a gross generalization, but it's wrong for the majority of Atari users.

I will tell you again. My co-workers and I have used the other machines, and we DO know what they're like, rather well, in fact.

I suggest you get a grip on reality before you go spouting off foolishness like this.

We Atari users are not the ignorant fools that you make us out to be.

2346. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 16:28:04 UTC
From: <>
Message-ID: <2qr12k$ab6@mother.usf.edu>
Source record: 17009

Publishing an oversized magazine is NOT a low to mid-range DTP application. Have you SEEN Processor Direct magazine? I'd like to see YOU do better with your Mac DTP packages, and get it to print to a Linotronic without any problems.... oh, and do the color seperation onto film too.

2347. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 16:31:44 UTC
From: <>
Message-ID: <2qr19g$aco@mother.usf.edu>
Source record: 17005

Oh, yeah.... how much does a complete Mac DTP setup cost? I'll get a list of all the modules and capabilities and list them for you. Then you tell me what I have to get for the Mac to do all the same stuff, computer and all. Or maybe not, because I can guarantee that it will cost a whole hell of a lot less for Atari.

You have been telling us how important price is, haven't you?

2348. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 16:41:34 UTC
From: lordthan@news.delphi.com
Message-ID: <2qr1ru$8hs@news.delphi.com>
Source record: 17007

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>Where have you posted this? I've been reading every post here and all I see
>is:

(this = US market only)
At the very beginning of this thread. If you had been a part of this
discussion from the outset, you probably would have seen it. Instead, you
decided to jump in full-force without regard for topic.

>Thanatos: Calamus is not good for high-end work.
>SOmeone: WHy not? List features it lacks, please.
>Thanatos: Because it's not suited for high end work. and I do DTP so I
>know and you are an ignorant Atari-loving fool.
>SOmeone else: Featues it lacks please?
>Thanatos: It's not suited for high end use! and I know cause I am LORD
>THANATOS and I know all!
>Now all *I'm waiting for is the thanatos "why do I have to keep saying
>everything over and ovwer again?" post. Hey Steve, maybe it's because
>you never answer peoples questions, eh?

No, maybe because it's because I *DID* answer this question, eons ago,
and you (no surprise) missed it. I resent the arrogant bullshit you're
attempting to put into my mouth, and I *EXPECT* an apology for this sort
of shit.

>Ooh the vast majority shuns calamus. Right. They don't know it even exists.
>What does it lack? What does it lack? What does it lack? Yes, I said that
>three times so I'd hope you's hear. Are you afraid that your little perception
>of Calamus as "not having professional features" is about to go up in smoke?

Boy, are YOU insecure. I think the Atari community has found a pro-Atari
Sinclap, and you're it. I've made this statement before: It's not simply
my perception.

>No wonder so many people hate us Americans. Obviously only US people know
>what DTP *really* is, and therefore are the only judges of what constitutes
>"professional quality" software. Sure, you're going to say that I'm putting

No, you fool. It's *SIMPLY* because every Atari owner in the US is well
aware that the status of Atari is different (read: better) out of the US,
so generalizations made for the US market simply don't apply elsewhere.
Any idiot can see this, and this point was made WEEKS ago! Overseas, you
guys get the kind of support for Atari that we don't get here. Over here,
we get the kind of support from Apple and IBM that you guys get from
Atari. Plus there's advertising (nonexistant in the US, blatant
overseas), third-party support (nonexistant in the US, widespread

overseas), and platform stability (Atari is solid in the UK, a mere whisper here in the states). THAT'S WHY I MADE THAT DISTINCTION THAT YOU BRUSHED OFF SO CONVENIENTLY IN HOPES OF PUTTING SOME TWO-BIT DEFENSE TOGETHER. Get a grip, eh?

>words in your mouth, but you've dismissed Calamus as non-professional and then
>dismiss the evidence of Professional use of it extensively outside of the U.S.
>Since the progra's abilities do not change between countries, the only thing

No, I did not. I didn't mention it SINCE IT WASN'T A PART OF THE CONVERSATION.

>that can change is what constitutes professional. And since you have said
>that in the U.S. Calamus is not professional, the only logical explanation
>for the professional use of it outside of the U.S is that they do not know
>what Professional is, which is the response yopu made to Tim of Processor
>Direct, which is a US magazine using Calamus.

I did not say it wasn't professional. When you decide to get off your high horse, I'll point you to the dozens of messages I wrote pertaining to this.

>No, the subject is Calamus and your inability to accept that it is a
>professional calibre application which happens to be used extensively outside
>of our little country. These things always start out as "X software for the

No, the subject IS, AND HAS ALWAYS BEEN, Atari's position in the US marketplace. PERIOD. Get with it.

>ST sucks" followed by "no it doesn't it sells in Europe" followed by your
>"We're only discussing US here!" rant. _YOU_ are the only one hiding behind
>the Stars & Stripes, my friend. I'm surprised that an Apple-loving maniac
>like you isn't hyped up over the whole "global village"-ness of Sys 7.1
>and the Newton.

You poor, misguided person. I am not the only one "hiding", as you say. Aside from you, who jumped into this conversaion mid-stream and convinced yourself that you knew what the whole conversation was about, everyone else here was well aware of the locality of the topic of this post. YOU are the one at fault here.

>You clearly say US after it is pointed out that you don't have a leg to stand
>on in terms of knowing the software, the real subject of the article. I
>really resent you using MY country as your shield.

Laughable at best! I *CLEARLY* pointed out the US marketplace in the BEGINNING of this conversation, which you either missed, ignored, or simply brushed off. THE REAL SUBJECT OF THIS THREAD IS THE US MARKETPLACE. COPE!

>You're right. the topic is "Whatever Steve wants to twist to prove his non-
>existant point."

No, the topic is "Atari's Position in the US Marketplace." As far as this thread is concerned, it always was, and always will be.

> ~Chris
...Sinclap

-Steve

2349. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 16:42:42 UTC
From: lordthan@news.delphi.com
Message-ID: <2qr1u2$8io@news.delphi.com>
Source record: 17008

erlingh@idt.unit.no (Erling Henanger) writes:
>And, of course, that a Volkswagen beetle is superior to a Jaguar ?

Well, in some cases, yeah. ;) At least the Beetle doesn't spend 80% of
its lifetime in the repair shop. ;)

-Steve

2350. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 16:47:10 UTC
From: <>
Message-ID: <2qr26e$aet@mother.usf.edu>
Source record: 16993

In article <2qpfi5$87i@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
>>Of people who have never used or seen it? What was the main reason for
>>Compo to distribute the Medusa T40 in your opinion? It costs 8000 DMs
>>in Germany, that's as much as an 840 AV Quadra. BUT it is much cheaper
>
>Not going to bother with this drivel, since I made it perfectly clear
>long ago that I wasn't interested in debating issues outside of the US. I
>also point to you the statement made long ago that you apparently
>ignored, where I explained the issue of Calamus in the professional field.

There's no point in arguing DTP if you ignore most of the planet. The US is not the only country in the world. You must be stuck in your own little universe where Mac is king, and anything that differs does not fit with the contraints of your universe and therefore must be rejected.

>
>>than a DEC Alpha machine w/ Calamus NT and DTP experts on the CeBit
>>said it was just as fast. Not knowing about Calamus SLs professional
>>qualities doesn't make it a non-competitor to XPress or Pagemaker.
>
>True. But knowing about Calamus' *lack* of professional qualities does.
>As a DTP program standing alone, it might conceivably be a decent
>alternative to XPress or PageMaker, assuming you can live with a total
>lack of support from the rest of the professional community and a
>deficiency of Adobe-quality-level PostScript fonts. However, the fact

Heloooooo! Adobe fonts are CRAP! <sigh> The designers of Calamus had a clue when they designed their font format. Adobe did not. We all know that Postscript is garbage. Why should their fonts be any better? I've never seen any font being rendered faster than a Calamus font, and they're professional-quality bezier-curve vector fonts.

>remains that no ideal Calamus system exists that can compare with
>conbinations like XPress/Photoshop/Illustrator. And even if Calamus were
>10,000% better than XPress or PageMaker, it STILL wouldn't sell. Why?
>Because there's no other software for the ST that could compare with
>Photoshop and Illustrator.
>You see, here's the deal that lots of people miss. Millions of
>professionals use XPress, Photoshop, Illustrator, etc for professional
>work. A few thousand use Calamus (and ???) for that sort of work. The

Aside from the vast array of excellent image-manipulation software for the Atari, like TruePaint, Studio Photo, DA's Picture, and others, Calamus has MODULES that you can load up to do all the things you just mentioned.

>*VAST* majority shuns Calamus for one reason or another. Complain, argue,
>whine, bitch, moan, groan, whatever all you want; the fact remains that
>Calamus, for whatever reason, DOES NOT COMPARE to XPress or PageMaker. I
>proclaim "whatever reason" to mainly consist of lack of high-level
>features, support, and compatability. And lots of people agree with me.
>
>>Or why do YOU think Linotype-Hell favoured a TT/Calamus combination
>>to be used with their machines?
>
>*laugh*
>Perhaps, on the TT platform, Linotype-Hell favors Calamus, but that's
>hardly a dedication to the rest of the world. L-H isn't saying, "if
>you're going to use our imagesetters, you should use a TT and Calamus."
>They're saying, "if you are going to use a TT with our imagesetter,
>Calamus would probably be the best choice." That's an important
>distinction, one which you might want to learn.

Your mind is twisted. Do you always make a habbit of intentioally perveting
facts to fit in your own little mindset? HE said that LH favours Calamus/TT.
You perverted it into saying that if you're using a TT, then you should use
Calamus. This is wrong. If you're going to use an Atari, use Calamus.
Period (IMO).

>
>>Does the high-end professional field include German newspapers in your
>>opinion? For what reason has Calamus NT been developed...for the low-end
>>market? (Yeah, right, 25,000 DMs are low-end, for that is what a working
>>Calamus NT HW/SW package costs.) And NT is/was mainly a Calamus SL for
>>Windows NT (some modules are being changed currently).
>
>Get with the program. We're talking about the US market *ONLY*, remember?
>

If you're going to limit yourself to one market and ignore the rest of the
planet, then you really ARE foolish.

>>You either don't have any idea what you are talking about, or you are
>>having a VERY limited insight into the European DTP market.
>
>Or you failed to recognize the distinction of a STRICTLY-US discussion.
>I'll place my money on that.
>
>>*Yawn* shall I list all the places where one can go with a Calamus document
>>to have it printed in professional quality on a Linotype-Hell or Agfa?
>>There are three such places in Hamburg alone, about the same number one
>>can find in Munich or Berlin, and the number in the Ruhr area is very
>>high also.
>
>Would that be Hamburg, West Virginia? Munich, Oregon? Berlin, Wisconsin?
>YO! WAKE UP! UNITED STATES IS THE SUBJECT HERE!
>
>>A modest proposal: Visit Germany at the next ADAT, go there, look, and be

>>quiet. Or visit the CeBit and have a look at Calamus NT at the DMC stand.
>
>A modest proposal: Pay attention to the entire conversation, especially
>the BEGINNING where I *CLEARLY* stated that I wasn't interested in
>discussing anything other than the US marketplace, before you leap in
>with pointless drivel.
>
>>Just because YOU don't know anything about the quality of Atari software
>>in the DTP area, this doesn't mean the quality is low.
>
>And just because YOU don't know what the topic of conversation is doesn't
>mean that you know the answers.
>
>Or maybe it does.
>
>-Steve
>

2351. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 16:53:52 UTC
From: <>
Message-ID: <2qr2j0$af9@mother.usf.edu>
Source record: 16994

You know what we should do? We should put together a poster of why Calamus SL is better than other DTP packages and submit the design to DMC for their use. If they had legal reasons why they couldn't use it, then we would do it ourselves. The Calamus vs. Everybodyelse poster would really help sales of Calamus, especially of one were put in every software store across the planet. :)

2352. A Tale of Concrete-Heads

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 17:04:26 UTC
From: lordthan@news.delphi.com
Message-ID: <2qr36q$8vf@news.delphi.com>
Source record: 16996

Well, so much for diplomacy, eh?

Several weeks ago, I started the "Enough of this" thread which, thanks to a couple of people (must notably Chris Sinclap, who turned the other threads into war zones too), has degenerated into yet another case of me reposting and reiterating statements I'd made several times in the past. Several times I'd pointed out that I was referring to the US marketplace only, yet I'm accused of double-talking myself out of a supposedly "cornered" situation.

I tire of this. I've found it almost completely impossible to have a conversation on this newsgroup, because almost every time I post something I get two dozen messages from people playing symantec games, nitpicking insignificancies, claiming that I said one thing when in fact I said nothing, etc. This newsgroup is *FILLED* with hostility, and I'm exhausted from trying (in vain) to talk to people who seem to have their heads filled with concrete rather than brain tissue.

Contrary to the accusations that have been made, I have indeed answered every question put to me. The newest accusation is that I haven't outlined what Calamus is lacking in professional features, when in reality I had posted an answer to this last week. It seems that if I answer a question and someone(s) misses my answer, I'm suddenly ducking the question. Hey folks, it's not my fault if you missed the answer, and it CERTAINLY doesn't brand me as a question-dodger.

In my initial "Enough of this" post, I had stated that I'd answer questions about the Mac, etc etc. Turns out that, against my intentions, this was taken as more fodder for the cannon. It's pointless and exhausting to talk to people with closed minds, moreso with people who love to play word games and read intentions into my posts.

So, that's it. After making this post, I'm unsubscribing from this newsgroup. My reasons, in no particular order, are as follows:

* A failure of certain people to recognize the fact that I was, and always have been, talking about Atari's position in the US marketplace.
* The hostile and threatening letters that I've received in my mailbox about some of the posts I made here. (It's rather distressing to see people threatening me with bodily harm *just* because I own a Mac. I'm afraid our society is doomed.)
* The uttery frustrating experience of having to answer the same question three, four, five or more times because people are more interested in reading alternate meanings into my posts rather than just the words and thoughts.
* The inability to locate more than three or four people on this

newsgroup who are able to maintain a civil, logical conversation. (You four know who you are; Chris Sinclap isn't one of them.)

That's it. I'm sure this message will spawn a flood of you-dick messages, but I'll be happy to let them slide since I won't be around to read them. (If there's one thing I learned from Chris Sinclap, it is indeed that ignorance truly does equal bliss, at least in this case.) In short, I really don't care.

There are, however, a few questions that I'd like answered. Since I'm accused so often of ducking a question, I present to you folks (and you, Chris) these questions which I haven't gotten an answer for. I don't expect any answers, and if any are posted, I won't see them anyway. So it's more of something for you to think about rather than a "real" question.

* How could I be a "Mac bigot" (or other less-than-civil accusation) when I own four or five Ataris - two of which are hooked up and running - and only one Mac?
* How could I be "unfairly biased" when I've owned and used Ataris since 1979? (It seems to me that I'm being lambasted for choosing a Mac over an Atari. Fanatical purists making this accusation I could understand, but it seems to me that because I thought about all available options INCLUDING the Atari before deciding on the Mac, I'm branded as some sort of traitor/idiot/jerk/etc. This is the only newsgroup that has ever lambasted me for *thinking*, and I believe that says something for the quality of some of the people here.)
* If I'm such a Mac lover/purist/fanatic/hugger/whatever, then why don't I sell every Atari (and other computer) that I own so I can buy more Mac stuff? For that matter, why did I just spend a couple hundred dollars on my *800XL* system rather than my Mac system?

The bottom line is that I'm running against the same group of three or four people who refuse to look at the whole picture, but instead look at individual thin slices of it and try to search out a meaning. It doesn't work that way, folks. It didn't work for Rodney King and it doesn't work here and it won't work in everyday life.

So, adiou, I wish most of you well, and the rest I'm impartial to. Flames can be routed through dev/null, for all I care. I'm off to greener pastures. Enjoy.

-Steve

2353. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 17:05:14 UTC
From: <>
Message-ID: <2qr38a$ah7@mother.usf.edu>
Source record: 16997

In article <2qke2c$129@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>>Or to put it another way, in what way is Quark express so much better than
>>Calamus SL? SL is completely modular and seems to have a module to do just
>>about anything you want.... I've never used Quark but I find it hard to
>>believe that it is as good as some people would have me believe.
>>Anyone?
>
>XPress, at last count, has about two or three hundred XTensions
>("modules") in the commercial, freeware and shareware markets to do
>literally *anything* from aligning text a certain way to add full drawing
>tools. Being modular isn't anything new; XPress was the first major
>program to introduce the concept, in fact, to the Mac community.

Oop... you ALMOST answered the question there. Modularity is one of the nice features of Calamus, but it sucks for Quark. Anything you want to do with Quark stick another toolbar onto the desktop. You get enough of them, they get hard to find. Calamus just takes a few clicks to get anywhere.

>
>If you're into light DTP tasks and you already have the equipment,
>there's no reason for you to switch to XPress and a Mac (or a PC).

This is true for any situation.

>
>However, if you want to get into some more serious work, you'll want to
>move up. Calamus simply doesn't have the high-end power needed for many

There you go again with your unsubstantiated opinions.

>of today's compex jobs. Furthermore, even if you COULD do "XPress-like"
>stuff with Calamus, good luck trying to get Lino output for it. Most
>service bureaus handle PostScript output for Macs and PCs only and won't
>touch PostScript generated by anything else. (One place I worked at
>refused several customers who bought in PostScript files generated by
>Amigas and STs. When I asked the managers why, I was told - and shown -

Postscript isn't a priority because it's a HORRIBLE page description language. It it the flakiest thing I've encountered. I know, because I did research for DMC when they were having trouble with their Posctscript driver. There are better things than Postscript, and it's often a waste of time write a driver to produce it.

>that the PostScript code is generally unreliable, causing the
>imagesetters to crash and/or do inexplicable things. I've also

>experienced this first-hand, when a customer - at another shop - handed
>me some Amiga-generated PostScript code. It was a nightmare. Incorrect
>fonts, poor and/or nonexistant trapping, bad images, random-seeming lines
>and patterns, destroyed kearning tables, etc was the result - and eight
>mages of output we had to basically force the customer to buy.)
>
>-Steve
>

Come on, guy... you're showing your LACK of knowlege of DTP. I am technical
editor of a magazine. It is my job to know EVERYTHING technical, or at least
find out when it's necessary. _I_ know how Postscript works. Do you?
Obviously not. Postscript anywhere is a nightmare.

2354. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 17:10:48 UTC
From: <>
Message-ID: <2qr3io$ahc@mother.usf.edu>
Source record: 16998

What? 3DO puts the Jaguar to shame? You really DON'T know anything techical. The Jaguar has a set of 64-bit processors in it for doing all sorts of processing from graphics to sound, etc. All custom, high-performance chips designed by Atari.... then at the last minute, they threw in a 68000 just in case someone wanted it there.

3DO is a 32 bit machine with half the capabilityies, and, for the average game, less then half the processing speed.

And you say that it puts the Jaguar to shame?

2355. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 17:12:19 UTC
From: <>
Message-ID: <2qr3lj$ahf@mother.usf.edu>
Source record: 16999

Hmmmm.... what's the word I'm looking for?..... Waffling?

2356. Re: C= R.I.P. 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 17:14:27 UTC
From: <>
Message-ID: <2qr3pj$ahi@mother.usf.edu>
Source record: 17000

Could someone please tell me about Archimedes?

2357. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 17:39:43 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May11.123943.27824@cobra.uni.edu>
Source record: 17001
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2qjgn9$njk@ulowell.uml.edu>, rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:
>
> Well, I think ST Format is wrong. Atari may have SHIPPED
> 110,000 Jags in the states but I don't think they have sold all
> of them. They have sold very well, but I don't think they have cleaned
> out their entire supply for the quarter. They plan on selling 500,000
> by year's end and I think they will achieve that. It's a nice system.

110,000 sold in a eight month period is a flop. Atari needs to sell at least
two million a year to be profitable. Selling 500,000 will not cut it. When
Nintendo and Sega come out with their new generation of systems, I do not see
where the Jagauar fits in. Hell Apple sold 145,000 PowerMacs in a two week
period!

>
> --
> Ralph A. Barbagallo III --- rbarbaga@cs.uml.edu --- Only AMIGA makes it
> Possible...
> Only C O M M O D O R E STOOD in the way...-- Rest in Peace (bastards!!)
> -=-=-=-=-=-=-=-=-=COMMODORE DIED FOR OUR SINS-=-=-=-=-=-=-=-=-=-=-=-=-=-

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - Something awesome will happen..

2358. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 18:04:40 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2qr6no$1qp@Tut.MsState.Edu>
Source record: 17002
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994May11.123943.27824@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <2qjgn9$njk@ulowell.uml.edu>, rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:
>>
>> Well, I think ST Format is wrong. Atari may have SHIPPED
>> 110,000 Jags in the states but I don't think they have sold all
>> of them. They have sold very well, but I don't think they have cleaned
>> out their entire supply for the quarter. They plan on selling 500,000
>> by year's end and I think they will achieve that. It's a nice system.
>
>110,000 sold in a eight month period is a flop. Atari needs to sell at least
>two million a year to be profitable. Selling 500,000 will not cut it. When
>Nintendo and Sega come out with their new generation of systems, I do not see
>where the Jagauar fits in. Hell Apple sold 145,000 PowerMacs in a two week
>period!

If Atari has stated that they hope to sell 500,000 in a year, that is obviously what they expect. They've said time and again that they are in no hurry and are trying to do the Jaguar "right", as this is their last chance. I'm sure that they would love to sell 2 million machines this year, but that may not be possible until they get back on their feet.

The Nintendo and Sega machines won't be a factor until the xmas season in 1995, allowing Atari (and the 3DO folks) plenty of time to establish a base. Only time will tell if they will be able to do this, but they do have a window of opportunity before the "big boys" have their machines ready.

As for the PowerMacs selling well, that's wonderful, but what in the world does that have to do with the Jaguar? Are you so crazy as to see these vastly different platforms as competition for one another? Wow, you really have lost it...

Skip Sauls
skip@cy.cs.olemiss.edu

2359. Re: A Tale of Concrete-Heads

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 18:30:05 UTC
From: <>
Message-ID: <2qr87d$ark@mother.usf.edu>
Source record: 17004

CHEER! YEAH!!

He's GONE!!!

Too bad he's a moron who is so twisted in his own little world that he could never listed to our logic and always thought his illogic ruled the universe.

But at least we won't have to put up with him any more.

2360. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 20:22:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94131.162221STIRRE31@MAINE.MAINE.EDU>
Source record: 17006
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Atari has stated that they will sell 500,000 Jags because this is how many chips they can get for 'em. So, what you're saying is, if Atari meets the goal they set, then they are failing? Good reasoning. I suppose you really know the exact number of Jags Atari needs to sell to be profitable? Right. Atari is going to claim to expect profibility by 3rd or 4th quarter of this year knowing that they can't possibly achieve it? That'd be a wise move. I think you're overlooking cartridge sales. Also, with a user base of 500,000 units and a good game library the Jag will be tough to ignore in the marketplace.
-scott tirrell

2361. Re: A Tale of Concrete-Heads

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-11 22:28:08 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cpnt2w.DBr@freenet.carleton.ca>
Source record: 17010

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

>Well, so much for diplomacy, eh?
>
>Several weeks ago, I started the "Enough of this" thread which, thanks to
>a couple of people (must notably Chris Sinclap, who turned the other
etc...
<lots of whining deleted>

He did everything but answer any of our questions. Oh well, another one
bites the dust. I only whish the Clap would do the same...

(Yes I have been following this thread from the beginning and all he ever
did was restate his conclusions. That whole, long-winded WHINING post did
not contain one shread of information as to why Calamus SL is not as
good a DTP package as some Quark et al.)
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2362. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 00:17:34 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EELXAFYA@dksoft.ping.dk>
Source record: 17035

>The whole discussion originated from the fact that the Atari line today would
>not be a logical choice to first time users. It's the sad truth fella, and you
>or any Atari worshipper can't do anything about it. I was just on the other
>Atari newsgroup and one posted prices for the Falcon. $1299 for a 4/80 is high
>and that does not include a monitor. I almost choked when i saw the $1899
>config: YOU GOT TO BE KIDDING! Anyone say a $1599 PowerMac 6100 or $1899 for
>a 33 mhz 040 Quadra 650. I don't think Atari is selling much of that config. A
>Mac Quadra 660 AV, DSP equipped can be had for $1399(8/230). Oh I forgot that
>AV has an 040 and is so much cheaper than that $1899 FALCON....Boy this sounds
>like worshipping the Mac, at these prices who cares!!
>
>Accept the fact that the Atari line is irrelevant and would be on borderline
>criminal to advocate one to a new user!!

Peter, there's nothing wrong with the price of an falcon or any other Atari
machine. The problem is the support. Look at the Amiga, and you'll see what
i mean. The Amiga didn't sell because it was cheap, it sold because it was
supported from the start. And for evey Amiga sold, Commendore would have to
do even less to sell it. (Infact, Amiga sold itselfe because of the support).

Now if the Falcon and the rest of the Atari machines had the same support,
people would care less about the price. Today noone wants to travel from one
end to another of an country, just to buy or see computer software. This is the
situation with Atari. Like the Amiga, the PC's seems to get the same attention. No
matter what is release today, it's released for PC's first. (The Amiga has starten
to fall btw.). As i have no interest in Mac's, i would not make any comments about
it, but i think it's simular to the Amiga situation, although i have a feeling
most Mac's are beeing used for education and schools, right ?

All this leaves me to say:
For newcomers to the computer world, we should recommend PC's. Not because of it's
abilities or it's price, but because of it's support.
My problem is, i have worked with Pc's, Amiga's and Atari's (alittle Mac too), and
i find the Atari as the best recommendation because of it's abilities, but unfortunatly
not because of it's price and support.

The question is, what _do_ we recommend to newcomers, and why do we recommend it.
Any of the above machines can/will give the newcomer problems, not matter what we
do. You would probably recommend a Mac. I would recommend an Atari. The person
will choose whatever suits him best, after having some experience

Greets
Kim

--
-- --

DK-Soft, the danish adventure of atari information
-- --

2363. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 01:05:51 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May11.200551.27858@cobra.uni.edu>
Source record: 17013

In article <2qkh0t$l8t@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> Someone in c.s.mac.adv told me that the PowerMacs have disk eject
> buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
> as part of the PPC deal. ;-)

Wow is this the only fault you can find on the Mac? I have disk e, it's in the menu finder. You poor degenerate Atari worshipper knows that the end has come. Even Rickard finally realised it but won't admit it.
pp
>
> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ)

wqwq

> *

2364. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 02:43:05 UTC
From: benkeen@aol.com
Message-ID: <2qs53p$6lv@search01.news.aol.com>
Source record: 17014

In article <CpMrz6.Itv@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:

Just *what* does calamus lack? I ask because with *all* your experience
you should be able to give me a good and comprehensive list.
==========

For one thing, a decent image-editing app on the same platform, like Photoshop. When you've got lousy built in color resolution (a TT can only go to 8 bit depth at 320 * 480) and a grand total of three VME boards to go into the thing to make it tolerable (crazy bits II, that Cyrel sunrise, and another whose name I disremember) you've got a REAL problem. As opposed to dozens of video boards (and decent built in stuff) on Macs and hundreds of boards for Microsoft-Intel machines...

-Ben

2365. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 02:54:02 UTC
From: benkeen@aol.com
Message-ID: <2qs5oa$6qq@search01.news.aol.com>
Source record: 17015

In article <2qr26e$aet@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

Heloooooo! Adobe fonts are CRAP! <sigh> The designers of Calamus had a clue when they designed their font format. Adobe did not. We all know that Postscript is garbage. Why should their fonts be any better? I've never seen any font being rendered faster than a Calamus font, and they're professional-quality bezier-curve vector fonts.
==========

"We all know that PostScript is garbage" ?!?!?!?!
Uhhh, who is the "We"?
Besides, not all fonts were made by Adobe (Monotype, etc etc etc) and furthermore, if Type 1 fonts were crap they would have long ago been superceded by TrueType!

Sounds almost like a Pravda article; all blatant untruths were preceded by "As is well known..."

Geez

-Ben

2366. Re: Is Calamus SL a high end DTP product ? Was Re: Enough of this.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 03:06:05 UTC
From: benkeen@aol.com
Message-ID: <2qs6et$700@search01.news.aol.com>
Source record: 17016

In article <2qpu8i$bgi@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:

So I ask you.
What is it with quark express that makes it so much better than calamus sl ?
Does it produce higher resolution/more precision output ?
Is it faster ?
Does it have functionality that is non-existant in calamus ?
In that case, what - so that SL users has a chance to admit it, or even make you aware of these functions in calamus.
==========

I think the idea here stems from:
1) Atari has a miniscule (<2%) market share in the US
2) Atari has a rather signifigant (at least 20% but a guess) market share in Europe.
3) Atari, and Atari developers are naturally more focussed on Europe
4) Atari, and Atari developers don't really support their products in the US very well
5) Most developers for other platforms are in the US
6) Most of the world's PCs (per capita too, except maybe for Singapore, etc) are in the US
7) Users of virtually any other DTP software find support in both other programs etc more available in the US
8) Since the market size in the US is larger, it is feasible for more people to start developing DTP software and add ons (modules, fonts, etc) in the US
9) US users, used to fairly easy support, will not tolerate the extra hassle of having to get transoceanic support.
10) Advertising also plays a factor.
11) Since Quark or Pagemaker have larger sales, it follows that they can be more responsive to technical changes in the US market (prevalence of DSPs, ubiquitousness of PostScript printers)

And, outside the list, aside from that new machine from Compo, the Atari performance has been, to say the least, lagging behind even Commodore. Although well written software can make the difference between a 16MHz 030 and a 32MHz 030, the performance offered by the 040 and even the PowerPc makes an insuperable difference.

2367. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 03:09:03 UTC
From: benkeen@aol.com
Message-ID: <2qs6kf$71o@search01.news.aol.com>
Source record: 17017

In article <2qr38a$ah7@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

Postscript isn't a priority because it's a HORRIBLE page description language. It it the flakiest thing I've encountered. I know, because I did research for DMC when they were having trouble with their Posctscript driver. There are better things than Postscript, and it's often a waste of time write a driver to produce it.
==========
But there isn't any ONE better thing that is around like PostScript is. Waste of time to write a PS driver? OK, you just cut yourself off from most of the letter quality and up printers in the world. I do not think that Apple an dMicrosoft will ever accept GDOS!!

-Ben

2368. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 07:22:08 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2qslf0$d61@news.dmpe.CSIRO.AU>
Source record: 17071
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>
>May 16 - Something awesome will happen..

Yup, on May 16, Sinclap will explode ;^)

K.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2369. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 07:31:20 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2qsm08$c34@darkstar.UCSC.EDU>
Source record: 17018

In <2qr1ru$8hs@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>Where have you posted this? I've been reading every post here and all I see
>>is:
^^
Pay attention to this line. it is true.

>At the very beginning of this thread. If you had been a part of this
>discussion from the outset, you probably would have seen it. Instead, you
>decided to jump in full-force without regard for topic.

I say again. This started out as Calamus vs Quark XPress until you brought
US versus Europe into it. We're talking applications, nto market share.

>No, maybe because it's because I *DID* answer this question, eons ago,
>and you (no surprise) missed it. I resent the arrogant bullshit you're
>attempting to put into my mouth, and I *EXPECT* an apology for this sort
>of shit.

Ooh. swearing. Proof that you're up against the wall. You never posted
anything about specific reasons and areas where Calamus is lacking. You lose.
Oh, and I'm so sorry you are such a fool.

>Boy, are YOU insecure. I think the Atari community has found a pro-Atari
>Sinclap, and you're it. I've made this statement before: It's not simply
>*my* perception.

I'ts not simply your perception? Prove it. Name articles and magazines
where Calamus SL is compared to other DTP programs and shunned. Facts, please.

>No, you fool. It's *SIMPLY* because every Atari owner in the US is well
>aware that the status of Atari is different (read: better) out of the US,
>so generalizations made for the US market simply don't apply elsewhere.
>Any idiot can see this, and this point was made WEEKS ago! Overseas, you
>guys get the kind of support for Atari that we don't get here. Over here,
>we get the kind of support from Apple and IBM that you guys get from
>Atari. Plus there's advertising (nonexistant in the US, blatant
>overseas), third-party support (nonexistant in the US, widespread
>overseas), and platform stability (Atari is solid in the UK, a mere
>whisper here in the states). THAT'S WHY I MADE THAT DISTINCTION THAT YOU
>BRUSHED OFF SO CONVENIENTLY IN HOPES OF PUTTING SOME TWO-BIT DEFENSE
>TOGETHER. Get a grip, eh?

Ooh. "you guys." Am I now European? Haver I not lived in the Bay Area
for my entire exitence? (21 years, BTW. Make whatever comments you like.)
Have I EVER had problems getting support for my Atari computer? The answer,

By the way, to all the above questions is "NO"

Advertising: Hey Tim, is it true that there are no ads in Processor Direct,
a U.S. produces Atari magazine?
Third Party Support: Hey Gribnif, COdeheads and the like: is it true that
you're really all Europeans and your US addresses are just facades? Oh, and
you don't really ever import English versions of software, do you?

>>words in your mouth, but you've dismissed Calamus as non-professional and then
>>dismiss the evidence of Professional use of it extensively outside of the U.S.
>>Since the progra's abilities do not change between countries, the only thing

>No, I did not. I didn't mention it SINCE IT WASN'T A PART OF THE
>CONVERSATION.

Not part of the conversation? "Calamus is not used professionally" "It is in
Europe." How is that not relevant? If it is used, it is used! Or
are you just going to change the subject now to

"Calamus is not widely used in professional circles in the US"

Hell, I'll agree to that, but that's not what you said.

>I did not say it wasn't professional. When you decide to get off your
>high horse, I'll point you to the dozens of messages I wrote pertaining
>to this.

Excuse me? You said it is not suitable for Professional level applications.
I equate professional to be High end use.

>No, the subject IS, AND HAS ALWAYS BEEN, Atari's position in the US
>marketplace. PERIOD. Get with it.

No. The subject is Calamus vs Quark. You are a sad case, truly.

>You poor, misguided person. I am not the only one "hiding", as you say.
>Aside from you, who jumped into this conversaion mid-stream and convinced
>yourself that you knew what the whole conversation was about, everyone
>else here was well aware of the locality of the topic of this post. YOU
>are the one at fault here.

Everyone? then why is everyone on the newsgroup agreeing with me, eh?
You seem to be the deluded one.

>No, the topic is "Atari's Position in the US Marketplace." As far as this
>thread is concerned, it always was, and always will be.

Man... hopeless to the extreme.

>> ~Chris
> ...Sinclap
Do I post blithering messages in comp.sys.mac.advocacy? I think not.

>-Steve
....sinking fast in the quicksand of his illogic

2370. Re: A Tale of Concrete-Heads

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 07:51:41 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2qsn6d$c6j@darkstar.UCSC.EDU>
Source record: 17019

In <2qr87d$ark@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>CHEER! YEAH!!

>He's GONE!!!

Yes, but in a way, I do pity him. He is so twisted in his own ego-disease
(Thanatosis) that I don't think he'll ever learn. He must be a tough
guy to be friend with.

"You don't like anchovies on your pizza? You fool, How dare you say that
anchovies are yucky! I bet you've never eaten one! You are so clueless!
And don't you dare call me huffy! Do I have to repeat myself? I'm never
having pizza with you again, and it's all your fault!
Oh, and happy mother's day, Mom, you clueless bitch!"

my, my my...

~Chris
(Cement-head and proud of it)

2371. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 12:09:36 UTC
From: chronos@utxvms.cc.utexas.edu
Message-ID: <chronos.14.000C295B@utxvms.cc.utexas.edu>
Source record: 17039

Does anyone know anything more about the aforementioned card to be put in a PC that would let us play Jaguar games? Additionally, is there any effort to make a newsgroup dedicated toward the Jag?

BAB

2372. Computer Choices

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 13:36:11 UTC
From: Ken Richardson <KCR103@psuvm.psu.edu>
Message-ID: <94132.093615KCR103@psuvm.psu.edu>
Source record: 17026

The discussion in this group has been interesting. I was kind of sad
to hear that Commodore bit the dust, because that leaves us all one
less alternative to Macintoshes and PCs. There has been talk about
how people will possibly convert to Ataris from Amigas. Well I doubt
it myself. When people convert to another computer platform, they
are most likely to choose the platform that has the most software available
or the best software available. Regardless of the quality of the
software, there is good and bad on every platform, computer platforms
with large up to date software libaries attract the most users, which
today is the PC. Macintoshes also have reached the critical mass in
software base to attract new users.
The other side of the coin is that there are two basic types of computer
users, the common consumer that we see today, and the less common
computer hacker that will write a program on his own if one does not
exist.
What will happen to the Amiga, will be waht has already happened to the
Apple][and Apple][gs. The Amiga market will constrict slowly but
surely as the consumers switch to mainstream markets leaving the core
of diehard hackers with a few consumers that support the hackers work.
The constriction can be reversed if new Amiga models are released by a third
party, but that does not happen very often. When Apple decided not to
release another Apple][gs, the market had to constrict. Whether or not
the Amigas stay up to date depends upon third party development alone.
It will be up to these companies to decide if they want to stay in a market
that will not grow. Companies that sell software to PCs and Macs and
Amigas will drop the Amiga, just like they dropped the Apple][gs. Do not
forget, that the Apple][line gave many of the present companies a start.
The decision they make is based on money, not loyalty to the computer line.
If the Atari market remains the same size, companies will probably not drop
software development, but if sales decrease or even stop, the same process
will occur again. (I don't know the status of the Atari marketplace.)

What it all comes down to is if the computer you own does the job you need.
In the mainstream, companies write software for next year's gee whiz computer.
In small markets such as the Apple][where faster computers are not being
made available, developers will write software for the computer that you own
already. This can actually be an advantage. If you had bought a PC instead
of your present Atari, Amiga, or Apple][gs, you would probably be suffering
with a 286 or 386SX and getting ready to buy another machine. Your Atari
probably works even better today than it did when you bought it because of
optimization of the operating system, etc. This has definitely been the case
with the Apple][gs and one can even buy a version of Unix for the machine.

So enjoy your 'obsolete' computer, because it really doesn't matter what
someone else thinks when you can do everything and more with it.

Ken

2373. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 15:36:37 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94132.113637STIRRE31@MAINE.MAINE.EDU>
Source record: 17027

<post regarding image programs on the Atari>
Well, I have heard that Retouche is a very good program and that
Studio Photo shows quite a bit of promise (especially at $80).
The one card you forgot, I believe, is the Nova card from Lexicor.
It is well supported and cheap. If someone needed 24-bit graphics
on their TT then options are available. I don't really think your
points are valid....
-scott tirrell

2374. Re: Is Calamus SL a high end DTP product ? Was Re: Enough of this.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 16:05:04 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cpp60G.IKw@freenet.carleton.ca>
Source record: 17028

In a previous article, benkeen@aol.com (BenKeen) says:

>In article <2qpu8i$bgi@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger)
>writes:
>
>So I ask you.
>What is it with quark express that makes it so much better than calamus sl ?
>Does it produce higher resolution/more precision output ?
>Is it faster ?
>Does it have functionality that is non-existant in calamus ?
>In that case, what - so that SL users has a chance to admit it, or even
>make you aware of these functions in calamus.
>==========
>
>I think the idea here stems from:
>1) Atari has a miniscule (<2%) market share in the US
>2) Atari has a rather signifigant (at least 20% but a guess) market share in
>Europe.
<rest of bable deleted>

You had some good point in there but you still failed to answer the
question. And no we do not want another 'market issues' type of answer. We
have had plenty of those.
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2375. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 16:27:05 UTC
From: <>
Message-ID: <2qtlcp$gv6@mother.usf.edu>
Source record: 17020

In article <2qs53p$6lv@search01.news.aol.com> benkeen@aol.com (BenKeen) writes:
>In article <CpMrz6.Itv@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>
>Just *what* does calamus lack? I ask because with *all* your experience
>you should be able to give me a good and comprehensive list.
>==
>
>For one thing, a decent image-editing app on the same platform, like Photoshop.
>When you've got lousy built in color resolution (a TT can only go to 8 bit
>depth at 320 * 480) and a grand total of three VME boards to go into the thing
>to make it tolerable (crazy bits II, that Cyrel sunrise, and another whose name
>I disremember) you've got a REAL problem. As opposed to dozens of video boards
>(and decent built in stuff) on Macs and hundreds of boards for Microsoft-Intel
>machines...
>
>-Ben

There are quite a few image editing apps for the Falcon. Truepaint and Studio Photo are among them. They perform complex drawing and image-manipulation operations on up to 24 bit images. Studio Photo will do that even on an ST... you can manipulate high-resolution true-color images, except you won't be able to see them accurately on an ST's screen. On a Falcon, though, you see it all. Pick up Processor Direct issue #1 and read about Truepaint. We'll also be reviewing Studio Photo which is even more impressive.

2376. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 16:29:30 UTC
From: <>
Message-ID: <2qtlha$gvd@mother.usf.edu>
Source record: 17021

In article <2qs5oa$6qq@search01.news.aol.com> benkeen@aol.com (BenKeen) writes:
>In article <2qr26e$aet@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy
>Miller) writes:
>
>Heloooooo! Adobe fonts are CRAP! <sigh> The designers of Calamus had a clue
>when they designed their font format. Adobe did not. We all know that
>Postscript is garbage. Why should their fonts be any better? I've never seen
>any font being rendered faster than a Calamus font, and they're
>professional-quality bezier-curve vector fonts.
>===
>
>"We all know that PostScript is garbage" ?!?!?!?!
>Uhhh, who is the "We"?
>Besides, not all fonts were made by Adobe (Monotype, etc etc etc) and
>furthermore, if Type 1 fonts were crap they would have long ago been superceded
>by TrueType!
>
>Sounds almost like a Pravda article; all blatant untruths were preceded by "As
>is well known..."
>
>Geez
>
>-Ben

Hahah. <ahem> Truetype fonts are even worse. You see, once upon a time, I read things and talk to people about fonts. I found out about various font structures, many of them laughable. Truetype and Adobe type 1 are adequate, but they're not exactly well designed.

2377. Re: Is Calamus SL a high end DTP product ? Was Re: Enough of this.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 16:43:25 UTC
From: <>
Message-ID: <2qtmbd$h1k@mother.usf.edu>
Source record: 17029

In article <2qs6et$700@search01.news.aol.com> benkeen@aol.com (BenKeen) writes:
>In article <2qpu8i$bgi@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger)
>writes:
>
>So I ask you.
>What is it with quark express that makes it so much better than calamus sl ?
>Does it produce higher resolution/more precision output ?
>Is it faster ?
>Does it have functionality that is non-existant in calamus ?
>In that case, what - so that SL users has a chance to admit it, or even
>make you aware of these functions in calamus.
>==========
>
>I think the idea here stems from:
>1) Atari has a miniscule (<2%) market share in the US
** This has nothing to do with the capabilities of Calamus SL.

>2) Atari has a rather signifigant (at least 20% but a guess) market share in
>Europe.
** THis has nothing to do with the capabilities of Calamus SL.

>3) Atari, and Atari developers are naturally more focussed on Europe
** This has nothing to do with the capabilities of Calamus SL.

>4) Atari, and Atari developers don't really support their products in the US
>very well
** This has nothing to do with the capabilities of Calamus SL.

>5) Most developers for other platforms are in the US
** This has nothing to do with the capabilities of Calamus SL.

>6) Most of the world's PCs (per capita too, except maybe for Singapore, etc)
>are in the US
** This has nothing to do with the capabilities of Calamus SL.

>7) Users of virtually any other DTP software find support in both other
>programs etc more available in the US
** This has nothing to do with the capabilities of Calamus SL.

>8) Since the market size in the US is larger, it is feasible for more people to
>start developing DTP software and add ons (modules, fonts, etc) in the US
** Europe is larger than the US, so it would seem logical that there are more
developers of Calamus modules since most of them are developed in Europe. All
of the major, professional font foundaries produce Calamus fonts just as
readily as any of the other fonts. Compugraphic, ITC, Lino, etc.

>9) US users, used to fairly easy support, will not tolerate the extra hassle of
>having to get transoceanic support.
** DMC's main office is in Canada. They own the rights to all the products,
and they import them all into the US and Canada. They are readily available.
Just call them and order. It'll be at your doorstep in a few days.

>10) Advertising also plays a factor.
** This has nothing to do with the capabilities of Calamus SL.

>11) Since Quark or Pagemaker have larger sales, it follows that they can be
>more responsive to technical changes in the US market (prevalence of DSPs,
>ubiquitousness of PostScript printers)
** This has nothing to do with the current, comparative capabilities of
Calamus SL.

>
>And, outside the list, aside from that new machine from Compo, the Atari
>performance has been, to say the least, lagging behind even Commodore. Although
>well written software can make the difference between a 16MHz 030 and a 32MHz
>030, the performance offered by the 040 and even the PowerPc makes an
>insuperable difference.

Little do you seem to realize that the Mac has the craziest I/O structure ever
developed. All I/O MUST go through the CPU, which slows things down
tremendously. I've seen figures that showed a 16mhz 68030 Atari to have a
relative 9mhz speed improvement over a 16mhz 68030 Mac. I've SEEN the 16mhz
68030 Atari clobber a Quadra because the OS is just written better!

Atari CPU performance may 'lab behing' when do unfair comparisons like you do,
but the efficiency of the OS and I/O structure have ALWAYS been far superior.

** But once again, this has nothing to do with the CAPABILITIES of Calamus SL.

When are you going to answer the question?

2378. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 16:47:36 UTC
From: <>
Message-ID: <2qtmj8$h3b@mother.usf.edu>
Source record: 17022

In article <2qs6kf$71o@search01.news.aol.com> benkeen@aol.com (BenKeen) writes:
>In article <2qr38a$ah7@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy
>Miller) writes:
>
>Postscript isn't a priority because it's a HORRIBLE page description language.
>It it the flakiest thing I've encountered. I know, because I did research for
>DMC when they were having trouble with their Posctscript driver. There are
>better things than Postscript, and it's often a waste of time write a driver
>to produce it.
>====================================
>But there isn't any ONE better thing that is around like PostScript is. Waste
>of time to write a PS driver? OK, you just cut yourself off from most of the
>letter quality and up printers in the world. I do not think that Apple an
>dMicrosoft will ever accept GDOS!!
>
>-Ben

GDOS? Does it even have a file format? Do you mean GEM Meta files? Well,
they're a popular enough vector image format, but that's beside the point.

No, we're talking Calamus here. Calamus SL always bypasses the postscript
interfaces to any imagesetter you connect it to, resulting in performance and
image quality improvements. And in Europe, Canada, and California, you can
take Calamus files on disk and have them printed just like Postscript files.

But again, I have torn apart Postscript. I've read quite a bit about it, and
while I couldn't sit down right now and write a postscript file by hand, I
know that I woulnd't WANT to because of the tremendous hassle involved.

2379. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 16:56:15 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May12.115615.27891@cobra.uni.edu>
Source record: 17030
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2qkeoq$jrn@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>In article <CpBCE5.5G3@news.Hawaii.Edu>, amiga@Hawaii.Edu (ftp Amiga Manager) writes:
>>> sinclap2954@cobra.uni.edu wrote:
>>>
>>> : What was so mean spirited about this post? To be honest I am glad that C= is
>>> : out of business! It's time to move on.
>>>
>>> So move on already. Go. Shoo. Begone. Avaunt!
>
>>Not yet, I am just warming up..
> So is your brain. In fact, it seems to be overheating! ;-)
>

Your such a weener!!

>>>
>>> --
>>> // uhunix amiga archive | amiga@ftp.hawaii.edu | ftp: ftp.hawaii.edu
>>> \X/ my alter ego account | baron@hawaii.edu | 128.171.44.70
>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>
>
>>May 16 - BlackBird
> May 17 - Blackbird dies! ;-)
>
> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ)
> * REAL COMPUTERS HAVE DISK EJECT BUTTONS!!!
> *
I guess that makes Atari a real computer, to bad the world doesn't know it.

Peter Sinclair-Day
University of Northern Iowa
Cedar falls, Iowa USA

2380. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 16:58:55 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May12.115855.27892@cobra.uni.edu>
Source record: 17031

In article <2qkh0t$l8t@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
> Someone in c.s.mac.adv told me that the PowerMacs have disk eject
> buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
> as part of the PPC deal. ;-)

You are an idiot! You like disk eject buttons? Does it have a nice feel?
Sounds wierd to me.

>
> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ)
You need a Queen.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2381. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 17:17:34 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cpp9DB.6nx@ecf.toronto.edu>
Source record: 17023

In article <2qtlha$gvd@mother.usf.edu>,
Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>Hahah. <ahem> Truetype fonts are even worse. You see, once upon a time, I
>read things and talk to people about fonts. I found out about various font
>structures, many of them laughable. Truetype and Adobe type 1 are adequate,
>but they're not exactly well designed.
>

What are your exact problems with TrueType and Type 1 fonts? What is it about
them that is "not exactly well designed?"

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2382. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 17:21:39 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cpp9K3.6tu@ecf.toronto.edu>
Source record: 17033

In article <2qtmj8$h3b@mother.usf.edu>,
Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>GDOS? Does it even have a file format? Do you mean GEM Meta files? Well,
>they're a popular enough vector image format, but that's beside the point.

The discussion was about page description languages. GDOS could be considered
to fall into that category, and GEM Metafiles are simply descriptions of
pages in GDOS/VDI commands. Metafiles are not limited to just vector images.

>No, we're talking Calamus here. Calamus SL always bypasses the postscript
>interfaces to any imagesetter you connect it to, resulting in performance and
>image quality improvements. And in Europe, Canada, and California, you can
>take Calamus files on disk and have them printed just like Postscript files.
>
>But again, I have torn apart Postscript. I've read quite a bit about it, and
>while I couldn't sit down right now and write a postscript file by hand, I
>know that I woulnd't WANT to because of the tremendous hassle involved.

Who writes PostScript files by hand?? Isn't the entire point of printer drivers
that they do that FOR you?

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2383. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 17:59:50 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994May12.175950.5823@unix.brighton.ac.uk>
Source record: 17025

All this talk about Abode fonts and postscript being crap is all very well,
but it's industry standard, the same sort of thing as DOS.

We all know that DOS is a pretty naff system, but most people use it
because that's what everyone else uses - however crap it may be!

If a DTP package (whatever platform it's on) can't print postscript then
it's going to miss out from a lot of protental customers. Example being,
I have Calamus, I also have Timeworks - I use Timeworks most of the
time because it can output to a postscript printer. But which package
is the better of the two, it is Calamus, as long as you don't want
postscript output.
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

2384. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 18:03:16 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994May12.180316.11486@apgea.army.mil>
Source record: 17024
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <94131.162221STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:
>Atari has stated that they will sell 500,000 Jags because this is how
>many chips they can get for 'em. So, what you're saying is, if Atari
>meets the goal they set, then they are failing? Good reasoning. I
>suppose you really know the exact number of Jags Atari needs to sell
>to be profitable? Right. Atari is going to claim to expect profibility
>by 3rd or 4th quarter of this year knowing that they can't possibly
>achieve it? That'd be a wise move. I think you're overlooking
>cartridge sales. Also, with a user base of 500,000 units and a good
>game library the Jag will be tough to ignore in the marketplace.
>-scott tirrell

Also, remember when the sega genesis came out. I think it took them way over
a year to reach a million units and those suckers were in large amounts.

Rob Merritt email: robertm@magnus1.com OR rcmerrit@cbda9.apgea.army.mil
---
Views posted here are not| C program run. Run program run. Just once!
of my employer. | PLEASE???

2385. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 21:22:02 UTC
From: benkeen@aol.com
Message-ID: <2qu6lq$k33@search01.news.aol.com>
Source record: 17032

In article <2qtlha$gvd@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

Hahah. <ahem> Truetype fonts are even worse. You see, once upon a time, I read things and talk to people about fonts. I found out about various font structures, many of them laughable. Truetype and Adobe type 1 are adequate, but they're not exactly well designed.
==========

Ah. Well, so they're adequate, and they *are* ubiquitous. I'm just saying that, like it or not, the whole world uses Type 1 fonts and until that, for whatever reason, changes Type 1 compatibility will be a major issue.

For example, ISDN lines have many advantages over POTS lines, but since POTS lines are ubiquitous many people have to use modems, which are clearly a kludge.

Besides, even if the format of a Type 1 font isn't maximally efficent, this does not prevent a person from designing a good typeface.

-Ben

2386. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 21:22:13 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2qu6m5$t5d@usenet.rpi.edu>
Source record: 17042

sinclap2954@cobra.uni.edu writes:

>In article <2qkh0t$l8t@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth)
writes:
>> Someone in c.s.mac.adv told me that the PowerMacs have disk eject
>> buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
>> as part of the PPC deal. ;-)

>Wow is this the only fault you can find on the Mac? I have disk e, it's in
>the menu finder. You poor degenerate Atari worshipper knows that the end has
>come. Even Rickard finally realised it but won't admit it.
> pp

(Live from the VCC computer lab)
I wasn't going to make any more posts, sinCRAP, but I have to set some things
straight. I am NOT an Atari worshipper, fanatic, or even user! I am a PC
user and have been for over six years. I am still slightly interested in Atari
because of my days as an Atari 800 user, but I am currently much more inter-
ested in PC's. As for the lack of disk eject, I maintain that that is an
example of Apple hampering experienced users to pamper beginners, not of
superior design. And no, that is not the only reason why I don't like the
Mac! If you want to know other reasons why I don't like that sacred machine,
please read my other posts; I don't wish to restate them. AND I COULD CARE
LESS ABOUT THOSE G*D-DAMN BLACKBIRDS!!!

>>
>> *
>> * Tom Trauth
>> * trautt@rpi.edu
>> * King of the Russians (in Civ)

>wqwq
^^^^
What is this?
>> *

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* The Blackbird will die!!!!!!!!!!!!!!
*

2387. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 21:31:22 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2qu77a$c4@usenet.rpi.edu>
Source record: 17037

sinclap2954@cobra.uni.edu writes:

>In article <2qkh0t$l8t@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth)
writes:
>> Someone in c.s.mac.adv told me that the PowerMacs have disk eject
>> buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
>> as part of the PPC deal. ;-)

>You are an idiot! You like disk eject buttons? Does it have a nice feel?
>Sounds wierd to me.
I'M an idiot! You're one to talk!
Does it have a nice feel? I don't know. Unlike you, Mr. Crap, I don't
have intimate relations with my machine!

>>
>> *
>> * Tom Trauth
>> * trautt@rpi.edu
>> * King of the Russians (in Civ)
>You need a Queen.
You *are* a Queen! (And no, I definitely don't need you!)

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
^^^^^^^^^^^^^^^^^^^^
The most boring place in the world!
*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

PS: BUY MACS! THEY HAVE A NICER FEEL THAN ANY OTHER COMPUTER! -Playcomputer
;-)
PPS: sinclap is the only subscriber to the above magazine.
;-)

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
*

2388. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 21:41:38 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2qu7qi$tp@usenet.rpi.edu>
Source record: 17041
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

>In article <2qkeoq$jrn@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth)
writes:
>> sinclap2954@cobra.uni.edu writes:
>>
>>>In article <CpBCE5.5G3@news.Hawaii.Edu>, amiga@Hawaii.Edu (ftp Amiga Manager) writes:
>>>> sinclap2954@cobra.uni.edu wrote:
>>>>
>>>> : What was so mean spirited about this post? To be honest I am glad that C= is
>>>> : out of business! It's time to move on.
>>>>
>>>> So move on already. Go. Shoo. Begone. Avaunt!
>>
>>>Not yet, I am just warming up..
>> So is your brain. In fact, it seems to be overheating! ;-)
>>

>Your such a weener!!
At least I have one. ;-)

>>>>
>>>> --
>>>> // uhunix amiga archive | amiga@ftp.hawaii.edu | ftp: ftp.hawaii.edu
>>>> \X/ my alter ego account | baron@hawaii.edu | 128.171.44.70
>>
>>>Peter Sinclair-Day
>>>University of Northern Iowa
>>>Cedar Falls, Iowa USA
>>
>>
>>>May 16 - BlackBird
>> May 17 - Blackbird dies! ;-)
>>
>> *
>> * Tom Trauth
>> * trautt@rpi.edu
>> * King of the Russians (in Civ)
>> * REAL COMPUTERS HAVE DISK EJECT BUTTONS!!!
>> *
>I guess that makes Atari a real computer, to bad the world doesn't know it.
What does Atari have to do with this? This c.s.amiga.adv, not c.s.atari.adv!
Apparently, there is so much radioactive waste where your brain is supposed
to be that you haven't seen the numerous posts in which I stated that I AM

NOT AN ATARI FANATIC!! Will you ever get that thru your thick skull Mr. Crap!

All hail:
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar falls, Iowa USA
King of the Macintosh, Emperor of Apple!
Baron of Bullshit!!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* Macs suck! It's that simple!
*

2389. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 21:43:18 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2qu7tm$u0@usenet.rpi.edu>
Source record: 17043
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclair@pnet1.pnet.com (Andrew Sinclair-Day) writes:

>: *
>: * Tom Trauth
>: * trautt@rpi.edu
>: * King of the Russians (in Civ)
>: * REAL COMPUTERS HAVE DISK EJECT BUTTONS!!!
>: *
> By the way dufus, the PowerMacs DO have eject buttons. I wasn't aware
>that a button made a computer real. Not that the Amiga was ever a real
>computer, just a toy. :)

They do! Yeah, right! Prove it, dufus!!!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* REAL COMPUTERS HAVE DISK EJECT BUTTONS!!!
*

2390. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 21:49:27 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2qu897$153@usenet.rpi.edu>
Source record: 17044
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>In <2qphn9$f92@pnet1.pnet.com> sinclair@pnet1.pnet.com (Andrew Sinclair-Day) writes:

>>: *
>>: * Tom Trauth
>>: * trautt@rpi.edu
>>: * King of the Russians (in Civ)
>>: * REAL COMPUTERS HAVE DISK EJECT BUTTONS!!!
>>: *
>> By the way dufus, the PowerMacs DO have eject buttons. I wasn't aware
>>that a button made a computer real. Not that the Amiga was ever a real
>>computer, just a toy. :)

>ANdrew SInclair-Day? At pnet? Whuzzis? Petey's big(or little) brother come
>to help him spew?

> ~Chris

Of course, Chris. Ya see, Little Petey's not man enough to fight his own
fights. Therefore, he has his sibblings fight for him. Speaking of his
sibling, the (L?)S-D family can't be that smart because Andy here is incorrect.
PowerMacs DO NOT have disk eject buttons. Several people from c.s.mac.adv
have confirmed this for me. THE Mac expert, LORD T, also confirmed it so it
must be true ;-) .

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* Macs suck! It's that simple!
*

2391. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 22:46:06 UTC
From: <>
Message-ID: <2qubje$ivu@mother.usf.edu>
Source record: 17034

ONE of the problems with Adobe and Truetype fonts have nothing to do with the structure of the file, but the laziness of the designer. One of the requirements for Calamus fonts is that you have no overlapping regions. You CAN have overlapping regions, but then you can't do certain effects, and the imager slows down a lot. Adobe and Truetype fonts run rampant with overlapping regions (like in X's and T's, etc.). This makes it often impossible to do some effects, and they're always slower as a result. It takes a whole lot more processing to draw an outlined X properly if there is overlap than if there is not.

2392. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-12 22:51:07 UTC
From: <>
Message-ID: <2qubsr$j04@mother.usf.edu>
Source record: 17036

No, you see, Postscript was originally designed for interactive use. There are books that teach you to interactively draw things with a postscript program for Postscript 1.0 and 2.0. This was kinda neat, actually, but now that people aren't doing that any more but they're trying to use Postscript for automatic things. Things that were there to make things easier for the user made things difficult for people writing postscript drivers, and the human-readable design created a tremendous amount of overhead in both processing speed, transmittion time (to the printer or whatever), and storage requirements.

2393. Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-13 00:22:00 UTC
From: louis.ghinis@canrem.com
Message-ID: <60.4980.5323.0N19E210@canrem.com>
Source record: 17038

-> How do we know that Atari won't go the same way as Commodore ? Their
-> support for the machines is just as bad, along with a policy of "NO
-> ADVERSTING",
-> what makes them sure that the Jaguar will be a success ?

They are indeed advertising on tv here in the united states. There are only two problems that Atari needs to correct. #1 mass produce the jaguar. They seem not to have enough jags so that they can stay on the shelves instead people have to wait to buy one. #2 have a lot of software titles out. In the past 6 months they only released 4 game titles. However they have corrected that problem they've signed right now 100 developers instead of 30 6 months ago. 6 months ago they predicted 20-30 titles released by titles now it should be well over 90 by christmas. After they correc those two problems we shall see July-September and especially September-December how atari jag will turn out. If atari doesn't turn out well from now til December then there is no way their going to become dominant in the game market since by then sega will have their 32x system out and 3do will have surpased them in titles and mass production of the units.

Louis

2394. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-13 02:14:16 UTC
From: <>
Message-ID: <2qunpo$jtc@mother.usf.edu>
Source record: 17040

In article <1994May12.175950.5823@unix.brighton.ac.uk> st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:
>All this talk about Abode fonts and postscript being crap is all very well,
>but it's industry standard, the same sort of thing as DOS.
>
>We all know that DOS is a pretty naff system, but most people use it
>because that's what everyone else uses - however crap it may be!
>
>If a DTP package (whatever platform it's on) can't print postscript then
>it's going to miss out from a lot of protental customers. Example being,
>I have Calamus, I also have Timeworks - I use Timeworks most of the
>time because it can output to a postscript printer. But which package
>is the better of the two, it is Calamus, as long as you don't want
>postscript output.
>--
>
> -*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
>/\/\/\

2395. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-13 08:50:12 UTC
From: djs@jet.uk
Message-ID: <1994May13.085012.7669@jet.uk>
Source record: 17045

>In article <2qr38a$ah7@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy
>Miller) writes:

>Postscript isn't a priority because it's a HORRIBLE page description language.
>It it the flakiest thing I've encountered. I know, because I did research for
>DMC when they were having trouble with their Posctscript driver. There are
>better things than Postscript, and it's often a waste of time write a driver
>to produce it.
The biggest gripe I have about Calamus SL is the lack of PostScript output.
It means I still have to use the annoying PageStream for some work...
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2396. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-13 10:29:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dd32c5e@secom.ct.se>
Source record: 17059

L> Get with the program. We're talking about the US market *ONLY*, remember?

Noone here is interested in the US market only .. if you haven't got brains
enough to wake up and smell the rest of the globe, stop posting.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2397. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-13 12:10:53 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cpqpu5.lx4@ecf.toronto.edu>
Source record: 17046
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2qu7qi$tp@usenet.rpi.edu>,
Thomas H. Trauth <trautt@vccsouth10.its.rpi.edu> wrote:
>>I guess that makes Atari a real computer, to bad the world doesn't know it.
>What does Atari have to do with this? This c.s.amiga.adv, not c.s.atari.adv!
****

I love it when people say things like
this without realising that the article
(the entire thread, in fact) has been
cross-posted.

>Apparently, there is so much radioactive waste where your brain is supposed
>to be that you haven't seen the numerous posts in which I stated that I AM
>NOT AN ATARI FANATIC!! Will you ever get that thru your thick skull Mr. Crap!

You seem very bitter. Why is that?

>*
>* Tom Trauth
>* trautt@rpi.edu
>* King of the Russians (in Civ)
>* Macs suck! It's that simple!
>*

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2398. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-13 12:13:05 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cpqpxu.J0F@ecf.toronto.edu>
Source record: 17047

In article <2qubje$ivu@mother.usf.edu>,
Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>ONE of the problems with Adobe and Truetype fonts have nothing to do with the
>structure of the file, but the laziness of the designer. One of the
>requirements for Calamus fonts is that you have no overlapping regions. You
>CAN have overlapping regions, but then you can't do certain effects, and the
>imager slows down a lot. Adobe and Truetype fonts run rampant with
>overlapping regions (like in X's and T's, etc.). This makes it often
>impossible to do some effects, and they're always slower as a result. It
>takes a whole lot more processing to draw an outlined X properly if there is
>overlap than if there is not.
>

I see what you mean. In defence of TrueType and Adobe fonts, however, one can
argue that overlapping regions are the fault of the font designer and not
necessarily the font format.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2399. Re: This is not a Mac newsgroup!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-13 16:31:32 UTC
From: wfan1@lindblat.cc.monash.edu.au
Message-ID: <2r0a14$ghv@harbinger.cc.monash.edu.au>
Source record: 17050

Thomas H. Trauth (trautt@magritte.its.rpi.edu) wrote:
: rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

: >Sinclap, I just switched platform, I looked at the Mac, and the PC, and I now
: >have a Cx486DX/40 on my desk.

: I think that Peter the Clap should also switch to another platform, one that
: is more suited to his mental capacity: The Nintendo Gameboy!

Oy! The Gameboy'ers would be insulted having Peter the Clap associated
with them. My five year cousins are far more intelligent than Pete, but
they all share the same trait of thinking what interests them should
interst the rest of the world.

- Bill

2400. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-13 17:13:46 UTC
From: <>
Message-ID: <2r0cga$obu@mother.usf.edu>
Source record: 17048

In article <1994May13.085012.7669@jet.uk> djs@jet.uk (David Stevenson) writes:
>>In article <2qr38a$ah7@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy
>>Miller) writes:
>
>>Postscript isn't a priority because it's a HORRIBLE page description language.
>>It it the flakiest thing I've encountered. I know, because I did research for
>>DMC when they were having trouble with their Posctscript driver. There are
>>better things than Postscript, and it's often a waste of time write a driver
>>to produce it.
>The biggest gripe I have about Calamus SL is the lack of PostScript output.
>It means I still have to use the annoying PageStream for some work...
>--
>David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

As one can infer from my message above, Calamus DOES do postscript. There are
printer drivers, and one of the modules will output PS and EPS files in
addition to all the other image formats it will produce.

2401. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-13 17:15:04 UTC
From: <>
Message-ID: <2r0cio$obv@mother.usf.edu>
Source record: 17049

```
In article <Cpqpxu.J0F@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>In article <2qubje$ivu@mother.usf.edu>,
>Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>>ONE of the problems with Adobe and Truetype fonts have nothing to do with the
>>structure of the file, but the laziness of the designer. One of the
>>requirements for Calamus fonts is that you have no overlapping regions. You
>>CAN have overlapping regions, but then you can't do certain effects, and the
>>imager slows down a lot. Adobe and Truetype fonts run rampant with
>>overlapping regions (like in X's and T's, etc.). This makes it often
>>impossible to do some effects, and they're always slower as a result. It
>>takes a whole lot more processing to draw an outlined X properly if there is
>>overlap than if there is not.
>>
>
>I see what you mean. In defence of TrueType and Adobe fonts, however, one can
>argue that overlapping regions are the fault of the font designer and not
>necessarily the font format.

Isn't that was I just said?

>
>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance."
```

2402. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-15 01:59:45 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May15.015945.22030@rmece02.upr.clu.edu>
Source record: 17057

In article <quinlan.768632004@sfu.ca>, quinlan@kits.sfu.ca (Brian Quinlan) writes:
|> Just out of interest, who is Marc Barrett and how has he attained suck
|> lengendary status as to rival sinclare?

Actually.. it is Sinclair the one who wants to vainly attempt to reach
Marc Barrett status.

Marc is a very old 'jerk' who has roamed comp.sys.amiga.misc since a
long long time. In fact, comp.sys.amiga.advocacy was created just because
people didn't want to read his drivel about C= and to keep him there, not
to really 'advocate' the Amiga.

So Marc, always critiziced, spread half-truths, some rumours that
later on turned out to be true and false (some true, some false), etc.
in an ever 'destructive' criticism style.

Lately, he has been a bit better though (better actually at making
more sense).

Sinclair usually does what? Quote a lot of text without editing it
and writing just a few lines? :-)

Marc came BEFORE - WAY BEFORE Sinclair... he just hangs in amiga
groups.

Hope that helps.

|>
|> --
|> --
|> Brian Quinlan
|> quinlan@sfu.ca
|> "...but people also thought that the world was flat"

--

>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2403. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-15 15:34:44 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May15.103444.27978@cobra.uni.edu>
Source record: 17058

In article <2qr3io$ahc@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
> What? 3DO puts the Jaguar to shame? You really DON'T know anything techical.
> The Jaguar has a set of 64-bit processors in it for doing all sorts of
> processing from graphics to sound, etc. All custom, high-performance chips
> designed by Atari.... then at the last minute, they threw in a 68000 just in
> case someone wanted it there.

I thought 3do had all those custom chips too!!

>
> 3DO is a 32 bit machine with half the capabilityies, and, for the average
> game, less then half the processing speed.
>

Half the capabailities? Care to elaborate on it. Sounds like desparation to me.

> And you say that it puts the Jaguar to shame?
>
Probably..

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBird, resellers have em...

2404. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-15 15:44:37 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May15.104437.27979@cobra.uni.edu>
Source record: 17061
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2qr6no$1qp@Tut.MsState.Edu>, skip@cy.cs.olemiss.edu (Skip Sauls) writes:
> In article <1994May11.123943.27824@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>In article <2qjgn9$njk@ulowell.uml.edu>, rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:
>>>
>>> Well, I think ST Format is wrong. Atari may have SHIPPED
>>> 110,000 Jags in the states but I don't think they have sold all
>>> of them. They have sold very well, but I don't think they have cleaned
>>> out their entire supply for the quarter. They plan on selling 500,000
>>> by year's end and I think they will achieve that. It's a nice system.
>>
>>110,000 sold in a eight month period is a flop. Atari needs to sell at least
>>two million a year to be profitable. Selling 500,000 will not cut it. When
>>Nintendo and Sega come out with their new generation of systems, I do not see
>>where the Jagauar fits in. Hell Apple sold 145,000 PowerMacs in a two week
>>period!
>
> If Atari has stated that they hope to sell 500,000 in a year, that
> is obviously what they expect. They've said time and again that
> they are in no hurry and are trying to do the Jaguar "right", as
> this is their last chance. I'm sure that they would love to sell
> 2 million machines this year, but that may not be possible until
> they get back on their feet.

Trying to do the Jaguar right? Did not Atari state in the past that they would
do the ST, Lynx and Falcon right too? Can you elaborate on this? I realy
don't think that selling 500,000 will get them back on their feet.
>
> The Nintendo and Sega machines won't be a factor until the xmas
> season in 1995, allowing Atari (and the 3DO folks) plenty of time
> to establish a base. Only time will tell if they will be able to
> do this, but they do have a window of opportunity before the "big
> boys" have their machines ready.
>
True, but this is Atari we are talking about. Time and again Atari has many
opportunities that have been squandered again. As a Historian would say,
'History repeats itself'.. This time is no different.

> As for the PowerMacs selling well, that's wonderful, but what in
> the world does that have to do with the Jaguar? Are you so crazy
> as to see these vastly different platforms as competition for one
> another? Wow, you really have lost it...

I was using this as an analogy to point out that Apple can manufacture more
sophisticated and complex products in quantity than Atari can on game consoles.

WellSkip I have not lost it. By the way, what about eating that floppy, since there will be no AAA...

>
> Skip Sauls
> skip@cy.cs.olemiss.edu

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBird, resellers have em

2405. Re: A Tale of Concrete-Heads

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-15 15:47:39 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May15.104740.27981@cobra.uni.edu>
Source record: 17056

In article <2qr87d$ark@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
> CHEER! YEAH!!
>
> He's GONE!!!
>
> Too bad he's a moron who is so twisted in his own little world that he could
> never listed to our logic and always thought his illogic ruled the universe.

Your an idiot. Make personal attacks because he saw it differently. No, you
are the moron..

>
> But at least we won't have to put up with him any more.

Great, we have you..
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBird, resellers have em

2406. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-15 15:55:58 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May15.105558.27982@cobra.uni.edu>
Source record: 17060
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <94131.162221STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Atari has stated that they will sell 500,000 Jags because this is how
> many chips they can get for 'em. So, what you're saying is, if Atari
> meets the goal they set, then they are failing? Good reasoning. I
> suppose you really know the exact number of Jags Atari needs to sell
> to be profitable? Right. Atari is going to claim to expect profibility
> by 3rd or 4th quarter of this year knowing that they can't possibly
> achieve it? That'd be a wise move. I think you're overlooking
> cartridge sales. Also, with a user base of 500,000 units and a good
> game library the Jag will be tough to ignore in the marketplace.
> -scott tirrell

Atari thinks they well sell 500,000 but that's upto the market to decide. if
your a one product comapny and is depended upon your survival, than a game
console costing $250 retail would need higher sales than the Atari projections.
When Sega and Nintendo come out with their new game consoles, these firms will
have huge marketing resources at their disposal. Atari needs to sell millions
before these new consoles come to market inorder to build up their marketing
dollar reserves, because it will be a brutal fight..

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - Blackbird, resellers have em

2407. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-15 17:35:11 UTC
From: <>
Message-ID: <2r5mgf$8ju@mother.usf.edu>
Source record: 17064
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Actually, I think you argue just for the sake of arguing and speak untruths
just to cause trouble. You probably don't believe half of what you say.
You're just saying it because you like to stir things up.

2408. Re: A Tale of Concrete-Heads

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-15 19:00:51 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2r5rh3$4v6@usenet.rpi.edu>
Source record: 17065

sinclap2954@cobra.uni.edu writes:

>In article <2qr87d$ark@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy Miller)
writes:
>> CHEER! YEAH!!
>>
>> He's GONE!!!
>>
>> Too bad he's a moron who is so twisted in his own little world that he could
>> never listed to our logic and always thought his illogic ruled the universe.

>Your an idiot. Make personal attacks because he saw it differently. No, you
^^
>are the moron..

If that is what makes someone a moron, then you are the biggest moron ever
to walk the face of the Earth.

>>
>> But at least we won't have to put up with him any more.

>Great, we have you..
>>
And you.....

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>May 16 - BlackBird, resellers have em
WHO CARES!!!!

*
* Tom Trauth
* trautt@rpi.edu
* King of the Russians (in Civ)
* Sinclap sucks! It's that simple!
*

2409. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 03:56:03 UTC
From: atariman@aol.com
Message-ID: <2r6qsj$h0n@search01.news.aol.com>
Source record: 17083

In article <chronos.14.000C295B@utxvms.cc.utexas.edu>,
chronos@utxvms.cc.utexas.edu (Brian Allen Brushwood) writes:

Sigma has purchased the right to install a Jaguar chipset on a card that can be
installed in a PC.
Neat!!! All the better for Atari, more money for the company for sure.

2410. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 06:12:45 UTC
From: kstevens@srs.gov
Message-ID: <01HCECUNYNXE000UXF@Mailhub.srs.gov>
Source record: 17053

In article <2r5mgf$8ju@mother.usf.edu>, you wrote:

> Actually, I think you argue just for the sake of arguing and speak untruths
> just to cause trouble. You probably don't believe half of what you say.
> You're just saying it because you like to stir things up.

No, I think it just says it because he is an A**hole.

--
Ken Stevens | kstevens@srs.gov |

2411. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 06:44:38 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2r74omINN75q@tom.rz.uni-passau.de>
Source record: 17051

```
In article <2qs53p$6lv@search01.news.aol.com> benkeen@aol.com (BenKeen) writes:
>In article <CpMrz6.Itv@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>
>Just *what* does calamus lack? I ask because with *all* your experience
>you should be able to give me a good and comprehensive list.
>============================================================
>
>For one thing, a decent image-editing app on the same platform, like Photoshop.

Chagall Y? Retouche Professional? Ever heard of those? Perhaps you should
read c.s.a.s before trying to post to c.s.a.a. .

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
---------------------------------------------------------------- /
- In the sky a mighty eagle doesn't care about what's illegal - \_
- On its wings the rainbow's light it's flying to eternity. - __)
```

2412. Atari stock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 07:19:07 UTC
From: laramary@er1.rutgers.edu
Message-ID: <May.16.03.19.07.1994.9530@er1.rutgers.edu>
Source record: 17072

AHHHHH! It's at 5 1/8 right now. BUY, BUY, BUY! It may settle at
10 within 2 months, maybe higher. Don't ask why I think so or if I know
something others don't. You'd either not believe me, or I would be know-
ingly breaking the law. Just trust me, and BUY!!!

2413. Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 08:57:34 UTC
From: laramary@er1.rutgers.edu
Message-ID: <May.16.04.57.34.1994.29018@er1.rutgers.edu>
Source record: 17052

I have a delema. I have always been an Atari person, but I am
not so sure on getting a Falcon now. I want one in the worst way, but
I may just get a Performa. Why?

The 4meg 85meg HD Falcon w/o monitor is roughly $1200. I can
get a Performa 600 4meg 160meg HD w/o monitor for $800. Apple software
is also abundant. I really want to stay with Atari, but common sense
tells me to get the Performa. I want people to mail me reasons to stay
with Atari.

I use the ST mainly for DTP. Yes, I have Calamus, so shut up! ;)

2414. Falcon: Advice Wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 09:54:43 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2r7ft3$cvb@dux.dundee.ac.uk>
Source record: 17082

Could someone email me with details (specs) of the FALCON, if the price drops a bit then I may consider buying one. Also I understand that here in the UK there is a problem with the OS rom is this true?

Also what support is available for the FALCON?

Cheers

Rod

--


```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
================================================================================
```

2415. Atari Done with Falcon?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 10:18:09 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2r7h91$dlg@dux.dundee.ac.uk>
Source record: 17085

Is this true?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
================================================================================
```

2416. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 11:37:48 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994May16.113748.22442@kodak.rdcs.kodak.com>
Source record: 17054

In article <May.16.04.57.34.1994.29018@er1.rutgers.edu>
laramary@er1.rutgers.edu (Laura Schweitzer) writes:

> I want people to mail me reasons to stay
> with Atari.

The reason to buy hardware is to run software. If the software you prefer is for the atari, buy an atari. If you've been living in the atari world, you already know about all the pitfalls of living with an out-of-the-mainstream computer. Bear in mind that whatever computer you buy today will be 'obsolete' in a couple of years, so it's not like a lifetime decision. Good luck.

2417. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 12:25:55 UTC
From: wolfman@xmission.com
Message-ID: <2r7ooj$4ef@xmission.xmission.com>
Source record: 16937

atariman@aol.com (Atari Man) writes:

>In article <chronos.14.000C295B@utxvms.cc.utexas.edu>,
>chronos@utxvms.cc.utexas.edu (Brian Allen Brushwood) writes:

>Sigma has purchased the right to install a Jaguar chipset on a card that can be
>installed in a PC.
>Neat!!! All the better for Atari, more money for the company for sure.

That whould be neat!!! Would it be able to do everything that the Jaguar can
do? I would love to get rid of my SB16 :) How much did he say it was
going to cost? What level of machine do you need to install the Jaguar
chipset (a 386 or higher would be formidable!!!)

The Wolfman

David Clayton
wolfman@xmission.com

2418. Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 12:27:37 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769091245@sirius.herts.ac.uk>
Source record: 17055
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I've recently seen the adverts and read the STF article about
SMS2, the new operating-system-on-a-cartridge for Atari machines. I am
damn curious about it, and am also wondering why there haven't been any
articles about it on these newsgroups (of course, my feed might be a bit
slow).
I am very excited at the prospect of a proper multitasking O/S
with a proper windowing environment, and although the STF article and
review answered some questions, I have many more. Some of the most
pressing are below, but I would love to see a full discussion of SMS2.
Perhaps a new newsgroup is in order- comp.sys.atari.sms2?
QUESTIONS

What are the applications bundled with SMS2, if any?
What programming languages exist- LBASIC was mentioned, is there
a version of C in the pipeline?
How configurable is it?
How similar to Unix is the multitasking?
Does it support the standard ST/PC disk format (for floppy and
hard drives)?
PD software was mentioned- how much is there, and where could I
get it?
What is it like to use on a 1mb floppy drive system?
How much does it depend on boot disks and the like?
How can it be compatible with STFMs and STEs?

Duncan.

ObCommodore: C= liquidates... how ironic after all these years of
"competition". I hope the Amiga comes back, but I also hope
Atari & Acorn gain a little more credibility from this.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
(__ _ _ __) he works alone." (__ _ _ __)
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "

2419. Falcon: Multimedia

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 14:28:11 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2r7vtr$n67@dux.dundee.ac.uk>
Source record: 17081

Are there any multimedia authoring systems available for the Falcon?
If so are they compatible with the Apple Talk Network system (inside
the falcon)? Say can I link 3 machines together all sharing the one
HD?

Its either this or the Amiga!

Cheers (presently on Amiga possibly 1200)

Rod McCall

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
================================================================================
```

2420. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 15:54:28 UTC
From: djs@jet.uk
Message-ID: <1994May16.155428.21502@jet.uk>
Source record: 17062

In <2r0cga$obu@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>In article <1994May13.085012.7669@jet.uk> djs@jet.uk (David Stevenson) writes:
>>>In article <2qr38a$ah7@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy
>>>Miller) writes:
>>
>>>Postscript isn't a priority because it's a HORRIBLE page description language.
>>>It it the flakiest thing I've encountered. I know, because I did research for
>>>DMC when they were having trouble with their Posctscript driver...
>>The biggest gripe I have about Calamus SL is the lack of PostScript output.
>>It means I still have to use the annoying PageStream for some work...

>As one can infer from my message above, Calamus DOES do postscript. There are
>printer drivers, and one of the modules will output PS and EPS files in
>addition to all the other image formats it will produce.

As one can infer from my message above, Calamus SL (as shipped to me a couple
of weeks ago) has NO support for PostScript. There is an OPTIONAL, extra $$,
driver that does a half-hearted job. (As I understand it, and feel free
to prove me wrong, it is only an output converter, ie does not add support
for EPS import, for PostScript fonts, for hinting Calamus fonts,...)

Hence, I still used PageStream this very morning for a job I would have
otherwise preferred to use Calamus for.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2421. Wasting Time In UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 16:08:51 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2r85qj$sln@dux.dundee.ac.uk>
Source record: 17084

I understand that the FALCON is perhaps better than the Amiga A1200 in some respects but does this really mean the price has to be double that of an A1200? Considering Ataris present marketing clout here in the UK the A1200 will will hands down.

Rod

--

```
==============================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
==============================================================================
```

2422. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 16:39:18 UTC
From: <>
Message-ID: <2r87jm$ek3@mother.usf.edu>
Source record: 17063

In article <May.16.04.57.34.1994.29018@er1.rutgers.edu> laramary@er1.rutgers.edu (Laura Schweitzer) writes:
>
> I have a delema. I have always been an Atari person, but I am
>not so sure on getting a Falcon now. I want one in the worst way, but
>I may just get a Performa. Why?
>
> The 4meg 85meg HD Falcon w/o monitor is roughly $1200. I can
>get a Performa 600 4meg 160meg HD w/o monitor for $800. Apple software
>is also abundant. I really want to stay with Atari, but common sense
>tells me to get the Performa. I want people to mail me reasons to stay
>with Atari.

My solution was to sit down with a Mac and a Falcon for a while and play with them. The Mac seemed rather sluggish, while the Atari was quick to respond. If you can handle the slow operating system, poor I/O structure, and a very hampered CPU, and you don't subscribe to a good Atari magazine that keeps you informed on all the gooa ATARI applications you could get instead, then the Mac would be a good choice for you. On the other hand, if you can handle a well-designed, quick machine with very good video, audio, and i/o hardware, and a little extra time to get the software you want, then the Atari will be the better choice.

Next issue of Processor Direct will have a nice review of That's Write 3, which appears to be a rather nice wordprocessor... finally.

>
> I use the ST mainly for DTP. Yes, I have Calamus, so shut up! ;)

Good man! :)

2423. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 17:51:03 UTC
From: quinlan@fraser.sfu.ca
Message-ID: <quinlan.769110663@sfu.ca>
Source record: 17066

millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>My solution was to sit down with a Mac and a Falcon for a while and play with
>them. The Mac seemed rather sluggish, while the Atari was quick to respond.
>If you can handle the slow operating system, poor I/O structure, and a very
>hampered CPU, and you don't subscribe to a good Atari magazine that keeps you
>informed on all the gooa ATARI applications you could get instead, then the
>Mac would be a good choice for you. On the other hand, if you can handle a
>well-designed, quick machine with very good video, audio, and i/o hardware,
>and a little extra time to get the software you want, then the Atari will be
>the better choice.

Come on, lets give some advice and not hack the platform that you dislike.
Can't you recognize some valid points for the opposition?

Atari

Fast OS - Feels faster than the low-cost macs
Cheap Sofware - Relatively high-quality and low-cost
DSP - Can't get that in a low-cost mac, nice speed boost
Small OS - Takes less RAM

Mac

Support - There are more macs...
More Software - More software on the market including shareware
Better software - Higher-end software is more available (probably not
relevant due to the high-cost)
Faster processor- Event if the mac FEELS slower it will BE faster in many tasks
Bigger HD - No comment
OS Elegance - Many things are simpler to do on the mac and the OS has
many features.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2424. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 19:28:59 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769116528@sirius.herts.ac.uk>
Source record: 17067
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Oh dear, following up to my own post. Heres a little memory
jogger, the advert that Furst Ltd. have been putting in the ST press for
the last couple of months.
The advert is (sadly) b/w and 1/4 page, probably they couldn't
afford much more than that. Lets hope SMS2, and Furst Ltd., get the
support they (seem to) deserve.
The text of the advert, excluding the phone number and address
(though I can post them if anyone wants) follows my .sig. And no, I
don't work for them, know them, drink with them, etc. They have simply
developed a product that has caught my interest.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
(__ _ _ __) he works alone." (__ _ _ __)
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "

TRUE MULTITASKING- THE SMS2 OPERATING SYSTEM

the DAWN of a NEW ERA

Furst Limited are pleased to annonuce the launch of a new
operating system for the Atari ST range of computers.
SMS2 turns even the lowliest of STs into a real time system
with workstation capabilities.

SMS2 is an object-oriented, network-ready operating system. It includes
many advanced features such as an intelligent graphics user interface, a
powerful hotkey system, a unique memory sharing system, inter-job
communications (eg. named pipes), re-directable I/O, built-in system
access programs.
SMS2 seems to be unusual in that you simply plug it into the cartridge
port of your ST, switch on and ten seconds later the system is ready for
use. There is no complex installation procedure and yet it is highly
configurable to suit your own particular needs.
SMS2 is supplied on PEROM (Programmable Erasable Read Only Memory) so
that any upgrades to the system software can be recorded onto the PEROMs
enabling your system to be easily updated.

Applications: SMS2 is not GEM or TOS compatible but is a distinct and
separate operating system, which provides a different form of computing.
There are already a number of commercial programs and a good range of PD

software which is available now and is SMS2 compatible.

FURST Limited

SMS2 is ready now for only <GBP>135.00 for the single user version.

2425. Converting 8 voice Amiga modules -> ST

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 19:47:09 UTC
From: kebl0011@black.ox.ac.uk
Message-ID: <1994May16.194709.27829@black.ox.ac.uk>
Source record: 17068

Does anyone know if there is a program to convert from the widely used 8 voice modules on the Amiga to a format that the Octalyser can use? The formats that I have come across so far are OctaMED, FTM and S3M, none of which can be read by this tracker.

Are there any other ST trackers that can use these formats?

Thanks for any information.

Andrew Sage

2426. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 20:31:49 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769120309@Paddington>
Source record: 17069
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

There is a review of SMS2 in a recent ST magazine - I think it was the last ST Format.

It does look like an impressive product, but then, many technologically innovative and impressive products are doomed to failure in this modern day, cash orientated world. Sad fact of life... :-(

SMS2 looks interesting, but for me, and many others, we simply cannot afford 160 odd quid on something that is interesting, rather than vital.

Of course, the price has to reflect developement and other costs, I realise that, but it is ultimately down to getting many people owning it, and I don't think that will happen (especially with all the mtasking software flying about at the moment - Mag!X is 60 pounds)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2427. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 22:03:07 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cpx197.IK0@freenet.carleton.ca>
Source record: 17070

In a previous article, quinlan@fraser.sfu.ca (Brian Quinlan) says:

>More Software - More software on the market including shareware
>Better software - Higher-end software is more available (probably not
> relevant due to the high-cost)
More Software does not automatically imply Better IMO...

>Faster processor- Event if the mac FEELS slower it will BE faster in many tasks
true...
>OS Elegance - Many things are simpler to do on the mac and the OS has
> many features.
The Atari OS (TOS/MTOS) also has MANY features. Were you trying to
imply that System 7 has many more than MTOS? IMHO the OS on the MAC is a
pain not only because it is slow, but because it GETS IN THE WAY! And
anyway why should an Atari user give a shit about BS like bubble help etc.?

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2428. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-16 23:34:49 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cpx5I1.L25@ecf.toronto.edu>
Source record: 17073

In article <Cpx197.IK0@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
> The Atari OS (TOS/MTOS) also has MANY features. Were you trying to
>imply that System 7 has many more than MTOS? IMHO the OS on the MAC is a
>pain not only because it is slow, but because it GETS IN THE WAY! And
>anyway why should an Atari user give a shit about BS like bubble help etc.?

Let's be honest here. The Atari OS cannot compare in terms of features to System 7. TOS/MultiTOS does not have built-in support for file sharing and networking, multimedia such as Quicktime (which supports Photo-JPEG and Quicktime movies among other things), plug-and-play expansion, Publish and Subscribe, and Balloon Help (which despite what you say, can be useful).

Is the Mac OS slower? It can be. But the MAC OS is also more powerful than TOS, and the machines that Apple now makes are faster than the Falcon. Also keep in mind that while on paper TOS has features such as a universal font system, a clipboard and , such features are generally unsupported by most of the programs out there. In addition, there is little consistency between programs in terms of the user interface.

(By the way, could you expand on your statement that the Mac OS "gets in the way?")

This is not to say that Ataris are not nice machines. I owned Ataris for ten years (and I still do, although I now use a Mac as my primary machine and only do occasional stuff on my Mega STe) and they were great machines for their time, but I could not honestly recommend one to a new user -- even putting aside technology and price, they are simply not well-supported.

>** Computer Systems Engineering Jack Kitowicz **
>** Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada jack@aurora.carleton.ca **

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2429. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 01:56:22 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2r9886$ret@usenet.rpi.edu>
Source record: 17075
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

[Bullshit deleted]

All hail:
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
Sultan of the Stupid, Prince of the Pathetic, Lord of the Lousy!!

>May 16 - Something awesome will happen..
Yes, something wonderful will happen; sinclap will
cease to exist! ;-)

sinclap sucks! It's that simple!
And, Mr. Clap, if the Mac is so great why isn't it taking over
the world? Why does it only have a 15% market share?

==========
= TOM TRAUTH =
==========

2430. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 02:21:35 UTC
From: <>
Message-ID: <2r99nf$hs9@mother.usf.edu>
Source record: 17074

In article <Cpx5I1.L25@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>In article <Cpx197.IK0@freenet.carleton.ca>,
>Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>> The Atari OS (TOS/MTOS) also has MANY features. Were you trying to
>>imply that System 7 has many more than MTOS? IMHO the OS on the MAC is a
>>pain not only because it is slow, but because it GETS IN THE WAY! And
>>anyway why should an Atari user give a shit about BS like bubble help etc.?
>
>Let's be honest here. The Atari OS cannot compare in terms of features to
>System 7. TOS/MultiTOS does not have built-in support for file sharing and
>networking, multimedia such as Quicktime (which supports Photo-JPEG and
>Quicktime movies among other things), plug-and-play expansion, Publish and
>Subscribe, and Balloon Help (which despite what you say, can be useful).

Yes, this is true. TOS does not have these features, and therefore the
developer must implement them himself in a manner which is not necessarily the
same as another application, which can lead to confusion for the users.
However, if space is a concern, keep in mind that most Atari programs are
smaller than Mac programs that do the same things.

>
>Is the Mac OS slower? It can be. But the MAC OS is also more powerful than
>TOS, and the machines that Apple now makes are faster than the Falcon. Also
>keep in mind that while on paper TOS has features such as a universal font
>system, a clipboard and , such features are generally unsupported by most of
>the programs out there. In addition, there is little consistency between
>programs in terms of the user interface.

It isn't the fault of the operating system that some of the apps don't support
certain features of the OS, and perhaps some programs just don't need to use
those features. Likewise, not all Mac programs take full advantage of the
Mac's OS.

>
>(By the way, could you expand on your statement that the Mac OS "gets in the
>way?")

That is to say, you can't do much of anything on a Mac without going through
the OS. Everything MUST be done though and OS call, and everything that does
goes through the OS then gives up the machine to all the other processes
running. If the program could use some OS functions without the multitasking
overhead, some tasks could have improved overall performance even while
multitasking. Also, just about anything you can do with the Mac through the
OS could be done faster, and it isn't, which 'gets in the way'.

>
>This is not to say that Ataris are not nice machines. I owned Ataris for ten
>years (and I still do, although I now use a Mac as my primary machine and only
>do occasional stuff on my Mega STe) and they were great machines for their
>time, but I could not honestly recommend one to a new user -- even putting
>aside technology and price, they are simply not well-supported.

Ataris have _different_ strengths from Macs. I would not recomment a Mac over
an Atari nor the Atari necessarily over the Mac in some cases. If there is a
user who has absolutely no idea how to use a computer, then baloon help and
the Mac computer-knows-best interface will be perfect for them, not to
mention the fact that they won't be bothered by the sluggish user interface
and apps. On the other hand, if someone knows their way around a computer,
then I'd reccommend one or the other, depending on what they want to do. Macs
and Ataris excel in some of the same areas like MIDI sequencing and DTP, but I
feel that Ataris do a better job, so for those, I would recommend and Atari.
For graphics and audio processing, I would recommend an Atari. For
wordprocessing and plug-n-play networking, I would recommend a Mac. For a
person who doesn't care to figure out how to use a computer, I would recommend
a Mac. For someone who wants to have some fun programming a computer without
a hampering OS and limitations of hardware getting in their way, I would
recommend a Atari.

All Atari developers and hobbiests I've talked to who use other computers for
a living always tell me that they come home to their Atari to get away from
the other computers. They feel refreshed to use their Atari because it's
something different, and it's fun to develop software for. With this Atari, I
can actaully get something done or solve some problem without having to mess
with all the overhead that I would need to deal with on a Mac.

>
>>** Computer Systems Engineering Jack Kitowicz **
>>** Carleton University ac382@freenet.carleton.ca **
>>** Ottawa Ontario Canada jack@aurora.carleton.ca **
>
>
>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance."

2431. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 04:41:01 UTC
From: atariman@aol.com
Message-ID: <2r9hst$635@search01.news.aol.com>
Source record: 17077

In article <May.16.04.57.34.1994.29018@er1.rutgers.edu>,
laramary@er1.rutgers.edu (Laura Schweitzer) writes:

I want a new ATARI, but It's gotta have a more up-to-date CPU than the 68030..
'cmon ATARI, give us some processing power this time!!! Intel has got a 150Mhz
demon on the horizon...

2432. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 04:56:11 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16FB9D3ES85.TOMM@cms.cc.wayne.edu>
Source record: 17078

In article <2qr1ru$8hs@news.delphi.com>
lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>Where have you posted this? I've been reading every post here and all I see
>>is:
>
>(this = US market only)
>At the very beginning of this thread. If you had been a part of this
>discussion from the outset, you probably would have seen it. Instead, you
>decided to jump in full-force without regard for topic.
>
>>Thanatos: Calamus is not good for high-end work.
>>SOmeone: WHy not? List features it lacks, please.
>>Thanatos: Because it's not suited for high end work. and I do DTP so I
>>know and you are an ignorant Atari-loving fool.
>>SOmeone else: Featues it lacks please?
>>Thanatos: It's not suited for high end use! and I know cause I am LORD
>>THANATOS and I know all!
>>Now all *I'm waiting for is the thanatos "why do I have to keep saying
>>everything over and ovwer again?" post. Hey Steve, maybe it's because
>>you never answer peoples questions, eh?
>
>No, maybe because it's because I *DID* answer this question, eons ago,
>and you (no surprise) missed it. I resent the arrogant bullshit you're
>attempting to put into my mouth, and I *EXPECT* an apology for this sort
>of shit.
>
>>Ooh the vast majority shuns calamus. Right. They don't know it even exists.
>>What does it lack? What does it lack? What does it lack? Yes, I said that
>>three times so I'd hope you's hear. Are you afraid that your little perception
>>of Calamus as "not having professional features" is about to go up in smoke?
>
>Boy, are YOU insecure. I think the Atari community has found a pro-Atari
>Sinclap, and you're it. I've made this statement before: It's not simply
>*my* perception.
>
>>No wonder so many people hate us Americans. Obviously only US people know
>>what DTP *really* is, and therefore are the only judges of what constitutes
>>"professional quality" software. Sure, you're going to say that I'm putting
>
>No, you fool. It's *SIMPLY* because every Atari owner in the US is well
>aware that the status of Atari is different (read: better) out of the US,
>so generalizations made for the US market simply don't apply elsewhere.

>Any idiot can see this, and this point was made WEEKS ago! Overseas, you
>guys get the kind of support for Atari that we don't get here. Over here,
>we get the kind of support from Apple and IBM that you guys get from
>Atari. Plus there's advertising (nonexistant in the US, blatant
>overseas), third-party support (nonexistant in the US, widespread
>overseas), and platform stability (Atari is solid in the UK, a mere
>whisper here in the states). THAT'S WHY I MADE THAT DISTINCTION THAT YOU
>BRUSHED OFF SO CONVENIENTLY IN HOPES OF PUTTING SOME TWO-BIT DEFENSE
>TOGETHER. Get a grip, eh?
>
>>words in your mouth, but you've dismissed Calamus as non-professional and then
>>dismiss the evidence of Professional use of it extensively outside of the U.S.
>>Since the progra's abilities do not change between countries, the only thing
>
>No, I did not. I didn't mention it SINCE IT WASN'T A PART OF THE
>CONVERSATION.
>
>>that can change is what constitutes professional. And since you have said
>>that in the U.S. Calamus is not professional, the only logical explanation
>>for the professional use of it outside of the U.S is that they do not know
>>what Professional is, which is the response yopu made to Tim of Processor
>>Direct, which is a US magazine using Calamus.
>
>I did not say it wasn't professional. When you decide to get off your
>high horse, I'll point you to the dozens of messages I wrote pertaining
>to this.
>
>>No, the subject is Calamus and your inability to accept that it is a
>>professional calibre application which happens to be used extensively outside
>>of our little country. These things always start out as "X software for the
>
>No, the subject IS, AND HAS ALWAYS BEEN, Atari's position in the US
>marketplace. PERIOD. Get with it.
>
>>ST sucks" followed by "no it doesn't it sells in Europe" followed by your
>>"We're only discussing US here!" rant. _YOU_ are the only one hiding behind
>>the Stars & Stripes, my friend. I'm surprised that an Apple-loving maniac
>>like you isn't hyped up over the whole "global village"-ness of Sys 7.1
>>and the Newton.
>
>You poor, misguided person. I am not the only one "hiding", as you say.
>Aside from you, who jumped into this conversaion mid-stream and convinced
>yourself that you knew what the whole conversation was about, everyone
>else here was well aware of the locality of the topic of this post. YOU
>are the one at fault here.
>
>>You clearly say US after it is pointed out that you don't have a leg to stand
>>on in terms of knowing the software, the real subject of the article. I
>>really resent you using MY country as your shield.
>

>Laughable at best! I *CLEARLY* pointed out the US marketplace in the
>BEGINNING of this conversation, which you either missed, ignored, or
>simply brushed off. THE REAL SUBJECT OF THIS THREAD IS THE US
>MARKETPLACE. COPE!
>
>>You're right. the topic is "Whatever Steve wants to twist to prove his non-
>>existant point."
>
>No, the topic is "Atari's Position in the US Marketplace." As far as this
>thread is concerned, it always was, and always will be.
>
>> ~Chris
> ...Sinclap
>
>
>-Steve
>
You claim to be the voice of reason, Steve, but you should stop talking
and start listening. You did not start this thread, and yur opinion of
how it began is irrelevant. Read the subject again: Enough of this.
Please read. This thread was started by someone who had had enough of
you and sinclap. Pete just might be able to retire from this news group
now. Stop insulting people. You are talking to the world.

Just because you don't want to talk about the world outside the US is NO
EXCUSE for your flaming people for having experiences outside your country
(and, I must admit, mine). You said yourself that Ataris are more common
in Europe than here, but you claim that is an excuse for EXCLUDING all those
who can't cite US examples from the discussion.

This is incredibly rude. You are on an international network, and whenever
someone asks you about features, you shout, "THIS IS THE USA!!!"

Grow up. You have sent another whining post that has said nothing new.
You have not answered the questions posed to you. (Again) You seldom
do. You just scream that you said it before.

And please do not use that word, "PROFESSIONAL" again unless you are
willing to tells what your professional credentials are. What do you
do as a professional in the publishing business? How long have you been
doing it? How many hours a day do you spend at it?

2433. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 05:44:49 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May17.054449.5113@rmece02.upr.clu.edu>
Source record: 17076

In article <2dd32c5e@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

|>
|> L> Get with the program. We're talking about the US market *ONLY*, remember?
|>
|> Noone here is interested in the US market only .. if you haven't got brains
|> enough to wake up and smell the rest of the globe, stop posting.

I'll second you on that one Rickard. I hope though, that from now on you do the same.

|>
|> + _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2434. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 05:51:35 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May17.005135.28021@cobra.uni.edu>
Source record: 17079

In article <Up-EELXAFYA@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>>The whole discussion originated from the fact that the Atari line today would
>>not be a logical choice to first time users. It's the sad truth fella, and you
>>or any Atari worshipper can't do anything about it. I was just on the other
>>Atari newsgroup and one posted prices for the Falcon. $1299 for a 4/80 is high
>>and that does not include a monitor. I almost choked when i saw the $1899
>>config: YOU GOT TO BE KIDDING! Anyone say a $1599 PowerMac 6100 or $1899 for
>>a 33 mhz 040 Quadra 650. I don't think Atari is selling much of that config. A
>>Mac Quadra 660 AV, DSP equipped can be had for $1399(8/230). Oh I forgot that
>>AV has an 040 and is so much cheaper than that $1899 FALCON....Boy this sounds
>>like worshipping the Mac, at these prices who cares!!

Side note: The Quadra 660 AV 8/230 has been reduced to $1499 as of today. I
am not sure what the new street is.

>>
>>Accept the fact that the Atari line is irrelevant and would be on borderline
>>criminal to advocate one to a new user!!
>
> Peter, there's nothing wrong with the price of an falcon or any other Atari
> machine. The problem is the support. Look at the Amiga, and you'll see what
> i mean. The Amiga didn't sell because it was cheap, it sold because it was
> supported from the start. And for evey Amiga sold, Commendore would have to
> do even less to sell it. (Infact, Amiga sold itselfe because of the support).
>
The Falcon is indeed over priced for a 16 mhz 030 machine. Support is a
important factor, but price is too. The Amiga sold well in the UK because it
is cheap and support was a little better. The Amiga has not been a very
well supported machine as far as the U.S. is concerned.

> Now if the Falcon and the rest of the Atari machines had the same support,
> people would care less about the price. Today noone wants to travel from one
> end to another of an country, just to buy or see computer software. This is the
> situation with Atari. Like the Amiga, the PC's seems to get the same attention. No
> matter what is release today, it's released for PC's first. (The Amiga has starten
> to fall btw.). As i have no interest in Mac's, i would not make any comments about
> it, but i think it's simular to the Amiga situation, although i have a feeling
> most Mac's are beeing used for education and schools, right ?
>

The Mac is similar to Amiga situation, i don't think so. If the falcon had
support today, an 040 one would be a reality. Macs are also being used for
other things besides education and schools. How about Home and business, where
Apple sold 500,000 Performas in the U.S. to that market. How about Quadras to
corporations as well as the new work servers.

> All this leaves me to say:
> For newcomers to the computer world, we should recommend PC's. Not because of it's
> abilities or it's price, but because of it's support.

And Macs too.

> My problem is, i have worked with Pc's, Amiga's and Atari's (alittle Mac too), and
> i find the Atari as the best recommendation because of it's abilities, but unfortunatly
> _not_ because of it's price and support.
>
Not on the Mac performas.

> The question is, what _do_ we recommend to newcomers, and why do we recommend it.
> Any of the above machines can/will give the newcomer problems, not matter what we
> do. You would probably recommend a Mac. I would recommend an Atari. The person
> will choose whatever suits him best, after having some experience
>

99.5% will choose PC's and Macs.
> Greets
> Kim
>
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BalckBird* is here.

* = PowerBook 520 & 540 series.

> --
> -- --
> DK-Soft, the danish adventure of atari information
> -- --

2435. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 06:00:09 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May17.010010.28022@cobra.uni.edu>
Source record: 17080

In article <2qu6m5$t5d@usenet.rpi.edu>, trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>In article <2qkh0t$l8t@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:
>>> Someone in c.s.mac.adv told me that the PowerMacs have disk eject
>>> buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
>>> as part of the PPC deal. ;-)
>
>>Wow is this the only fault you can find on the Mac? I have disk e, it's in
>>the menu finder. You poor degenerate Atari worshipper knows that the end has
>>come. Even Rickard finally realised it but won't admit it.
>> pp
>
> (Live from the VCC computer lab)
> I wasn't going to make any more posts, sinCRAP, but I have to set some things
> straight. I am NOT an Atari worshipper, fanatic, or even user! I am a PC
> user and have been for over six years. I am still slightly interested in Atari
> because of my days as an Atari 800 user, but I am currently much more inter-
> ested in PC's. As for the lack of disk eject, I maintain that that is an
> example of Apple hampering experienced users to pamper beginners, not of
> superior design. And no, that is not the only reason why I don't like the
> Mac! If you want to know other reasons why I don't like that sacred machine,
> please read my other posts; I don't wish to restate them. AND I COULD CARE
> LESS ABOUT THOSE G*D-DAMN BLACKBIRDS!!!

NewsWeek Quote of the week: " Disk eject hampers hampers experience users to pamper beginners" What an egotistice IDIOT!!!!
>
>>>
>>> *
>>> * Tom Trauth
>>> * trautt@rpi.edu
>>> * King of the Russians (in Civ) You have some wild dreams? You masterbate in those dream, eh?
>
>
>>wqwq
> ^^^^
> What is this?
>>> *

Sounds like a secret code...

>
>
> *
> * Tom Trauth
> * trautt@rpi.edu
> * King of the Russians (in Civ)
> * The Blackbird will die!!!!!!!!!!!!!!
> *

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBird* is out..

*BlackBird = PowerBook 520 & 540 series

2436. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 06:23:05 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.769155785@sfu.ca>
Source record: 16926

millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>Yes, this is true. TOS does not have these features, and therefore the
>developer must implement them himself in a manner which is not necessarily the
>same as another application, which can lead to confusion for the users.
>However, if space is a concern, keep in mind that most Atari programs are
>smaller than Mac programs that do the same things.

Actually, when the application has to implement features on it's own, it tends
to be larger. And OS consistency is fairly important.

>It isn't the fault of the operating system that some of the apps don't support
>certain features of the OS, and perhaps some programs just don't need to use
>those features. Likewise, not all Mac programs take full advantage of the
>Mac's OS.

True, but more mac programs take advantage of OS features. Far example, even the
crappiest freeware garbage supports clipboards and probably apple-events as
well.

>That is to say, you can't do much of anything on a Mac without going through
>the OS. Everything MUST be done though and OS call, and everything that does
>goes through the OS then gives up the machine to all the other processes
>running. If the program could use some OS functions without the multitasking
>overhead, some tasks could have improved overall performance even while
>multitasking. Also, just about anything you can do with the Mac through the
>OS could be done faster, and it isn't, which 'gets in the way'.

I don't really understant your statement, but it seems mainly to concern
programmers. And OS robustness is a feature of the Mac. If I'm making a
program I can count on the mac to do everything from hangle my events
to parse my numbers for me.

>Ataris have _different_ strengths from Macs. I would not recomment a Mac over
>an Atari nor the Atari necessarily over the Mac in some cases. If there is a
>user who has absolutely no idea how to use a computer, then baloon help and
>the Mac computer-knows-best interface will be perfect for them, not to
>mention the fact that they won't be bothered by the sluggish user interface
>and apps. On the other hand, if someone knows their way around a computer,
>then I'd reccommend one or the other, depending on what they want to do. Macs
>and Ataris excel in some of the same areas like MIDI sequencing and DTP, but I
>feel that Ataris do a better job, so for those, I would recommend and Atari.

MIDI yes, DTP hmmmm

>For graphics and audio processing, I would recommend an Atari.

I don't think so. Graphics take CPU power and the mac definately has the CPU.
Audio is also good on the Mac. The new Non-AVs have 44KHz stereo (CD) and the
AVs have 48Khz stereo (DAT). The also come bundled with stereo mikes and good
CD-ROMS. They also have plug-and-play laser-disk access.

>For
>wordprocessing and plug-n-play networking, I would recommend a Mac. For a

IBM for wordprocessing. Mac for networking.

>person who doesn't care to figure out how to use a computer, I would recommend
>a Mac. For someone who wants to have some fun programming a computer without
>a hampering OS and limitations of hardware getting in their way, I would
>recommend a Atari.

A skilled user is not hampered by the mac.

>All Atari developers and hobbiests I've talked to who use other computers for
>a living always tell me that they come home to their Atari to get away from
>the other computers. They feel refreshed to use their Atari because it's
>something different, and it's fun to develop software for. With this Atari, I
>can actaully get something done or solve some problem without having to mess
>with all the overhead that I would need to deal with on a Mac.

Yeah, the Atari is different, but is it better...?
--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2437. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 09:45:56 UTC
From: plord@novell.co.uk
Message-ID: <CpxxsM.KHr@novell.co.uk>
Source record: 16938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

HALL B J (cb170@city.ac.uk) wrote:
: There is a review of SMS2 in a recent ST magazine - I think it was the
: last ST Format.

: It does look like an impressive product, but then, many technologically
: innovative and impressive products are doomed to failure in this modern
: day, cash orientated world. Sad fact of life... :-(

I did send off for some more information - it does look impressive.

Will I buy it? Yes if the GUI was based on X11 (to make porting PD apps
easy) and it runs older TOS based programs (GEM would be even better).

But as far as I can make out, its a completly now OS with no backward
compatability nor compatable with other OS's.

Peter Lord

2438. FALCON: help req

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 09:52:26 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ra44q$5ck@dux.dundee.ac.uk>
Source record: 16927

I am considering buying an Atari Falcon, I have few questions:

(1) Can i connect an Amstrad CPC Monitor to it.

(2) Can anyone recommend a good comms program for it.

(3) A good word processor?

(4) RAM costs how much does a RAM expansion say 2/4mb cost.

Cheers

Rod

--

```
==============================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
==============================================================================
```

2439. Multi TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 09:58:39 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ra4gf$5ne@dux.dundee.ac.uk>
Source record: 16925

Is it worth upgrading from MultiTos 4.01 to 4.Xx. If so why? What
extra facilities are available?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
================================================================================
```

2440. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 12:58:12 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994May17.125812.11437@dct.ac.uk>
Source record: 17086

In article <2r9hst$635@search01.news.aol.com>, atariman@aol.com (Atari Man) writes:
> In article <May.16.04.57.34.1994.29018@er1.rutgers.edu>,
> laramary@er1.rutgers.edu (Laura Schweitzer) writes:
>
> I want a new ATARI, but It's gotta have a more up-to-date CPU than the 68030..
> 'cmon ATARI, give us some processing power this time!!! Intel has got a 150Mhz
> demon on the horizon...
>

What would you do with an Atari speeding at 150MHz?

At the moment I wrote a program in Basic on my 8MHz STe. I gave a friend a copy
of the code and he translated it into Pascal. He now runs it on a 40MHz 386sx
and it takes double the time the ST took! :-)
======

A 150MHz TT or Falcon IMHO would blow up, it would be running so fast.

| These are my views, not those of my computer. |*
--- *
****

2441. NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 15:40:06 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9405172229.AA00050@montp.cirad.fr>
Source record: 16939
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

CEO file contents:
Hi, all !

I wouldn't want to start some unfounded rumors but...

Perhaps I've missed something here, but there's a discussion going on
in the french newsgroup fr.comp.sys.atari about a new atari machine.

Of what I've understood the machine has been officially presented to
developpers, it has Jaguar chips, plus a Power PC and is 100%
Falcon compatible. Sounds too good to be true doesn't it ? Perhaps it's just a
Jaguar card for Power PC machines, I dunno.

The info comes from a guy who knows some of these developpers who have seen 4
of these machines. The source seems ok to me.

Why haven't we seen this in c.s.a.s ? Is this just in Europe or France ?
Am I missing something here ? or am I being conned ? Are there still some guys
with brains at the Corp ? and does God exist ?

Anyone ?

Nick

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

2442. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 16:16:59 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CpyFwC.us@cs.vu.nl>
Source record: 16941
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

plord@novell.co.uk (Peter Lord) writes:

Keep this out of the comp.sys.atari.8bit newsgroup please...

thank you,

Ivo

2443. Re: FALCON: help req

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 16:40:30 UTC
From: <>
Message-ID: <2ras1u$lsu@mother.usf.edu>
Source record: 16942

In article <2ra44q$5ck@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>I am considering buying an Atari Falcon, I have few questions:
>
>(1) Can i connect an Amstrad CPC Monitor to it.
>
>(2) Can anyone recommend a good comms program for it.
>
>(3) A good word processor?
>
>(4) RAM costs how much does a RAM expansion say 2/4mb cost.
>
>Cheers
>
>Rod
>
You really should be asking these questions in comp.sys.atari.st. Here you'll
get a couple of Mac users telling you to dump Atari entirely and filling yout
head with lies like "There are no wordprocessors for your Atari." "There is
no software for Atari." "Ataris can't do this."

Ask these questions in a slightly less hostile environment.

>
>--
>
>==
>| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
>|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
>|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
>|John Major, about as much fun as watching paint dry! |
>==

2444. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 17:05:03 UTC
From: djs@jet.uk
Message-ID: <1994May17.170503.27831@jet.uk>
Source record: 16949

In <2r87jm$ek3@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>...
>If you can handle the slow operating system, poor I/O structure, and a very
>...
Although I agree with your statement that the Falcon030 is a good bet,
I don't think that `poor i/o structure' matters or means anything to most
users. As you said elsewhere in your message, it's applications that count
(except to `hobbyists'). On that basis, the Mac is a better choice for
new users (IMO).

However, if Laura has a significant investment in apps for her ST, then
she will have to take into account the cost of replacing these if going
down the Mac route. That was the main reason I upgraded to a Falcon; I
couldn't afford to buy Mac equivalents to Cubase, PageStream, Vektor,
Calligrapher, Lattice, et al.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2445. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 17:06:34 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769194382@sirius.herts.ac.uk>
Source record: 16946
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Peter Lord...
|> Will I buy it? Yes if the GUI was based on X11 (to make porting PD apps
|> easy) and it runs older TOS based programs (GEM would be even better).

The ST Format article does make passing mention of Unix programs
having been ported, but does not go into detail on the similarities/
differences between SMS2 and Unix. I doubt SMS2 could handle multiple
users and keep its promise re: speed.
I doubt old TOS stuff could run... but raw 68000 code might. It
depends on what traps do what (Duncan shows how limited his knowledge of
68000 and TOS is), I expect.

|> But as far as I can make out, its a completly now OS with no backward
|> compatability nor compatable with other OS's.

No great loss, if existing Unix software can be recompiled for
it. There has been mention of a C compiler, this seems to be a good step
forward. As long as authors use the O/S and the GUI correctly, SMS2 does
have similar facilities to Unix, and the compiler uses ANSI C, then SMS2
could well have a very bright future.
As for the other multitasking O/S... as I understand it, those
require a hard drive and are essentially similar to GEM/ TOS. Since SMS2
is cartridge based and does not appear to require anything more than a
floppy drive, this gives it a convenience I find very attractive.
Also, I've always found GEM to be a little limited as an
interface. This is probably why so much software ignores it. It is
simple and fairly intuitive, but it also seems a little clumsy and not
very 'open'.
If SMS2 is as easy to use as it seems, then an ST equipped with
SMS2 should have no trouble getting software. The problem is whether
someone will look and see the ST, a old architecture on the decline, or
SMS2, a powerful new top quality O/S. Linux is giving the PC a tad more
credibility, isn't it?

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2446. Stop crossposting.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 18:02:17 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2rb0r9$eem@usenet.INS.CWRU.Edu>
Source record: 16945
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In a previous article, cb170@city.ac.uk (HALL B J) says:

>There is a review of SMS2 in a recent ST magazine - I think it was the
>last ST Format.
>
>It does look like an impressive product, but then, many technologically
>innovative and impressive products are doomed to failure in this modern
>day, cash orientated world. Sad fact of life... :-(
>
>SMS2 looks interesting, but for me, and many others, we simply cannot
>afford 160 odd quid on something that is interesting, rather than vital.
>
>Of course, the price has to reflect developement and other costs, I
>realise that, but it is ultimately down to getting many people owning it,
>and I don't think that will happen (especially with all the mtasking
>software flying about at the moment - Mag!X is 60 pounds)
>
>
>--
>|> | | Likes: Ataris, Synths, Blakes7,
>|> E |\| |-| /\ |_ |_ The Prisoner, Films.
> Dislikes: The Eurovision Song Contest
>(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)
>

Stop crossposting this to c.s.a.8, it definatly does not belong there, nor
do its 10 replys.

STeve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2447. Re: Stop crossposting.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 18:46:38 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769200398@Euston>
Source record: 16948
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
>Stop crossposting this to c.s.a.8, it definatly does not belong there, nor
> do its 10 replys.

Sorry, I didn't notice the crossposting in the original message and just
did a reply (that's the reason for the cross posting)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
( cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170 )
```

2448. **Mac software is cheap!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-17 20:31:24 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May17.153125.28049@cobra.uni.edu>
Source record: 16940

Well I was in my campus book store this morning. Pagemaker 4.0 can be bought for $53.25 and the 5.0 for $199. Very reasonable prices! Millions of students and faculty are eligible for these prices. Just wanted to break the myth that Mac software prices are to high.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 17 - BlackBird is alive and well!

2449. NOT ALL OF was Re: **Mac software is cheap!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 00:21:40 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May18.002140.22869@rmece02.upr.clu.edu>
Source record: 16950

In article <1994May17.153125.28049@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Well I was in my campus book store this morning. Pagemaker 4.0 can be bought
|> for $53.25 and the 5.0 for $199. Very reasonable prices! Millions of students
|> and faculty are eligible for these prices. Just wanted to break the myth that
|> Mac software prices are to high.

It's not a myth. They are very high- usually (not all of it) Consider
first that you are a student, and that price is a STUDENT price.

2nd: Some of Borland's and Microsofts best software products are at $99 (US)
in "normal ordinary stores" like Software Etc. in malls through the U.S. for
EVERYBODY, not just students.

3rd: For video and/or multimedia, Mac software price **IS NOT** cheap
in the least. $600-$800 US for Infini-D is kind of a joke. Same for $800
for Macromind Director.

Now, would you care to prove me wrong? I agree not all software is expensive,
but it is not cheap either, and in many areas it SIMPLY ISN'T.

|>
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2450. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 00:21:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cpz2C7.Hr4@cix.compulink.co.uk>
Source record: 16951
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>damn curious about it, and am also wondering why there haven't been any
>articles about it on these newsgroups (of course, my feed might be a bit

FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
read about it has been in 'QL World' magazine.

Assuming this is the case (and flame if I'm mixed up somewhere ;-)

> What programming languages exist- LBASIC was mentioned, is there
>a version of C in the pipeline?

There is a fairly good C compiler for the QL, but nothing that gets
anywhere close to GNU C or Lattice C

> How similar to Unix is the multitasking?

Not particularly. MiNT is closer IMHO

> Does it support the standard ST/PC disk format (for floppy and

I believe so, although I don't think this is the standard.

> PD software was mentioned- how much is there, and where could I

Well I assume they mean the *vast* quantity of QL PD ;-) There is not
really a lot out there.

> What is it like to use on a 1mb floppy drive system?

Should be very good. Its a lot more compact than TOS.

IMHO don't bother. I've had a bit of experience of standard QL QDOS
(which as I said I *believe* SMS2 to be an enchanced port off, and in most
ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
be its compactness and efficiency.

:-)

Roland.

@CiX

2451. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 01:01:45 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <23280WTEIOUJJVKGRIF@ars.ath.forthnet.gr>
Source record: 16943

> Just *what* does calamus lack? I ask because with *all* your
> experience
> you should be able to give me a good and comprehensive list.
> ==
>
> For one thing, a decent image-editing app on the same platform, like
> Photoshop.

There is Cranach Studio for starters... It supports the TT and it is
VERY fast and powerfull.

Michael Papadopoylos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

2452. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 01:01:46 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <23274JGHBOCLNMSDEND@ars.ath.forthnet.gr>
Source record: 16944

> But there isn't any ONE better thing that is around like PostScript
> is. Waste
> of time to write a PS driver? OK, you just cut yourself off from most
> of the
> letter quality and up printers in the world. I do not think that Apple
> an
> dMicrosoft will ever accept GDOS!!

I know that postscript is slow. Often printers that support postscript
are more expensive.
As a Calamus SL user I can get a simple printer and print with the same
quality you will if you had the same printer with postscript.

I don't like GDOS either. I prefer Calamus for my printouts. It is very
fast and simple to use.

Michael.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

2453. Re: NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 01:32:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rbr7b$n7g@uqcspe.cs.uq.oz.au>
Source record: 16947
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Bales_N@CIRAD.fr writes:

>Perhaps I've missed something here, but there's a discussion going on
>in the french newsgroup fr.comp.sys.atari about a new atari machine.

Yeah, but it's too hard for you to translate to be able to quote
anything, right?

Let me guess, in two days, you'll post to fr.comp.sys.atari (if such a
group exists) saying there is a discussion in comp.sys.atari.st about
this fictitious machine!

Not laughing, yawning.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2454. Sigma's JagPC, SAFFIRE VR Engine and Reality Blaster

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 02:54:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.282.249.0N96642F@teaminfinity.com>
Source record: 16953

We think it is wonderful that Atari's JAG Chipset is coming to the PC
in an ISA board from Sigma Design !!

Now VR and Game developers the world over will get busy on an awesome
graphics powerhouse.

Question: Will the JAG PC have the entire chipset found in my Jag ?

Secondly: Since the Jag Chipset does 3D PolyGon Rendering so well
will the JAG PC be competition for the so called PC based
"Virtuality Blasters" coming out now ?

(Background: Future Vision Tech's SAPPFIRE board is
a VR Blaster that does many of the things the JAG does
Hardware Gourard shading, Z-buffering, A buffering
VGA/NTSC/PAL S-VHS output, CD DSP Sound.

Synthetic Images' REALITY BLASTER as they call it
does two channel 3D Stereo Video, Hard Z buffering,
Transperancy, and Lucency, onboard 3x3 antialiasing,
2,000 polys/frame @30 frames/sec 24 bit color, texture
maps, as well as LEEP (Howlett) Optical Distortion.
etc.

Question: How does the JAG Chipset compare/compete with
these ? Would you consider the JAG Chipset
a VR-BLASTER in its own right ? Can it handle
driving two seperate monitors for stereoscopic
3D video. Can the Jag handle LEEP (Howlett)
optical distortion.

If so, and priced in the SUB $500 range, it will
kill the likes of SAPPHIRE as they are priced over
$2000 a piece.

sysop@teaminfinity.com

2455. PLEASE CHECK THIS OUT!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 06:56:15 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May18.065615.34897@rmece02.upr.clu.edu>
Source record: 16952
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Guys and Girls, check this out. You'll have to read well-below as I
didn't cut the headers because the guys that posted this on the
ATARI Jaguar game console mailing list made some comments that
I deem usefull too...

- Raist

PS: follow-ups to comp.sys.atari.advocacy

----------8x CUT HERE 8x---------------

From scott@vinny.cecer.army.mil Tue May 17 10:32:40 1994
Received: from [192.238.17.2] by rmece02.upr.clu.edu (AIX 3.2/UCB 5.64/4.03)
id AA07369; Tue, 17 May 1994 10:32:00 -0500
Received: from ctrc.fs.saci.org by cobalt.idde.saci.org (4.1/SMI-4.1)
id AA01606; Tue, 17 May 94 09:14:23 CDT
Errors-To: <tony@vtplace.idde.saci.org>
Received: from CTRC/MAILQUEUE by ctrc.fs.saci.org (Mercury 1.11);
Tue, 17 May 94 9:11:48 CST
Received: from MAILQUEUE by CTRC (Mercury 1.11); Tue, 17 May 94 9:11:41 CST
From: scott@vinny.cecer.army.mil (Scott Buennemeyer)
To: "Atari Jaguar List" <jaguar-l@ctrc.fs.saci.org>
Subject: PAY TOLL: bye-bye jag list
Date: Tue, 17 May 1994 09:12:05 +0600
Errors-To: <tony@vtplace.idde.saci.org>
Reply-To: jaguar-l@ctrc.fs.saci.org
Sender: listserv@ctrc.fs.saci.org
X-Listname: <jaguar-l@ctrc.fs.saci.org>
X-Mailer: Mercury MTA v1.11.
Message-Id: <29313849@ctrc.fs.saci.org>
Status: RO

A very rotten pile of BULL SHIT is looming ahead if we don't make
a stand and voice our opinions on what I am about to inform
everyone here on. I will apologize now for the EXTREME length
of what follows, but I feel it is necessary to preserve what
we now enjoy. This is not about the Jaguar, however we may
not be able to afford to discuss it if we don't do something
about it.

There is a very strong possibilty that in the very near future,
the mega communications giants are going to charge for every single
packet going in and out of Internet Network Access Points and high
speed backbones that they NOW control. The National Science Foundation
just awarded five big contracts giving them this control.

Groups such as this one will most likely shut down as the listservers
will no longer be able to afford to operate without in turn charging us
for their sevices. What do you think will then happen to the readership
here if we are charged for the priviledge of enjoying the jag list?
Most of us will probably be forced to unsubscribe. Those of you that
already pay AOL, Compuserve, Delphi, etc. for internet access will be charged
even more for that priviledge. Those of you that think your "by-the-character"
charges are high now, just you wait. Everyone who uses the internet
(everyone here included) should read this and reply as indicated.
I find it very appalling to think about large corporations fattening their
guts even more by charging you and I for every single packet of
(currently free) jaguar info, data, e-mail, mosaic request, etc.
If we don't voice now on this one folks, the information superhighway
will be obstructed with potholes and toll booths.

If you complain about the length of messages now, just think how
PISSED-OFF you will be if you have to pay for it (or pay more than you do now).

The following is long and very frightening. IT SHOULD SCARE YOU!!!
DO SOMETHING ABOUT IT!!

Please send this to everyone you know. The more people that respond,
the better our chances are that we can kill this thing.

I'm not going to sit back and watch it happen, I hope you don't either.

Just my $0.02. I may need the lousy $0.98 so I can send this e-mail out!

Scott Buennemeyer

----- Begin Included Message -----

>>From @UKCC.UKY.EDU:owner-geoged@UKCC.UKY.EDU Thu May 12 21:45:54 1994
>Date: Thu, 12 May 1994 22:44:50 EDT
>Reply-To: THROOPG@icarus.som.clarkson.edu
>Sender: Geography Education List <GEOGED@UKCC.uky.edu>
>Comments: Resent-From: Oliver <ORFROE00@ukcc.uky.edu>
>Comments: Originally-From: Gary Throop <THROOPG@icarus.som.clarkson.edu>
>Comments: Resent-From: Jeff Jones <JAJONE00@ukcc.uky.edu>
>Comments: Originally-From: Oliver <ORFROE00@UKCC.UKY.EDU>
>From: Jeff Jones <JAJONE00@UKCC.uky.edu>
>Subject: Metered Usage of the Internet
>X-To: geoged@ukcc.uky.edu, geogfem@ukcc.uky.edu, lambda@ukcc.uky.edu
>To: Multiple recipients of list GEOGED <GEOGED@UKCC.uky.edu>
>Content-Length: 11195
>Status: RO
>X-Lines: 248

---Jeff Jones---------------------------------JAJONE00@ukcc.uky.edu-----
Department of Geography, University of Kentucky, Lexington, KY 40506

----------------------------Original message----------------------------
I think this should be of interest ot a lot of us

Oliver Froehling Dept. of Geography
(606) 257-6992 University of Kentucky
ORFROE00@UKCC.UKY.EDU Lexington, KY 40506-0027

----------Original message----------

Subject: Metered Usage of the Internet: JSN

Please forgive the mass mailing, but I feel this is a subject
which is of great importance to anyone who benefits from the
bountiful resources of the Internet.

A very bad storm is brooding on the horizon.

In the future, you might have to pay a charge for every E-mail
message you send or receive, every Usenet article you read,
every kilobyte of data you transfer with ftp, every hypertext
link you follow with NCSA Mosaic or Gopher...

Hopefully this frightens you as much as it does me.
But it will happen, unless YOU do something about it.

Please read the attached, fill out the requested info, and
mail it back to mike@essential.org. It also wouldn't hurt to
forward a copy of this to everyone you know on the Internet.

Thanks for your support.

Craig Smith, <bcs@cs.tamu.eduor <craig@stat.tamu.edu>
Texas A&M University, Dept. of Computer Science
205 HRBB, 862-2084 (CPSC). [PGP2 Public Key Available on Request]

TAXPAYER ASSETS PROJECT - INFORMATION POLICY NOTE
May 7, 1994

- Request for signatures for a letter to NSF opposing metered
pricing of Internet usage

- Please repost this request freely

The letter will be sent to Steve Wolff, the Director of
Networking and Communications for NSF. The purpose of the letter
is to express a number of user concerns about the future of
Internet pricing. NSF recently announced that is awarding five
key contracts to telephone companies to operate four Internet
"Network Access Points" (NAPs), and an NSF funded very high speed
backbone (vBNS). There have been a number of indications that
the telephone companies operating the NAPs will seek permission
from NSF to price NAPs services according to some measure of
Internet usage. The vBNS is expected to act as a testbed for new
Internet pricing and accounting schemes. The letter expresses
the view that metered pricing of Internet usage should be
avoided, and that NSF should ensure that the free flow of

information through Internet listserves and file server sites is preserved and enhanced.

Jamie Love, Taxpayer Assets Project (love@essential.org; but unable to answer mail until May 15). Until then, direct inquires to Michael Ward.

If you are willing to sign the letter, send the following information to Mike Ward of the Taxpayer Assets Project (mike@essential.org, fax: 202/234-5176; voice: 202/387-8030; P.O. Box 19367, Washington, DC 20036):

Names: _____
Title: _____ (Optional)
Affiliation: _____
(for purposes of identification only)
Address: _____
City; St, Zip _____
Email Address: _____
Voice: _____
for verification)

The letter follows:

Steve Wolff
Director
Division of Networking and Communications
National Science Foundation
1800 G Street
Washington, DC 20550

Dear Steve:

It is our understanding that the National Science Foundation (NSF) and other federal agencies are developing a new architecture for the Internet that will utilize four new Network Access Points (NAPs), which have been described as the new "cloverleaves" for the Internet. You have indicated that NSF is awarding contracts for four NAPs, which will be operated by telephone companies (Pac Bell, S.F.; Ameritech, Chicago; Sprint, NY; and MFS, Washington, DC). We further understand that NSF has selected MCI to operate its new very high speed backbone (vBNS) facility.

There is broad public interest in the outcome of the negotiations between NSF and the companies that will operate the NAPs and vBNS. We are writing to ask that NSF consider the following objectives in its negotiations with these five firms:

PRICING.

We are concerned about the future pricing systems for Internet access and usage. Many users pay fixed rates for Internet

connections, often based upon the bandwidth of the connection, and do not pay for network usage, such as the transfer of data using email, ftp, Gopher or Mosaic. It has been widely reported on certain Internet discussion groups, such as com-priv, that the operators of the NAPs are contemplating a system of usage based pricing.

We are very concerned about any movement toward usage based pricing on the Internet, and we are particularly concerned about the future of the Internet Listserves, which allow broad democratic discourse on a wide range of issues. We believe that the continued existence and enhancement of the Internet discussion groups and distribution lists is so important that any pricing scheme for the NAPs that would endanger or restrict their use should be rejected by the NSF.

It is important for NSF to recognize that the Internet is more than a network for scientific researchers or commercial transactions. It represents the most important new effort to expand democracy into a wide range of human endeavors. The open communication and the free flow of information have make government and private organizations more accountable, and allowed citizens to organize and debate the widest range of matters. Federal policy should be directed at expanding public access to the Internet, and it should reject efforts to introduce pricing schemes for Internet usage that would mimic commercial telephone networks or expensive private network services such as MCI mail.

To put this into perspective, NSF officials must consider how any pricing mechanisms will change the economics of hosting an Internet electronic mail discussion groups and distribution lists. Many of these discussion groups and lists are very large, such as Humanist, GIS-L, CNI-Copyright, PACS-L, CPSR-Announce or Com-Priv. It is not unusual for a popular Internet discussion group to have several thousand members, and send out more than 100,000 email messages per day. These discussion groups and distribution lists are the backbones of democratic discourse on the Internet, and it is doubtful that they would survive if metered pricing of electronic mail is introduced on the Internet.

Usage based pricing would also introduce a wide range of problems regarding the use of ftp, gopher and mosaic servers, since it conceivable that the persons who provide "free" information on servers would be asked to pay the costs of "sending" data to persons who request data. This would vastly increase the costs of operating a server site, and would likely eliminate many sources of data now "published" for free.

We are also concerned about the types of accounting mechanisms which may be developed or deployed to facilitate usage based pricing schemes., which raise a number of concerns about personal

privacy. Few Internet users are anxious to see a new system of "surveillance" that will allow the government or private data vendors to monitor and track individual usage of Information obtained from Internet listserves or fileserves.

ANTI-COMPETITIVE PRACTICES

We are also concerned about the potential for anti-competitive behavior by the firms that operate the NAPs. Since 1991 there have been a number of criticisms of ANS pricing practices, and concerns about issues such as price discrimination or preferential treatment are likely to become more important as the firms operating the NAPs become competitors of firms that must connect to the NAPs. We are particularly concerned about the announcements by PAC-Bell and Ameritech that they will enter the retail market for Internet services, since both firms were selected by NSF to operate NAPs. It is essential that the contracts signed by NSF include the strongest possible measures to insure that the operators of the NAPs do not unfairly discriminate against unaffiliated companies.

Recommendations:

As the Internet moves from the realm of the research community to a more vital part of the nation's information infrastructure, the NSF must ensure that its decisions reflect the needs and values of a much larger community.

1. The NSF contracts with the NAPs operators will include clauses that determine how the NAP services will be priced. It is important that NSF disclose and receive comment on all pricing proposals before they become final. NSF should create an online discussion list to facilitate public dialog on the pricing proposals, and NSF should identify its criteria for selecting a particular pricing mechanism, addressing the issue of how the pricing system will impact the Internet's role in facilitating democratic debate.

2. NSF should create a consumer advisory board which would include a broad cross section of consumer interests, including independent network service providers (NSPs), publishers of Internet discussion groups and distribution lists, academic networks, librarians, citizen groups and individual users. This advisory board should review a number of policy questions related to the operation of the Internet, including questions such as the NAP pricing, NAP operator disclosure of financial, technical and operational data, systems of Internet accounting which are being tested on the vBNS and other topics.

3. NSF should solicit public comment, though an online discussion group, of the types of safeguards against

anticompetitive behavior by the NAPs which should be
addressed in the NSF/NAPs contracts, and on issues such as
NAPs pricing and Internet accounting systems.

TAP-INFO is an Internet Distribution List provided by the Taxpayer
Assets Project (TAP). TAP was founded by Ralph Nader to monitor the
management of government property, including information systems and
data, government funded R&D, spectrum allocation and other government
assets. TAP-INFO reports on TAP activities relating to federal
information policy. tap-info is archived at ftp.cpsr.org;
gopher.cpsr.org and wais.cpsr.org

Subscription requests to tap-info to listserver@essential.org with
the message: subscribe tap-info your name

Taxpayer Assets Project; P.O. Box 19367, Washington, DC 20036
v. 202/387-8030; f. 202/234-5176; internet: tap@essential.org
---

****
Gary M. Throop THROOPG@icarus.som.clarkson.edu
Clarkson University 315-268-3814
Department of Management FAX: 315-268-3810
Box 5790
Potsdam, NY 13699

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2456. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 10:24:30 UTC
From: f09m@alf.zfn.uni-bremen.de
Message-ID: <2rcqcu$nbf@ina.zfn.uni-bremen.de>
Source record: 16957
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <CpxxsM.KHr@novell.co.uk>, plord@novell.co.uk (Peter Lord) says:
>
>HALL B J (cb170@city.ac.uk) wrote:
>: There is a review of SMS2 in a recent ST magazine - I think it was the
>: last ST Format.

>But as far as I can make out, its a completly now OS with no backward
>compatability nor compatable with other OS's.
not quite correct. SMS2 is a bit like QDOS from good old Sinclair-QL. I think that the C68 C-Compiler for the QL should work

>Peter Lord
cu B.

2457. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 11:29:37 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769260565@sirius.herts.ac.uk>
Source record: 16955
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by HALL B J...
|> There is a review of SMS2 in a recent ST magazine - I think it was the
|> last ST Format.

Yes, I know, and though it told me enough to get more interested
in SMS2 than in the disk based O/Ss, it left me with a lot of questions,
which is why I started this thread. Since then I've got a lot of info. from
the articles you have posted here, I've got more info.
But I've also found out about a *very* good article in the
upcoming June issue of ST Applications. You can get details of STA from
ST Club in Nottingham, phone 0602-455250 or fax 0602-455305. I don't
know how to call them from abroad, I've never been abroad and wanted to
phone someone in England before.
Lordy, all this makes me sound like a complete SMS2/ STA
advocate. I don't work for them or anything, I just like them. This is
not a sneaky attempt to stir up interest artificially, they deserve all
the interest they can get, IMHO.

Duncan (75% certain to save up and buy SMS2)

PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
some kind soul could write ST File Exchange, or summat?

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2458. JagPC

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 13:59:56 UTC
From: wolfman@xmission.com
Message-ID: <2rd70s$pqp@xmission.xmission.com>
Source record: 16954

I would like some more info on the JagPC.

How much will it cost?

When will it come out?

How much will it cost to develop games for it?

What compatibility will it have with the Jaguar, How
will I plug in carts?

Any info would be extremely appreciated!

Salute,

David Clayton
wolfman@xmission.com

2459. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 15:06:27 UTC
From: djs@jet.uk
Message-ID: <1994May18.150627.4099@jet.uk>
Source record: 16956

In <23274JGHBOCLNMSDEND@ars.ath.forthnet.gr> mipap@ars.ath.forthnet.gr writes:
>As a Calamus SL user I can get a simple printer and print with the same
>quality you will if you had the same printer with postscript.

Bzzt! One of the reasons I like PostScript is that I can get MUCH better quality of out my cheapo DeskJet 550c (as well as the ability to drive better printers). The GhostScript driver (v2.6.1) generates much better quality colour output (due to different dithering algorithms), than either the Calamus SL or PageStream HP 550c drivers.

So, I try to use PostScript even when the file will never see a true PostScript printer. That's why I'm not happy with Calamus SL; no PostScript.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2460. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 18:08:48 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cq0Fqp.J4H@ecf.toronto.edu>
Source record: 16958

In article <2r99nf$hs9@mother.usf.edu>,
Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>Yes, this is true. TOS does not have these features, and therefore the
>developer must implement them himself in a manner which is not necessarily the
>same as another application, which can lead to confusion for the users.
>However, if space is a concern, keep in mind that most Atari programs are
>smaller than Mac programs that do the same things.

I'd argue that this is a function of how well the programmer did his job, not necessarily the operating system. Wordflair II, for example, takes up about 400K on disk and will barely run decently with 1Mb of free memory. ClarisWorks on the Mac, for example, takes up 650K on disk, does everything Wordflair II does and **much** more, and runs fine in 1Mb of free memory. (Plus ClarisWorks isn't prone to random crashes like Wordflair.) Also keep in mind that Mac software is, in general, more sophisticated than Atari software.

>>Is the Mac OS slower? It can be. But the MAC OS is also more powerful than
>>TOS, and the machines that Apple now makes are faster than the Falcon. Also
>>keep in mind that while on paper TOS has features such as a universal font
>>system, a clipboard and , such features are generally unsupported by most of
>>the programs out there. In addition, there is little consistency between
>>programs in terms of the user interface.
>
>It isn't the fault of the operating system that some of the apps don't support
>certain features of the OS, and perhaps some programs just don't need to use
>those features.

That's true; it's not the fault of the OS. The problem is that many programs could benefit by using the standard Clipboard (I can't think of one program which couldn't!) and SpeedoGDOS. (I can't think of even ten programs which properly support SpeedoGDOS.) The problem is that no matter whose fault it is, the result is still the same -- a mess, and confusion for the user.

> Likewise, not all Mac programs take full advantage of the
>Mac's OS.

True, but there is still not the blatant disregard from OS programming guide-lines that seems only now to be coming to an end on the Atari. Not all Mac programs fully utilise the features they could, but they still come out ahead of Ataris in terms of uniformity and support of OS features. All programs (if appropriate) use the clipboard, multiple fonts, standard dialogues for file commands, etc.

>That is to say, you can't do much of anything on a Mac without going through
>the OS. Everything MUST be done though and OS call, and everything that does
>goes through the OS then gives up the machine to all the other processes

>running. If the program could use some OS functions without the multitasking
>overhead, some tasks could have improved overall performance even while
>multitasking. Also, just about anything you can do with the Mac through the
>OS could be done faster, and it isn't, which 'gets in the way'.

This is not entirely accurate. It is not true that EVERYTHING must be done
through an OS call, and anyway, using the OS to perform functions only makes
programs behave more uniformly. This is *not* a bad thing. I also take issue
with your statement that "just about anything you can do with the Mac through
the OS could be done faster." Unlike the Atari, there does not seem to be
a market for products such as Warp 9, NVDI, or Fatspeed...

>Ataris have _different_ strengths from Macs. I would not recomment a Mac over
>an Atari nor the Atari necessarily over the Mac in some cases. If there is a
>user who has absolutely no idea how to use a computer, then baloon help and
>the Mac computer-knows-best interface will be perfect for them, not to
>mention the fact that they won't be bothered by the sluggish user interface
>and apps.

You have not given any proof that the Mac's interface and applications are
sluggish. If anything, it's the Atari's interface and apps which are sluggish.
They run on old processors, and are not even optimised for those (hence the
need for software accelerators.) Needless to say, I do not agree with your
assessment. (How come people think that just because an interface is easy
to use, it is restrictive?)

>All Atari developers and hobbiests I've talked to who use other computers for
>a living always tell me that they come home to their Atari to get away from
>the other computers. They feel refreshed to use their Atari because it's
>something different, and it's fun to develop software for. With this Atari, I
>can actaully get something done or solve some problem without having to mess
>with all the overhead that I would need to deal with on a Mac.

That's the reason I have a Mac. I tired of my Atari, which was slow and
unsupported, didn't want to bother with clone boxes. It's a nice break from
the stupid Unix boxes I have to deal with every day.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2461. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 18:21:00 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2rdmac$lms@usenet.rpi.edu>
Source record: 16960

sinclap2954@cobra.uni.edu writes:

>In article <Up-EELXAFYA@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>>>The whole discussion originated from the fact that the Atari line today would
>>>not be a logical choice to first time users. It's the sad truth fella, and you
>>>or any Atari worshipper can't do anything about it. I was just on the other
>>>Atari newsgroup and one posted prices for the Falcon. $1299 for a 4/80 is high
>>>and that does not include a monitor. I almost choked when i saw the $1899
>>>config: YOU GOT TO BE KIDDING! Anyone say a $1599 PowerMac 6100 or $1899 for
>>>a 33 mhz 040 Quadra 650. I don't think Atari is selling much of that config. A
>>>Mac Quadra 660 AV, DSP equipped can be had for $1399(8/230). Oh I forgot that
>>>AV has an 040 and is so much cheaper than that $1899 FALCON....Boy this sounds
>>>like worshipping the Mac, at these prices who cares!!

>Side note: The Quadra 660 AV 8/230 has been reduced to $1499 as of today. I
>am not sure what the new street is.

THE FIRE SALE CONTINUES!! ;-)

>May 16 - BalckBird* is here.
What's a Balckbird? :-)

==========
= TOM TRAUTH =
==========

PS: By the year 2000, Apple = Commodore!
Mark my words!

2462. Re: PowerMacs have disk eject buttons? (read it steve)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 18:31:59 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2rdmuv$m2t@usenet.rpi.edu>
Source record: 16959

sinclap2954@cobra.uni.edu writes:

>In article <2qu6m5$t5d@usenet.rpi.edu>, trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth)
writes:
>> sinclap2954@cobra.uni.edu writes:
>>
>>>In article <2qkh0t$l8t@usenet.rpi.edu>, trautt@magritte.its.rpi.edu (Thomas H. Trauth)
writes:
>>>> Someone in c.s.mac.adv told me that the PowerMacs have disk eject
>>>> buttons! Wow!! Finally!! I guess IBM showed Apple how to make them
>>>> as part of the PPC deal. ;-)
>>
>>>Wow is this the only fault you can find on the Mac? I have disk e, it's in
>>>the menu finder. You poor degenerate Atari worshipper knows that the end has
>>>come. Even Rickard finally realised it but won't admit it.
>>> pp
>>
>> (Live from the VCC computer lab)
>> I wasn't going to make any more posts, sinCRAP, but I have to set some things
>> straight. I am NOT an Atari worshipper, fanatic, or even user! I am a PC
>> user and have been for over six years. I am still slightly interested in Atari
>> because of my days as an Atari 800 user, but I am currently much more inter-
>> ested in PC's. As for the lack of disk eject, I maintain that that is an
>> example of Apple hampering experienced users to pamper beginners, not of
>> superior design. And no, that is not the only reason why I don't like the
>> Mac! If you want to know other reasons why I don't like that sacred machine,
>> please read my other posts; I don't wish to restate them. AND I COULD CARE
>> LESS ABOUT THOSE G*D-DAMN BLACKBIRDS!!!

>NewsWeek Quote of the week: " Disk eject hampers hampers experience users to
>pamper beginners" What an egotistice IDIOT!!!!

If this sentence, in the exact form in which you wrote it, were ever printed
in Newsweek or any other professional publication, the editor would be fired
on the spot. Once again, sinCRAP, you display your kindergarten-level grammar
and spelling skills. As for "egostistice" idiots, you shouldn't talk.

>>
>>>>
>>>> *
>>>> * Tom Trauth
>>>> * trautt@rpi.edu
>>>> * King of the Russians (in Civ)

>You have some wild dreams? You masterbate
>in those dream, eh?

What a dirty mind! No I don't, actually.
However, I bet you do - while reading MacWeek.

>>
>>
>>>wqwq
>> ^^^^
>> What is this?
>>>> *

>Sounds like a secret code...

>>
>>
>> *
>> * Tom Trauth
>> * trautt@rpi.edu
>> * King of the Russians (in Civ)
>> * The Blackbird will die!!!!!!!!!!!!!!
>> *

All hail:
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
Lord of the Lame, Duke of the Dimwits!

>May 16 - BlackBird* is out..
May 18 - Blackbird is shot dead!

>*BlackBird = PowerBook 520 & 540 series

==========
= TOM TRAUTH =
==========

PS: GET A LIFE (This time I'm serious!)

2463. "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 18:54:32 UTC
From: trautt@vccsouth10.its.rpi.edu
Message-ID: <2rdo99$mmv@usenet.rpi.edu>
Source record: 16961

(Live from the VCC South Sun Lab)

Anyone who is sick seeing sinclap's drivel about how Macs rule and
everything else sucks please post a "YEA" in reply to this post.
Anyone who wishes to continue seeing sinclaps BS, please post "NEA".

I for one post "YEA"!

==========
= TOM TRAUTH =
==========

PS: Make sure to vote for comp.sys.sinclap.stupid.drivel ;-)
PPS: Can someone please send a spell/grammar checker to his Macness.
He seems to be having a problem with spelling and grammar lately.
;-)
PPPS: Democracy in action!

2464. FOR SALE: Old 1040ST and misc.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 19:09:47 UTC
From: c2zjjq@kocrsv01.delcoelect.com
Message-ID: <1994May18.190947.16931@kocrsv01.delcoelect.com>
Source record: 16965
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit

I have an old (1986) 1040ST, color monitor, joysticks and
miscellaneous old software titles and manuals that I would like to
sell for $150US (If this asking price is excessive, please let me
know). If anyone would be interested in this equipment or would know
of any computer companies or organizations which might be interested,
please send an e-mail. I have not used this equipment in a few years
and it seems like such a waste to keep it all boxed-up in my office.
Thanks...

--
Jerry Queen c2zjjq@kocrsv01.delcoelect.com
Delco Electronics Corp. [Opinions are strictly mine]
Kokomo, IN
- NASCAR at Indy! FINALLY! #5 and #18

2465. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 19:51:31 UTC
From: pdemaio@draper.com
Message-ID: <pdemaio.173.000EDC3F@draper.com>
Source record: 16964

In article <2r6qsj$h0n@search01.news.aol.com> atariman@aol.com (Atari Man) writes:
>From: atariman@aol.com (Atari Man)
>Subject: Re: Jaguar
>Date: 15 May 1994 23:56:03 -0400

>In article <chronos.14.000C295B@utxvms.cc.utexas.edu>,
>chronos@utxvms.cc.utexas.edu (Brian Allen Brushwood) writes:

>Sigma has purchased the right to install a Jaguar chipset on a card that can be
>installed in a PC.
>Neat!!! All the better for Atari, more money for the company for sure.

This sounds great to me. I'd still like the option to run it to a tv too,
though.

Also is NBA Jam coming to (or already available for) the Jag. If it is I may
just run out and get one of these babys.
PDeMaio

Is that a light at the end of the tunnel or just an oncoming train?

2466. TCPIP.FAQ available

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 21:46:20 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405182146.RAA26282@top.magnus.acs.ohio-state.edu>
Source record: 16969
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Well an initial version of the TCPIP Faq (if you can really call it that) how about the Guide to Connecting your Atari to the Internet. At least a litle more accurate. ;) Well after some small amount of research and work I have come up with an initial version. I am certain that it does not contain everything it should, but I wanted to get it out for comments and suggestions. The current version is approx. 45K, I am going to send it to a.a.u.e., ftp.uni-kl.de, mic2.hensa.ac.uk and ftp.tu-clausthal.de. If you are unable to FTP then send me email and I will mail it to you.

Please feel free to make comments and suggestions. And pass it on to anyone who needs it.

Dan Ackerman
ackerman.29@osu.edu

2467. Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 21:52:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5008.5323.0N19ECD5@canrem.com>
Source record: 16962

-> The 4meg 85meg HD Falcon w/o monitor is roughly $1200. I can get a
-> Performa 600 4meg 160meg HD w/o monitor for $800. Apple software is
-> also abundant. I really want to stay with Atari, but common sense
-> tells me to get the Performa. I want people to mail me reasons to
-> stay with Atari.
->
-> I use the ST mainly for DTP. Yes, I have Calamus, so shut up! ;)

For a start, you havn't factored in the price of DTP software when you buy the Mac. Right there you're looking at a good $400 and up for a half decent DTP application to match the performance of Calamus SL -- or even Timeworks DTP. That brings the Performa up to $1200 MINIMUM. Then you have to figure that the Performa doesn't include both IDE and SCSI-2 hard disk ports, so you'd have to spend extra to get one or the other type dpeending on what the Performa comes with. And if it's SCSI-2, those controllers cost quite a bit. (Usually in the neighbourhood of $200 and up -- that's a Canadian price) Then there's the Falcon's DSP, which the Performa doesn't have. And since you already have Calamus for the ST, it makes sense that you'd actually be _saving_ money buy buying the Falcon, after all is said and done. Not to mention not having to give up any other pieces of software you already own.

Personally, I want a Falcon too, and I intend to get one. Apple doesn't do it for me, and neither does the PC.

CYOTFS!
...D.L.
...Underground

2468. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 21:54:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5009.5323.0N19ECD6@canrem.com>
Source record: 16963

-> That whould be neat!!! Would it be able to do everything that the
-> Jaguar can do? I would love to get rid of my SB16 :) How much did
-> he say it was going to cost? What level of machine do you need to
-> install the Jaguar chipset (a 386 or higher would be formidable!!!)

The price of the Sigma Design's JagPC card is around $500 (SRP). It
allows you to play any Jaguar CD-ROM game, and in its spare time, acts
as a graphics accellerator and realtime MPEG board.

You need at least a Multimedia Level 2 (486+) machine to install it; it
plugs into any standard ISA bus.

CYOTFS!
...D.L.
...Underground

2469. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-18 22:37:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq0s6t.Esp@cix.compulink.co.uk>
Source record: 16966
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
> some kind soul could write ST File Exchange, or summat?

Well depending on how comapatible SMS2 is with QDOS - there is already at least one good ST/PC disk reader for it.

Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting source code files on for recompilation. The underlying file system can be something else - however FWIK, the QDOS one is pretty poor comapared to MINIXFS or even TOSFS.

Roland.

@CiX

2470. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 00:05:54 UTC
From: <>
Message-ID: <2reah2$1ue@mother.usf.edu>
Source record: 16967

Saying that Mac programs are generally more sophistocated than Atari programs is an over generalization. I could just as easily say that most Atari programs are better written than Mac programs, in general.

Atari users like software accelerators because they are efficiency fanatics. This is why they bought Atari's in the first place.

At least Atari's have dynamic memory allocation. Mac programs have to allocate large spaced at the time the app is loaded. Ick.

2471. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 01:45:24 UTC
From: <>
Message-ID: <2regbk$2gn@mother.usf.edu>
Source record: 16968

In article <1994May18.150627.4099@jet.uk> djs@jet.uk (David Stevenson) writes:
>In <23274JGHBOCLNMSDEND@ars.ath.forthnet.gr> mipap@ars.ath.forthnet.gr writes:
>>As a Calamus SL user I can get a simple printer and print with the same
>>quality you will if you had the same printer with postscript.
>
>Bzzt! One of the reasons I like PostScript is that I can get MUCH better
>quality of out my cheapo DeskJet 550c (as well as the ability to drive
>better printers). The GhostScript driver (v2.6.1) generates much better
>quality colour output (due to different dithering algorithms), than
>either the Calamus SL or PageStream HP 550c drivers.
>
>So, I try to use PostScript even when the file will never see a true
>PostScript printer. That's why I'm not happy with Calamus SL; no
>PostScript.
>
>
>--
>David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

I don't know how you think you're getting better quality, but there's no way
you could get better quality with Postscript. Calamus SL has very
sophistocated imaging routines and it produces an image at the printer's
resolution.

If you compared the best Postscript driver to the best PCL driver, you'd get
EXACTLY the same quality because they both work at the printer resolution.

There is a speed advantage when you don't use Postscript, because postscript
requires more information to do the same job of a bitmap at the printer's
resolution.

Your dithering algorythms you mention are a function of the driver and have
nothing to do with what format the data is in.

2472. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 05:42:58 UTC
From: hinssenp@btmp2c.be
Message-ID: <1994May19.074356@btmp2c.be>
Source record: 16970

NEA.

He's drivelling all right, but it keeps the group from falling asleep.

2473. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 06:46:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <10021@gos.ukc.ac.uk>
Source record: 16971

In article <2rdo99$mmv@usenet.rpi.edu> trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
>(Live from the VCC South Sun Lab)
>
>Anyone who is sick seeing sinclap's drivel about how Macs rule and
>everything else sucks please post a "YEA" in reply to this post.
>Anyone who wishes to continue seeing sinclaps BS, please post "NEA".

YEA

Griff (thinks this group has gone down hill lately....)
--

2474. Re: WANTED MEGA STE

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 09:45:25 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2rfcfl$n9h@bognor.barclays.co.uk>
Source record: 16853

```
--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
Iain.Laskey
```

2475. Re: WANTED MEGA STE

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 09:45:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2rfcg9$n9h@bognor.barclays.co.uk>
Source record: 16852

In article <1994May17.124801@cs.man.ac.uk>, grantr@cs.man.ac.uk (Rob Grant) writes:
|> If you wish to sell or know where I can buy an atari Mega STE of any coIain.Laskey

2476. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 11:50:25 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994May19.115025.15961@kodak.rdcs.kodak.com>
Source record: 16974

IBM and Apple are redefining what computing will be. The recently agreed upon PREP standard will let one hardware configuration run system 7, os/2 (in some flavor), and whatever Bill Gates brings to the table. Hardware is on the verge of becoming an irrelevant commodity. The PREP standard incorprates things like standard parallel ports from the PC world with things like ADB from the mac. Clone makers will just build to the standard and sell gazillions of boxes.

We buy hardware to run software. Apple is positioning itself to get out of the hardware business and into the operating system business. Will they succeed? Who knows in this silly business. But they are trying to change the paradigm; following a vision. Atari once had a vision "Power without the price". They acheived it ($800 for my ST vs. $2k+ for a Mac+), I bought in, then watched Atari fail to either keep up its old vision or develop a new one. Other than the Jaguar, what does Atari see as its own future?

What is the uniqueness of Atari (HW or SW) that justifies its continued existence? (Serious question folks, think about it)

2477. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 12:02:06 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994May19.120206.16169@kodak.rdcs.kodak.com>
Source record: 16975

In article <1994May17.170503.27831@jet.uk>
djs@jet.uk (David Stevenson) writes:

> Although I agree with your statement that the Falcon030 is a good bet,
> I don't think that `poor i/o structure' matters or means anything to most
> users. As you said elsewhere in your message, it's applications that count
> (except to `hobbyists'). On that basis, the Mac is a better choice for
> new users (IMO).
>
> However, if Laura has a significant investment in apps for her ST, then
> she will have to take into account the cost of replacing these if going
> down the Mac route. That was the main reason I upgraded to a Falcon; I
> couldn't afford to buy Mac equivalents to Cubase, PageStream, Vektor,
> Calligrapher, Lattice, et al.
> -

David, I must have a word with your regarding your posting style: sane, well considered, logically presented, willing to admit that there might be a non-atari answer...GET THE HELL OUT OF AN ADVOCACY GROUP!!! But seriously, you point is well taken, buying a more powerful platform to run your existing applications is about the only reason to buy a new atari. (But if there was a Gemulator for the mac...)

2478. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 12:28:13 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769350493@Shepards>
Source record: 16972
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
>> some kind soul could write ST File Exchange, or summat?

>Well depending on how comapatible SMS2 is with QDOS - there is already at
>least one good ST/PC disk reader for it.

>Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting
>source code files on for recompilation. The underlying file system can be
>something else - however FWIK, the QDOS one is pretty poor comapared to
>MINIXFS or even TOSFS.

In this months ST Review there is a review of all currently availably mtasking
systems; Mag!X, Geneva, MTos, SMS2, and Omen.

SMS2 got a nice review, so check it out.
They said TOS disk compatability may be a future update...

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2479. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 13:05:36 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May19.130536.14307@t.hfb.se>
Source record: 16973

In article <2rdo99$mmv@usenet.rpi.edu> trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
>(Live from the VCC South Sun Lab)
>
>Anyone who is sick seeing sinclap's drivel about how Macs rule and
>everything else sucks please post a "YEA" in reply to this post.
>Anyone who wishes to continue seeing sinclaps BS, please post "NEA".

YEA

/
/ Daniel

2480. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 15:12:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2ddb8ff8@secom.ct.se>
Source record: 16982

DC> That whould be neat!!! Would it be able to do everything that the Jaguar
DC> can
DC> do? I would love to get rid of my SB16 :) How much did he say it was
DC> going to cost? What level of machine do you need to install the Jaguar
DC> chipset (a 386 or higher would be formidable!!!)

MPC2 compatible beast, and it will use one ISA slot ... I think there's a
better description out here somewhere ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2481. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 16:28:34 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cq25rn.Du0@ecf.toronto.edu>
Source record: 16976

In article <2reah2$1ue@mother.usf.edu>,
Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>Saying that Mac programs are generally more sophistocated than Atari programs
>is an over generalization. I could just as easily say that most Atari
>programs are better written than Mac programs, in general.

There are many examples to dispute this. The program that comes to mind right away is Calligrapher. It was a very powerful word processor, but the interface was awful. Items were in menus that shouldn't have been, there were pop-up menus for seemingly no reason, and almost everything was modal. TO top that off, it didn't work with FSM/GDOS or SpeedoGDOS. Warp 9 may be extremely well-coded, but the interface was awful -- and why couldn't they put the control panel for it in a CPX? You see, well-written depends on what you mean: Do you mean efficiently coded, or an all-around well-design product? If you mean efficiently coded, then we really can't tell unless we see the source code for a program. If you mean fast, responsive, and user-friendly, then I would say that Mac programs are better-written, with a few exceptions.

I stand by my statement that Mac programs are more sophisticated than Atari programs.

>
>Atari users like software accelerators because they are efficiency fanatics.
>This is why they bought Atari's in the first place.

The question is, how can someone claim that TOS is so efficient and well written when accelerators such as NVDI and Warp 9 are required so that you don't go mad using it. (Before you come to the defence that the VDI is a generalised set of graphics routines, keep in mind that QuickDraw on the Mac is the same.) There are other examples of software accelerators on the Atari ... and products such as Geneva exist because MultiTOS doesn't run well on 68000 machines.

>At least Atari's have dynamic memory allocation. Mac programs have to
>allocate large spaced at the time the app is loaded. Ick.

It's an annoyance, yes, but it's due to be phased out in another release of the System. At the Macs don't have the 8.3 filename limit...

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2482. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 17:00:52 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cq279G.K2x@newcastle.ac.uk>
Source record: 16979

In article <1994May19.130536.14307@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
>In article <2rdo99$mmv@usenet.rpi.edu> trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
>>(Live from the VCC South Sun Lab)
>>
>>Anyone who is sick seeing sinclap's drivel about how Macs rule and
>>everything else sucks please post a "YEA" in reply to this post.
>>Anyone who wishes to continue seeing sinclaps BS, please post "NEA".
>
>YEA
>
> /
>/ Daniel
>

YEA

2483. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 17:24:57 UTC
From: <>
Message-ID: <2rg7d9$770@mother.usf.edu>
Source record: 16977

YEA

2484. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 17:38:04 UTC
From: <>
Message-ID: <2rg85s$79f@mother.usf.edu>
Source record: 16978

In article <Cq25rn.Du0@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>In article <2reah2$1ue@mother.usf.edu>,
>Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>>Saying that Mac programs are generally more sophistocated than Atari programs
>>is an over generalization. I could just as easily say that most Atari
>>programs are better written than Mac programs, in general.
>
>There are many examples to dispute this. The program that comes to mind right
>away is Calligrapher. It was a very powerful word processor, but the inter-
>face was awful. Items were in menus that shouldn't have been, there were
>pop-up menus for seemingly no reason, and almost everything was modal. TO
>top that off, it didn't work with FSM/GDOS or SpeedoGDOS. Warp 9 may be
>extremely well-coded, but the interface was awful -- and why couldn't they
>put the control panel for it in a CPX? You see, well-written depends on
>what you mean: Do you mean efficiently coded, or an all-around well-design
>product? If you mean efficiently coded, then we really can't tell unless
>we see the source code for a program. If you mean fast, responsive, and user-
>friendly, then I would say that Mac programs are better-written, with a few
>exceptions.
>
>I stand by my statement that Mac programs are more sophisticated than Atari
>programs.

You are picking out a few examples, when there are MANY wonderful Atari
programs to chose from. Take Diamond Back 3, for example... it has a
WONDERFUL user interface, and it's the only program that I've found that
wasn't a pain in the next to use to back up your hard drive. How about
Calamus SL with it's excellent programming, design, and well thought-out user
interface? How about True Paint? I and my fellow Atarians could go on and on
listing the Atari programs that cream the Mac equivalents.

And Mac programs are NOT fast and responsive.

>
>>
>>Atari users like software accelerators because they are efficiency fanatics.
>>This is why they bought Atari's in the first place.
>
>The question is, how can someone claim that TOS is so efficient and well
>written when accelerators such as NVDI and Warp 9 are required so that you
>don't go mad using it. (Before you come to the defence that the VDI is
>a generalised set of graphics routines, keep in mind that QuickDraw on the
>Mac is the same.) There are other examples of software accelerators on
>the Atari ... and products such as Geneva exist because MultiTOS doesn't run
>well on 68000 machines.

No, the question is, why don't they have the same thing for the Mac? They sure as hell need it. The average mac user is some know-nothing who hardly knows how to use Microsoft Word, so he doesn't realize that his user interface could be improved by means of software. Even the knowlegable Mac users have been taken in by the media hype that says, "too slow? Buy faster hardware!" To that sort of reasoning, Atari users say, "BULL SHIT!" If it can't be improved in software, then there's something wrong, because we don't have the money for new hardware. Atari users have this attitude that the software should fit the hardware, not the other way around, so if they want something to be faster, they want to go out and pick up a piece of software to fix it. And guess what... they can! Some developers with the same attitude wrote software to speed things up. They don't do that on the Mac because their monkeys have been trained that the hardware should fit the software, so they go out and buy the most expensive Mac they can find.

>
>>At least Atari's have dynamic memory allocation. Mac programs have to
>>allocate large spaced at the time the app is loaded. Ick.
>
>It's an annoyance, yes, but it's due to be phased out in another release of
>the System. At the Macs don't have the 8.3 filename limit...

Yes, but how easy is it going to be to get developers to upgrade for it? Do you know how CRITICAL dynamic memory allocation is for multi-tasking? I guess you don't... you own a Mac.

Speaking of Memory allocation. We Atari users have Warp 9 to make the graphics work faster. You Mac users have RAM Doubler to fix problems associated with not having dynamic memory allocation. Same sort of thing.
>
>
>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance."

2485. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 19:28:26 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.769375706@sfu.ca>
Source record: 16980

millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>You are picking out a few examples, when there are MANY wonderful Atari
>programs to chose from. Take Diamond Back 3, for example... it has a
>WONDERFUL user interface, and it's the only program that I've found that
>wasn't a pain in the next to use to back up your hard drive. How about
>Calamus SL with it's excellent programming, design, and well thought-out user
>interface? How about True Paint? I and my fellow Atarians could go on and on
>listing the Atari programs that cream the Mac equivalents.

List away, but you may find that some mac programs have no Atari equivalent.

>And Mac programs are NOT fast and responsive.

Depends which mac and it depends which software. I think my PowerMac is
rather snappy, faster than my Atari anyway.

>No, the question is, why don't they have the same thing for the Mac? They
>sure as hell need it. The average mac user is some know-nothing who hardly
>knows how to use Microsoft Word, so he doesn't realize that his user interface
>could be improved by means of software.

Maybe, but the average user is not the subject of our discussion. Everyone
here is at least profficient enought to use the internet.

>Even the knowlegable Mac users have
>been taken in by the media hype that says, "too slow? Buy faster hardware!"

And Atari says "too slow? Eat shit!"

>To that sort of reasoning, Atari users say, "BULL SHIT!" If it can't be
>improved in software, then there's something wrong, ...

There are many things that can only be resonable improved so much using
software. I'm sure that graphics rotations are faster on my mac hardware
then on your atari with it's "Superior" software. Also compression,
encryption, video capture, movie playing, simulation, etc.

>...because we don't have the
>money for new hardware.

Atari is a good computer if you can't afford anything better. No, that is
NOT the only good thing about Ataris.

>Atari users have this attitude that the software
>should fit the hardware, not the other way around,...

That would exclude Ataris form having any software that required a lot of
CPU power. ex: Ray tracing, rendering, digitizing video, playing movies...

>so if they want something
>to be faster, they want to go out and pick up a piece of software to fix it.
>And guess what... they can! Some developers with the same attitude wrote
>software to speed things up.

How much can they speed things up? Can they speed things up so the Atari
can complete a ray-trace faster than my PowerMac (Assuming that the
Mac software wasn't total crap.)

>They don't do that on the Mac because their
>monkeys have been trained that the hardware should fit the software, so they
>go out and buy the most expensive Mac they can find.

Hardware should fit the software. Why don't you port TOS to the C64 and show
me some of that famous Atari MIDI stuff. And you still have a ST and wouldn't
want a Falcon because the highly skilled Atari software designers can make
that 68000 feel like a 68060/66 right?

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2486. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 20:44:15 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cq2HLr.n3F@ecf.toronto.edu>
Source record: 16981

In article <2rg85s$79f@mother.usf.edu>,
Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>You are picking out a few examples, when there are MANY wonderful Atari
>programs to chose from. Take Diamond Back 3, for example... it has a
>WONDERFUL user interface, and it's the only program that I've found that
>wasn't a pain in the next to use to back up your hard drive.

This is true. I've seen the new Diamond Back and it is definitely very nice.

> How about
>Calamus SL with it's excellent programming, design, and well thought-out user
>interface? How about True Paint? I and my fellow Atarians could go on and on
>listing the Atari programs that cream the Mac equivalents.

I've seen only the old Calamus (version 1.09N) with its horrible iconic
interface. I'm not knowledgable in the area of DTP, so I can't argue over
how well-suited Calamus may or may not be to DTP, but I hope the interface in
Calamus SL is different from the confusing icon-driven interface in 1.09N.
As for True Paint, I haven't seen it. I seriously doubt, though, that there
are many programs in this list which will "cream" their Mac equivalents.

>And Mac programs are NOT fast and responsive.

Sure they are. Of course if you run your programs under System 7 on an old
Mac Classic or something like an LC, they'll be slow, but to be fair, try
running modern Atari software on an STe with MultiTOS. Why would Mac
programmers, who until recently have been forced to program for slower
machines, create programs which are any less responsive than programs
for any other machine? I'm beginning to wonder how much experience you
have had with Macs.

>No, the question is, why don't they have the same thing for the Mac? They
>sure as hell need it. The average mac user is some know-nothing who hardly
>knows how to use Microsoft Word, so he doesn't realize that his user interface
>could be improved by means of software.

You supply no proof that the average mac user is a "know-nothing" who "hardly
knows how to use Microsoft Word." Anecdotal evidence does not count.
(In fact, this smacks of a kind of elitism. "We're Atari owners and we think
we know *all* the technical stuff, so we're superior.")

Even if your statemeny were true, and I assure you that it isn't, how do
you explain the hundreds of freeware and shareware enhancement utilities on
the various Mac ftp sites? It seems you're arguing two sides here. ON the
one hand you ridicule the Mac because you claim in needs software enhancements,
and on the other hand you hold of the Atari as a paragon of software
efficiency, because of all the software enhancements available. Which will

it be?

> Even the knowlegable Mac users have
>been taken in by the media hype that says, "too slow? Buy faster hardware!"
>To that sort of reasoning, Atari users say, "BULL SHIT!" If it can't be
>improved in software, then there's something wrong, because we don't have the
>money for new hardware.

Of course it's true that software can usually be optimized, but there is a
limit. That's why products like Warp 9 have stopped getting significantly
faster in the past few releases -- you can only optimise software so much.
At some point, new hardware will be required to achieve a speed increase.

> Atari users have this attitude that the software
>should fit the hardware, not the other way around, so if they want something
>to be faster, they want to go out and pick up a piece of software to fix it.
>And guess what... they can! Some developers with the same attitude wrote
>software to speed things up. They don't do that on the Mac because their
>monkeys have been trained that the hardware should fit the software, so they
>go out and buy the most expensive Mac they can find.

The example you give below of products such as OptiMem and Ramdoubler
contradict what you are saying here, as do Apple's System Update releases
and various other third-party products which enhance the way the Mac System
works.

>Yes, but how easy is it going to be to get developers to upgrade for it? Do
>you know how CRITICAL dynamic memory allocation is for multi-tasking? I guess
>you don't... you own a Mac.

What kind of statement is that? Let's try to keep the level of the discussion
above that, ok?

In any case, there's no reason why dynamic memory allocation can't
be made totally transparent to applications -- RamDoubler does it, so I'm
sure Apple's system software programmers can achieve it.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2487. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 22:07:00 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May19.220700.40538@rmece02.upr.clu.edu>
Source record: 16983

YEA.

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2488. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-19 22:15:17 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cq2LtH.2uM@ecf.toronto.edu>
Source record: 16984

> YEA.

Maybe this is a dumb question, but what happens once everyone replies with
"YEA?"

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2489. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 00:20:39 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May19.192039.28063@cobra.uni.edu>
Source record: 16986

In article <May.16.04.57.34.1994.29018@er1.rutgers.edu>, laramary@er1.rutgers.edu (Laura Schweitzer) writes:

> I have a delema. I have always been an Atari person, but I am
> not so sure on getting a Falcon now. I want one in the worst way, but
> I may just get a Performa. Why?
>
> The 4meg 85meg HD Falcon w/o monitor is roughly $1200. I can
> get a Performa 600 4meg 160meg HD w/o monitor for $800. Apple software
> is also abundant. I really want to stay with Atari, but common sense
> tells me to get the Performa. I want people to mail me reasons to stay
> with Atari.
>
> I use the ST mainly for DTP. Yes, I have Calamus, so shut up! ;)

A liguidator called Danmark(I am not sure of the name) has new performa 600's with keyboard, 5 megs of ram, 160 meg HD, cdrom, 16 bit color for $999. The source is from a relative who recieved a catalog.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2490. Re: 3d0 or Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 00:25:28 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May19.192528.28064@cobra.uni.edu>
Source record: 16887

In article <01HCECUNYNXE000UXF@Mailhub.srs.gov>, kstevens@srs.gov (Ken Stevens) writes:
> In article <2r5mgf$8ju@mother.usf.edu>, you wrote:
>
>> Actually, I think you argue just for the sake of arguing and speak untruths
>> just to cause trouble. You probably don't believe half of what you say.
>> You're just saying it because you like to stir things up.

No, not true. If you look at the acomplishments of Atari in the past years,
you would understand the skeptisim. What so different this time?
>
> No, I think it just says it because he is an A**hole.
>

So, someone who takes the new profound Atari optimisim with a grain of salt is
an Asshole?
> --
> Ken Stevens | kstevens@srs.gov |

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2491. Re: C='s PRESS STATEMENT:LIQUIDATE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 02:09:47 UTC
From: analgkid@qedbbs.com
Message-ID: <1iqLmc1w165w@qedbbs.com>
Source record: 16888
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

(Chris did NOT write the following line of bull:)

> > By the way dufus, the PowerMacs DO have eject buttons. I wasn't aware
> >that a button made a computer real. Not that the Amiga was ever a real
> >computer, just a toy. :)

Oh? What PowerMAC model would this be? You must be seeing things, coz the
only PowerMAC's with disk-eject buttons are those equiped with NON-CADDY
CD-ROM drives!

---
analgkid@qedbbs.com (Jeff Robertson) or qed!analgkid
The QED BBS -- (310)420-9327

2492. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 04:23:45 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2rhe0h$j5p@news.dmpe.CSIRO.AU>
Source record: 16914

In article <2r87jm$ek3@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>In article <May.16.04.57.34.1994.29018@er1.rutgers.edu> laramary@er1.rutgers.edu (Laura Schweitzer) writes:
^^^^^
>Good man! :)

Hmm Tim, what are you implying here !?

;^)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2493. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 05:46:06 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May20.004606.28065@cobra.uni.edu>
Source record: 16806

In article <2r87jm$ek3@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
> In article <May.16.04.57.34.1994.29018@er1.rutgers.edu> laramary@er1.rutgers.edu (Laura Schweitzer) writes:
>>
>> I have a delema. I have always been an Atari person, but I am
>>not so sure on getting a Falcon now. I want one in the worst way, but
>>I may just get a Performa. Why?
>>
>> The 4meg 85meg HD Falcon w/o monitor is roughly $1200. I can
>>get a Performa 600 4meg 160meg HD w/o monitor for $800. Apple software
>>is also abundant. I really want to stay with Atari, but common sense
>>tells me to get the Performa. I want people to mail me reasons to stay
>>with Atari.
>

The Mac Quadra 660AV 8/230 can be had for $1201 at any campus reseller. the list price is $1499, not sure the street. Still a better buy than the Falcon.

> My solution was to sit down with a Mac and a Falcon for a while and play with
> them. The Mac seemed rather sluggish, while the Atari was quick to respond.
> If you can handle the slow operating system, poor I/O structure, and a very
> hampered CPU, and you don't subscribe to a good Atari magazine that keeps you
> informed on all the gooa ATARI applications you could get instead, then the
> Mac would be a good choice for you. On the other hand, if you can handle a
> well-designed, quick machine with very good video, audio, and i/o hardware,
> and a little extra time to get the software you want, then the Atari will be
> the better choice.

I would sit down with both platforms and decide. Remember that Performa comes with clarisworks and other programs that are extra if available on the Falcon. Also that Performa is upgradeable to the PowerMac 7100, while the Falcon has no future.

So which Mac Model has the poor I/O structure and a hampered cpu? The Falcon is not a well designed machine. You have to deal with the mushy keyboard, expensive and cubersome memory upgrades and an OS that is a poor excuse compared to System 7. System 7 does more and has more funtionality than that other OS that is dead and non supported. Time is money, with the Mac you don't have to look for software. Every month you willbe bombarded with Mac mailorder catalogs that are a must have. Now, I dont miss the Sears catalog.

>
> Next issue of Processor Direct will have a nice review of That's Write 3,
> which appears to be a rather nice wordprocessor... finally.
>

How do you know if it's nice. With the Performa, comes with Clarisworks for free!!!

>
>
>>
>> I use the ST mainly for DTP. Yes, I have Calamus, so shut up! ;)
>
> Good man! :)
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2494. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 05:53:38 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May20.005338.28066@cobra.uni.edu>
Source record: 16807

In article <quinlan.769110663@sfu.ca>, quinlan@fraser.sfu.ca (Brian Quinlan) writes:
> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>
>>My solution was to sit down with a Mac and a Falcon for a while and play with
>>them. The Mac seemed rather sluggish, while the Atari was quick to respond.
>>If you can handle the slow operating system, poor I/O structure, and a very
>>hampered CPU, and you don't subscribe to a good Atari magazine that keeps you
>>informed on all the gooa ATARI applications you could get instead, then the
>>Mac would be a good choice for you. On the other hand, if you can handle a
>>well-designed, quick machine with very good video, audio, and i/o hardware,
>>and a little extra time to get the software you want, then the Atari will be
>>the better choice.
>
> Come on, lets give some advice and not hack the platform that you dislike.
> Can't you recognize some valid points for the opposition?
>
> Atari
> -----
> Fast OS - Feels faster than the low-cost macs

Even the $862 Mac Quadra 605 8/160.. I don't think so..

> Cheap Sofware - Relatively high-quality and low-cost
> DSP - Can't get that in a low-cost mac, nice speed boost

Yes you can... How about the $1201 Quadra 660AV 8/230...

> Small OS - Takes less RAM
>

Does less with nil features..

> Mac
> ---
> Support - There are more macs...
> More Software - More software on the market including shareware
> Better software - Higher-end software is more available (probably not
> relevant due to the high-cost)

Yes there is high cost software, but all Performas come with software that has
no peers on the Falcon. There are low cost software that will rival anything
available on that other platform. Get a MacWarehouse catalog..

> Faster processor- Event if the mac FEELS slower it will BE faster in many tasks

There so many models. Be specific...

> Bigger HD - No comment

> OS Elegance - Many things are simpler to do on the mac and the OS has
> many features.

Yes, that is true...
>
> --
> --
> Brian Quinlan
> quinlan@sfu.ca
> "...but people also thought that the world was flat"

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2495. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 05:56:00 UTC
From: daniel@blackhl.hacktic.nl
Message-ID: <052094055647Rnf0.79b3@blackhl.hacktic.nl>
Source record: 16894

richard.hecker@canrem.com (Richard Hecker) writes:

>-> That whould be neat!!! Would it be able to do everything that the
>-> Jaguar can do? I would love to get rid of my SB16 :) How much did
>-> he say it was going to cost? What level of machine do you need to
>-> install the Jaguar chipset (a 386 or higher would be formidable!!!)
>
>The price of the Sigma Design's JagPC card is around $500 (SRP). It
>allows you to play any Jaguar CD-ROM game, and in its spare time, acts
>as a graphics accellerator and realtime MPEG board.
>
>You need at least a Multimedia Level 2 (486+) machine to install it; it
>plugs into any standard ISA bus.

If it can only play cdrom based games it will take some time before it has
a good number of titles, what real use do you get in the mean time ?

for example : what graphics does it speed up (standards please) and why is
it on a isa bus ? (local-bus or better pci would make more sence). as
far as im told the jag would need extra hardware to do full mpeg-1 streams
do you know what chips they will use and what titles it can play ?).

Will the audio be used to simulate something like a gus or something like
that ?

Daniel.

....
.. Daniel Ockeloen . Internet daniel@blackhl.hacktic.nl ..
.. Black Hole BBS . ockeloen@fys.ruu.nl ..
.. Utrecht, The Netherlands . Tel +31-30-940197 (300-14400) ..
....

2496. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 06:35:19 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2rhln7$kti@scapa.cs.ualberta.ca>
Source record: 16805

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <2rdo99$mmv@usenet.rpi.edu> trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
>>(Live from the VCC South Sun Lab)
>>
>>Anyone who is sick seeing sinclap's drivel about how Macs rule and
>>everything else sucks please post a "YEA" in reply to this post.
>>Anyone who wishes to continue seeing sinclaps BS, please post "NEA".

>YEA

>Griff (thinks this group has gone down hill lately....)
>--

YEA for me too....

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2497. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 08:16:29 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <25549GYPVDRWSUEKHDS@ars.ath.forthnet.gr>
Source record: 16985

<David Stevenson> writes:

> The biggest gripe I have about Calamus SL is the lack of PostScript
> output.
> It means I still have to use the annoying PageStream for some work...

You can take the bridge module and have Postscript if you like...

Michael.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

2498. RE: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 10:06:06 UTC
From: truesdale@trues.wheaton.edu
Message-ID: <2rj94d$fqp@wheaton.wheaton.edu>
Source record: 16904

In Article <2rdo99$mmv@usenet.rpi.edu>
trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
>(Live from the VCC South Sun Lab)
>
>Anyone who is sick seeing sinclap's drivel about how Macs rule and
>everything else sucks please post a "YEA" in reply to this post.
>Anyone who wishes to continue seeing sinclaps BS, please post "NEA".
>
YEA!

But will it do any good???

Phil

2499. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 10:42:12 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994May20.104212.1@dct.ac.uk>
Source record: 16804

Has anyone thought about printers and floppy disk drive formats. Okay I know that you can buy PowerPrint and that you can get a utility to convert between Mac and PC formats but it is extra hassel. One of the big plus points of the Falcon is its SCSI port which enables exotic things like CD-ROM and Optical Discs to be plugged in. The Falcon can also use a lot of PC type monitors. Buy Apply, stuck with Apple.

P.S. Send all flames to /dev/null.

2500. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 14:06:38 UTC
From: rdzidlic@faui06b.informatik.uni-erlangen.de
Message-ID: <2rig5e$nr2@faui06b.informatik.uni-erlangen.de>
Source record: 16809
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>damn curious about it, and am also wondering why there haven't been any
>>articles about it on these newsgroups (of course, my feed might be a bit

>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>read about it has been in 'QL World' magazine.

>Assuming this is the case (and flame if I'm mixed up somewhere ;-)

>> What programming languages exist- LBASIC was mentioned, is there
>>a version of C in the pipeline?

I have ported Xlisp, xscheme and scm(another scheme), other folks
ported REXX awk, ...
Porting this stuff was realy easy with the c68 compiler
(easier than from unixV to BSD or vice versa)

>There is a fairly good C compiler for the QL, but nothing that gets
>anywhere close to GNU C or Lattice C

I must definitely flame this, c68 available for QDOS and SMS2
is very small (.i -> .s phase about 110K) full K&R and ANSI
and some extras (printf format string checking ....)
AND FULL sources and extensive libraries(curses,regexp ....).
AND FREE
AND ALL relevant GNU utils ported(except gdb, this is a real
drawback)

The library makes great effort to make porting unix programs
easy, only differences are in fork/exec and this is much more
comprehensive under QDOS/SMS2 than unix.

Xwindows is not ported, nobody attempted to make it work with
a QL (<2Mbytes in the vast majority).
Otherwise it should not be a problem.

The provided window system is very easy and extremely effective
to use - makes intelligent use of the keyboard, pointer/window
placing strategies etc..
There is already a quantity of programs from the QL which use
this window manager and there are programs to generate
GUIs (not an trivial task under SMS2 or QDOS).

>> How similar to Unix is the multitasking?

c68 libs make it appear very similar, otherwise very different,
extremely fast job-switch (about 0x68 bytes context information
under QDOS)

>Not particularly. MiNT is closer IMHO

>> Does it support the standard ST/PC disk format (for floppy and

at least flopies, easy to use

>> PD software was mentioned- how much is there, and where could I

>Well I assume they mean the *vast* quantity of QL PD ;-) There is not
>really a lot out there.

>> What is it like to use on a 1mb floppy drive system?

>Should be very good. Its a lot more compact than TOS.

I use QDOS with 1 720K floppy, it is excellent except for use with
the c68 compiler which already claims most of this 720K
(cpp,c68,as68,includes,libs,make ....)
But I can setup dynamic ramdisks and that makes it work.

>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>be its compactness and efficiency.

some advantage is the THING system.
A THING is an named block of memory - or object, depending
how modern you like to view it.

THINGS may contain system extension, executable code,
shared data or something else and may provide their
own init,cleanup etc routines.
Extensions in things may also use a very sophisticated
parameter description/checking

This provides fairly sophisticated and fast job communication
without such overhead as with REXX or similar.

In my view the biggest difference between QDOS and SMS2
on the one hand and UNIX,MINIX,MINT on the other side is
the resident program concept of QDOS/SMS2, that means
shared code of program instances, but also requires
reentrancy of the programs.
Since the THING system it is easy to manage your
resident programs.

A drawback of QDOS/SMS2 is that they are best programmed
in assembler,basic or prolog, the c compiler has difficulties
with reentrancy.

Bye Richard

2501. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 14:09:42 UTC
From: rdzidlic@faui06b.informatik.uni-erlangen.de
Message-ID: <2rigb6$nrv@faui06b.informatik.uni-erlangen.de>
Source record: 16895
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

D.Corps@herts.ac.uk (DuncMan) writes:

[deleted]

> Duncan (75% certain to save up and buy SMS2)

>PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
> some kind soul could write ST File Exchange, or summat?

they do support TOS/DOS floppy format of course

Bye
Richard

2502. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 15:28:08 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94May20092808@coronado.santafe.edu>
Source record: 16903

NEA !

I love the poor bastard.... when I'm bored-- I just scan the news
spool for his id for a guaranteed laugh!

let him continue.

:-0

Scott

--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

2503. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 16:05:51 UTC
From: djs@jet.uk
Message-ID: <1994May20.160551.16836@jet.uk>
Source record: 16891

In <2regbk$2gn@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>I don't know how you think you're getting better quality, but there's no way
>you could get better quality with Postscript. Calamus SL has very
>sophistocated imaging routines and it produces an image at the printer's
>resolution.
And it allows me to control the screen frequency of the half-toning, but
doesn't give me the option of using Floyd-Steinberg dithering (as I get
with GhostScript). The latter gives much better output on very low resolution
devices such as the 4-colour 300dpi DeskJet550C.

>If you compared the best Postscript driver to the best PCL driver, you'd get
>EXACTLY the same quality because they both work at the printer resolution.
Well, I *did* explain how and why I get better quality going via PostScript.

>There is a speed advantage when you don't use Postscript, because postscript
>requires more information to do the same job of a bitmap at the printer's
>resolution.
Going via PostScript is sometimes slower, but not for the reason you state.
You may also consider an advantage with PostScript compared with bitmaps is
that the rasterisation is done in the printer, so (although it's processor
may be slower than your computer) it frees the computer to do something else.

>Your dithering algorythms you mention are a function of the driver and have
>nothing to do with what format the data is in.
Yes, it is indeed true that the colour dithering is a function of the driver
rather than the printer language, but that doesn't alter the fact that
the best quality I can get from PageStream is via PostScript (and it would
be the same for Calamus if it came with PostScript output).

Hinting of fonts, important when typesetting at low resolutions such as
300dpi, should be done by *all* PostScript drivers (given the right fonts).

And PostScript allows me to print on someone else's better printer.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2504. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 16:07:48 UTC
From: djs@jet.uk
Message-ID: <1994May20.160748.16926@jet.uk>
Source record: 16892

In <25549GYPVDRWSUEKHDS@ars.ath.forthnet.gr> mipap@ars.ath.forthnet.gr writes:

><David Stevenson> writes:

>> The biggest gripe I have about Calamus SL is the lack of PostScript
>> output.
>> It means I still have to use the annoying PageStream for some work...

>You can take the bridge module and have Postscript if you like...
As I said, Calamus SL does not come with PostScript support. You have to
spend more dosh on an extra module.

As I understand it, that module is just an output driver. It will not
give full PostScript support (ie PostScript fonts, EPSF import,...).
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2505. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 16:34:50 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cq40q2.DnL@freenet.carleton.ca>
Source record: 16889

In a previous article, mcssesw@dct.ac.uk () says:

>Discs to be plugged in. The Falcon can also use a lot of PC type monitors. Buy
>Apply, stuck with Apple.

In order to get a nice resolution like 1280x960 on a Falcon you can just get a
reasonably
good multiscanning monitor. With a MAC you would have to shell out BIG $$$
for a monitor to have that sort of display because of their fixation on
the physical resolution and screen-size. Also the Falcon will connect to the
following devices without any extra hardware:

TV (RF)
RGB monitors (ie SC1224) etc
Atari moochrome SM124 etc
Composite video on TV/VCR
any standard VGA/SVGA monitor in the PC world

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2506. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 16:48:11 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.769452491@sfu.ca>
Source record: 16890

mcssesw@dct.ac.uk writes:

>Has anyone thought about printers and floppy disk drive formats. Okay I know
>that you can buy PowerPrint and that you can get a utility to convert between
>Mac and PC formats but it is extra hassel.

PC Exchange comes bundles with many macs. It maps DOS suffixes to mac
applications. ex: double clicking a .txt file would cause it to be loaded
into SimpleText. That's pretty easy.

>One of the big plus points of the
>Falcon is its SCSI port which enables exotic things like CD-ROM and Optical
>Discs to be plugged in.

Macs have SCSI...And they have built-in drivers for CD-ROMs, Optical Disks
and Laser Disks.

>The Falcon can also use a lot of PC type monitors. Buy
>Apply, stuck with Apple.

Macs can use any SVGA/VGA monitor and you don't like Sony Trinitron .26
dot pitch, 72 DPI monitors anyway?

>P.S. Send all flames to /dev/null.

Not a flame.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2507. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 17:16:01 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cq42Mq.At1@ecf.toronto.edu>
Source record: 16893

In article <Cq40q2.DnL@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>>Discs to be plugged in. The Falcon can also use a lot of PC type monitors. Buy
>>Apply, stuck with Apple.
>
>In order to get a nice resolution like 1280x960 on a Falcon you can just get a
>reasonably
>good multiscanning monitor. With a MAC you would have to shell out BIG $$$
>for a monitor to have that sort of display because of their fixation on
>the physical resolution and screen-size. Also the Falcon will connect to the
>following devices without any extra hardware:

Not anymore; now Apple has released its software for multisynch monitors which
allow physical resolution to be changed at any time, and it has two new
multisynch displays.

>TV (RF)
>RGB monitors (ie SC1224) etc
>Atari moochrome SM124 etc
>Composite video on TV/VCR
>any standard VGA/SVGA monitor in the PC world

Macs can use Apple's displays, or they can use any standard VGA/SVGA monitor.
Most Macs can't be plugged into TV's (I believe the AV's can, but I might
be mistaken) but let's be honest -- who wants to word process on their TV?

>--
>** Computer Systems Engineering Jack Kitowicz **
>** Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada jack@aurora.carleton.ca **

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2508. Re: FALCON: help req

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 17:21:20 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94140.132120STIRRE31@MAINE.MAINE.EDU>
Source record: 16896

I can only answer a couple of those questions.
For a comms program I just continue to use Uniterm because that is
all I need. However, I've also heard that Storm and Connect are good
(both shareware).
For word processing I use AtariWorks and love it. It came with my
4/85 Falcon here in the US. Marcel is a cheap $10 shareware editor
that is pretty good and works well under MultiTOS.
Hope this helps.
-scott tirrell

2509. Re: **Mac software is cheap!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 17:24:20 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94140.132420STIRRE31@MAINE.MAINE.EDU>
Source record: 16897

Pete, think about your argument.... see any flaws in posting prices
after EDUCATIONAL discount? Yes, the Mac is popular on college
campuses, but how many people can take advantage of these deals?
My state university costs around $9000 a year to attend. Hmmmm....
I don't think I'll buy that much Mac software to warrant my being
a student to be eligible for Mac discounts.
-scott tirrell

2510. Re: Enough of this. Please read.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 17:28:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94140.132843STIRRE31@MAINE.MAINE.EDU>
Source record: 16898

I've never heard of Cranach Studio.... who makes it and is it
available in the US?
-scott tirrell

2511. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 17:47:13 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94140.134713STIRRE31@MAINE.MAINE.EDU>
Source record: 16899

<regarding Sinclair's comments about the Falcon>
What is the point of bragging about free software for the Mac?
My Falcon came with great free software including Atariworks,
SAM, AFM, Falcon D2D, Landmines, Breakout, hard drive utilities,
Procalc.... I thought that was a pretty decent deal.
Stating that the Mac OS is nicer would be a mistake. I have no doubts
that some people enjoy the Mac OS more, but I dislike it compared
to TOS 4.04. And TOS 5 is being worked on, from what I hear.
-scott tirrell

2512. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 18:03:38 UTC
From: <>
Message-ID: <2riu1q$emc@mother.usf.edu>
Source record: 16900

In article <1994May20.160551.16836@jet.uk> djs@jet.uk (David Stevenson) writes:
>In <2regbk$2gn@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>
>>I don't know how you think you're getting better quality, but there's no way
>>you could get better quality with Postscript. Calamus SL has very
>>sophistocated imaging routines and it produces an image at the printer's
>>resolution.
>And it allows me to control the screen frequency of the half-toning, but
>doesn't give me the option of using Floyd-Steinberg dithering (as I get
>with GhostScript). The latter gives much better output on very low resolution
>devices such as the 4-colour 300dpi DeskJet550C.

As anyone with experience with imagesetting knows, 50% grey almost always
turns out black, due to dot overlap. Can you develop a Floy-Steinberg
algorythm that takes this into account?

In any event, Floyd-Steinberg is pretty good for stuff on the screen, but I
have found it to be virtually useless on printers.

Calamus will let you set it to any linescreen, and you can even define the
SHAPE of the raster. Most of the time, people use a circle, but you can make
it a triangle if you wanted to.

No one doing serious professional typesetting uses anything less than 600dpi,
and true raster halftoning works just fine at 600 dpi.

>
>>If you compared the best Postscript driver to the best PCL driver, you'd get
>>EXACTLY the same quality because they both work at the printer resolution.
>Well, I *did* explain how and why I get better quality going via PostScript.
>
>>There is a speed advantage when you don't use Postscript, because postscript
>>requires more information to do the same job of a bitmap at the printer's
>>resolution.
>Going via PostScript is sometimes slower, but not for the reason you state.
>You may also consider an advantage with PostScript compared with bitmaps is
>that the rasterisation is done in the printer, so (although it's processor
>may be slower than your computer) it frees the computer to do something else.

In order to take care of some of the detailed images that one might make with
a drawing program or desktop publisher, you have to have a very detailed
bitmap. For postscript, a language that DESCRIBES the image, it takes a hell
of a lot of information to describe very detailed images.

>
>>Your dithering algorythms you mention are a function of the driver and have

>>nothing to do with what format the data is in.
>Yes, it is indeed true that the colour dithering is a function of the driver
>rather than the printer language, but that doesn't alter the fact that
>the best quality I can get from PageStream is via PostScript (and it would
>be the same for Calamus if it came with PostScript output).

The reason you get your best output from PageScream is from PostScript is because PageStream is a horrible piece of software with very poorly designed printer drivers. PageStream RELYS on Postscript as its primary form of output, so it's no wonder you get better quality.

If you want to do a REAL comparison, get a program that is designed to do well with bitmapped output as well.

>
>Hinting of fonts, important when typesetting at low resolutions such as
>300dpi, should be done by *all* PostScript drivers (given the right fonts).

I do believe that Calamus fonts have hinting, but I'm not sure. However, no serious professional uses 300dpi for anything other than proofs or quick stuff he doesn't care much about.

>
>And PostScript allows me to print on someone else's better printer.

Aye. This is true. It has one advantage.

>
>
>--
>David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

2513. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 19:05:18 UTC
From: gruber@austin.ibm.com
Message-ID: <Cq47ou.u74@austin.ibm.com>
Source record: 16901

In article <1994May13.085012.7669@jet.uk>, djs@jet.uk (David Stevenson) writes:

> The biggest gripe I have about Calamus SL is the lack of PostScript output.
> It means I still have to use the annoying PageStream for some work...
> --

> David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
> - Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

Dave, You can get a module called BRIDGE, that will convert a Calamus SL
file to PostScript.

Scott

2514. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 20:53:15 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2rj7vr$r0h@darkstar.UCSC.EDU>
Source record: 16902

In <1994May20.104212.1@dct.ac.uk> mcssesw@dct.ac.uk writes:

>Has anyone thought about printers and floppy disk drive formats. Okay I know
>that you can buy PowerPrint and that you can get a utility to convert between
>Mac and PC formats but it is extra hassel. One of the big plus points of the
>Falcon is its SCSI port which enables exotic things like CD-ROM and Optical
>Discs to be plugged in. The Falcon can also use a lot of PC type monitors. Buy
>Apply, stuck with Apple.

>P.S. Send all flames to /dev/null.
>
Not a flame, but that is not true anymore. Apple has pretty much allowed
stamdard connections to their computers, and buying a Mac printer is just about
as easy as buying a printer for the Falcon.

But they are still Macs, and deserve to die horrible painful deaths. :)

~Chris

2515. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-20 22:51:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq4I5J.I7A@cix.compulink.co.uk>
Source record: 16905
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>>There is a fairly good C compiler for the QL, but nothing that gets
>>anywhere close to GNU C or Lattice C
>
>I must definitely flame this, c68 available for QDOS and SMS2
>is very small (.i -> .s phase about 110K) full K&R and ANSI
>and some extras (printf format string checking ....)
>AND FULL sources and extensive libraries(curses,regexp ....).
>AND FREE
>AND ALL relevant GNU utils ported(except gdb, this is a real
>drawback)

While I will freely admit the C68 is a good C compiler, and IMHO has
done more for the revitalisation of the QL scene than anything else
recently - I *still* don't think its as good as GCC with decent MiNT libs.

This is based on trying to port several programs using it, which had
previously been ported with GCC to an ST.

Its alot better than some of the original QL compilers though.

Roland.

@CiX

2516. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 01:19:04 UTC
From: benkeen@aol.com
Message-ID: <2rjni8$eov@search01.news.aol.com>
Source record: 16906

In article <2r99nf$hs9@mother.usf.edu>, millert@undergrad.ec.usf.edu.
(Timothy Miller) writes:

If the program could use some OS functions without the multitasking
overhead, some tasks could have improved overall performance even
while
multitasking. Also, just about anything you can do with the Mac
through the
OS could be done faster, and it isn't, which 'gets in the way'.
==========

On any machine one can do things faster by 'going to the hardware'
but 'metal' programming is not neccessarily good practice because it
degrades compatibility. If one goes strictly by APDA guidelines, one
doesn't have to worry about the program not being compatible with new
hardware/software environments. Viz the fact that most well-written
System 6 apps will run fine under System 7, while there are a great
number of things that will not work at all under the Falcon's new
MultiTOS. I am sure that GEM/TOS programs written in a strictly
'vanilla' style would work fine with MultiTOS, but what with the way
most Atari programs seem to be written... well, I haven't had much
success with MultiTOS. (Geneva, is however, another story. VERY nice.
I like Gribnif products because I can TRUST Dan Wilga not to do
anything weird)
I have to handle at my job about 6-8 Ataris networked. The
frustrating thing is that at least 30% of our AUTO folder programs
are incompatible and about 10% are, in fact, mutually exclusive. On
my Mac at home, I have about 40 or so extensions and control panels
(both of which kinds load resident, patching code) and only one or
two cause any sort of problems. I think that this directly relates
back to the fact that Mac users are less tolerant of having to do
massive twiddling of their setup; but most of all to the good specs
and massive totalitarian control Apple exerts to coerce developers to
use ToolBox calls. There's a good reason for all this; stuff does not
break nearly as much on the Mac as on the Atari *for complicated
setups* For Atari, that's the only experience I've got; it may be a
snap for a home user with a Mega (I deal with TTs and Falcons.)

-Ben

2517. **Mac software is cheap!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 01:46:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5041.5323.0N19F229@canrem.com>
Source record: 16907

```
-> Well I was in my campus book store this morning. Pagemaker 4.0 can
-> be bought for $53.25 and the 5.0 for $199. Very reasonable prices!
-> Millions of students and faculty are eligible for these prices. Just
-> wanted to break the myth that Mac software prices are to high.

So how about doing it in comp.sys.mac.advocasy? To be perfectly honest,
most of us really don't care here.
```

2518. Re: NOT ALL OF was Re: **Mac software is cheap!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 02:35:40 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May20.213540.28091@cobra.uni.edu>
Source record: 16908

In article <1994May18.002140.22869@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <1994May17.153125.28049@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> Well I was in my campus book store this morning. Pagemaker 4.0 can be bought
> |> for $53.25 and the 5.0 for $199. Very reasonable prices! Millions of students
> |> and faculty are eligible for these prices. Just wanted to break the myth that
> |> Mac software prices are to high.
>
>
> It's not a myth. They are very high- usually (not all of it) Consider
> first that you are a student, and that price is a STUDENT price.

Yes, true. But millions qualify....
>
> 2nd: Some of Borland's and Microsofts best software products are at $99 (US)
> in "normal ordinary stores" like Software Etc. in malls through the U.S. for
> EVERYBODY, not just students.
>
Cool, proves my point that not all Mac software is cheap..

> 3rd: For video and/or multimedia, Mac software price **IS NOT** cheap
> in the least. $600-$800 US for Infini-D is kind of a joke. Same for $800
> for Macromind Director.

I have no use for these programs. But there are cheaper alternatives. I find it absurb that Lightwave costs $2000. If my standard of living depended on Lightwave, than i would cough up the funds. Same for macromind and infiniti -D. At least these company's will be around. You Amiga droids have been spoiled by cheap video software that requires alot of expensive technical support. This has no made C= prosper. I understand that Amiga video company's are and or have jumped ship to the mac and pc.

>
> Now, would you care to prove me wrong? I agree not all software is expensive,
> but it is not cheap either, and in many areas it SIMPLY ISN'T.
>

I picked up DayMaker 3.0 and Super Seven utilities which cost $79 and $69 for $12.99 each from MacWarehouse. The higher prices are listed in the catalogs. Everytime you place an order regardless of the monetary order, you qualify for the promotional software that changes each week. I happen to purchase a new SupraFax Modem 144lc. I will buy a Mouse pad next week to qualify for the cheap software.
> |>
> |>
> |> Peter Sinclair-Day

> |> University of Northern Iowa
> |> Cedar Falls, Iowa USA
>
> --
>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
> A1200 with AGA blast processing ;-)
> REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2519. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 04:12:36 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2rk1nk$3en@darkstar.UCSC.EDU>
Source record: 16909

really have to disagre about the Mac being more cpompatable than an
Atari machine. When system 7 came out, there were hundreds of articles
written about compatability, checking programs with databases full of
such information, etc. I have had little problems getting my software
to work with MTOS, nor have I had nearly the problems getting Auto programs
to run together, unlike on the Mac, where we were crashing about once per
day, and having to undergo massive testing just to get a bare minimum of
E
system extensions and control panels working together.

~Chris

2520. Re: Atari stock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 07:01:04 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2rkbjh$pq3@usenet.INS.CWRU.Edu>
Source record: 16910

In a previous article, laramary@er1.rutgers.edu (Laura Schweitzer) says:

>
> AHHHHH! It's at 5 1/8 right now. BUY, BUY, BUY! It may settle at
>10 within 2 months, maybe higher. Don't ask why I think so or if I know
>something others don't. You'd either not believe me, or I would be know-
>ingly breaking the law. Just trust me, and BUY!!!
>

Yeah, I'd like them to buy too. This way I can sell my stock and make money off of it. I can then repurchase the stock when the price settles down. :)

What would YOU know that I wouldn't? Are you dating one of the Tramiels or something??

I predict that we will see a Mortal Kombat II release for the Jaguar at the Summer CES. I also predict that we will see Atari's sales estimates raised to 1 million to 1.5 million. I don't see any other earthshattering news. Unless Time Warner is planning to buy out Atari Corp. But I doubt this will happen since the Tramiels have waited for success forever. They wouldn't get out before it actually happened.

Just out of curiousity, what is your age? (around)

Thanks.

len

--

2521. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 14:03:31 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May21.140331.2496@cen.ex.ac.uk>
Source record: 16911

In article <2rjni8$eov@search01.news.aol.com> benkeen@aol.com (BenKeen) writes:

> hardware/software environments. Viz the fact that most well-written
> System 6 apps will run fine under System 7, while there are a great
> number of things that will not work at all under the Falcon's new
> MultiTOS.

Strange that. It can be just as truthfully stated as:

"Viz the fact that most well-written TOS apps will run fine under MultiTOS,
while there are a great number of things that will not work at all under the
Mac's new System 7."

With no loss of meaning. Odd how phrasing something differently changes the
implication...
--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

2522. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 14:57:00 UTC
From: djs@jet.uk
Message-ID: <1994May21.145700.22646@jet.uk>
Source record: 16912

In <2riu1q$emc@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>In article <1994May20.160551.16836@jet.uk> djs@jet.uk (David Stevenson) writes:
>>...The latter gives much better output on very low resolution
>>devices such as the 4-colour 300dpi DeskJet550C.

>No one doing serious professional typesetting uses anything less than 600dpi,
>and true raster halftoning works just fine at 600 dpi.
Very true, but you don't seem to have followed the thread. Someone (may have
been you, I'm not sure) said that PostScript makes no difference on
cheapo printers. I pointed out that there are very great practical
improvements on such a cheapo printer.

>...
reason you get your best output from PageScream is from PostScript is
>because PageStream is a horrible piece of software with very poorly designed
>printer drivers. PageStream RELYS on Postscript as its primary form of
>output, so it's no wonder you get better quality.
But I have exactly the same problems with Calamus output as I had
with PageStream.

>I do believe that Calamus fonts have hinting, but I'm not sure. However, no
>serious professional uses 300dpi for anything other than proofs or quick stuff
>he doesn't care much about.
I'm not a `serious professional;', my trade is software. But, that doesn't
stop me wanting the best possible output on the equipment I've got. Calamus
and PageStream don't give me that directly.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2523. Re: Why is Calamus SL worse than Quark?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 14:58:29 UTC
From: djs@jet.uk
Message-ID: <1994May21.145829.22736@jet.uk>
Source record: 16913

In <Cq47ou.u74@austin.ibm.com> gruber@austin.ibm.com (Scott Gruber) writes:

>Dave, You can get a module called BRIDGE, that will convert a Calamus SL
>file to PostScript.
Precisly, Calamus SL does not come with PostScript support, you have to
buy extra stuff. AND, it's not real PostScript support, it's just
an output converter (as I understand it).
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2524. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 17:03:21 UTC
From: Krishna@max.tiac.net
Message-ID: <2rlesp$ak3@sundog.tiac.net>
Source record: 16915
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >>There is a fairly good C compiler for the QL, but nothing that gets
: >>anywhere close to GNU C or Lattice C
Exsqueeze me, but why is this rogue thread continuing to flourish in the
8-bit conference?

If it was crossposted, then get rid of it, and start it up again on the
ST area without being linked to the 8-bit area.

2525. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 17:38:55 UTC
From: <>
Message-ID: <2rlgvf$lkj@mother.usf.edu>
Source record: 16916

In article <2rhe0h$j5p@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>In article <2r87jm$ek3@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>>In article <May.16.04.57.34.1994.29018@er1.rutgers.edu> laramary@er1.rutgers.edu (Laura Schweitzer) writes:
> ^^^^^
>>Good man! :)
>
>Hmm Tim, what are you implying here !?
>
>;^)
>
>Karl.
>

Oops! <grin> Looks like I made a little mistake. Sorry.

2526. Re: FALCON: help req

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 17:41:28 UTC
From: <>
Message-ID: <2rlh48$lkn@mother.usf.edu>
Source record: 16917

I still use ANSITerm on the Falcon. Maybe that sounds weird, but I couldn't find anything else that was half as fast. This program keeps up with full-tilt 57600 coming in the serial port, scrolling and everything.

2527. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 18:02:51 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769543360@sirius.herts.ac.uk>
Source record: 16919
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Roland Givan...
|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
|> read about it has been in 'QL World' magazine.

I just asked in comp.sys.sinclair, and apparently SMS2 is *not*
QDOS. It may be an alternative QL O/S, and it is *slightly* compatible,
but thats all.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2528. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-21 18:17:54 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94May21121754@sfi.santafe.edu>
Source record: 16918

>>>>> "PISCHKE" == PISCHKE DAVID <pischke@ecf.toronto.edu> writes:
>> YEA.

PISCHKE> Maybe this is a dumb question, but what happens once everyone
PISCHKE> replies with "YEA?"

he has an ego trip..... and then things continue as usual.

4 days and counting until the jag arrives (at least at my house)

Scott
ob advocacy: max suk. period. end of story. all of them.
--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

2529. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 00:05:01 UTC
From: benkeen@aol.com
Message-ID: <2rm7jd$2ci@search01.news.aol.com>
Source record: 16920

In article <1994May21.140331.2496@cen.ex.ac.uk>,
cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

Strange that. It can be just as truthfully stated as:

"Viz the fact that most well-written TOS apps will run fine under
MultiTOS,
while there are a great number of things that will not work at all
under the
Mac's new System 7."

With no loss of meaning. Odd how phrasing something differently
changes the
implication...
==========

I have not found this to be the case. There are problems with memory control, speed, and nearly half of the AUTO folder programs I have to use. The whole lack of control problem is why Geneva is so great: you can make things work if they do not do so already.

Besides, now there is NOTHING that will not run under System 7; it has been out for 3 1/2 years now; and I (my personal experience) found only a few things (most of them 3-4 years old when I got System 7) that would not work with it. The vast majority of my apps, and especially my extensions, worked fine when I upgraded.

Besides, get my reasons: since Mac programs are more insulated from the exact hardware through Toolbox calls, and since most Mac developers use these calls, AND since Apple has a series of excellent, available, and easy-to-use references to its API, more mac programs are written according to the rules and they do not break under new software if they are written according to the rules. Apple's Own MacWrite 4.5 still runs fine on my Mac today- nearly 8 years after it was written, on an OS that is about 5 versions beyond what it was written for, on a color computer that has 18 times the memory of what they had in mind. Same for Writenow 1.0, etc, etc.
+ Please note that Microsoft Mac software is NOT well-written+

-Ben

2530. Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 00:34:15 UTC
From: rsrodger@wam.umd.edu
Message-ID: <2rm9a7$ara@cville-srv.wam.umd.edu>
Source record: 16921
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <pvdh.0syn@motship.hacktic.nl>,
Paul van der Heu <pvdh@motship.hacktic.nl> wrote:
>Jonathan Hogarth (CS) (hogarth@suntan.ec.usf.edu.) wrote:
> : When I saw you mention the number of colors (4096) I KNEW you meant HAM and
> : I didn't even worry about the rest - it wasn't important. You don't get
> : out much, do you?
>
>Well mr. know-it-all, you definately show you have NO CLUE about what the
>Amiga. It is trivial to have AMY AMIGA display 4096 colors WITHOUT using
>HAM modes. One uses a different 16 color palette for each scanline on a
>512 lines high screen.

Big deal. The Atari ST could do this, too, and, in fact, many products
did. Amiga users used to make fun of this kind of thing as ugly,
pathetic and embarassing. Not that it's surprising to see them
trumpeting them now.

The problem with these kinds of hacks is that they suck a lot of
CPU time when you're doing an interactive task. (No, I'm not saying
that using the copper to load new values for the palette is going to
suck CPU time.) Whenever you want to, say, paste one bitmap
onto another one (this one, or both, produced with a palette swapping
method, or a page-flip method, or a HAM method) you have to remap
one to the other. This makes things like paint programs a lot more
CPU intensive than they need to be.

When it comes down to it, 24bit color is _cheap_, and it is also
easy, and can also be fast. Using hacks like these should be an
interim solution, not a solution that lasts 10 years because
Commodore couldn't be troubled to implement real 24bit color. They're
almost as bad as having to have a palette manager that maintains
seperate palettes for different windows on the desktop, a la Windows
3.1 or OS/2 on <16bpp displays.

>Now this is impossible to do on the PC just for the fact you have no way of
>knowing on which scanline the videobeam is. let alone you cannot change the
>palette on the fly.

On the other hand, if you want 24bit color on the PC, you just
buy the card. 24bit can be had for ~$100, fast 24bit for $200
and fast, high resolution, non-interlaced high refresh for little
more than twice that.

> : Yes, and they're all slow. Simple. Even in Windows I can repaint a 24-bit
> : 800x600 image in less than a second or so, and that's with a 1992 video card.

>
>Realy, how you gonna show 24bit color on an 800x600 screen.. it can only have
>480.000 colors on screen..

24bit color is more than number of colors on the screen. If that
was the real issue, you could get by with a lot less than 16M as
long as you had a 24bit palette to select from. But colors on the
screen really isn't the whole story.

[...]

>Most $100 cards you like to use to claim 24bit cards are cheap can only do this
>in 320x200.

No, in fact, I don't know of any low-cost 24bit card that supports
24bit color in <640x480. Can you name one for me, please?

--
Visit your local library and request If you know what the rules are,
a form to join Caning Party USA, the then you can break them carefully.
pro-punishment party.
Reply to rsrodger@wam.umd.edu

2531. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 01:20:21 UTC
From: mentat@satelnet.org
Message-ID: <2rmc0l$n8s@sefl.satelnet.org>
Source record: 16922
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2rm9a7$ara@cville-srv.wam.umd.edu>,
R S Rodgers <rsrodger@wam.umd.edu> wrote:
>In article <pvdh.0syn@motship.hacktic.nl>,
>Paul van der Heu <pvdh@motship.hacktic.nl> wrote:
>>Jonathan Hogarth (CS) (hogarth@suntan.ec.usf.edu.) wrote:
>> : When I saw you mention the number of colors (4096) I KNEW you meant HAM and
>> : I didn't even worry about the rest - it wasn't important. You don't get
>> : out much, do you?
>>
>>Well mr. know-it-all, you definately show you have NO CLUE about what the
>>Amiga. It is trivial to have AMY AMIGA display 4096 colors WITHOUT using
>>HAM modes. One uses a different 16 color palette for each scanline on a
>>512 lines high screen.
>
> Big deal. The Atari ST could do this, too, and, in fact, many products
> did. Amiga users used to make fun of this kind of thing as ugly,
> pathetic and embarassing. Not that it's surprising to see them
> trumpeting them now.

Since when has the ST had more than 512 colours? Ok, the STE had 4096,
but I don't recall it ever being supported. And I also don't remember
making fun of it as an ugly hack - I grew up on the 8Bit Atari (which is,
in fact, the pre-cursor to the Amiga) and used these tricks all the time
(back in those days we called them DisplayList Interrupts) and when I
moved up to the Amiga I was happy to see I could still do it. Why would
it be an ugly hack to display more colours on the screen than the depth
allows, thus saving RAM?

> The problem with these kinds of hacks is that they suck a lot of
> CPU time when you're doing an interactive task. (No, I'm not saying
> that using the copper to load new values for the palette is going to
> suck CPU time.) Whenever you want to, say, paste one bitmap
> onto another one (this one, or both, produced with a palette swapping
> method, or a page-flip method, or a HAM method) you have to remap
> one to the other. This makes things like paint programs a lot more
> CPU intensive than they need to be.

True. Almost. There are some _very_ fast algorithms for remapping
palettes. Even DPaint, which is optimised for accuracy, not speed, isn't
too slow, and if you're not too worried about accuracy then it's even
quicker.

> When it comes down to it, 24bit color is _cheap_, and it is also
> easy, and can also be fast. Using hacks like these should be an

> interim solution, not a solution that lasts 10 years because
> Commodore couldn't be troubled to implement real 24bit color. They're
> almost as bad as having to have a palette manager that maintains
> seperate palettes for different windows on the desktop, a la Windows
> 3.1 or OS/2 on <16bpp displays.

Commodore _were_ implementing true 24Bit GFX before their untimely
demise. And 3rd party 24Bit cards have been around on the Amiga for a
while now.

>>Now this is impossible to do on the PC just for the fact you have no way of
>>knowing on which scanline the videobeam is. let alone you cannot change the
>>palette on the fly.
>
> On the other hand, if you want 24bit color on the PC, you just
> buy the card. 24bit can be had for ~$100, fast 24bit for $200
> and fast, high resolution, non-interlaced high refresh for little
> more than twice that.

I can buy them for my Amiga, too. And they offer similar advantages to
the standard Amiga modes (draggable screens, etc.)

>
>> : Yes, and they're all slow. Simple. Even in Windows I can repaint a 24-bit
>> : 800x600 image in less than a second or so, and that's with a 1992 video card.
>>
>>Realy, how you gonna show 24bit color on an 800x600 screen.. it can only have
>>480.000 colors on screen..
>
>
> 24bit color is more than number of colors on the screen. If that
> was the real issue, you could get by with a lot less than 16M as
> long as you had a 24bit palette to select from. But colors on the
> screen really isn't the whole story.
>
> [...]
>
>>Most $100 cards you like to use to claim 24bit cards are cheap can only do this
>>in 320x200.
>
> No, in fact, I don't know of any low-cost 24bit card that supports
> 24bit color in <640x480. Can you name one for me, please?

I think the TsengLabs card does. And surely that should be a standard
feature anyway.

>
>--
> Visit your local library and request If you know what the rules are,
> a form to join Caning Party USA, the then you can break them carefully.
> pro-punishment party.

Why am I not surprised that a PC advocate is keen on punishment? :)

--
"I think they should tax all foriegners living abroad..."

2532. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 01:40:44 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May21.204044.28099@cobra.uni.edu>
Source record: 16923

In article <60.5008.5323.0N19ECD5@canrem.com>, richard.hecker@canrem.com (Richard Hecker) writes:
> -> The 4meg 85meg HD Falcon w/o monitor is roughly $1200. I can get a
> -> Performa 600 4meg 160meg HD w/o monitor for $800. Apple software is
> -> also abundant. I really want to stay with Atari, but common sense
> -> tells me to get the Performa. I want people to mail me reasons to
> -> stay with Atari.
> ->
> -> I use the ST mainly for DTP. Yes, I have Calamus, so shut up! ;)
>
> For a start, you havn't factored in the price of DTP software when you
> buy the Mac. Right there you're looking at a good $400 and up for a
> half decent DTP application to match the performance of Calamus SL -- or
> even Timeworks DTP. That brings the Performa up to $1200 MINIMUM. Then
> you have to figure that the Performa doesn't include both IDE and SCSI-2
> hard disk ports, so you'd have to spend extra to get one or the other
> type dpeending on what the Performa comes with. And if it's SCSI-2,
> those controllers cost quite a bit. (Usually in the neighbourhood of
> $200 and up -- that's a Canadian price) Then there's the Falcon's DSP,
> which the Performa doesn't have. And since you already have Calamus for
> the ST, it makes sense that you'd actually be _saving_ money buy buying
> the Falcon, after all is said and done. Not to mention not having to
> give up any other pieces of software you already own.

Why would he need SCSI-II and IDE, if the Performa has built in SCSI? As for Desktop publishing, if you are a student and or staff, you are eligible for discounts on PageMaker. My Campus bookstore has pagemaker 4.0 for $53 and 5.0 for $199. If your income depends on pagemaker than you can afford the cost of pagemaker and Quark. There are alternatives such as Aldus HomePublisher for $45.

Why would he need a dsp? If he needs a dsp, he can get the Quadra 660AV 8/230 for less than $1500, which is still cost affective than the Falcon.

I can play this game to: With the Falcon, you would need to upgrade the slow 030 with an 040. But there is no 040 upgrade. Plus 4 megs of ram will not cut it. Add $500 for eight megs(I am being generous) plus $300 for a decent size harddrive. No your upto $2000 and that does not include the not available 040 board.

There are other models to choose from. Apple has the mac Quadra 605 8/250 with software bundle - ClarisWorks, Quicken and many others for under $1200. Much better buy than the FALCON!!!!

>
> Personally, I want a Falcon too, and I intend to get one. Apple doesn't

> do it for me, and neither does the PC.

Atari doesn't do it for me!
>
> CYOTFS!
> ...D.L.
> ...Underground

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2533. Re: Jeez.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 01:45:52 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May21.204552.28100@cobra.uni.edu>
Source record: 16924

In article <2rdmac$lms@usenet.rpi.edu>, trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>In article <Up-EELXAFYA@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>>>>The whole discussion originated from the fact that the Atari line today would
>>>>not be a logical choice to first time users. It's the sad truth fella, and you
>>>>or any Atari worshipper can't do anything about it. I was just on the other
>>>>Atari newsgroup and one posted prices for the Falcon. $1299 for a 4/80 is high
>>>>and that does not include a monitor. I almost choked when i saw the $1899
>>>>config: YOU GOT TO BE KIDDING! Anyone say a $1599 PowerMac 6100 or $1899 for
>>>>a 33 mhz 040 Quadra 650. I don't think Atari is selling much of that config. A
>>>>Mac Quadra 660 AV, DSP equipped can be had for $1399(8/230). Oh I forgot that
>>>>AV has an 040 and is so much cheaper than that $1899 FALCON....Boy this sounds
>>>>like worshipping the Mac, at these prices who cares!!
>
>>Side note: The Quadra 660 AV 8/230 has been reduced to $1499 as of today. I
>>am not sure what the new street is.
>
> THE FIRE SALE CONTINUES!! ;-)

What, you wish Atari had one for the over priced Falcon.
>
>>May 16 - BalckBird* is here.
> What's a Balckbird? :-)
>

The BlackBird is the awesome PowerBook 520 & 540.
>
> ==============
> = TOM TRAUTH =
> ==============
>
>
> PS: By the year 2000, Apple = Commodore!
> Mark my words!
>

Only in your wet dreams.. Why 2000?
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2534. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 03:08:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.304.249.0N966493@teaminfinity.com>
Source record: 16930

-> The price of the Sigma Design's JagPC card is around $500 (SRP). It
-> allows you to play any Jaguar CD-ROM game, and in its spare time,
-> acts as a graphics accellerator and realtime MPEG board.
->
-> You need at least a Multimedia Level 2 (486+) machine to install it;
-> it plugs into any standard ISA bus.
->
-> CYOTFS!
-> ...D.L.
-> ...Underground

Would you think that it could be used as a so called

Future Vision Technologies ? VR Blasters perform the same sort
of Polygon rendering the Jag is known to do.

Sysop@teaminfinity.com

2535. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 03:08:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.305.249.0N966494@teaminfinity.com>
Source record: 16931

-> The price of the Sigma Design's JagPC card is around $500 (SRP). It
-> allows you to play any Jaguar CD-ROM game, and in its spare time,
-> acts as a graphics accellerator and realtime MPEG board.
->
-> You need at least a Multimedia Level 2 (486+) machine to install it;
-> it plugs into any standard ISA bus.
->
-> CYOTFS!
-> ...D.L.
-> ...Underground

Would you think that it could be used as a so called

Future Vision Technologies ? VR Blasters perform the same sort
of Polygon rendering the Jag is known to do.

Sysop@teaminfinity.com

2536. ICD's CAT BOX Modem for the Jaguar: What's Up ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 03:12:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.306.249.0N966495@teaminfinity.com>
Source record: 16932

What is going on with ICD's Cat Box for the Jaguar ? Where can we get
one ?

Is it true Tower Records now rents Jaguar Carts ?
Any other big rental outlets ?

Thanks,

sysop@teaminfinity.com

2537. Re: New Jag Owner needs help HISS BullFEATHERS !

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 03:20:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.307.249.0N966496@teaminfinity.com>
Source record: 16933

What is all this crap I hear about the Jaguar supposedly hissing.

Sounds like 3DO Investors hissing to me.

We own Jags, Sell jJags and develope for the Jag and have
yet to hear this "Stealth HISS"

Sounds like crop circles.

Bull Twinkies !

sysop@teaminfinity.com

2538. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 04:05:18 UTC
From: <>
Message-ID: <2rmllu$o7a@mother.usf.edu>
Source record: 16928
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2rmc0l$n8s@sefl.satelnet.org> mentat@satelnet.org (Mat Hall) writes:

>> On the other hand, if you want 24bit color on the PC, you just
>> buy the card. 24bit can be had for ~$100, fast 24bit for $200
>> and fast, high resolution, non-interlaced high refresh for little
>> more than twice that.

>>>Most $100 cards you like to use to claim 24bit cards are cheap can only do this
>>>in 320x200.
>>
>> No, in fact, I don't know of any low-cost 24bit card that supports
>> 24bit color in <640x480. Can you name one for me, please?
>
>I think the TsengLabs card does. And surely that should be a standard
>feature anyway.

Wrongo AGAIN! You Amiga people are SO WELL INFORMED! There isn't a SINGLE
PC card out there that does 320x200x24-bit. Period. Tseng Labs produces
chipsets and none of them ever did 320x200x24-bit.

--Jonathan

2539. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 04:12:12 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2rmm2s$lq9@lyra.csx.cam.ac.uk>
Source record: 16929
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2rm9a7$ara@cville-srv.wam.umd.edu>, rsrodger@wam.umd.edu (R S Rodgers) writes:
|> In article <pvdh.0syn@motship.hacktic.nl>,
|> Paul van der Heu <pvdh@motship.hacktic.nl> wrote:
|> >Jonathan Hogarth (CS) (hogarth@suntan.ec.usf.edu.) wrote:
|> > : When I saw you mention the number of colors (4096) I KNEW you meant HAM and
|> > : I didn't even worry about the rest - it wasn't important. You don't get
|> > : out much, do you?
|> >
|> >Well mr. know-it-all, you definately show you have NO CLUE about what the
|> >Amiga. It is trivial to have AMY AMIGA display 4096 colors WITHOUT using
|> >HAM modes. One uses a different 16 color palette for each scanline on a
|> >512 lines high screen.
|>
|> Big deal. The Atari ST could do this, too, and, in fact, many products
|> did. Amiga users used to make fun of this kind of thing as ugly,
|> pathetic and embarassing. Not that it's surprising to see them
|> trumpeting them now.

I don't ever recall dynamic paletting being looked upon with scorn by Amiga users, since it's a standard part of the OS. Perhaps you are getting confused by the fact that the way the St went about it was incredibly ugly compared to the Amigas copper.

|> The problem with these kinds of hacks is that they suck a lot of
|> CPU time when you're doing an interactive task. (No, I'm not saying
|> that using the copper to load new values for the palette is going to
|> suck CPU time.) Whenever you want to, say, paste one bitmap
|> onto another one (this one, or both, produced with a palette swapping
|> method, or a page-flip method, or a HAM method) you have to remap
|> one to the other. This makes things like paint programs a lot more
|> CPU intensive than they need to be.

True, but it eventually gets better results using less resources to display them.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

2540. Re: New Jag Owner needs help HISS BullFEATHERS !

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 06:18:28 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2rmtfk$fp2@darkstar.UCSC.EDU>
Source record: 16934

No, Jags do hiss. Mine does, and has since day one. SO what. T2K is still
a great game.

BTW, this is _comp_.sys.atari.advocacy. Jaguar threads should be in rec.games
.video.atari or rec.games.video.advocacy This is for talking about
Atari Computers.

~Chris (My Falcon hisses too...)

2541. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 11:36:25 UTC
From: laramary@er3.rutgers.edu
Message-ID: <May.22.07.36.25.1994.8984@er3.rutgers.edu>
Source record: 16935

Hmmm...

Welp, I be going with the (Dum-ta-da-dum!)---

Falcon. ;) Now all I need is $1,500! Anyone wanna be nice to
me?

2542. "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 12:45:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5050.5323.0N19F404@canrem.com>
Source record: 16840

```
-> Anyone who is sick seeing sinclap's drivel about how Macs rule and
-> everything else sucks please post a "YEA" in reply to this post.
-> Anyone who wishes to continue seeing sinclaps BS, please post "NEA".

YEA!!!

(Motion carried!)

CYOTFS!
...D.L.
...Underground
```

2543. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 12:56:53 UTC
From: t21@netcom.com
Message-ID: <t21Cq7Fyt.23p@netcom.com>
Source record: 16936
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

R S Rodgers (rsrodger@wam.umd.edu) wrote:
: In article <pvdh.0syn@motship.hacktic.nl>,
: Paul van der Heu <pvdh@motship.hacktic.nl> wrote:
: >Jonathan Hogarth (CS) (hogarth@suntan.ec.usf.edu.) wrote:
: > : When I saw you mention the number of colors (4096) I KNEW you meant HAM and
: > : I didn't even worry about the rest - it wasn't important. You don't get
: > : out much, do you?
: >
: >Well mr. know-it-all, you definately show you have NO CLUE about what the
: >Amiga. It is trivial to have AMY AMIGA display 4096 colors WITHOUT using
: >HAM modes. One uses a different 16 color palette for each scanline on a
: >512 lines high screen.

: Big deal. The Atari ST could do this, too, and, in fact, many products
: did. Amiga users used to make fun of this kind of thing as ugly,
: pathetic and embarassing. Not that it's surprising to see them
: trumpeting them now.

A Ham6 overscan interlaced images looks very good (Using 0%
of the CPU), compared to a ST hacked display using , what, 100%
of the CPU to get its 512 colors onscreen?
I dont see how even a 16color per scan line amiga display can
compare to a ham6 'render'.

: The problem with these kinds of hacks is that they suck a lot of
: CPU time when you're doing an interactive task. (No, I'm not saying
: that using the copper to load new values for the palette is going to
: suck CPU time.) Whenever you want to, say, paste one bitmap
: onto another one (this one, or both, produced with a palette swapping
: method, or a page-flip method, or a HAM method) you have to remap
: one to the other. This makes things like paint programs a lot more
: CPU intensive than they need to be.

Ham6 painting can be fast if you work with a true color image buffer.
I dont think there is anyway to get scanline palette painting
effective/usable... its ok for images designed with vertical color
change: like a sunset view from the coast of newzealnd :)

For games with say dualplayfield, copper reloading of the color
palette is great.Or just for gradient effects, info pannels etc.
the ST can do this with the CPU, The amiga setup a copper.. PC?
they use a 256color palette so they dont care :)

To bad OCS never got a + mark, the + including chunky 256colors
display...

: When it comes down to it, 24bit color is _cheap_, and it is also
: easy, and can also be fast. Using hacks like these should be an
: interim solution, not a solution that lasts 10 years because
: Commodore couldn't be troubled to implement real 24bit color. They're
: almost as bad as having to have a palette manager that maintains
: seperate palettes for different windows on the desktop, a la Windows
: 3.1 or OS/2 on <16bpp displays.

Ham8 with a 040 is has fast has a cheap 24bit card... But then it
has 18bit banding and Ham artifacts.
EGS is not a bad solution for true color aplications.(Its good nobody
waited for CBM on this one)

: >Now this is impossible to do on the PC just for the fact you have no way of
: >knowing on which scanline the videobeam is. let alone you cannot change the
: >palette on the fly.

: On the other hand, if you want 24bit color on the PC, you just
: buy the card. 24bit can be had for ~$100, fast 24bit for $200
: and fast, high resolution, non-interlaced high refresh for little
: more than twice that.

Cant the 34010 do VBeam interupt? anyway, thats stuff is cool for
games/demos. Or having amiga like screens :)

: > : Yes, and they're all slow. Simple. Even in Windows I can repaint a 24-bit
: > : 800x600 image in less than a second or so, and that's with a 1992 video card.
: >
: >Realy, how you gonna show 24bit color on an 800x600 screen.. it can only have
: >480.000 colors on screen..

: 24bit color is more than number of colors on the screen. If that
: was the real issue, you could get by with a lot less than 16M as
: long as you had a 24bit palette to select from. But colors on the
: screen really isn't the whole story.

True, some really dont anderstand that there is display AND color
resolution.

Stephan

2544. Re: New Jag Owner needs help HISS BullFEATHERS !

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 13:33:44 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May22.133344.9805@cen.ex.ac.uk>
Source record: 16837

In article <2rmtfk$fp2@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

> ~Chris (My Falcon hisses too...)

Mine doesn't.
--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

2545. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 16:09:31 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994May22.160932.3123@bay.cc.kcl.ac.uk>
Source record: 16838

In article <SCOTT.94May20092808@coronado.santafe.edu>, scott@santafe.edu (Scott D. Yelich) writes:
! I love the poor bastard.... when I'm bored-- I just scan the news
! spool for his id for a guaranteed laugh!

I installed a mailer daemon that allows checks for "nasty" people. Now any mail from the clap goes to an account called "wank*r". So when I want to laugh at him I log in to the wank*r account, and read any mail the "wank*r" has sent me. I think the last "message" read something like:

You are an asshole and a disgrace to the UK.

and that was it. Weird. I'm not even sure why this was mailed to me. The nice thing is that I can set a cc line, so that anything he mails to me gets cc'd to his postmaster, for example :-)))

At the moment it's set to just mail him back telling him that his mail was rejected :-)) It's all stored on a scratch disk, so even if he uuencodes his kernel and mails me, he won't hurt anything :-))

Oh by the way - my vote is NEA - he's always worth laughing at :-)))

Simon

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2546. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 16:49:33 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994May22.164934.3125@bay.cc.kcl.ac.uk>
Source record: 16839

In article <1994May21.204044.28099@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
!
! I can play this game to: With the Falcon, you would need to upgrade the slow
! 030 with an 040. But there is no 040 upgrade.

There are at least two 040 upgrades that I know of - the Wizztronics
Afterburner 040, and the Medusa 040. Medusa is a complete machine but
according to Systems Solutions they also do an 040 upgrade to a
Falcon. SS also talked about a 3rd 040 option, but that isn't yet
available.

So - more bullshit from the Calp :-)

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2547. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 18:50:10 UTC
From: jimwong@ruf.rice.edu
Message-ID: <2ro9h2$mh0@larry.rice.edu>
Source record: 16842
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2rmm2s$lq9@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>|> method, or a page-flip method, or a HAM method) you have to remap
>|> one to the other. This makes things like paint programs a lot more
>|> CPU intensive than they need to be.
>
>True, but it eventually gets better results using less resources to display
>them.

No, it gets the same results, at best, as a more straightforward approach.

2548. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 19:30:21 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2robsd$9a2@lyra.csx.cam.ac.uk>
Source record: 16841
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <t21Cq7Fyt.23p@netcom.com>, t21@netcom.com (stephan schaem) writes:

|> A Ham6 overscan interlaced images looks very good (Using 0%
|> of the CPU), compared to a ST hacked display using , what, 100%
|> of the CPU to get its 512 colors onscreen?
|> I dont see how even a 16color per scan line amiga display can
|> compare to a ham6 'render'.

Try giving HAM6 a different base palette on every scanline by combining these tow techinques. Looks a lot better than normal HAM6.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

2549. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 23:23:48 UTC
From: skip@visix.com
Message-ID: <Cq88zp.HxA@visix.com>
Source record: 16846
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2rmllu$o7a@mother.usf.edu> hogarth@suntan.ec.usf.edu. (Jonathan Hogarth (CS)) writes:
[...]
>Wrongo AGAIN! You Amiga people are SO WELL INFORMED! There isn't a SINGLE
>PC card out there that does 320x200x24-bit. Period. Tseng Labs produces
>chipsets and none of them ever did 320x200x24-bit.

There are cards that do this, but it doesn't seem to be supported on
all chipsets. I've built a few machines with Cirrus Logic SVGA boards
that include a testing program which displays 320x200 in 16bits and
24bits. It may be a hacked mode of some kind, but it invalidates your
claim.

Skip Sauls, Not speaking for Visix Software
skip@visix.com

2550. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 23:41:38 UTC
From: rsrodger@wam.umd.edu
Message-ID: <2roqji$1ut@cville-srv.wam.umd.edu>
Source record: 16843
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2rmm2s$lq9@lyra.csx.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <2rm9a7$ara@cville-srv.wam.umd.edu>, rsrodger@wam.umd.edu (R S Rodgers)
writes:
>|> Big deal. The Atari ST could do this, too, and, in fact, many products
>|> did. Amiga users used to make fun of this kind of thing as ugly,
>|> pathetic and embarassing. Not that it's surprising to see them
>|> trumpeting them now.
>
>I don't ever recall dynamic paletting being looked upon with scorn by Amiga
>users,

Short memory. Bashing the ST for having anemic color support
was all the rage for Amiga users back when Spectrum 512 and
Quantum Paint shipped for the Atari 1040 ST (yeah, many years
ago).

The fact that you don't recall it means nothing to me. At best,
it says you weren't around when the A1000 was standard and the A500
was new.

>since it's a standard part of the OS. Perhaps you are getting confused by
>the fact that the way the St went about it was incredibly ugly compared to the
>Amigas copper.

What's your point? Same ugly hack. Goodness, can't you admit that
there is *anything* wrong with the Amiga? Heck, why not use *one*
bitplane instead of many? Oh, sure, the Copper can't manage in
that case, but the CPU could.

>|> The problem with these kinds of hacks is that they suck a lot of
>|> CPU time when you're doing an interactive task. (No, I'm not saying
>|> that using the copper to load new values for the palette is going to
>|> suck CPU time.) Whenever you want to, say, paste one bitmap
>|> onto another one (this one, or both, produced with a palette swapping
>|> method, or a page-flip method, or a HAM method) you have to remap
>|> one to the other. This makes things like paint programs a lot more
>|> CPU intensive than they need to be.
>
>True, but it eventually gets better results using less resources to display
>them.

Nope. This isn't even in the realm of reality.

At *BEST* these methods can MATCH the output of a much simpler,
straightforward method, and often (as is the case with HAM), they
do much worse. In all cases, you incur a penalty. Frankly, saving
a few kilobytes is totally worthless to me--RAM is cheap enough
that the difference between true 16bpp and 24bpp and HAM8 is
minor--the former will compress better than the latter, as well,
in relative terms.

Face it. If Commodore hadn't pissed away their R&D funds, and
had actually gotten a decent colordepth and refresh rate out of the
Amiga, you'd be agreeing with me.

--
Visit your local library and request If you know what the rules are,
a form to join Caning Party USA, the then you can break them carefully.
pro-punishment party.
Reply to rsrodger@wam.umd.edu

2551. In CAIN Newsletter This Month (great news!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 23:42:49 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2roqlp$me6@usenet.INS.CWRU.Edu>
Source record: 16844
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

CAIN Newsletter can be found at:

The Atari News, Atari Library, and CAIN Newsroom on the Cleveland Free-Net Atari SIG (go atari). telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

CAIN Newsletter WILL be soon available at:

atari.archive.umich.edu (ftp site)

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu
(please stipulate if you wish just THIS issue or if you wish to be placed on the CAIN Newsletter subscription list)

2552. In CAIN Newsletter THIS Month! (take two!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-22 23:56:10 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2roreq$o6d@usenet.INS.CWRU.Edu>
Source record: 16845
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

```
-
IN CAIN NEWSLETTER THIS MONTH! / \
/ \
/ \
Don't miss this / \ exciting issue!
__________/ \_________
\ /
\ May 17, 1994 Vol.I No.3 /
\ /
_____________________________________________|_____________
/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
/____|_|_|__________ ______| |_________/
/____/__|__\_________ Central Atari ______| |________/
/____/___|___\________ Information Network ____| | | |_____/
/_____________________________________________________________/
/ / \ \
/ / \ \
/ / \ \

The Official Online Newsletter of the Cleveland Free-Net Atari SIG

------------------------------------------------------------------------
The Cleveland Free-Net Community Computer System is accessible worldwide!

------------------------------------------------------------------------
telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

------------------------------------------------------------------------
216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

------------------------------------------------------------------------

In CAIN Newsletter this Month!

-=-=-=-=- Ted Tahquechi Interview! & Atari United! Conference! -=-=-=-=-

-=- New Addition to Atari Community! -=- Atari Classics Gaming
-=- CAIN FTP Site Moves 2600/7800 Developers Kit!
-=- Login Problems by Next Users! -=- Lynx: Two Games Cancelled
-=- C.A.I.N. Atari Fun Fest'94 Announced -=- Lynx: Ted Tahquechi talks
-=- Atari & Sigma Partners to Deliver! about the Lynx!
-=- Atari at Summer CES -=- Lynx: Bulletin Board
-=- CatScan BBS Announced! Messages of Interest
-=- Lynx Summer Steal Deal -=- Jaguar: DOOM multi-player
-=- 8-Bit: Support from Richard Gore! problems (no cable!)!
-=- 8-Bit: New from Atari Classics -=- Jaguar: Jag doing well
Programming Club -=- Jaguar: Ted Tahquechi talks
```

-=- 8-Bit: RAMbit Printer Interface! about the Jaguar!
-=- 8-Bit: April Atari Classics Magazine -=- Jaguar: Most Wanted Games
-=- 8-Bit: PC Xformer! for the Jaguar Results
-=- 16/32-Bit: Lexicor Announces TT040 -=- Atari Show Calendar!
Clone -=- Voting Issues & Results
-=- Portfolio: Port-->8-Bit Connection! -=- Conferencing on the IRC!

-=- Conference with Atari United! -=- Upcoming conference with
Transcript! Jeff Minter (Tempest 2000)!

And much more!!!

Don't miss the very exciting third issue of CAIN Monthly Newsletter!

CAIN Newsletter can be found at:

The Atari News, Atari Library, and CAIN Newsroom on the Cleveland Free-Net
Atari SIG (go atari). telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or
129.22.8.51)

CAIN Newsletter WILL be soon available at:

atari.archive.umich.edu (ftp site)

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu
(please stipulate if you wish just THIS issue or if you wish to be
placed on the CAIN Newsletter subscription list)

2553. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 00:47:09 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <2roued$em6@lyra.csx.cam.ac.uk>
Source record: 16847
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2roqji$1ut@cville-srv.wam.umd.edu>, rsrodger@wam.umd.edu (R S Rodgers) writes:

|> The fact that you don't recall it means nothing to me. At best,
|> it says you weren't around when the A1000 was standard and the A500
|> was new.

Actually, I was, although I didn't have one myself. I have used Amigas from very early on. The Amiga rrelies on this techinque to get it's dragable screens, which it has always had. I therefore find it difficult to believe that Amiga fanatics would criticise the ST for trying to emulate it.

|> >since it's a standard part of the OS. Perhaps you are getting confused by
|> >the fact that the way the St went about it was incredibly ugly compared to the
|> >Amigas copper.
|>
|> What's your point? Same ugly hack. Goodness, can't you admit that
|> there is *anything* wrong with the Amiga? Heck, why not use *one*

There's plenty of things wrong with the Amiga, but this is not one of them. It is a useful feature, not a hack.

|> bitplane instead of many? Oh, sure, the Copper can't manage in
|> that case, but the CPU could.

now you're being silly. What is wrong with making optimal use of ones video bandwidth? you seem to be arguing against efficiency.

|> >True, but it eventually gets better results using less resources to display
|> >them.
|>
|> Nope. This isn't even in the realm of reality.
|>
|> At *BEST* these methods can MATCH the output of a much simpler,
|> straightforward method, and often (as is the case with HAM), they

Not necessarilly, especially if you lack the bandwidth to do the obvious techniuqe. Take HAm, for example. I have done HAM6 in 1024*768 on my A1200, giving me 4096 colours. Now I imagine that some PC's around there can do that, but I've never seen one that can, and I think they'd be a hell of a lot more expensive than my A1200.

|> do much worse. In all cases, you incur a penalty. Frankly, saving
|> a few kilobytes is totally worthless to me--RAM is cheap enough

Efficiency matters to some people.

|>
|> Face it. If Commodore hadn't pissed away their R&D funds, and
|> had actually gotten a decent colordepth and refresh rate out of the
|> Amiga, you'd be agreeing with me.

No I wouldn't. Take AAA for example. The proposed AAA specs (which hopefully we may one day see as reality) for the mid range system would give 1280*1024 non interlaced, 1280*2048 interlaced @8bpp (72Hz, I think) using 64 bit DRAM. Now, what would look better in this mode? A huge JPEG displayed in 256 colours or a huge JPEG displayed in 262144 colours? These techinques are scalable, and when you near the edge of your bandwidth capibilities, the slightly clever, more efficient approach wins out.

--
// Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

2554. Re: NOT ALL OF was Re: **Mac software is cheap!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 01:01:52 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94May22190152@sfi.santafe.edu>
Source record: 16848

>>>>> "sinclap2954" == sinclap2954 <sinclap2954@cobra.uni.edu> writes:

sinclap2954> In article <1994May18.002140.22869@rmece02.upr.clu.edu>,
raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>>
>> 2nd: Some of Borland's and Microsofts best software products are at $99 (US)
>> in "normal ordinary stores" like Software Etc. in malls through the U.S. for
>> EVERYBODY, not just students.
>>

sinclap2954> Cool, proves my point that not all Mac software is cheap..

YES! HE UNDERSTAND! YEAH!

LETS CELEBRATE!

sinclap2954> -D. At least these company's will be around. You Amiga
droids have been spoiled sinclap2954> by cheap video software that
requires alot of expensive technical support. sinclap2954> This has
no made C= prosper. I understand that Amiga video company's are and
sinclap2954> or have jumped ship to the mac and pc.

Amiga? Are you fighting against amiga uers? you mean all this time
you've been posting to the wrong group? wow.

>> Now, would you care to prove me wrong? I agree not all software is
>> expensive, but it is not cheap either, and in many areas it SIMPLY
>> ISN'T.

Yawn.

Scott
--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

2555. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 04:37:29 UTC
From: <>
Message-ID: <2rpbu9$1dn@mother.usf.edu>
Source record: 16849
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Cq88zp.HxA@visix.com> skip@visix.com (Skip Sauls) writes:
>In article <2rmllu$o7a@mother.usf.edu> hogarth@suntan.ec.usf.edu. (Jonathan Hogarth (CS)) writes:
>
>There are cards that do this, but it doesn't seem to be supported on
>all chipsets. I've built a few machines with Cirrus Logic SVGA boards
>that include a testing program which displays 320x200 in 16bits and
>24bits. It may be a hacked mode of some kind, but it invalidates your
>claim.

Hmmm... never seen one of these. The lowest I remember being advertised was
around 512xsomething, and that was several years ago.

>Skip Sauls, Not speaking for Visix Software
>skip@visix.com

--Jonathan

2556. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 05:12:16 UTC
From: <>
Message-ID: <2rpdvg$1hu@mother.usf.edu>
Source record: 16850
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2roued$em6@lyra.csx.cam.ac.uk> cpb1001@hermes.cam.ac.uk writes:
>In article <2roqji$1ut@cville-srv.wam.umd.edu>, rsrodger@wam.umd.edu (R S Rodgers)
writes:
>
>a useful feature, not a hack.
>
>|> bitplane instead of many? Oh, sure, the Copper can't manage in
>|> that case, but the CPU could.
>
>now you're being silly. What is wrong with making optimal use of ones video
>bandwidth? you seem to be arguing against efficiency.

It would have been nicer had they forseen the need for some real
bandwidth in the first place. Oh well...

>|> >True, but it eventually gets better results using less resources to display
>|> >them.
>|>
>|> Nope. This isn't even in the realm of reality.
>|>
>|> At *BEST* these methods can MATCH the output of a much simpler,
>|> straightforward method, and often (as is the case with HAM), they
>
>Not necessarilly, especially if you lack the bandwidth to do the obvious
>techniuqe. Take HAm, for example. I have done HAM6 in 1024*768 on my A1200,
>giving me 4096 colours. Now I imagine that some PC's around there can do that,
>but I've never seen one that can, and I think they'd be a hell of a lot more
>expensive than my A1200.

1024x768x65,535 video cards are around $200 or so. Take the ATi Ultra+ with
2 megs and a nice 400dpi bus mouse included.

>|> do much worse. In all cases, you incur a penalty. Frankly, saving
>|> a few kilobytes is totally worthless to me--RAM is cheap enough
>
>Efficiency matters to some people.

This from a person with a computer with nothing but graphics modes?

>|> Face it. If Commodore hadn't pissed away their R&D funds, and
>|> had actually gotten a decent colordepth and refresh rate out of the
>|> Amiga, you'd be agreeing with me.
>
>No I wouldn't. Take AAA for example. The proposed AAA specs (which hopefully we

>may one day see as reality) for the mid range system would give 1280*1024 non
>interlaced, 1280*2048 interlaced @8bpp (72Hz, I think) using 64 bit DRAM. Now,

And the ATI Ultra Pro can display 1280x1024x256 non-interlaced too. That was
almost two years ago. The Ultra+ and Pro both use 64-bit DRAM. Seems
like our hardware of two years ago has about the bandwidth of that which
will never even materialize for you.

> // Chris Brown. finger cpb1001@hermes.cam.ac.uk for my PGP public key.

--Jonathan

2557. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 05:57:42 UTC
From: pvdh@motship.hacktic.nl
Message-ID: <pvdh.0t0b@motship.hacktic.nl>
Source record: 16860
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

R S Rodgers (rsrodger@wam.umd.edu) wrote:

: > : When I saw you mention the number of colors (4096) I KNEW you meant HAM and
: >
: >Well mr. know-it-all, you definately show you have NO CLUE about what the
: >Amiga. It is trivial to have AMY AMIGA display 4096 colors WITHOUT using
: >HAM modes. One uses a different 16 color palette for each scanline on a
: >512 lines high screen.

: Big deal. The Atari ST could do this, too, and, in fact, many products
: did. Amiga users used to make fun of this kind of thing as ugly,
: pathetic and embarassing. Not that it's surprising to see them
: trumpeting them now.

[more blah blah deleted]

The issue was NOt the useability of such a 'trick', it was the original poster
saw the number 4096 and immediately assumed we were talking about HAM.

: 24bit color is more than number of colors on the screen. If that
: was the real issue, you could get by with a lot less than 16M as
: long as you had a 24bit palette to select from. But colors on the
: screen really isn't the whole story.

I know.. but the pC DuDeZ think I don't .. (but don't tell them..)

--

Paul 'Starchild' van der Heu, The MotherShip Connection
pvdh@motship.hacktic.nl

The Amiga is to computers as Harley Davidson is to motorcycles

2558. **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 07:56:34 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May23.025634.28119@cobra.uni.edu>
Source record: 16854

No more excuse, the FALCON is a ripoff!!!
==========

Group: comp.sys.mac.hardware, Item 87340 (Range: #86398 - #87365, Unread: 963)
Subject: Re: pricing (was Re: PCI on the PowerMac? Yes, but when?)
From: ivaliote@ux1.cso.uiuc.edu (M. C. Ivaliotes), University of Illinois at Ur
Date: 19 May 94 20:10:52 -0500

Ian.Jones@med.umich.edu (Ian Jones) writes:

>Here it's $1060 for a bundle including an LC 475 4/80, Color Plus Monitor,
>Extended Keyboard, Campus Software Set. The 475 bought separately is $740.

I was reporting the lowest configuration useful in my eyes, which is a 475 8/160 with the same other equipment. Price has just dropped to $1250.

--
Matthew Ivaliotes lotus@uiuc.edu ivaliote@ux1.cso.uiuc.edu

All standard disclaimers, and even a few nonstandard ones, apply.

==========
Lets see, the Falcon costs $1200 versus $740 for an 040 Mac. Gee, why does a slow 16 mhz. 030 Falcon cost $460 more?

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Falcon - costs more, does less..

2559. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 12:09:57 UTC
From: rsrodger@wam.umd.edu
Message-ID: <2rq6el$dvv@cville-srv.wam.umd.edu>
Source record: 16856
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2rpdvg$1hu@mother.usf.edu>,
Jonathan Hogarth (CS) <hogarth@suntan.ec.usf.edu.> wrote:
>And the ATI Ultra Pro can display 1280x1024x256 non-interlaced too. That was
>almost two years ago. The Ultra+ and Pro both use 64-bit DRAM.

No, they don't. Both the Pro and the + use 32bit wide RAM. The
difference between the two is that the Pro uses VRAM and the Plus
uses DRAM. Not noticible, especially, unless you're running in 16bpp
mode @ 1024x768, in which case you take a speed hit.

>Seems
>like our hardware of two years ago has about the bandwidth of that which
>will never even materialize for you.

Probably.

--
Visit your local library and request If you know what the rules are,
a form to join Caning Party USA, the then you can break them carefully.
pro-punishment party.
Reply to rsrodger@wam.umd.edu

2560. Atari 520 ste for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 12:13:42 UTC
From: osantiag@fiji.gesd
Message-ID: <2rq6lm$sos@cnn.MOTOWN.GE.COM>
Source record: 16857

I am currently selling my 520 ste with 4 mb/ 120 mb HD. This system includes a color 1224 monitor with Spectre GCR emulator with genuine MAC roms. I am selling the system for $600 or
best offer. The system has the ICD link adapter for the hard drive. I am also will to trade the machine for a 486 DX33 or DX/2 66 I don't need a monitor for the IBM machine. You can notify me at 215-457-6074 or a the mail address below. Thanks.

Sincerely,

Orlando Santiago osantiag@motown.ge.com

P.S. I am still an Atari user. I still have my spare Mega 4 machine. I need a PC for a job that I am working at.

2561. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 12:27:06 UTC
From: rsrodger@wam.umd.edu
Message-ID: <2rq7eq$e9v@cville-srv.wam.umd.edu>
Source record: 16855
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2roued$em6@lyra.csx.cam.ac.uk>,
C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>In article <2roqji$1ut@cville-srv.wam.umd.edu>, rsrodger@wam.umd.edu (R S Rodgers)
writes:
>>The fact that you don't recall it means nothing to me. At best,
>> it says you weren't around when the A1000 was standard and the A500
>> was new.
>
>Actually, I was, although I didn't have one myself.

All you're telling me is that you don't remember the bashing. As
I said in the first message, this doesn't surprise me at all.

>I have used Amigas from very
>early on. The Amiga rrelies on this techinque to get it's dragable screens,

Yes, it does. But for seperate screens you don't have to screw
around with remapping colors before you blit. When you use it to
get around the Amiga's pathetically low bandwidth limits, then
you _do_ need to remap.

>which it has always had. I therefore find it difficult to believe that Amiga
>fanatics would criticise the ST for trying to emulate it.

Tough shit. The Amiga users at the time were too full of themselves and
HAM to be bothered with ugly, hideous hacks like register swapping or
page flipping. The fact that HAM was a total pain in the ass to use in
animation (not simple page flipping) and paint programs (it was _years_
before decent HAM paint programs came along--digipaint 2.0, 3.0, Photon paint
--they all stunk) was also happily overlooked.

>> What's your point? Same ugly hack. Goodness, can't you admit that
>> there is *anything* wrong with the Amiga? Heck, why not use *one*
>
>There's plenty of things wrong with the Amiga, but this is not one of
>them. It is a useful feature, not a hack.

It's a hack. Jesus, what do you think a hack _is_?

>|> bitplane instead of many? Oh, sure, the Copper can't manage in
>|> that case, but the CPU could.
>
>now you're being silly.

No, I'm imitating you. Let's face it. RAM is cheap, CPU cycles aren't.
Having to remap between every single damn blit that changes position

vertically is ridiculous. The only time these hacks are efficient are
when they are being used to display a static image (or a series of them
by page flipping).

>What is wrong with making optimal use of ones video
>bandwidth? you seem to be arguing against efficiency.

No, I'm arguing against wasting CPU time to save a few kilobytes of memory.
If the Amiga wasn't stuck with such outdated video hardware, nobody would
be using these hacks.

>> >True, but it eventually gets better results using less resources to display
>> >them.
>>
>> Nope. This isn't even in the realm of reality.
>>
>> At *BEST* these methods can MATCH the output of a much simpler,
>> straightforward method, and often (as is the case with HAM), they
>
>Not necessarilly, especially if you lack the bandwidth to do the obvious
>techniuqe. Take HAm, for example. I have done HAM6 in 1024*768 on my A1200,
>giving me 4096 colours. Now I imagine that some PC's around there can do that,
>but I've never seen one that can, and I think they'd be a hell of a lot more
>expensive than my A1200.

You need to get out more. The fact that an A1200 is dirt cheap is kind
of irrelavent. For $300 you can get an accellerated, FAST card like the
Diamond Viper and get 16bpp @ 1024x768 @72Hz NI, and have plenty of
bandwidth to spare. No hacks, cheap. If you're constrained to spending
<$1000 on the computer system, then Amigas make sense. But they don't
compete with PCs.

And "some PCs"? Sheesh. The Viper is old and out of date these days, as
are the ATI GUP and GU+, the two widest-selling accellerated cards. Now
we're into the 4MB 24bpp (all modes but 1600x1200, which is only 16bpp)
generation. No hacks, no ugliness.

Look, this kind of hack is good if you need to get around a weakness
in your hardware. That's all they're good for. If the Amiga had up-to-date
video hardware, only technogeeks would even _care_ if their machines could
use bizarre hacks to get extra colors.

>> do much worse. In all cases, you incur a penalty. Frankly, saving
>> a few kilobytes is totally worthless to me--RAM is cheap enough
>
>Efficiency matters to some people.

You're deluding yourself if you think that these hacks, by saving a few
bytes, outweigh the CPU penalty they incur when displaying anything but
a static image. Get real.

>> Face it. If Commodore hadn't pissed away their R&D funds, and
>> had actually gotten a decent colordepth and refresh rate out of the

>> Amiga, you'd be agreeing with me.
>
>No I wouldn't. Take AAA for example. The proposed AAA specs (which hopefully we
>may one day see as reality) for the mid range system would give 1280*1024 non
>interlaced, 1280*2048 interlaced @8bpp (72Hz, I think) using 64 bit DRAM. Now,
>what would look better in this mode? A huge JPEG displayed in 256 colours or a
>huge JPEG displayed in 262144 colours?

How about in 24bpp as with the ATI GPT? 24bpp @ just about any
NI mode up to and including 1280x1024.

>These techinques are scalable, and when you near the edge of your bandwidth
>capibilities, the slightly clever, more >efficient approach wins out.

The problem here is that you seem to think that the rest of the world is
saddled with the same crippling bandwidth limitations that keep rearing
up for the Amiga. The rest of the world _isn't_. There's no need to hack
to get 1280x1024 w/pseudo-24bit because you can get _f*a*s*t_ 1280x1024
real 24bit. As for interlacing it, why bother? You can barely fit x1024
on most CRTs, and you definitely can't fit x2048 without massive (~70%)
scanline overlap. If you're willing to spend a fortune on a x2048 capable
monitor, you're not going to be worrined about the extra $150 or so in
VRAM that you'd need to spend to get real 24bpp instead of HAM.

--
Visit your local library and request If you know what the rules are,
a form to join Caning Party USA, the then you can break them carefully.
pro-punishment party.
Reply to rsrodger@wam.umd.edu

2562. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 12:38:29 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de0a3b9@sirius.herts.ac.uk>
Source record: 16861
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by DuncMan...
|> Duncan (75% certain to save up and buy SMS2)

Well, here I am again. Having read the ST Review feature (The
mag really has improved since I last read it), some useful EMails from
readers, and the posts stuck here, I've been reconsidering my opinion. I've
tried to draw up a list of each system's advantages and disadvantages.
If I've got anything wrong, then please correct me.
AFAIK, there are currently 5 multitasking replacement O/Ss that
will run on an STE. My system is rather minimal, being just 1Mb with no
HD. This has coloured my opinions a little, understandably.
Oh, and it was ST Format that thought SMS2 was the same as Unix...

GEM type O/Ss
-------------

MultiTOS
--------
for: The official standard
Pre-emptive
Built in desktop
Compatible with MultiTOS (!)
against: Bugged (alledgedly)
Needs 2Mb & an HD
Tricky to configure
Slow
Uses GEM-style interface

Geneva
------
for: Fast
Stable
Extra facilities over GEM
against: Needs 2Mb
Runs .TOS & .TTP programs in single tasking mode
Co-operative
Does not replace entire O/S
Needs separate desktop
Limited features
Not fully MultiTOS compatible
Uses GEM-style interface

Mag!x
-----
for: Very fast
```

Stable
Built in desktop
Runs .TOS & .TTP programs in multitasking mode
Compatible with TOS/GEM
against: Needs 2Mb
Uses GEM-style interface

Non-GEM type O/Ss

OMEn
----
for: Versions coming for other systems
Built in desktop
Device drivers
against: Not compatible with TOS/GEM
No apparent support yet
Not available yet

SMS2
----
for: Pre-emptive
Very fast
Very small
Built in desktop
Built in networking
Device drivers
Works in 0.5Mb & no HD
against: Not compatible with TOS/GEM
Object oriented (jargon!)
Little apparent support yet
Needs separate MSDOS/TOS disk reading software
Relatively expensive

I have to admit, I don't much like GEM. It looks somehow
primitive (this is understandable when you consider how old it is) (as
does MS Windows, IMHO). I'd rather be using a computer with a more
professional, capable feel. SMS2 gives me that impression.
There isn't a whole lot of software yet, but what there is looks
rather more capable than a lot of the GEM stuff that exists. I also like
the use of a 6*8 font in SMS2 and OMEn- allowing an 80*25 terminal emulator
to sit in window, or lots more columns of a spreadsheet to be seen at
once.
I'm not sure I want to stick with an O/S that is based on TOS,
let alone GEM. I'd like to be able to share data with my exsiting
GEM/TOS software, but that means being able to read the disks. A few
people have said that there is an SMS2 program to do this, but I haven't
heard anything about this on OMEn.
In summary, then;

Duncan (85% certain to save up and buy SMS2
60% " " " " " " Mag!x

```
60% " " " " " " OMEn
40% " " " " " " MultiTOS
35% " " " " " " Geneva)

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2563. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 14:00:12 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <022308KLAWHWXCDUCFMX@ars.ath.forthnet.gr>
Source record: 16851

<Peter Sinclair> writes:

> Why would he need a dsp? If he needs a dsp, he can get the Quadra
> 660AV 8/230
> for less than $1500, which is still cost affective than the Falcon.

Well, you must live in a place near heaven or something.
That machine you say costs less than $1500, here costs more than $3100.

If I compare that to $915 that a 4MB Falcon (without HD) costs, I
think is more cost effective than the Mac.
Now if I add to this a 1GB (Micropolis AV2210) hard disk: $1600 and
$250 for a SVGA screen , I am STILL lower than the Mac.

And I need the DSP. After all not everyone has 16 audio tracks in
Cubase...

Michael Papadopoylos.
mpapad@leon.nrcps.ariadne-t.gr
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

2564. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 14:56:03 UTC
From: mentat@satelnet.org
Message-ID: <2rqg63$8tk@sefl.satelnet.org>
Source record: 16858
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2rq7eq$e9v@cville-srv.wam.umd.edu>,
R S Rodgers <rsrodger@wam.umd.edu> wrote:
>In article <2roued$em6@lyra.csx.cam.ac.uk>,
>C.P. Brown <cpb1001@hermes.cam.ac.uk> wrote:
>>In article <2roqji$1ut@cville-srv.wam.umd.edu>, rsrodger@wam.umd.edu (R S Rodgers)
writes:
>>>The fact that you don't recall it means nothing to me. At best,
>>> it says you weren't around when the A1000 was standard and the A500
>>> was new.
>>
>>Actually, I was, although I didn't have one myself.
>
>All you're telling me is that you don't remember the bashing. As
>I said in the first message, this doesn't surprise me at all.
>
>>I have used Amigas from very
>>early on. The Amiga rrelies on this techinque to get it's dragable screens,

I was there, on _both_ sides of the fence (I bought a 130ST - remember
them?) and I never once recieved a criticism from an Amiga user about my
ST's DLI - they just took the piss out of its crappy sound, low
resolution, appaling GUI, and laughable OS...

>Yes, it does. But for seperate screens you don't have to screw
>around with remapping colors before you blit. When you use it to
>get around the Amiga's pathetically low bandwidth limits, then
>you _do_ need to remap.
>
>>which it has always had. I therefore find it difficult to believe that Amiga
>>fanatics would criticise the ST for trying to emulate it.
>
>Tough shit. The Amiga users at the time were too full of themselves and
>HAM to be bothered with ugly, hideous hacks like register swapping or
>page flipping. The fact that HAM was a total pain in the ass to use in
>_animation_ (not simple page flipping) and paint programs (it was _years_
>before decent HAM paint programs came along--digipaint 2.0, 3.0, Photon paint
>--they all stunk) was also happily overlooked.

Back then HAM was considered nothing more than a curiosity... Kinda
nice, but with no practical use.

>>> What's your point? Same ugly hack. Goodness, can't you admit that
>>> there is *anything* wrong with the Amiga? Heck, why not use *one*
>>

>>There's plenty of things wrong with the Amiga, but this is not one of
>>them. It is a useful feature, not a hack.
>
>It's a hack. Jesus, what do you think a hack _is_?

Not really a hack, it's an OS call...

>>|> bitplane instead of many? Oh, sure, the Copper can't manage in
>>|> that case, but the CPU could.
>>
>>now you're being silly.
>
>No, I'm imitating you. Let's face it. RAM is cheap, CPU cycles aren't.
>Having to remap between every single damn blit that changes position
>vertically is ridiculous. The only time these hacks are efficient are
>when they are being used to display a static image (or a series of them
>by page flipping).

RAM WASN'T cheap back then. These "hacks" are also great for psychadelic
effects. :)

>>What is wrong with making optimal use of ones video
>>bandwidth? you seem to be arguing against efficiency.
>
>No, I'm arguing against wasting CPU time to save a few kilobytes of memory.
>If the Amiga wasn't stuck with such outdated video hardware, nobody would
>be using these hacks.

Big fat elephant's fanny. (Sorry, I'm running out of ideas here!) The
Amiga's video hardware may be out-dated, but the rest of its architecture
is something PCs can only dream of having...

>>> >True, but it eventually gets better results using less resources to display
>>> >them.
>>>
>>> Nope. This isn't even in the realm of reality.
>>>
>>> At *BEST* these methods can MATCH the output of a much simpler,
>>> straightforward method, and often (as is the case with HAM), they
>>
>>Not necessarilly, especially if you lack the bandwidth to do the obvious
>>techniuqe. Take HAm, for example. I have done HAM6 in 1024*768 on my A1200,
>>giving me 4096 colours. Now I imagine that some PC's around there can do that,
>>but I've never seen one that can, and I think they'd be a hell of a lot more
>>expensive than my A1200.
>
>You need to get out more. The fact that an A1200 is dirt cheap is kind
>of irrelavent. For $300 you can get an accellerated, FAST card like the
>Diamond Viper and get 16bpp @ 1024x768 @72Hz NI, and have plenty of
>bandwidth to spare. No hacks, cheap. If you're constrained to spending
><$1000 on the computer system, then Amigas make sense. But they don't
>compete with PCs.

If you've only got $300 to spend, then the Amiga is your only choice. (I guess you COULD just buy the PC graphics card, but what good would it do you?)

>And "some PCs"? Sheesh. The Viper is old and out of date these days, as
>are the ATI GUP and GU+, the two widest-selling accellerated cards. Now
>we're into the 4MB 24bpp (all modes but 1600x1200, which is only 16bpp)
>generation. No hacks, no ugliness.
>
>Look, this kind of hack is good if you need to get around a weakness
>in your hardware. That's all they're good for. If the Amiga had up-to-date
>video hardware, only technogeeks would even _care_ if their machines could
>use bizarre hacks to get extra colors.

You can do some things with the hacks that you CAN'T do using traditional methods - check out the TET demo (pretty old now) and look at the copper bars section, then go and do it on your PC... You mean you CAN'T? That's sad...

>>> do much worse. In all cases, you incur a penalty. Frankly, saving
>>> a few kilobytes is totally worthless to me--RAM is cheap enough
>>
>>Efficiency matters to some people.
>
>You're deluding yourself if you think that these hacks, by saving a few
>bytes, outweigh the CPU penalty they incur when displaying anything but
>a static image. Get real.
>
>>> Face it. If Commodore hadn't pissed away their R&D funds, and
>>> had actually gotten a decent colordepth and refresh rate out of the
>>> Amiga, you'd be agreeing with me.
>>
>>No I wouldn't. Take AAA for example. The proposed AAA specs (which hopefully we
>>may one day see as reality) for the mid range system would give 1280*1024 non
>>interlaced, 1280*2048 interlaced @8bpp (72Hz, I think) using 64 bit DRAM. Now,
>>what would look better in this mode? A huge JPEG displayed in 256 colours or a
>>huge JPEG displayed in 262144 colours?
>
>How about in 24bpp as with the ATI GPT? 24bpp @ just about any
>NI mode up to and including 1280x1024.
>
>>These techinques are scalable, and when you near the edge of your bandwidth
>>capibilities, the slightly clever, more >efficient approach wins out.
>
>The problem here is that you seem to think that the rest of the world is
>saddled with the same crippling bandwidth limitations that keep rearing
>up for the Amiga. The rest of the world _isn't_. There's no need to hack
>to get 1280x1024 w/pseudo-24bit because you can get _f*a*s*t_ 1280x1024
>_real_ 24bit. As for interlacing it, why bother? You can barely fit x1024
>on most CRTs, and you definitely can't fit x2048 without massive (~70%)
>scanline overlap. If you're willing to spend a fortune on a x2048 capable
>monitor, you're not going to be worrined about the extra $150 or so in

>VRAM that you'd need to spend to get real 24bpp instead of HAM.

I've said it once, and I'll say it again - big fat elephant's fanny. If the PCs video is so good, why haven't they made a dent in the professional video market?

>--
> Visit your local library and request If you know what the rules are,
> a form to join Caning Party USA, the then you can break them carefully.
> pro-punishment party.
> Reply to rsrodger@wam.umd.edu

--
"Hey! I just found a big box of testicles!"
"Big box of testicles? Sounds like a load of bollocks to me..."

2565. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 15:33:48 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May23.153348.17831@cen.ex.ac.uk>
Source record: 16859

In article <1994May23.025634.28119@cobra.uni.edu> sinclap2954@cobra.uni.edu writes a whole lot of crap including:

> Lets see, the Falcon costs $1200 versus $740 for an 040 Mac. Gee, why does a
> slow 16 mhz. 030 Falcon cost $460 more?

Hmmmm, I'm sure my Falcon is faster than 16 milliHertz.

--

```
+-------------+-------------------------------------------------------------+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+-------------------------------------------------------------+
| it corrects my errors, but is likely to make errors of its own. |
+-----------------------------------------------------------------------------+
```

2566. How connect AKAI DD1000 to ATARI ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 17:03:37 UTC
From: mmart@anubis.kbfi.ee
Message-ID: <2rqnl9$efb@osiris.kbfi.ee>
Source record: 16862

Has anybody experience about connecting AKAI DD1000 v 2.30 to ATARI ST ?
This is audio editor with internal 650 Mb removable magneto-opt SCSI
drive.
I want to use this as hard disk to my ST.

If any ideas, please mail.

Mart Moldau mmart@anubis.kbfi.ee

2567. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 17:33:05 UTC
From: sys1@exnet.com
Message-ID: <Cq9nF8.3Cx@exnet.com>
Source record: 16863

In article <1994May23.025634.28119@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>

Pete, I'm glad you find the pricing of Macs to be such a big turn on. But
please, remember some of us out here have real sex lives and so don't go in to
orgasmic fits over a computer.

>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
>Falcon - costs more, does less..
Peter Sinclair-Day, wanks more, thinks less..he's that simple.

>
>
>

2568. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 19:34:43 UTC
From: mdg@ukc.ac.uk
Message-ID: <10102@gos.ukc.ac.uk>
Source record: 16865

In article <Cq9nF8.3Cx@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:
>In article <1994May23.025634.28119@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>Pete, I'm glad you find the pricing of Macs to be such a big turn on. But
>please, remember some of us out here have real sex lives and so don't go in to
>orgasmic fits over a computer.

but how does Pete get his willy out of the floppy drive port without an eject
button? ;-)

Griff
--

2569. Re: New Jag Owner needs help HISS BullFEATHERS !

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 21:48:55 UTC
From: pdemaio@draper.com
Message-ID: <pdemaio.184.0010D13C@draper.com>
Source record: 16868

In article <2rmtfk$fp2@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>From: aspect@cats.ucsc.edu (Christopher Taylor Oates)
>Subject: Re: New Jag Owner needs help HISS BullFEATHERS !
>Date: 22 May 1994 06:18:28 GMT

>No, Jags do hiss. Mine does, and has since day one. SO what. T2K is still
>a great game.

>BTW, this is _comp_.sys.atari.advocacy. Jaguar threads should be in rec.games
>.video.atari or rec.games.video.advocacy This is for talking about
>Atari Computers.

> ~Chris (My Falcon hisses too...)

Some of us users don't get that group. Therefore, this is our only source
for info on the Jag. By the way this is a stupid question but is the Jag 32
or 64 bit?
PDeMaio

Is that a light at the end of the tunnel or just an oncoming train?

2570. Sinclap IS a ****! was Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 21:49:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May23.214912.40423@rmece02.upr.clu.edu>
Source record: 16866

In article <1994May23.025634.28119@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>

[stuff deleted]

|> ==
|> Lets see, the Falcon costs $1200 versus $740 for an 040 Mac. Gee, why does a
|> slow 16 mhz. 030 Falcon cost $460 more?

Quoting *EDUCATIONAL PRICING* again Sinclap? As a general purpose
machine I'll prefer the Mac. Those interested in music and even games
(because the Mac has ver very bad games) will see the Falcon more valuable.

Now, would you are to prove me wrong about what I replied to you
about the Mac software $$$COSTS$$$$? I see that you haven't....

|>
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
|>
|> Falcon - costs more, does less..

Tsk tsk...

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2571. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 21:51:04 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May23.215104.53336@rmece02.upr.clu.edu>
Source record: 16867

```
In article <10102@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <Cq9nF8.3Cx@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:
|> >In article <1994May23.025634.28119@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
|> >Pete, I'm glad you find the pricing of Macs to be such a big turn on. But
|> >please, remember some of us out here have real sex lives and so don't go in to
|> >orgasmic fits over a computer.
|>
|> but how does Pete get his willy out of the floppy drive port without an eject
|> button? ;-)

He just drags the WILLY-Easty-tO-usE-icoN (TM) over the Trashcan! :-)

|>
|>
|> Griff
|> --

--
-----------------------------------------------------
>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus
```

2572. Re: New Jag Owner needs help HISS BullFEATHERS !

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 22:02:53 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2rr96d$6nv@darkstar.UCSC.EDU>
Source record: 16864

In <pdemaio.184.0010D13C@draper.com> pdemaio@draper.com (PDeMaio) writes:

>Some of us users don't get that group. Therefore, this is our only source
>for info on the Jag. By the way this is a stupid question but is the Jag 32
>or 64 bit?

Yes. That's the easiest answer.
It's both.

~Chris
>PDeMaio

>Is that a light at the end of the tunnel or just an oncoming train?

2573. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-23 22:56:39 UTC
From: <>
Message-ID: <2rrcb7$6v1@mother.usf.edu>
Source record: 16869
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

If you don't have a GEM style interface, how do you run GEM programs?

2574. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 01:48:02 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May23.204802.28143@cobra.uni.edu>
Source record: 16870

In article <2rdo99$mmv@usenet.rpi.edu>, trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
> (Live from the VCC South Sun Lab)
>
> Anyone who is sick seeing sinclap's drivel about how Macs rule and
> everything else sucks please post a "YEA" in reply to this post.
> Anyone who wishes to continue seeing sinclaps BS, please post "NEA".

You sound like a baby. I never said that the Mac rules, but is more logical
to purchase than the Falcon which has no future. Quit crying and act your age.

>
> I for one post "YEA"!
>

No comment.

> ==============
> = TOM TRAUTH =
> ==============

I thought you were gone for the summer and in day care.

>
>
> PS: Make sure to vote for comp.sys.sinclap.stupid.drivel ;-)
> PPS: Can someone please send a spell/grammar checker to his Macness.
> He seems to be having a problem with spelling and grammar lately.
> ;-)

And you don't. I had a bad connection, which caused garble,da!

> PPPS: Democracy in action!
>

This is not democracy, but tyranny.
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

PowerBook 520c - possibility

2575. Re: **Mac software is cheap!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 01:56:28 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May23.205628.28144@cobra.uni.edu>
Source record: 16871

In article <94140.132420STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Pete, think about your argument.... see any flaws in posting prices
> after EDUCATIONAL discount? Yes, the Mac is popular on college
> campuses, but how many people can take advantage of these deals?
> My state university costs around $9000 a year to attend. Hmmmm....
> I don't think I'll buy that much Mac software to warrant my being
> a student to be eligible for Mac discounts.
> -scott tirrell

Millions of people can take advantage of these deals. But, there are less expensive alternatives. Like I said, if your income is depended on DTP, than you can afford PageMaker and Quark. For most people, Aldus Home Publisher will be adequate.

My tuition and living expences amount to about $6000, mostly paid by the Tax payers. Thanks guys and gals...

I suggest you visit a software store and check out prices. Do not quote Microsoft stuff.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2576. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 04:07:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5071.5323.0N19F78E@canrem.com>
Source record: 16883

-> If it can only play cdrom based games it will take some time before
-> it has a good number of titles, what real use do you get in the mean
-> time ?

For a start, the Jag CD-ROM will be out before the Sigma Designs board. The Sigma board isn't slated for release until the fall at the earliest. In addition, the Jag CD-ROM is being delayed so that more titles can be completd before the CD-ROM's release. Currently there are 11 CD-ROM titles in development, some near completion. By the time the Sigma board is released, most or all of these titles should be available.

-> for example : what graphics does it speed up (standards please) and
-> why is it on a isa bus ? (local-bus or better pci would make more
-> sence). as far as im told the jag would need extra hardware to do
-> full mpeg-1 streams do you know what chips they will use and what
-> titles it can play ?).

A) It's the equivalent of a Windows accellerator. B) It plugs into an ISA bus in order to communicate with the widest possible range of PCs. Had they made it a VESA ir PCI design they would have restricted its operation to only machines with equivalency slots. C) The Jaguar does need extra hardware to do full MPEG streaming; hence the reason that MPEG 1 and 2 are coming out on a Jaguar cartrige (both levels on 1 cart) to provide that function. THe Sigma board is different only in that it contains the full streaming hardware.

-> Will the audio be used to simulate something like a gus or something
-> like that ?

The audio is strictly proprietary and will likely not emulate anything. (It's concievably that in _could_ be made to emulate a GUS or SBPRO ASP/DSP, but Sigma havn't alluded to any such emulation as yet)

CYOTFS!
...D.L.
...Underground

2577. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 05:30:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqAKn7.Aw5@cix.compulink.co.uk>
Source record: 16789
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In message <2rrcb7$6v1@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>
>If you don't have a GEM style interface, how do you run GEM programs?

You don't.

Ofir ogal@cix.compulink.co.uk

2578. Re: Falcon Hard Drive went tits up...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 05:30:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqAKnB.Awr@cix.compulink.co.uk>
Source record: 16788
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In message 4114@cix, jbeeghly@u.washington.edu said:
>
>..... today. t seems that I can access my C, D, and E partitions on my
>Falcon, but I can't access my F partition. I called my local Atari-repair
>center about it and thery said that the earily Falcons had a problem
>where, if a partition gets full, the preceding partion's FAT gets screwed up.
>
>
>Does anyone have any suggestions as far as how to recover the material on
>my F partition? Whenever I access the F drive, two cherry bombs appear,
>then a third is added.
>
>If it helps any, all of the files I want are text based....

This is a bug of AHDI 6.03, get AHDI 6.061. The only way I found of
recovering the data is to recreate the first sector and sometimes the FAT
as well. If you use DMirror or ST Mirror then you will have a copy of your
FAT.

Ofir ogal@cix.compulink.co.uk

2579. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 09:34:13 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de1ca09@sirius.herts.ac.uk>
Source record: 16874
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Timothy Miller...
|> If you don't have a GEM style interface, how do you run GEM programs?

Thats the whole point, I don't like GEM much, and GEM programs
not much more. I already have single tasking TOS 1.62 in my STE, I can
run GEM stuff with that.
However, if I get a new O/S, I want a new, better interface.
IMHO, GEM just doesn't cut it any more.
Perhaps if they changed the appearance of GEM I might like it
more... Hrm...

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2580. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 09:56:23 UTC
From: roklein@mogli.zdv.Uni-Mainz.DE
Message-ID: <2rsj07$725@bambi.zdv.uni-mainz.de>
Source record: 16872
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In <Cq0s6t.Esp@cix.compulink.co.uk>,
Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
: > some kind soul could write ST File Exchange, or summat?

: Well depending on how comapatible SMS2 is with QDOS - there is already at
: least one good ST/PC disk reader for it.

: Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting
: source code files on for recompilation. The underlying file system can be
: something else - however FWIK, the QDOS one is pretty poor comapared to
: MINIXFS or even TOSFS.
I assume SMS2 has at least level 2 device drivers, but it"s
more likely to have level 3 device drivers. Level two
means real subdirectories (original QDOS didn't have them) and
level 3 means ability to read PC/ST disks.

Robert/jy

2581. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 13:19:11 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de1fec3@sirius.herts.ac.uk>
Source record: 16873
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Roland Givan...
|> Well from what I can remeber of the launch of the QL, Sinclair commisioned
|> *two* O/S. QDOS and SMS (note not SMS2).
|>
|> Both worked to a degree and AFAICR SMS was used at the first press
|> conference. However when the machine was released it was QDOS that was
|> installed.
|>
|> Since then SMS has been an independent product.

Fascinating. This would explain a lot...

|> How far does this 'slightly' compatible go?

Check the thread in comp.sys.sinclair, the bloke who followuped
to my article seems to know what hes on about.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2582. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 14:56:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2de22401@kockens.ct.se>
Source record: 16884

SG> and the Medusa 040. Medusa is a complete machine but
SG> according to Systems Solutions they also do an 040 upgrade to a
SG> Falcon. SS also talked about a 3rd 040 option, but that isn't yet
SG> available.
SG>

And what is the price for the Medusa 040 upgrade.. And were can i get it..??

Grtz from Sweden:

_____
/_____ | \
(ST) jesper.kock@kockens.ct.se	"Old women should not
|____|	seek to be perfumed"
< oo > Wizard on -*-Kockens BBS-*-	
|__/|	- Archilochus
____/ ATARI ONLY +46-46-250256	
_____|_____/

2583. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 15:21:27 UTC
From: <>
Message-ID: <2rt61n$bse@mother.usf.edu>
Source record: 16875
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <41e32de1ca09@sirius.herts.ac.uk> D.Corps@herts.ac.uk (DuncMan) writes:
>+-- This was written in a previous article by Timothy Miller...
>|> If you don't have a GEM style interface, how do you run GEM programs?
>
> Thats the whole point, I don't like GEM much, and GEM programs
>not much more. I already have single tasking TOS 1.62 in my STE, I can
>run GEM stuff with that.
> However, if I get a new O/S, I want a new, better interface.
>IMHO, GEM just doesn't cut it any more.
> Perhaps if they changed the appearance of GEM I might like it
>more... Hrm...
>
> Duncan.
>
What software is there that you would run, besides TOS programs? All the good
software is written for GEM.

2584. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 15:44:25 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqBD22.Dsy@cix.compulink.co.uk>
Source record: 16790
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>Thats the whole point, I don't like GEM much, and GEM programs
>not much more. I already have single tasking TOS 1.62 in my STE, I can
>run GEM stuff with that.
>However, if I get a new O/S, I want a new, better interface.
>IMHO, GEM just doesn't cut it any more.
>Perhaps if they changed the appearance of GEM I might like it
>more... Hrm...

As you said, you own a standard 1MB STe. You just won't get the best out of GEM with any of the three standard graphics modes. GEM on a Falcon and SVGA is pretty amazing though - it gives a much better working environment. I use 16 colour mode at a 736*528 resolution (you can get much better with a better monitor) and even my old GEM programs look *much* cooler.

And programs which are written for later versions of the AES (ie the Falcon/MTOS one's) are even nicer. If they use the background, activator and indicator bits in the RSC objects you get a great interface that's very NeXT like (in appearance).

You are stuck with GEM though - there's no way anything else will work on the Atari. Although SMS and Omen are very clever they will be limited to a few anoraks.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2585. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 15:48:18 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94May24094818@coronado.santafe.edu>
Source record: 16882

```
>>>>> "sinclap2954" == sinclap2954 <sinclap2954@cobra.uni.edu> writes:
sinclap2954> Lets see, the Falcon costs $1200 versus $740 for an 040
sinclap2954> Mac. Gee, why does a slow 16 mhz. 030 Falcon cost $460
sinclap2954> more?

I'd gladly pay $460 more to have the privelege NOT to have to run Sys7.

Scott
--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org
```

2586. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 22:14:17 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2rtu7p$csm@lyra.csx.cam.ac.uk>
Source record: 16886
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

DuncMan <D.Corps@herts.ac.uk> wrote:
>+-- This was written in a previous article by Roland Givan...
>|> Well from what I can remeber of the launch of the QL, Sinclair commisioned
>|> *two* O/S. QDOS and SMS (note not SMS2).

As I understood it:

Sinclair originally asked GST to do an operating system for them. The result seems to have been called 68K/OS and wasn't good enough. QDOS was written by Tony Tebby, in rather less time than most people would like to have when writing operating systems. IMHO he did a surprisingly good job, especially by the time the bugs had been cut down a bit...

Tebby has since written SMS2, and also SMSQ (which is much more of a QDOS clone --- it runs on a card which plugs into the ISA bus of a PC.

I believe 68K/OS was actually released separately, but has long since sunk without trace.

As for 68K/OS being SMS --- don't know. I doubt it, but that's just my opinion.

>|> Both worked to a degree and AFAICR SMS was used at the first press
>|> conference. However when the machine was released it was QDOS that was
>|> installed.
>|>
>|> Since then SMS has been an independent product.
>
> Fascinating. This would explain a lot...
>
>|> How far does this 'slightly' compatible go?
>
> Check the thread in comp.sys.sinclair, the bloke who followuped
>to my article seems to know what hes on about.

As for compatibility between SMS2 and QDOS... Some QDOS programs will run under SMS2. Of the QDOS programs which *won't* run under SMS2, not all of them will run under all version of QDOS either...

Generally speaking, programs written in C will work on either; programs written for the QDOS pointer environment will work on either; other programs will have to be checked on an individual basis.

(I used QDOS here in Cambridge, QDOS and SMSQ at home, but I've only run into SMS2 on a couple of occasions. Maybe if I come across a cheap 2nd-hand ST...)

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2587. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 22:56:42 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2ru0na$dmj@lyra.csx.cam.ac.uk>
Source record: 16885
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Robert Klein <RoKlein@MzdmzA.ZDV.Uni-Mainz.DE> wrote:
>Roland Givan (rgivan@cix.compulink.co.uk) wrote:
>: >PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
>: > some kind soul could write ST File Exchange, or summat?
>
>: Well depending on how comapatible SMS2 is with QDOS - there is already at
>: least one good ST/PC disk reader for it.
>
>: Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting
>: source code files on for recompilation. The underlying file system can be
>: something else - however FWIK, the QDOS one is pretty poor comapared to
>: MINIXFS or even TOSFS.

Yes, the QDOS file system is not one of the worlds best; the reason for
this is that subdirectories were rather hacked on as an afterthought.

>I assume SMS2 has at least level 2 device drivers, but it"s
>more likely to have level 3 device drivers. Level two
>means real subdirectories (original QDOS didn't have them) and
>level 3 means ability to read PC/ST disks.

I'm told that SMS2 originally included the appropriate code but it was
removed after it turned out to be slowing things down for some reason. I
don't know if this has been solved yet.

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2588. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 23:08:35 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqBxMB.IBE@cix.compulink.co.uk>
Source record: 16791
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>|> Since then SMS has been an independent product.
>
> Fascinating. This would explain a lot...

If its true ;-) I really must dig out my 10 year old mag collection and
check it sometime.

:-)

Roland.

@CiX

2589. ghhfg;l

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 23:09:54 UTC
From: mmariott@jupiter.scs.Ryerson.CA
Message-ID: <2ru1g2$fu0@hermes.acs.ryerson.ca>
Source record: 16811

[No readable article body recovered]

2590. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 23:26:27 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May24.232627.36729@rmece02.upr.clu.edu>
Source record: 16878

In article <1994May23.204802.28143@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <2rdo99$mmv@usenet.rpi.edu>, trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
|> > (Live from the VCC South Sun Lab)
|> >
|> > Anyone who is sick seeing sinclap's drivel about how Macs rule and
|> > everything else sucks please post a "YEA" in reply to this post.
|> > Anyone who wishes to continue seeing sinclaps BS, please post "NEA".
|>
|> You sound like a baby. I never said that the Mac rules, but is more logical
|> to purchase than the Falcon which has no future. Quit crying and act your age.

You never said the Mac rules, although you very well implied it.
And he sounds like a baby? Sheesh!

|>
|> No comment.

You usually don't make any comments, this won't be the exception.

|>
|> > ==============
|> > = TOM TRAUTH =
|> > ==============
|>
|> I thought you were gone for the summer and in day care.

What a coincidence (of thoughts).

|>
|> >
|> >
|> > PS: Make sure to vote for comp.sys.sinclap.stupid.drivel ;-)
|> > PPS: Can someone please send a spell/grammar checker to his Macness.
|> > He seems to be having a problem with spelling and grammar lately.
|> > ;-)
|>
|> And you don't. I had a bad connection, which caused garble,da!
|>
|> > PPPS: Democracy in action!
|> >
|>
|> This is not democracy, but tyranny.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
/

There, now that's the right attitude eh?

|> >
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
|>
|>
|> PowerBook 520c - possibility

Congrats.

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2591. Re: **Mac software is cheap!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-24 23:28:51 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May24.232851.5370@rmece02.upr.clu.edu>
Source record: 16880

In article <1994May23.205628.28144@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <94140.132420STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> > Pete, think about your argument.... see any flaws in posting prices
|> > after EDUCATIONAL discount? Yes, the Mac is popular on college
|> > campuses, but how many people can take advantage of these deals?
|> > My state university costs around $9000 a year to attend. Hmmmm....
|> > I don't think I'll buy that much Mac software to warrant my being
|> > a student to be eligible for Mac discounts.
|> > -scott tirrell
|>
|> Millions of people can take advantage of these deals. But, there are less
^^

And a FAR GRETER NUMBER CAN'T.

|> expensive alternatives. Like I said, if your income is depended on DTP, than
|> you can afford PageMaker and Quark. For most people, Aldus Home Publisher will
|> be adequate.

For starters everything is just harder. Like in the desktop video
market (if the software is so expensive, which on the Mac it is).

|>
|> My tuition and living expences amount to about $6000, mostly paid by the Tax
|> payers. Thanks guys and gals...
|>
|> I suggest you visit a software store and check out prices. Do not quote
|> Microsoft stuff.

Eh? Microsoft is one with the lowest prices. I have gone into
several stores, thank you very little.

|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|> Cedar Falls, Iowa USA
|>
|>

--

>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2592. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 04:06:33 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May24.230633.28171@cobra.uni.edu>
Source record: 16792

In article <1994May22.164934.3125@bay.cc.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:
> In article <1994May21.204044.28099@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> !
> ! I can play this game to: With the Falcon, you would need to upgrade the slow
> ! 030 with an 040. But there is no 040 upgrade.
>
> There are at least two 040 upgrades that I know of - the Wizztronics
> Afterburner 040, and the Medusa 040. Medusa is a complete machine but
> according to Systems Solutions they also do an 040 upgrade to a
> Falcon. SS also talked about a 3rd 040 option, but that isn't yet
> available.

For the cost of that 040 board, you could get at least a Quadra 605. What ever happen to power with out the price?

>
> So - more bullshit from the Calp :-)
>

Just the facts mam!

> Simon.
>
> --
> ____
> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
> ~~~~~~

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2593. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 04:10:25 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May24.231025.28172@cobra.uni.edu>
Source record: 16877

In article <2rk1nk$3en@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> really have to disagre about the Mac being more cpompatable than an
> Atari machine. When system 7 came out, there were hundreds of articles
> written about compatability, checking programs with databases full of
> such information, etc. I have had little problems getting my software
> to work with MTOS, nor have I had nearly the problems getting Auto programs
> to run together, unlike on the Mac, where we were crashing about once per
> day, and having to undergo massive testing just to get a bare minimum of
> E
> system extensions and control panels working together.

Thats funny, I don't have that problem. But, I hear that there are
incompatibility problems with multitos.

>
> ~Chris

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

2594. Re: Atari stock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 04:14:21 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May24.231421.28173@cobra.uni.edu>
Source record: 16879

In article <2rkbjh$pq3@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
> In a previous article, laramary@er1.rutgers.edu (Laura Schweitzer) says:
>
>>
>> AHHHHH! It's at 5 1/8 right now. BUY, BUY, BUY! It may settle at
>>10 within 2 months, maybe higher. Don't ask why I think so or if I know
>>something others don't. You'd either not believe me, or I would be know-
>>ingly breaking the law. Just trust me, and BUY!!!
>>

he he he..

>
> Yeah, I'd like them to buy too. This way I can sell my stock and make money
> off of it. I can then repurchase the stock when the price settles down. :)
>
> What would YOU know that I wouldn't? Are you dating one of the Tramiels
> or something??
>

Thats a thought..

> I predict that we will see a Mortal Kombat II release for the Jaguar at the
> Summer CES. I also predict that we will see Atari's sales estimates raised
> to 1 million to 1.5 million. I don't see any other earthshattering news.
> Unless Time Warner is planning to buy out Atari Corp. But I doubt this will
> happen since the Tramiels have waited for success forever. They wouldn't
> get out before it actually happened.

I predict that Atari will be lucky to sell 400,000 Jaguars(I am being generous).

>
> Just out of curiousity, what is your age? (around)
>
> Thanks.
>
> len
>
> --
>

Peter Sinclair-Day
University of Northern Iowa

Bartlett Hall Residence
Cedar Falls, Iowa USA

2595. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 08:20:12 UTC
From: sys1@exnet.com
Message-ID: <CqCn5r.4qF@exnet.com>
Source record: 16801

In article <1994May24.231025.28172@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <2rk1nk$3en@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>
>> When system 7 came out, there were hundreds of articles
>> written about compatability, checking programs with databases full of
>
>Thats funny, I don't have that problem.

Why don't I believe you?

>>
>> ~Chris
>
>Peter Sinclair-Day

Xavier

2596. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 11:29:28 UTC
From: djs@jet.uk
Message-ID: <1994May25.112928.9595@jet.uk>
Source record: 16876
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In <CqAKn7.Aw5@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <2rrcb7$6v1@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>>
>>If you don't have a GEM style interface, how do you run GEM programs?

>You don't.
I think that it was a rhetorical question...
And this thread is cross-posted too much. If I knew how to redirect
followups, I would :-)
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2597. Re: Falcon030 or Apple Performa 600?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 13:07:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2rviis$2mk@darkstar.UCSC.EDU>
Source record: 16787

In <1994May24.231025.28172@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>> really have to disagre about the Mac being more cpompatable than an
>> Atari machine. When system 7 came out, there were hundreds of articles
>> written about compatability, checking programs with databases full of
>> such information, etc. I have had little problems getting my software
>> to work with MTOS, nor have I had nearly the problems getting Auto programs
>> to run together, unlike on the Mac, where we were crashing about once per
>> day, and having to undergo massive testing just to get a bare minimum of
>> E
>> system extensions and control panels working together.

>Thats funny, I don't have that problem. But, I hear that there are
>incompatibility problems with multitos.

Wow. And as we all know your experience is thwe absolute measure of WHAT IS.
Get a grip, okay? My point is that System7 was not this universally happy
upgrade that everyone seems to remember it as being. Maybe you didn't have
a mac back in 1991 when 7.0 first came out... I worked for a software
developer and we got (at the height) about 50 to 100 requests per day for the
free upgrade because our software did not work. OTOH, I've not needed to
upgrade a thing to get it to work with MTOS. Which simply means that anything
that didn't work is not important enough to warrant a fix. All the right
things work. And yes, that is only my experience, but it is just as valid
as yours.

~Chris
>>
>> ~Chris

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

2598. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 14:22:57 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.769875777@garbod17>
Source record: 16881
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

mentat@satelnet.org (Mat Hall) writes:

>> ...
>>
>I was there, on _both_ sides of the fence (I bought a 130ST - remember
>them?) and I never once recieved a criticism from an Amiga user about my
>ST's DLI - they just took the piss out of its crappy sound, low
>resolution, appaling GUI, and laughable OS...

You must be referring to the Atari 130XE computer. It was an 8-bit computer
and it never competed with the Amiga.

Anders Skelander

2599. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 16:05:40 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May25.110540.28185@cobra.uni.edu>
Source record: 16794

In article <10102@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
> In article <Cq9nF8.3Cx@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:
>>In article <1994May23.025634.28119@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Pete, I'm glad you find the pricing of Macs to be such a big turn on. But
>>please, remember some of us out here have real sex lives and so don't go in to
>>orgasmic fits over a computer.
>
Not to long ago, it was ATARI USERS who were having an orgasm over how little
an ST costs over an over priced Mac. Now the roles are switched.. He he he
he, how soon you droids forget.

> but how does Pete get his willy out of the floppy drive port without an eject
> button? ;-)

I do have an eject button, I hit a macro key and presto it ejects. Oh, but you
have that other platform that has that low tech eject button.

>
>
> Griff
> --

Peter Sinclair-Day
University of Northern Iowa
Bartlett Hall Residence
Cedar Falls, Iowa USA

2600. Re: Sinclap IS a ****! was Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 16:26:10 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May25.112610.28186@cobra.uni.edu>
Source record: 16793

In article <1994May23.214912.40423@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <1994May23.025634.28119@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |>
>
> [stuff deleted]
>
> |> ==
> |> Lets see, the Falcon costs $1200 versus $740 for an 040 Mac. Gee, why does a
> |> slow 16 mhz. 030 Falcon cost $460 more?
>
> Quoting *EDUCATIONAL PRICING* again Sinclap? As a general purpose
> machine I'll prefer the Mac. Those interested in music and even games
> (because the Mac has ver very bad games) will see the Falcon more valuable.
>

Okay, the street price of a Quadra 605 8/160 is $900, still $300 less than a Falcon. As for music being a plus on the Falcon, is not true anymore. Musicians are using Macs as their platform of choice over the Falcon. As for games, I suggest you subscribe to Mac Games and get a hold of Mac cdrom warehouse. There are more cdrom games on the Mac than there are on the recently deceased CD32.

>
> Now, would you are to prove me wrong about what I replied to you
> about the Mac software $$$COSTS$$$$? I see that you haven't....
>

I thought I had, but here it is...

Ray Dream Designer 3.0 $249.
Add depth 3D $99.

Painter X2 $99
DesignCad $155

Video Director $129
Infini-D 2.6 $519
ASTOUND $249
Strata Vision 3d w/
stsrata Virtual $499
Logomotion 3D $109
cameraman $95

> |>
> |>

> |> Peter Sinclair-Day
> |> University of Northern Iowa
> |> Cedar Falls, Iowa USA
> |>
> |> Falcon - costs more, does less..
>
> Tsk tsk...
>
> ----------
>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
> A1200 with AGA blast processing ;-)
> REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

Peter Sinclair-Day
University of Northern Iowa
Bartlet Hall Residence
Cedar Falls, Iowa USA

2601. Calamus or DA's Layout

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 17:24:32 UTC
From: sys1@exnet.com
Message-ID: <CqDCCy.52p@exnet.com>
Source record: 16800
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hello all.

I need (Ha! *want*) a good DTP to do the company news letter, occaisional promotional material and proofs for the adverts we run. The two main contenders seem to be Calamus and DA's Layout.

The main concern of the boss is that the program should understand text and produce good quality and consistant output (We use TeX and LaTex for internal documants---on the grounds that it is a very clever program)

My interest is to produce stuff that he will accept, be able to get films from and which I can use for the fun of it too.

I have a Falcon 030, 141 MBHD, and we have not yet decided on a printer.

Any ideas anyone?

xavier

2602. Address of ATARI DEALER in Stocholm ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 17:48:51 UTC
From: mmart@anubis.kbfi.ee
Message-ID: <2s0323$oe9@osiris.kbfi.ee>
Source record: 16795

Can somebody tell me ATARI DEALER's ADDRESS IN STOCHOLM, SWEDEN ?
Maybe phone/fax too (if any).

Mart Moldau mmart@anubis.kbfi.ee

2603. Re: Falcon Hard Drive went tits up...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 17:57:02 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s03he$kiv@charm.magnus.acs.ohio-state.edu>
Source record: 16796
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

re. Recovering partitions. I use KnifeST it's great. One problem though you have to have the partition recognized by the system to use it. So if you get it recognized at boot then you should be able to fix it.

Dan Ackerman
ackerman.29@osu.edu

2604. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 19:30:27 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94May25133027@coronado.santafe.edu>
Source record: 16797

>>>>> "sinclap2954" == sinclap2954 <sinclap2954@cobra.uni.edu> writes:
sinclap2954> And you don't. I had a bad connection, which caused garble,da!

Muahahahahahahahahahahahahahahahahb.

Classic.

thanx.

Scott

sinclap2954> PowerBook 520c - possibility
wot?

--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

2605. Re: Ugly hacks for extra colors

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-25 20:21:27 UTC
From: mentat@satelnet.org
Message-ID: <2s0c07$4li@sefl.satelnet.org>
Source record: 16799
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <etxansk.769875777@garbod17>, <etxansk@garbo.ericsson.se> wrote:
>mentat@satelnet.org (Mat Hall) writes:
>
>>> ...
>>>
>>I was there, on _both_ sides of the fence (I bought a 130ST - remember
>>them?) and I never once recieved a criticism from an Amiga user about my
>>ST's DLI - they just took the piss out of its crappy sound, low
>>resolution, appaling GUI, and laughable OS...
>
>You must be referring to the Atari 130XE computer. It was an 8-bit computer
>and it never competed with the Amiga.

Check your history books. The 130ST was real. I had a 130XE too, so I
know the difference! (I think I have an old issue of A.N.A.L.O.G. with
advertisements for the 130ST if you _really_ want to see.) IMHO, the
Atari 8Bit range blew the hell out of the STs. I still use my XE today,
but my ST (I upgraded to a 1040STE before I saw the error of my ways) has
long since bitten the dust...

>Anders Skelander

--
Your fault. Core dumped.

2606. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-26 03:03:50 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16FC114464S85.TOMM@cms.cc.wayne.edu>
Source record: 16802

In article <1994May23.204802.28143@cobra.uni.edu>
sinclap2954@cobra.uni.edu writes:

>In article <2rdo99$mmv@usenet.rpi.edu>, trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth)
writes:
>> (Live from the VCC South Sun Lab)
>>
>> Anyone who is sick seeing sinclap's drivel about how Macs rule and
>> everything else sucks please post a "YEA" in reply to this post.
>> Anyone who wishes to continue seeing sinclaps BS, please post "NEA".
>
>You sound like a baby. I never said that the Mac rules, but is more logical
>to purchase than the Falcon which has no future. Quit crying and act your age.
>
>This is not democracy, but tyranny.
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>
And you are the tyrant, Pete. Get lost

I vote YEA.

2607. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-26 04:37:07 UTC
From: <>
Message-ID: <2s191j$na7@mother.usf.edu>
Source record: 16798
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <CqDCCy.52p@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:
>
>Hello all.
>
>I need (Ha! *want*) a good DTP to do the company news letter, occaisional
>promotional material and proofs for the adverts we run. The two main
>contenders seem to be Calamus and DA's Layout.
>
>The main concern of the boss is that the program should understand text
>and produce good quality and consistant output (We use TeX and LaTex
>for internal documants---on the grounds that it is a very clever program)
>
>My interest is to produce stuff that he will accept, be able to get films
>from and which I can use for the fun of it too.
>
>I have a Falcon 030, 141 MBHD, and we have not yet decided on a printer.
>
>Any ideas anyone?
>
>xavier

I don't know anything about DA's Layout, although I'd be interested in hearing
about it.

I can, however, highly recommend Calamus SL. We produce everything from
simple flyers to full color brochures to an Atari magazine with the greatest
of ease using Calamus SL. Its output is of the highest quality, the imaging
is very sophistocated and powerful, and if you want consistency, you got it
because Calamus can measure in units of 10^-7 meters and can zoom in to
999999% so you can line things up perfectly. There are printer drivers for
just about everything and the results are superb.

The HP Laserjet 4 seems to me to be a very nice printer.

2608. **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-26 06:56:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5103.5323.0N19FDC8@canrem.com>
Source record: 16814

Let me ask you something...

Why do you even *POST* here? You obviously have no love for Atari, you obviously have put all your energies to promoting the Mac ... so WHY POST HERE? This is NOT c.s.mac.advocasy. This is NOT a forum to discuss the merits of Macs or to play up the faults of the Falcon or any other Atari product. We don't *CARE* about Mac prices. We don't *CARE* that Mac has this and it's cheaper and the Falcon's a piece of dog dropping. WE have bought the machines we have because we *like* them and because they do what WE want at a price point that WE find (arguably) acceptable compared to our other choices. So why even BOTHER to waste bandwidth with your highly futile, extremely inflammatory comments about Atari products? Are you trying to convert us to worship on the altar of the apple insignia? If any ONE of us were, even in the smallest way, thinking about moving over to the Mac computer, we would be looking in the Mac advocasy newsgroup, NOT HERE. those of us who frequent this newsgroup are looking for Atari information, NOT MACINTOSH INFORMATION.
Your comments are unwelcome, they are highly biased, and most of the time, just plain dead wrong. You are posting opinions and contriving to force them upon the rest of us as though they were the gospel. Trust me. You have made no friends here, not will you by making such derogatory and needless comments designed only to invite flame and waste further bandwidth on *pointless*, *futile* discussion. Please, do us all a favour, and stop polluting this newsgroup with your useless messages. They aren't doing anything positive. THey're just simply a waste of space.

Eric March
Tail of the Comet Productions
diehl@io.org
Send flames to /bite/me

2609. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-26 12:40:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1809@usdtsg.DaytonOH.NCR.COM>
Source record: 16823
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994May25.112928.9595@jet.uk> djs@jet.uk (David Stevenson) writes:
>In <CqAKn7.Aw5@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>>In message <2rrcb7$6v1@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>>>
>>>If you don't have a GEM style interface, how do you run GEM programs?
>
>>You don't.
>I think that it was a rhetorical question...
>And this thread is cross-posted too much. If I knew how to redirect
>followups, I would :-)

I think when you do a (F)ollowup message to someone (like I'm doing
here) there should be a choice in the header called "Followup-To:" -
just stick the name of the group(s) you want the followup to go
to there, and it should route everything that way for you.

I generally use "alt.flames" as the followup group for my
responses to the net weasels that seem to be appearing of late :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2610. Re: Sinclap IS a ****! was Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-26 17:24:06 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May26.172406.38853@rmece02.upr.clu.edu>
Source record: 16812

In article <1994May25.112610.28186@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <1994May23.214912.40423@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> > In article <1994May23.025634.28119@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> > |>
|> >
|> > [stuff deleted]
|> >
|> > |> ==========
|> > |> Lets see, the Falcon costs $1200 versus $740 for an 040 Mac. Gee, why does a
|> > |> slow 16 mhz. 030 Falcon cost $460 more?
|> >
|> > Quoting *EDUCATIONAL PRICING* again Sinclap? As a general purpose
|> > machine I'll prefer the Mac. Those interested in music and even games
|> > (because the Mac has ver very bad games) will see the Falcon more valuable.
|> >
|>
|> Okay, the street price of a Quadra 605 8/160 is $900, still $300 less than a
|> Falcon. As for music being a plus on the Falcon, is not true anymore.

With Keyboard? Add $100 more. $200 less.

|> Musicians are using Macs as their platform of choice over the Falcon. As for
|> games, I suggest you subscribe to Mac Games and get a hold of Mac cdrom
|> warehouse. There are more cdrom games on the Mac than there are on the

I have. Games are really bad on the Mac in general. They are a subset
from what the PC/Amiga has. The only games that are 'catching on' the Mac
are CD-ROM roleplaying style, which are good, but there are few of them
and then, again, a SUBSET of the PC. The Mac has almost no good
action games. Crystal Quest? Joke.

Beyond Dark Castle is the only one I have seen so far that deserves
a '5 star' rating.

|> recently deceased CD32.

|> > Now, would you are to prove me wrong about what I replied to you
|> > about the Mac software $$$COSTS$$$$? I see that you haven't....
|> >
|>
|> I thought I had, but here it is...

Thanks for the try.

|>
|> Ray Dream Designer 3.0 $249.

Doesn't do animation *at all* if I remember correctly.

|> Add depth 3D $99.

Doesn't do animation at all.

|>
|> Painter X2 $99
|> DesignCad $155

Again, no animation.

|>
|> Video Director $129

I wonder if this is the same as GoldDisk's.

|> Infini-D 2.6 $519

A nice joke. This is the one I got my hands on
and although the product is good considering what it
does, it shouldn't be so overpriced. Real 3D costs less
and does BY FAR much more. Same with Aladdin, Imagine,
Caligari, etc.

|> ASTOUND $249
|> Strata Vision 3d w/
|> stsrata Virtual $499

If I rember correctly, it doesn't do animation and
lacks some features too.

|> Logomotion 3D $109

Could be good or really bad. I'll check it out.

|> cameraman $95
^^^^^^^^^^
?????

Well, Peter, so far you are proving my point yourself.
I wonder if you have used those programs in order to even
think about comparing them against those in the Amiga.

I'll check Logomotion, cameraman and Strata w/virtual.

|> Peter Sinclair-Day
|> University of Northern Iowa
|> Bartlet Hall Residence
|> Cedar Falls, Iowa USA
|>
|>

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)

---> Opinions are my own, not of my college campus

2611. Old ST - New Tricks

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-26 18:42:11 UTC
From: jmconnel@oregon.uoregon.edu
Message-ID: <jmconnel-2605941138O1@john-mcconnell.uoregon.edu>
Source record: 16803

Thoughts from an old ST junky,

I'm currently enjoying a 'rebirth' into my atari st 520STfm. It's been several years since I've used it seriously and now (after much upgrading - 3MB RAM, TOS 1.4, HD, Spectre GRC, and my new HP DestJet) it's an enjoyable machine. Maybe if Atari had advertised (in the U.S.) we'd all be speaking AES and VDI instead of Windows (yeck!) or Mac OS. The ST vs. Mac vs. PC story seems similar to the current OS/2 vs. Windows situation. OS/2 is so obviously the superiour OS yet IBM is doing too little to convince the average user to buy it. Windows will be the OS of the future-not OS/2.

BTW, the Apple PowerPC will not up seat Pentium because 90% of it's operating system is emmulation (only 10% of the tool box routines are written in native RISC code!) and emmulation doesn't sell computers (just ask Comm. and Atari).

Also BTW, the IBM PowerPC will fail for the same reason that there line of PS/2's failed. I'm just saying this because the HD on my PS/2 model 70 just failed and the cost to replace the IBM propriety HD is about 60% of the cost of a new 486 clone. Looks like my IBM, super special micro channel, computer of the future, is going to the garbage dump....

Note: There are things I like about Windows and I hope both PowerPCs succeed and obviously I enjoy Macs or I wouldn't own a Spectra.

~John "Remember When" Mc.

```
*****************************************************************************
* "The C language is a tokenization process in which the code that *
* expands the tokens got lost." - Steve Rimmer *
* *
* JMCONNEL@OREGON.UOREGON.EDU *
*****************************************************************************
```

2612. Re: Atari stock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-26 21:00:21 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94May26150021@coronado.santafe.edu>
Source record: 16810

```
>>>>> "sinclap2954" == sinclap2954 <sinclap2954@cobra.uni.edu> writes:

sinclap2954> I predict that Atari will be lucky to sell 400,000
sinclap2954> Jaguars(I am being generous).

ok. and if they sell more-- can we do something hideous to you?

Scott
--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org
```

2613. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-26 21:46:54 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May26.164654.28225@cobra.uni.edu>
Source record: 16821

In article <SCOTT.94May24094818@coronado.santafe.edu>, scott@santafe.edu (Scott D. Yelich) writes:
>>>>>> "sinclap2954" == sinclap2954 <sinclap2954@cobra.uni.edu> writes:
> sinclap2954> Lets see, the Falcon costs $1200 versus $740 for an 040
> sinclap2954> Mac. Gee, why does a slow 16 mhz. 030 Falcon cost $460
> sinclap2954> more?
>
> I'd gladly pay $460 more to have the privelege NOT to have to run Sys7.

I know you would.

>
> Scott
> --
> /\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
> / \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
> \ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
> \/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

Peter Sinclair-Day
Bartlett Hall Residence
University of Northern Iowa
Cedar Falls, Iowa USA

2614. Ignore this!! Just trying!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-27 06:01:36 UTC
From: Stefan Berndtsson <s.berndtsson@ped.gu.se>
Message-ID: <CqG62p.7Hy@mta.ca>
Source record: 16813

I'm just checking to see if this gets posted!!

2615. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-27 07:26:35 UTC
From: roklein@wilbur.zdv.Uni-Mainz.DE
Message-ID: <2s47bb$r4p@bambi.zdv.uni-mainz.de>
Source record: 16808
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In <2rtu7p$csm@lyra.csx.cam.ac.uk>, Richard Kettlewell (rjk1002@hermes.cam.ac.uk) wrote:

: Sinclair originally asked GST to do an operating system for them. The
: result seems to have been called 68K/OS and wasn't good enough. QDOS was
: written by Tony Tebby, in rather less time than most people would like to
: have when writing operating systems. IMHO he did a surprisingly good job,
: especially by the time the bugs had been cut down a bit...

: I believe 68K/OS was actually released separately, but has long since
: sunk without trace.

: As for 68K/OS being SMS --- don't know. I doubt it, but that's just my
: opinion.

I've heard that 68K/OS is some sort of CP/M.

Robert/jy

2616. TCPIP.FAQ UPDATE (Slip info)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-27 13:41:01 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405271340.JAA27263@bottom.magnus.acs.ohio-state.edu>
Source record: 16815
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

There is an updated version of the Atari TCP/IP FAQ available. I have sent it to a.a.u.e, ftp.uni-kl.de, ftp.tu-clausthal.de and it should be appearing on other sites afterwards. If you do not have access to getting files across the net, send me mail and I will mail you a copy.

If you see anything that needs to be added please let me know.

Also please take the time to pass this information on to Atari owners that are not on the net.

Thank you all for you help and interest.

Dan Ackerman
ackerman.29@osu.edu

2617. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-27 17:22:22 UTC
From: <>
Message-ID: <2s5a8e$5lp@mother.usf.edu>
Source record: 16817

Eric March! Are you the guy who wrote FANSI? VERY impressive program indeed. After I wrote ANSITerm, the idea sorta lost its charm so I never got around to writing an ANSI drawing program... but I would have NEVER done such an impressive job. Very nice work! I would suppose our ANSI character drawing routines are as fast as mine, or at least comparably so... want to compare source code?

What surprised me was that you never mentioned ANSITerm at all, seeing as how if you want to SEE ANSI drawings (some of your examples are VERY impressive), then you'd need ANSITerm if you're using a stock ST. Since our shareware fees are the same, would you like to trade a registration key for a registered copy of ANSITerm 1.91?

2618. OMen

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-27 18:04:50 UTC
From: g051@cpcw3.uea.ac.uk
Message-ID: <2s5co2$t7m@cpca3.uea.ac.uk>
Source record: 16816
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

re: review of OMEn in ST Review.

This review says that OMEn is shareware. Does this mean it is available on the net? If so, where from and how much?

Thanks,

Ian B.
g051@uea.ac.uk

2619. PLEASE READ AND VOTE ON THIS ISSUE

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-27 23:13:32 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2s5uqs$hr1@usenet.INS.CWRU.Edu>
Source record: 16824
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

C.A.I.N., a new Atari online magazine, would like to know which compression method should be used in compressing the newsletters...please take a moment to send your preferance of compression formats...you may "write-in" a format that is not listed...if this is a machine specific format, please indicate which machine this format is for...

Thank-you!

To vote simply reply to this message or send e-mail to "aa338@po.cwru.edu" ...

Unless you're "writing-in" a vote, please send the number your choice corresponds to...

Please have the word "vote" somewhere in the subject line.

Finally, please do not request newsletters from this e-mail address. If you would like to receive the latest copy of CAIN, you may send a request to "xx004@po.cwru.edu" ... You may request the latest issue only, or request to be placed on the e-mail subscription list...

--------------cut here---------cut here-----------cut here-------------------

Which compression format do you prefer CAIN to use?

Vote Options:

1. ARC
2. ARJ
3. LZH
4. Super ARC for Atari 8 bit
5. Unix compress Z
6. Zip PKWare etc
7. gzip GNU Zip for Unix

--

2620. Atari Show Announcements (courtesy of CAIN)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-27 23:29:54 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2s5vpi$itn@usenet.INS.CWRU.Edu>
Source record: 16818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

```
+-----------------+
|Shows at a Glance|
+-----------------+-------------+-------------------------+----------+
| Name | Location | Date |
|------------------------------+-------------------------+----------|
|1. Texas Atari Festival |St. Mary's University |06/04/94 |
|2. C.A.I.N. Atari Fun Fest '94 |Kirtland, OH |08/07/94 |
|3. Connecticut Atarifest '94 |Windsor Locks, CT |08/27/94 |
|4. Atari Leistungsschau |Freiburg, Germany |09/22/94 |
+-----------------------------------------------------------------------+
```

A complete description of the above shows is available on the Atari SIG
on the Cleveland Free-Net.

To get to the Cleveland Free-Net:

telnet to: freenet-in-{a,b,c}.cwru.edu

(129.22.8.32 or 129.22.8.51)

or call:
(216) 368-3888 (3oo-14.4Kbps V32/42 bis)

Once connected, type "Go Atari" at any "Your Choice==>" prompt.
Then select option '2' for Atari News, then option '6' for Atari
Show Announcements...

If you know of any upcoming computer shows that include Atari products,
please send as much information as you can to "aa338@po.cwru.edu" ...

(Text files, addresses, directions, contact people, etc.)

Finally, the C.A.I.N. online newsletter would like any review, summaries,
or reports from any of these or other Atari Shows. Please send these to
"aa338@po.cwru.edu" for publication in our newsletter. Thank-you.

--

2621. Online Conference with Jeff Minter May 29, 1994

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-28 00:33:36 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2s63h0$ovh@usenet.INS.CWRU.Edu>
Source record: 16819
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

Just a friendly reminder...Jeff Minter will be this month's guest on the
Cleveland Free-Net Atari SIG's monthly conferences...

Jeff Minter is the author to the Jaguar smash hit Tempest 2000 as well as
such popular ST titles as llamaTron, llamaZap, and Hardcore...

The conference will be held at 7pm EDT May 29, 1994 on the Free-Net's
local IRC, channel #Atari.

Since this is being held on the local IRC, persons wanting to attend must
already have an account...

To connect to the Free-Net:

telnet freenet-in-{a,b,c}.cwru.edu
or 129.22.8.51 or 129.22.8.32

Once connected, at any "Your Choice ==>" prompt type 'go irc' then choose
option '9' to join the IRC. For COMPLETE instructions (you better read this
if you never used the IRC) type 'go atari' at any "Your Choice ==>" prompt
then select option '4' then enter '1364' ... this will present you with a
message titled "Crash Course in IRC" ...

This same help file is available in the may 1994 issue of C.A.I.N. newsletter.

A transcript to this conference will be printed in the June issue of C.A.I.N.

Send e-mail to xx004@po.cwru.edu to request this newsletter.

If you would like to attend future conferences, please apply for an account
on the cleveland free-net...it's absolutely free...Additionally, it'll
provide you free access to our Atari SIG, a very comprehensive resource to
all of Atari's platforms...

Hope to see you all on the conference!

-Mark Leair
aa338@po.cwru.edu
--

2622. Re: "SINCLAP GO HOME" SURVEY

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-28 01:41:43 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May27.204143.28260@cobra.uni.edu>
Source record: 16826

In article <1994May24.232627.36729@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <1994May23.204802.28143@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> In article <2rdo99$mmv@usenet.rpi.edu>, trautt@vccsouth10.its.rpi.edu (Thomas H. Trauth) writes:
> |> > (Live from the VCC South Sun Lab)
> |> >
> |> > Anyone who is sick seeing sinclap's drivel about how Macs rule and
> |> > everything else sucks please post a "YEA" in reply to this post.
> |> > Anyone who wishes to continue seeing sinclaps BS, please post "NEA".
> |>
> |> You sound like a baby. I never said that the Mac rules, but is more logical
> |> to purchase than the Falcon which has no future. Quit crying and act your age.
>
> You never said the Mac rules, although you very well implied it.
> And he sounds like a baby? Sheesh!

I am sorry(no I am not) that you feel otherwise, but Atari has stated between the lines that the jaguar is their last hope and that attention to the computer line will be zero. Evidence: when was the last time a new model was introed? According to MacWeek, Apple demonstarted a PowerPC daughter board for the Mac LC line at the recent worldwide developers conference. When was the last time Atari had a worldwide developers conference?

> |>
> |> No comment.
>
> You usually don't make any comments, this won't be the exception.
>

See way above...

> |>
> |> > ==============
> |> > = TOM TRAUTH =
> |> > ==============
> |>
> |> I thought you were gone for the summer and in day care.
>
> What a coincidence (of thoughts).
>

I will be here along time to come, dude..
> |>
> |> >

> |> >
> |> > PS: Make sure to vote for comp.sys.sinclap.stupid.drivel ;-)
> |> > PPS: Can someone please send a spell/grammar checker to his Macness.
> |> > He seems to be having a problem with spelling and grammar lately.
> |> > ;-)
> |>
> |> And you don't. I had a bad connection, which caused garble,da!
> |>
> |> > PPPS: Democracy in action!
> |> >
> |>
> |> This is not democracy, but tyranny.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> /
>
> There, now that's the right attitude eh?
>

Thats like saying its okay for white American to vote to expell non white citizens out of the United States. I hope your above statement is not the right attitude..

> |> >
> |>
> |> Peter Sinclair-Day
> |> University of Northern Iowa
> |> Cedar Falls, Iowa USA
> |>
> |>
> |> PowerBook 520c - possibility
>
> Congrats.
> --
>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
> A1200 with AGA blast processing ;-)
> REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

Peter Sinclair-Day
Bartlett Hall Residence
University of Northern Iowa
Cedar Falls, Iowa USA

2623. Re: **Mac software is cheap!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-28 01:46:14 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May27.204614.28261@cobra.uni.edu>
Source record: 16825

In article <1994May24.232851.5370@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <1994May23.205628.28144@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> In article <94140.132420STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> |> > Pete, think about your argument.... see any flaws in posting prices
> |> > after EDUCATIONAL discount? Yes, the Mac is popular on college
> |> > campuses, but how many people can take advantage of these deals?
> |> > My state university costs around $9000 a year to attend. Hmmmm....
> |> > I don't think I'll buy that much Mac software to warrant my being
> |> > a student to be eligible for Mac discounts.
> |> > -scott tirrell
> |>
> |> Millions of people can take advantage of these deals. But, there are less
> ^^
>
> And a FAR GRETER NUMBER CAN'T.
>
If your income is depended upon, than you can.. Why does Lightwave cost $2000?
Millions can't afford it, but those who really need it can afford it..

> |> expensive alternatives. Like I said, if your income is depended on DTP, than
> |> you can afford PageMaker and Quark. For most people, Aldus Home Publisher will
> |> be adequate.
>
> For starters everything is just harder. Like in the desktop video
> market (if the software is so expensive, which on the Mac it is).

Some Apps are expensive, many are not. See above..

If the Amiga platform has cheap software, why is the Amiga dead?

>
> |>
> |> My tuition and living expences amount to about $6000, mostly paid by the Tax
> |> payers. Thanks guys and gals...
> |>
> |> I suggest you visit a software store and check out prices. Do not quote
> |> Microsoft stuff.
>

I meant Microsoft garbage..

> Eh? Microsoft is one with the lowest prices. I have gone into
> several stores, thank you very little.
>
> |>

> |> Peter Sinclair-Day
> |> University of Northern Iowa
> |> Cedar Falls, Iowa USA
> |>
> |>
>
> --
> --
>>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
> A1200 with AGA blast processing ;-)
> REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

Peter Sinclair-Day
Bartlett Hall Residence
University of Northern Iowa
Cedar Falls, Iowa USA

2624. Amiga/Atari/Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-28 02:48:07 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <CqHrs8.CtE@darkside.osrhe.edu>
Source record: 16820

First, who cares about the Mac anyway, unless you have one(and I dont).
Secondly, the Amiga isnt dead. There are enough useres out there to keep it
alive, though no more new machines will be produced. Software and hardware
support might start to dwindle, then guess what? Welcome to Atari World.
Support on the Atari side is little if any at all. But there are enough of
us users that stuff keeps being produced(slow as it is).
Also, Atari did release their last quarter loss statement. yes LOSS,
but it dropped from a 9.8 million dollar quarter loss to a 900,000 dollar
loss. If the losses keep shrinking then guess what? PROFIT!!!!! Atari's
losses are shrinking by the millions and they are doing it fast.

--

Eric Winkle
ericw@okcforum.osrhe.edu
Unix Club of OKC

2625. Convince Me to Buy a Falcon for Audio Production

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-28 15:31:21 UTC
From: larry@strauss.udel.edu
Message-ID: <2s7o49$pkg@strauss.udel.edu>
Source record: 16822

Basically I want to configure a digital audio workstation and
I'd like you all to flood my mailbox with Atari propaganda ;-)

Seriously though, I'm a longtime Mac user, I've used Mark of
the Unicorn's Performer MIDI sequencing software since version
2.0 (way back!) on a borrowed Mac but I need to jump into
digital audio and will have to get a whole new setup.

The price comparison on a Falcon vs. a comparably equipped Mac
with DSP board is sizeable. A quick rundown of the things I
need showed me it could be as much as 20% more for a Mac
setup, though I'm not all that certain I've got everything
need for the Falcon down. Thus I'd like help. I'd like to
hear from users of Cubase and Logic Audio - all the joys AND
tribulations of their setups.

I need:

* 6 - 8 tracks of digital audio controlled from within
sequencer. I'm leaning heavily towards LOGIC Audio,
but would like to hear about CUBASE Audio.
* The ability to have digital I/O (AES/EBU preferred, but
S/PDIF is OK)
* The ability to control an ADAT via MMC (MIDI Machine Control).
* Digital transfer between ADAT and computer would be way cool.

- What pieces do I need for a Falcon setup?
(really, assume I know NOTHING about a Falcon: what kind
of video, is RAM good old 30-pin SIMM memory or ???, etc.)

- Where should I buy it here in the States (East Coast)?

I've posted a similar query to the LOGIC-users group, but the
Mac people seem to be in majority over there.

I've skimmed the "Mac rules, Falcon sucks" threads and don't
want to hear anything on that level. I've used Macs since
they were called "Lisa" ;-) and know what they can do. I have
Power Macs aplenty at work. I need to spend MY money and want
to hear if I can do serious audio production work at a cost
savings with a Falcon setup.

Thanks!
--
=-=-=-

(302) 831-8895 Internet: larry@strauss.udel.edu

2626. Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 05:40:24 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2sbu88$abt@usenet.INS.CWRU.Edu>
Source record: 16827
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
Cleveland Free-Net Atari SIG's
Who's Who in the Atari Community E-Mail Directory

The following people are members of the Atari Community that do things that
helps Atari users and the Atari Community in some way on a continuous basis.
They are Atari BBS sysops, dealers, developers, publishers, user group
presidents, writers, FAQ maintainers, etc. They are even Atari employees.

Everyone on this list gave their permission to be on this list.

If you contribute some way to help others in the Atari Community on a continuous
basis and would like to be made more available through e-mail incase someone
wishes to contact you, please send e-mail to the Cleveland Free-Net Atari SIG
at: xx004@cleveland.Freenet.edu

Report any changes to: xx004@cleveland.Freenet.edu

This list may not be reprinted for profit.

Atari user groups may reprint this list without permission as long as
the following information is included on the top of this text file:

Cleveland Free-Net Atari SIG's
"Who's Who in the Atari Community E-Mail Directory"
telnet freenet-in-a.cwru.edu
(216)/368-3888
type 'go atari' at any menu

Press "/" at the page break and then the last name of the individual
that you wish to contact. If the individual is listed, information should
appear on the screen.

Arranged in alphabetical order (last name first).

NAME ADDRESS(ES)
INVOLVEMENT

Ackerman, Dan.....................dackerma@magnus.acs.ohio-state.edu
Atari Developer, Falcon030 C programmer, Jaguar programmer
Allison, Warwick..................warwick@cs.uq.oz.au
Author of GEM++ class library; GNU C++ help; GEM ports of
UNIX software: nethack, gnuchess
Bussche, Egbert Jan van den.........busscheh@ksepl.nl
Registered SpeedoGDOS Developer, working on: Epson Stylus 800
driver, always looking for other speedogdos developers to
exchange knowledge
Cantin, Barry W.....................aa852@cleveland.freenet.edu
```

Cleveland Free-Net Atari SIG Lynx Support Area SIGOp
Chemla, Laurent.....laurent@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Communication, hardware link, system
development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Clifton, Don.....don@u.washington.edu
GENIE: D.CLIFTON4
SpiritWare Developer (Bible study tools)
Cole, John.....j.cole@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Cunningham, Edward.....ecunning@heartland.bradley.edu
as824@cleveland.freenet.edu
Info-Atari8 Digest/Info-Atari16 Digest mailing list moderator
Current, Michael.....mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleve. F.N.: aa700@cleveland.freenet.edu
Cleveland Free-Net 8-bit Atari SIGOp
Maintainer of the Usenet/Internet 8-bit Atari FAQ List
Maintainer of the Usenet/Internet 8-bit Atari Vendor/Developer List
DiMasi, Nick.....nickd@vpnet.chi.il.us
dimasi@comm.mot.com
Suburban Chicago ATarians (SCAT) users' group (8-bit,ST/TT/Falcon)
Dunham, Jerry.....hoosier@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts e-mail and Usenet news organizer,
maintainer of user group product database, 5 8-bit Atari's, 4 ST's
Feldman, Ari.....feldak79@snyoneva.cc.oneonta.edu
Professional graphic artist for ST series of computers, created
graphics for several commercial and shareware ST games,
Majic Soft, Inc., Marketing Director, regular contributing writer
to ATARI UNITED! Disk Magazine
Grabnar, Matija.....matija.grabnar@ijs.si
Largest Slovenian computer magazine--Atari Department Head
Guy, Travis.....aeo.mag@genioe.geis.com
aeo_mag@delphi.com
70007.3615@compuserve.com
Editor, AEO--Atari Explorer Online magazine (92-)
GFA BASIC hacker; 680x0, 6502 knowledgable, Assistant Editor--
ST Informer (87-91)
Heller, Andrew K.....root@akh104.rh.psu.edu
System Administrator of temp jag site on akh104.rh.psu.edu,
includes: avi files, screen shots, faq, and various other Jag facts
Herborth, Chris.....herborth@53iss6.waterloo.ncr.com
cherborth@semprini.waterloo-rdp.on.ca

UNIX applications ports: official Atari port of INFO-ZIP's free
unzip application, a varient of NetHack (called netHack--),
ported text adventure Dinkum, working on porting Angband 2.5,
GEM development using GNU C++ and Warwick Allison's GEM++ library,
user-tech-support via email and comp.sys.atari.st, help users
get UUCP connections on their ST, and beta tester of software
Hern, William.....whern@bnr.ca
"ST Applications" UK Magazine, Desktop Discussion columnist
Horvat, Fred.....ap748@cleveland.freenet.edu
Cleveland Free-Net Atari SIG Portfolio Support Area SIGOp
Jung, Robert A.....rjung@netcom.com
Maintainer of the Atari Lynx FAQ, Atari Lynx HyperStack,
Jaguar FAQ, Writer--Internet Lynx game reviews, Writer--
AtariUser magazine, miscellaneous Lynx and Jaguar Q&A stuff
Lake, Marshall.....mlake@irscscm.uucp
UUCP: ...!uunet!media!irscscm!mlake
...!uunet!mimsy!bogart!irscscm!mlake
GEnie: mlake@genie.geis.com or MLAKE
CIS: 73717.3174
TEAM Software Developer, software includes: "A Day at the Races"
(ADAR), "A Day at the Races Companion" (ADARC), Owned by:
Marshall Lake, Piet Francke
Lavi, Mark.....marklavi@delphi.com
mlavi@bix.com
Delphi--Technical Associate, Online Services, reference for
Atari communities with full Internet access on DELPHI and BIX
Leair, Mark.....aa338@cleveland.freenet.edu
mleair@oucsace.cs.ohiou.edu
Cleveland Free-Net Atari SIG Voting Administrator, Conference
Organizer, CAIN Newsletter Publisher/Editor, Basement
UnderWorld BBS SysOp (216-381-7859 300-14.4Kbps) run off of 800xl
using BBS Express Pro! (V.2.1a) software, program BBS modules in
Action!
Lee, Steven.....stevenl@robadome.com
Bay Area Atari Users Group (BAAUG), President
Lemaresquier, Alexandre.....alex@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Manager, GEM development, system development)
development tools, system and DSP programs, high-end algorithm
software. Atari products: Adebug/Assemble, official Atari DSP
Debugger, and own JPEG/MPEG decoders
Lemoine, Raphael.....raphael@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Graphics programming, DSP programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Mackereth, Ian.....ianm@lsupoz.apana.org.au
ACE BBS SysOp in Sydney, Australia--official BBS of ACE (NSW)
Fido 3:712/520

Nelson, Bruce D.....aa789@cleveland.freenet.edu
Cleveland Free-Net Atari SIG 16/32-Bit Computers Support Area
SIGOp, ACORN Kernel Assistant Newsletter Editor for the
Atari Computer Owners of Rochester, NY (ACORN)
Poehland, Ben.....Internet: poehland%phvax@sb.com
poehland@sb.com
b.poehland@genie.geis.com
GEnie : B.POEHLAND
8-Bit Editor, Current Notes Magazine, 1990-1992
Managing Editor, Atari Classics Magazine, 1992-1994
Member, Ol' Hackers Atari User Group (New York)
Pseudonym: The 8-Bit Alchemist, Areas of expertise:
Analog circuitry in the XL/XE computers, especially video,
audio, & power supplies (published numerous articles
including hardware hacks & upgrades), Troubleshooting
Newell 1-meg, RAMbo & Wizztronics RAM upgrades, General
hardware hacking/maintenance/repairs, Weirdnesses/
troubleshooting/repairs of the 1050 drive, Setting up hard
drives using the Black Box, minor experience & knowledge
of other hard drive interfaces (ICD MIO, Supra, etc.),
Weirdnesses of the ICD P:R:Connection. Installing/using
various 720K & 1.44M 3.5" drive upgrades using CSS XF551
Upgrades & Floppy Board, Adjustments to analog & TTL monitors
for use with 40-column or XEP80 video outputs
(8-bit hardware advice only)
Poling, Jeff.....jpoling@magnus.acs.ohio-state.edu
Poling.19@osu.edu
Atari Computer Enthusiasts of Columbus, President
Potter, Jeff.....potter@sunny.dab.ge.com
74030.2020@compuserve.com
JDPOTTER@genie.geis.com
8-bit programmer of shareware applications/utilities in assembly:
APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, Member of the AGDA team which released "Maze of
Agdagon" (multi-comuter, 3-D graphics maze game), Graphics and
Entertainment Software Editor for Atari Classics magazine.
Contributor of articles to AC, AIM, and user group newsletters.
Richards, Daryl.....drichard@isle.waterloo-rdp.on.ca
Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
Ringo.....ringo@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Roelandt, Patrick.....patrol@hacktic.nl
Dutch Jaguar Club, Founder, organizer of new Jaguar publication,
Lynx reviewer/importer of games in Netherlands
Roloson, Dani A.....daroloson@math.uwaterloo.ca

Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari User
Group Newsletter Editor
Seiler, Lee.....l.seiler@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Siu, Yat.....y.siu@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Stanford, John.....j.stanford@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Stys, Len.....aa399@cleveland.freenet.edu
lstys@rs6000.baldwinw.edu
Cleveland Free-Net Atari SIG Manager, Jaguar Support Area SIGOp,
Lynx Assistant SIGOp, CAIN Newsletter Assistant Editor,
"Who's Who in the Atari Community E-Mail Directory" Maintainer
Tessner, Kevin.....ktessner@isle.waterloo-rdp.on.ca
Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
Tirrell, Scott.....stirre31@maine.maine.edu
ST Informer Writer (part-time)
Verite, Daniel.....daniel@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Image recognition, parallel programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Weiner, Jeff.....weiner@atari.archive.umich.edu
weiner@terminator.rs.itd.umich.edu
Maintainer of the atari.archive.umich.edu ftp site.
Wilson, Tim.....tim@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts, President

2627. I've heard rumors, too!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 06:35:03 UTC
From: atariman@aol.com
Message-ID: <2sc1en$fij@search01.news.aol.com>
Source record: 16828

Nick, I've heard the same rumors too. So here goes people...

I have a friend, who has a source at MOTOROLA who says they have seen the new FALCON 3. This beastie has the power pc chip. This source also stated that they were looking into using our GEM as some kind of operating system for the Power PC over there at Motorola...

Now don't everyone mess their pants all at once now, darned, soiled again!

Remember, you heard it from, ATARI MAN!

2628. SMS2 and MINIX

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 10:42:01 UTC
From: rdzidlic@faui06m.informatik.uni-erlangen.de
Message-ID: <2scftp$123@faui06m.informatik.uni-erlangen.de>
Source record: 16829
Cross-posted to: comp.sys.atari.advocacy,comp.sys.sinclair

Hello,

for those complaining about SMS2 filesystem there was a project
to run MINIX and QDOS processes in parallel.

As far as I can remember, MINIX68k software needed only a small
patch.

I have seen the diffs and it should work fine on SMS2 if recompiled
with a newer C68.

Surely, if MINIX were PD and the QDOS multitasking not so nice
it would be very interesting.

Bye
Richard

2629. WANTED: Used Atari LYNX

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 14:28:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.327.249.0N96656F@teaminfinity.com>
Source record: 16831

Looking to buy used ATARI LYNX.

game.guru@teaminfinity.com

2630. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 14:32:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.328.249.0N966570@teaminfinity.com>
Source record: 16832

Do you know anything about the SINCLAIR QL ? I have one and need to find documentation, as I accidently unplugged the keyboard power cables without noting which colors when to which sockets. The reason I did this was that the shift keys would not work for some reason. Is there a SINCLAIR Newsgroup ?

thanks

sysop@teaminfinity.com

2631. SINCLAIR

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 14:37:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.329.249.0N966571@teaminfinity.com>
Source record: 16833

Do you know anything about the SINCLAIR QL ? I have one and need to find documentation, as I accidently unplugged the keyboard power cables without noting which colors when to which sockets. The reason I did this was that the shift keys would not work for some reason. Is there a SINCLAIR Newsgroup ?

thanks

sysop@teaminfinity.com

2632. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 14:40:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.330.249.0N966572@teaminfinity.com>
Source record: 16834

Do you know anything about the SINCLAIR QL ? I have one and need to find documentation, as I accidently unplugged the keyboard power cables without noting which colors went to which sockets. The reason I did this was that the shift keys would not work for some reason. Is there a SINCLAIR Newsgroup ? Also are there good FTP Sites for the SINCLAIR QL. Magazines ? Used Sinclair Stores etc ?

thanks

sysop@teaminfinity.com

2633. SINCLAIR

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 14:41:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.331.249.0N966573@teaminfinity.com>
Source record: 16835

Do you know anything about the SINCLAIR QL ? I have one and need to find documentation, as I accidently unplugged the keyboard power cables without noting which colors went to which sockets. The reason I did this was that the shift keys would not work for some reason. Is there a SINCLAIR Newsgroup ? Also are there good FTP Sites for the SINCLAIR QL. Magazines ? Used Sinclair Stores etc ?

thanks

sysop@teaminfinity.com

2634. The Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 22:54:29 UTC
From: devo@gonix.com
Message-ID: <1994May30.225429.21889@gonix.com>
Source record: 16749

Please, NO flames, this is a serious question...

I know that the Falcon is made by Atari and that it is a computer. But what are some of it's strong points and weak points? What are it's specs (RAM, hard drives, CPU, etc)? I'd really like to know.

2635. Re: SMS2 and MINIX

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-30 23:50:40 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2sdu4g$7ks@lyra.csx.cam.ac.uk>
Source record: 16830
Cross-posted to: comp.sys.atari.advocacy,comp.sys.sinclair

Richard Zidlicky <rdzidlic@faui06m.informatik.uni-erlangen.de> wrote:
>Hello,
>
>for those complaining about SMS2 filesystem there was a project
>to run MINIX and QDOS processes in parallel.

Has anyone seen this working? It sounds quite interesting. I'd heard about it, but I'd also heard that it had been delayed and thus forgot about it while waiting for further information. But that was ages ago.

>As far as I can remember, MINIX68k software needed only a small
>patch.
>
>I have seen the diffs and it should work fine on SMS2 if recompiled
>with a newer C68.
>
>Surely, if MINIX were PD and the QDOS multitasking not so nice
>it would be very interesting.

Err, what do you feel is missing from Minix (or Unix in general) that QDOS has in terms of multitasking support?

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2636. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 04:16:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5136.5323.0N1A0673@canrem.com>
Source record: 16748

-> Eric March! Are you the guy who wrote FANSI? VERY impressive
-> program indeed. After I wrote ANSITerm, the idea sorta lost its charm
-> so I never got around to writing an ANSI drawing program... but I
-> would have NEVER done such an impressive job. Very nice work! I
-> would suppose our ANSI character drawing routines are as fast as
-> mine, or at least comparably so... want to compare source code?

It is indeed me ... actually, my character drawing routines are unbearably slow compared to your routines. I "cheat" a lot when it comes to drawing characters. (i.e. when a character is placed down I overlay colours manually point-by-point, then grab that character from the screen and make a note of it ... so that if the user lays down another of the same character in the same colour scheme I just put down that character again; no need to redo it all over. I do a similar thing with LINEs, and with BOXes, I draw one line horizontally, then copy that line vertically until it gets to the bottom of the box the user has drawn) From what I can tell, all of your routines are done on the fly... and FANSI can't even hope to compare with that on a stock ST. (Maybe on a Falcon -- FANSI absolutely flies on one of those, but on a stock ST, if you saw my drawing routines without the cheats, you'd fall asleep waiting for an ANSI pic to be displayed on screen... :-)

I'd love to compare source code ... but I don't program in C, and I doubt you'll find anything interesting in my code, either. :-) I'm glad you like it, though ... it's a shame that you didn't get around to really updating ANSIterm; I quite like it and use it exclusively (giving up STalker for it, since ANSITerm is friendlier on RAM on my sorry 1 meg system. :-) But glad you like the program ... it's taken me a little longer than I thought it would to get it done and out, but once it was final and complete I was quite happy. I demoed it at a local user group meeting and it seemed to have impressed folk ... and there seems to be something of a stir happening on GEnie about it. (I just wish I had an account there. :-)

-> What surprised me was that you never mentioned ANSITerm at all,
-> seeing as how if you want to SEE ANSI drawings (some of your examples
-> are VERY impressive), then you'd need ANSITerm if you're using a
-> stock ST. Since our shareware fees are the same, would you like to
-> trade a registration key for a registered copy of ANSITerm 1.91?

Hmm. You know, now that you mention it I DO distinctly remember forgetting a few things in the info scroller. The scroller in 1.00/1.01 is actually a re-write... the first version I thought was a little bland, but it DID mention, among other people, you and ANSITerm. Damn... I always forget something when I redo it. I'll be sure and

correct that oversight in 1.10 which should be out in a few weeks, hopefully. (I'm just doing up the prefs menu now, and considering what else to add for 1.10)

Swap registrations? Sure! I've been cursing myself for not being able to register ANSITerm ... I mean, I use it religiously (considering my vested interest in ANSI, and the fact that I like it anyway ... no really fancy frills that I could do without, just a term program, and a fast one at that) and I kept reminding myself to register ... but one thing or another kept sapping my wallet dry, so just keeping my head above water was enough fun. :-)

Gimmie a call and we'll swap registered stuff ... I can give you a key over the phone. My number's in the docs in the registration portion.

_____ ______ ____
_____<___ ___// __ // ___/ Tail of ____ Eric March (DragonLord) _____
________/ / / <_/ // <__ the Comet _________ diehl@io.org __________
_______<_/ <_____/<____/ Productions _______ "ANSI? FANSI!" _________

(p.s. Don't let the account fool you ... I share an account with a friend of mine on this online service, and it's under his name. My sig contains my usual Internet account, but as I only have a half an hour on that site, I use this account to catch up on newsgroups like this one and r.g.v.a)

2637. Re: SINCLAIR

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 08:07:50 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ser8m$fub@darkstar.UCSC.EDU>
Source record: 16836

In <76.331.249.0N966573@teaminfinity.com> sysop@teaminfinity.com (Sysop) writes:
>this was that the shift keys would not work for some reason. Is there a
>SINCLAIR Newsgroup ? Also are there good FTP Sites for the SINCLAIR
>QL. Magazines ? Used Sinclair Stores etc ?

Sigh... sometimes this seems to be the SInclair newsgroup...

WHat this has to do with atari advocacy is beyond me...

~Chris
> thanks

> sysop@teaminfinity.com

2638. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 08:55:20 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2seu1o$i7q@lyra.csx.cam.ac.uk>
Source record: 16742
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Ralf Biedermann <f09m@alf.zfn.uni-bremen.de> wrote:
>plord@novell.co.uk (Peter Lord) says:
>>But as far as I can make out, its a completly now OS with no backward
>>compatability nor compatable with other OS's.
>not quite correct. SMS2 is a bit like QDOS from good old Sinclair-QL. I think
>that the C68 C-Compiler for the QL should work

Programs compiled with C68 on a Ql have indeed been observed to work. C68
itself is one such.

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2639. Re: SINCLAIR

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 09:00:49 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2seuc1$icv@lyra.csx.cam.ac.uk>
Source record: 16743

Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>WHat this has to do with atari advocacy is beyond me...

Followups set appropriately.

sysop@teaminfinity.com (Sysop) writes:
>this was that the shift keys would not work for some reason. Is there a
>SINCLAIR Newsgroup ? Also are there good FTP Sites for the SINCLAIR
>QL. Magazines ? Used Sinclair Stores etc ?

Try comp.sys.sinclair. There's some stuff for anonymous ftp at
maya.dei.unipd.it [147.162.13.1] --- look in directory
/pub/pub/sinclair_QL.

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2640. Re: SINCLAIR

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 09:27:38 UTC
From: rdzidlic@faui06i.informatik.uni-erlangen.de
Message-ID: <2sevua$ce9@faui06i.informatik.uni-erlangen.de>
Source record: 16744

sysop@teaminfinity.com (Sysop) writes:

>Do you know anything about the SINCLAIR QL ? I have one and need to
>find documentation, as I accidently unplugged the keyboard power cables
>without noting which colors went to which sockets. The reason I did
>this was that the shift keys would not work for some reason. Is there a
>SINCLAIR Newsgroup ? Also are there good FTP Sites for the SINCLAIR
>QL. Magazines ? Used Sinclair Stores etc ?

lots of magazines,

FTP sites: maya.dei.unipd.it :pub/pub/sinclair_QL
myrddin.chu.cam.ac.uk :pub/c68
garbo.uwasa.fi

Newsgroups:
comp.sys.sinclair,

maus.sys.ql.c68-int, \
maus.sys.ql.ger > maybe available only in Germany or Fidonet,
maus.sys.ql.int / try nntphost epix.rrze.uni-erlangen.de

Bye
Richard

2641. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 09:30:45 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2sf045$j04@lyra.csx.cam.ac.uk>
Source record: 16745
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Richard Zidlicky <rdzidlic@faui06b.informatik.uni-erlangen.de> wrote:
>rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>>read about it has been in 'QL World' magazine.

Not really... SMS2 will run some QDOS programs without pain, but it is
genuinely a different operating system.

>>Assuming this is the case (and flame if I'm mixed up somewhere ;-)
>
>>> What programming languages exist- LBASIC was mentioned, is there
>>>a version of C in the pipeline?
>
>I have ported Xlisp, xscheme and scm(another scheme), other folks
>ported REXX awk, ...
>Porting this stuff was realy easy with the c68 compiler
>(easier than from unixV to BSD or vice versa)
>
>>There is a fairly good C compiler for the QL, but nothing that gets
>>anywhere close to GNU C or Lattice C

It's possible to persuade gcc to produce output suitable for QDOS (and
thus for SMS2) but at present the C68 libraries need a bit of work.
However, you need fairly substantial resources to run gcc at all...

>I must definitely flame this, c68 available for QDOS and SMS2
>is very small (.i -> .s phase about 110K) full K&R and ANSI
>and some extras (printf format string checking ....)
>AND FULL sources and extensive libraries(curses,regexp ....).
>AND FREE
>AND ALL relevant GNU utils ported(except gdb, this is a real
>drawback)

Hmm. GNU Make is a relevant GNU utility which AFAIK hasn't been ported to
QDOS/SMS. (Picky, picky...) Porting gdb would be nontrivial.

>The library makes great effort to make porting unix programs
>easy, only differences are in fork/exec and this is much more
>comprehensive under QDOS/SMS2 than unix.

I'd very much like to hear what you think is missing from Unix in the area
of multitasking support that QDOS/SMS2 has.

>Xwindows is not ported, nobody attempted to make it work with
>a QL (<2Mbytes in the vast majority).

I shouldn't imagine an X port is very likely.

>Otherwise it should not be a problem.
>
>The provided window system is very easy and extremely effective
>to use - makes intelligent use of the keyboard, pointer/window
>placing strategies etc..

Provided the programmer is intelligent, just like with GEM and any other GUI it's easy to produce hideous and botched programs.

>>> How similar to Unix is the multitasking?
>
>c68 libs make it appear very similar,

Err, I'd say they make it appear fairly different, actually. Look up what fork() is supposed to do on any Unix system and then say c68 does anything remotely similar. The exec..() calls all take extra parameters in the C68 libs that aren't required by the Unix versions. Also there's no signal support as such, and signals are quite important to multitasking under Unix.

>otherwise very different,
>extremely fast job-switch (about 0x68 bytes context information
>under QDOS)
>
>>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>>be its compactness and efficiency.

If you _already_ like QDOS and have an ST (for whatever reason) then you probably should bother. Otherwise, if you want a fast, compact multitasking system which, although it can't run TOS/GEM programs does already have a software base, you might be interested. You'll have to get used to another way of doing things, but, no pain: no gain.

>some advantage is the THING system.
>A THING is an named block of memory - or object, depending
>how modern you like to view it.
>
>THINGS may contain system extension, executable code,
>shared data or something else and may provide their
>own init,cleanup etc routines.
>Extensions in things may also use a very sophisticated
>parameter description/checking

Currently Things are most widely used for supporting resident programs and a standardised format of extension (i.e. a kind of shared library.)

>This provides fairly sophisticated and fast job communication
>without such overhead as with REXX or similar.
>
>In my view the biggest difference between QDOS and SMS2

>on the one hand and UNIX,MINIX,MINT on the other side is
>the resident program concept of QDOS/SMS2, that means
>shared code of program instances, but also requires
>reentrancy of the programs.

Modern Unix implementations are quite good at code-sharing too. However,
you need extra hardware to perform the particular trick I'm thinking of
(i.e. a MMU.)

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2642. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 09:40:24 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2sf0m8$j80@lyra.csx.cam.ac.uk>
Source record: 16737
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

DuncMan <D.Corps@herts.ac.uk> wrote:
>+-- This was written in a previous article by Roland Givan...
>|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>|> read about it has been in 'QL World' magazine.
>
> I just asked in comp.sys.sinclair, and apparently SMS2 is *not*
>QDOS. It may be an alternative QL O/S, and it is *slightly* compatible,
>but thats all.

If you look at the system call interface for SMS2 you will find large chunks of it are essentially the same as that of QDOS. Hence it will run some QDOS programs. However, it is not a QDOS port in that the underlying operating system does many things in completely different ways. (e.g. the job control block is somewhat different.)

If you want QDOS running on an Atari ST, that's possible as well, though you need an extra bit of electronics to emulate the Ql's display modes for this to be useful.

SMS2 users will want to know which QDOS programs they can use. The answer is: some. One can divide QDOS program into three categories.

1) games --- you can be pretty sure that what QDOS games there are won't run under SMS2.

2) old-fashioned programs --- programs written many years ago, or programs written as if they were written many years ago. Many of these won't run under SMS2 because they makes invalid assumptions about QDOS. (That may sound odd, but it turns out that they won't work under certain versions of QDOS either.) This sort of program is becoming rarer and rarer, but they're still around.

3) modern programs --- usually easy to spot since they use a GUI interface very similar to that found under SMS2. If you have one of these then it's quite likely that it will work under SMS2 as well as QDOS.

The acid test, of course, is to try the program in question and see; though that's a bit annoying if you've paid money for it and it doesn't work...

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2643. Re: SINCLAIR

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 09:44:01 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2sf0t1$j8p@lyra.csx.cam.ac.uk>
Source record: 16738
Cross-posted to: comp.sys.atari.advocacy,comp.sys.sinclair

```
Richard Zidlicky <rdzidlic@faui06i.informatik.uni-erlangen.de> wrote:
>sysop@teaminfinity.com (Sysop) writes:
>[asking for Ql ftp sites]
>
>FTP sites: maya.dei.unipd.it :pub/pub/sinclair_QL
>
> myrddin.chu.cam.ac.uk :pub/c68
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Not any more, I'm afraid. There was a disk crash...

Followups redirected to comp.sys.sinclair alone.

Richard Kettlewell rjk1002@hermes.cam.ac.uk
```

2644. Re: SMS2 and MINIX

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 09:55:23 UTC
From: rdzidlic@faui06i.informatik.uni-erlangen.de
Message-ID: <2sf1ib$cg7@faui06i.informatik.uni-erlangen.de>
Source record: 16739
Cross-posted to: comp.sys.atari.advocacy,comp.sys.sinclair

rjk1002@hermes.cam.ac.uk (Richard Kettlewell) writes:

>Richard Zidlicky <rdzidlic@faui06m.informatik.uni-erlangen.de> wrote:
>>Hello,
>>
>>for those complaining about SMS2 filesystem there was a project
>>to run MINIX and QDOS processes in parallel.

>Has anyone seen this working? It sounds quite interesting. I'd heard
>about it, but I'd also heard that it had been delayed and thus forgot
>about it while waiting for further information. But that was ages ago.

Not me, but I had some emails to Adam David and he apparently
has seen und used it to some degree.

>>As far as I can remember, MINIX68k software needed only a small
>>patch.
>>
>>I have seen the diffs and it should work fine on SMS2 if recompiled
>>with a newer C68.
>>
>>Surely, if MINIX were PD and the QDOS multitasking not so nice
>>it would be very interesting.

>Err, what do you feel is missing from Minix (or Unix in general) that
>QDOS has in terms of multitasking support?

Nothing missing from Unix in general - sure you will find any
feature in some unix...
What I wanted to say there is nothing missing in QDOS/SMS*
In particular in minix some features eg 'nice' were not built in
and required a change in the kernel. Indeed this is a very old
information.

But the /proc FS as in Linux is something that might be
interesting even for QDOS. How about manging THINGS this
way?
And it could be fun for example to mount some Linux filesystem,
they have filesystems for DOS to and maybe other fromats.

bye
Richard

2645. Re: SMS2 and MINIX

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 10:30:54 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2sf3ku$k8f@lyra.csx.cam.ac.uk>
Source record: 16740
Cross-posted to: comp.sys.atari.advocacy,comp.sys.sinclair

I don't think this belongs at all in comp.sys.atari.advocacy, so followups
to comp.sys.sinclair only unless perhaps it drifts back in the SMS2
direction...

Richard Zidlicky <rdzidlic@faui06i.informatik.uni-erlangen.de> wrote:
>rjk1002@hermes.cam.ac.uk (Richard Kettlewell) writes:
>>Richard Zidlicky <rdzidlic@faui06m.informatik.uni-erlangen.de> wrote:
>>>for those complaining about SMS2 filesystem there was a project
>>>to run MINIX and QDOS processes in parallel.
>
>>Has anyone seen this working? It sounds quite interesting. I'd heard
>>about it, but I'd also heard that it had been delayed and thus forgot
>>about it while waiting for further information. But that was ages ago.
>
>Not me, but I had some emails to Adam David and he apparently
>has seen und used it to some degree.

Aha.

>>>As far as I can remember, MINIX68k software needed only a small
>>>patch.
>>>
>>>I have seen the diffs and it should work fine on SMS2 if recompiled
>>>with a newer C68.
>>>
>>>Surely, if MINIX were PD and the QDOS multitasking not so nice
>>>it would be very interesting.
>
>>Err, what do you feel is missing from Minix (or Unix in general) that
>>QDOS has in terms of multitasking support?
>
>Nothing missing from Unix in general - sure you will find any
>feature in some unix...
>What I wanted to say there is nothing missing in QDOS/SMS*
>In particular in minix some features eg 'nice' were not built in
>and required a change in the kernel. Indeed this is a very old
>information.

Minix is not *necessarily* the best example of how all Unices work...

>But the /proc FS as in Linux is something that might be
>interesting even for QDOS. How about manging THINGS this
>way?

Err, a device driver would be much more suitable. I suggest we take this idea to mail... It's probably not of interest to more than a small number of people.

>And it could be fun for example to mount some Linux filesystem,
>they have filesystems for DOS to and maybe other fromats.

Err, being able to 'mount a Linux file system' does not mean 'being able to mount a DOS file system'. I'm not sure that's what you meant?

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2646. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 13:17:50 UTC
From: rdzidlic@cip.informatik.uni-erlangen.de
Message-ID: <2sfdduEi1t@uni-erlangen.de>
Source record: 16741
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rjk1002@hermes.cam.ac.uk (Richard Kettlewell) writes:

>Richard Zidlicky <rdzidlic@faui06b.informatik.uni-erlangen.de> wrote:
>>rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>>>read about it has been in 'QL World' magazine.

>Not really... SMS2 will run some QDOS programs without pain, but it is
>genuinely a different operating system.

>>>Assuming this is the case (and flame if I'm mixed up somewhere ;-)
>>
>>>> What programming languages exist- LBASIC was mentioned, is there
>>>>a version of C in the pipeline?
>>
>>I have ported Xlisp, xscheme and scm(another scheme), other folks
>>ported REXX awk, ...
>>Porting this stuff was realy easy with the c68 compiler
>>(easier than from unixV to BSD or vice versa)
>>
>>>There is a fairly good C compiler for the QL, but nothing that gets
>>>anywhere close to GNU C or Lattice C

>It's possible to persuade gcc to produce output suitable for QDOS (and
>thus for SMS2) but at present the C68 libraries need a bit of work.
>However, you need fairly substantial resources to run gcc at all...

>>I must definitely flame this, c68 available for QDOS and SMS2
>>is very small (.i -> .s phase about 110K) full K&R and ANSI
>>and some extras (printf format string checking ....)
>>AND FULL sources and extensive libraries(curses,regexp ....).
>>AND FREE
>>AND ALL relevant GNU utils ported(except gdb, this is a real
>>drawback)

>Hmm. GNU Make is a relevant GNU utility which AFAIK hasn't been ported to
>QDOS/SMS. (Picky, picky...) Porting gdb would be nontrivial.

>>The library makes great effort to make porting unix programs
>>easy, only differences are in fork/exec and this is much more
>>comprehensive under QDOS/SMS2 than unix.

>I'd very much like to hear what you think is missing from Unix in the area
>of multitasking support that QDOS/SMS2 has.

Not very good expressed myself. I wanted to say that usualy
fork/exec on QDOS does what several lines of code do in unix
Of course there are things you can not do with C68 fork.

>>Xwindows is not ported, nobody attempted to make it work with
>>a QL (<2Mbytes in the vast majority).

>I shouldn't imagine an X port is very likely.

>>Otherwise it should not be a problem.
>>
>>The provided window system is very easy and extremely effective
>>to use - makes intelligent use of the keyboard, pointer/window
>>placing strategies etc..

>Provided the programmer is intelligent, just like with GEM and any other
>GUI it's easy to produce hideous and botched programs.

absolutely true, perhaps even easier

>>>> How similar to Unix is the multitasking?
>>
>>c68 libs make it appear very similar,

>Err, I'd say they make it appear fairly different, actually. Look up what
>fork() is supposed to do on any Unix system and then say c68 does anything
>remotely similar. The exec..() calls all take extra parameters in the C68
>libs that aren't required by the Unix versions. Also there's no signal
>support as such, and signals are quite important to multitasking under
>Unix.

I am working on the signal stuff now, maybe it would work
on SMS2 without many changes.

>>otherwise very different,
>>extremely fast job-switch (about 0x68 bytes context information
>>under QDOS)
>>
>>>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>>>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>>>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>>>be its compactness and efficiency.

>If you _already_ like QDOS and have an ST (for whatever reason) then you
>probably should bother. Otherwise, if you want a fast, compact
>multitasking system which, although it can't run TOS/GEM programs does
>already have a software base, you might be interested. You'll have to get
>used to another way of doing things, but, no pain: no gain.

There is of course the old TOS emulator for QL Dave used
for porting the C compiler, only very well behaved
TOS programs could use it

Bye
Richard

2647. Re: I've heard rumors, too!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-05-31 23:37:07 UTC
From: dud@u.washington.edu
Message-ID: <2sghn3$jto@news.u.washington.edu>
Source record: 16746

atariman@aol.com (Atari Man) writes:

>Nick, I've heard the same rumors too. So here goes people...

>I have a friend, who has a source at MOTOROLA who says they have seen
>the new FALCON 3. This beastie has the power pc chip. This source
>also stated that they were looking into using our GEM as some kind of
>operating system for the Power PC over there at Motorola...

>Now don't everyone mess their pants all at once now, darned, soiled
>again!

>Remember, you heard it from, ATARI MAN!

Get more info from your friend!

I'm facing a large decision, and the way things end up looking for Atari in the next few months will greatly determine the course of my life (ok, it's not quite that big...)

I've been an Atarian for 8 years or so now. I have a TT030 with 8 megs, 500 megs of HD, Nova 16m VME graphics card, Philips 1764DC 17" monitor, Supra 14.4, and HP DJ. What I really like about Atari is the graphic interface and the user community. (Please, no flames here; I know the alternatives well and have chosen by my own free will) This has been enough to stave off doubts for the past 8 years. But, though Atari has never been in a very good financial state nor have they ever dominated the market, now seems to be a particular turning point in their history.

Basically, my situation is this:

I'm going to Alaska for the much of the summer. I will not need my computer during this time. Therefore, I think it is wise to sell it (because computer equipment devalues with time much faster than money). In the fall, I will buy a new computer. It will most likely be a Power PC machine; most certainly not an Intel machine. If Atari happens to have one available by then, I will buy it. If not, I will probably hold out for a Canon or IBM, or possibly PowerMac if they've conformed to PReP by then...

My uncle owns some Atari stock and he just got the annual report. He says it sounds very grim. They at least imply if not outright say that they will no longer be making computers and that they will concentrate only on the Jag. According to the report (thru my uncle) they have already stopped production of all TTs and Falcons; a few are still trickling in from warehouses and manufacturers' built-up inventories. On top of that, the Tramiels have cut pay for much of the management, Bob

Brodie is gone, and they have said they do not have the funds to properly roll out the Jaguar.

On the other hand, the rumors about the PowerPC-based Falcon are very strong; much as the Falcon and Jag rumors were before they were introduced. Of course we can't assume anything by that... from your post, it sounds as if Motorola is making the PowerFalcon!? Recently, Atari has liscenced TOS and GEM for use in the Medusa and Eagle. This was unheard of until now. The evidence seems to be pointing toward the handing off of the TOS-GEM computer rights to someone else. This has the potential to save Atari computers.

In any case, in the fall, I will buy the computer that looks the best to me then. I hope it is at least TOS/GEM compatable.

I want to hear more rumors. Even wild fantasies (as long as they are labeled as such...)

Dan Aylward
dud@u.washington.edu

2648. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-01 00:33:13 UTC
From: millert@undergrad
Message-ID: <2sgl09$552@mother.usf.edu>
Source record: 16753

Richard Hecker (richard.hecker@canrem.com) wrote:

: -> Eric March! Are you the guy who wrote FANSI? VERY impressive
: -> program indeed. After I wrote ANSITerm, the idea sorta lost its charm
: -> so I never got around to writing an ANSI drawing program... but I
: -> would have NEVER done such an impressive job. Very nice work! I
: -> would suppose our ANSI character drawing routines are as fast as
: -> mine, or at least comparably so... want to compare source code?

: It is indeed me ... actually, my character drawing routines are
: unbearably slow compared to your routines. I "cheat" a lot when it
: comes to drawing characters. (i.e. when a character is placed down I
: overlay colours manually point-by-point, then grab that character from
: the screen and make a note of it ... so that if the user lays down
: another of the same character in the same colour scheme I just put down
: that character again; no need to redo it all over. I do a similar thing
: with LINEs, and with BOXes, I draw one line horizontally, then copy that
: line vertically until it gets to the bottom of the box the user has
: drawn) From what I can tell, all of your routines are done on the
: fly... and FANSI can't even hope to compare with that on a stock ST.
: (Maybe on a Falcon -- FANSI absolutely flies on one of those, but on a
: stock ST, if you saw my drawing routines without the cheats, you'd fall
: asleep waiting for an ANSI pic to be displayed on screen... :-)

I didn't notice the slowness, but a friend of mine did. He and I figured that
you stored a bitmap of the screen in your data files.

: I'd love to compare source code ... but I don't program in C, and I
: doubt you'll find anything interesting in my code, either. :-) I'm
: glad you like it, though ... it's a shame that you didn't get around to
: really updating ANSIterm; I quite like it and use it exclusively (giving
: up STalker for it, since ANSITerm is friendlier on RAM on my sorry 1 meg
: system. :-) But glad you like the program ... it's taken me a little
: longer than I thought it would to get it done and out, but once it was
: final and complete I was quite happy. I demoed it at a local user group
: meeting and it seemed to have impressed folk ... and there seems to be
: something of a stir happening on GEnie about it. (I just wish I had an
: account there. :-)

Actually, my drawing code is written in assembly, and it can be worked up so
that you can interface it to GFA Basic. But you'd need an assembler. I could
give you this routine for a negligable fee.

Even in GFA, you could do faster then plotting pixels. You could do it with
some bitshifting and poking a lot faster.

: -> What surprised me was that you never mentioned ANSITerm at all,
: -> seeing as how if you want to SEE ANSI drawings (some of your examples
: -> are VERY impressive), then you'd need ANSITerm if you're using a
: -> stock ST. Since our shareware fees are the same, would you like to
: -> trade a registration key for a registered copy of ANSITerm 1.91?

: Hmm. You know, now that you mention it I DO distinctly remember
: forgetting a few things in the info scroller. The scroller in 1.00/1.01
: is actually a re-write... the first version I thought was a little
: bland, but it DID mention, among other people, you and ANSITerm.
: Damn... I always forget something when I redo it. I'll be sure and
: correct that oversight in 1.10 which should be out in a few weeks,
: hopefully. (I'm just doing up the prefs menu now, and considering what
: else to add for 1.10)

: Swap registrations? Sure! I've been cursing myself for not being able
: to register ANSITerm ... I mean, I use it religiously (considering my
: vested interest in ANSI, and the fact that I like it anyway ... no
: really fancy frills that I could do without, just a term program, and a
: fast one at that) and I kept reminding myself to register ... but one
: thing or another kept sapping my wallet dry, so just keeping my head
: above water was enough fun. :-)

I've run up too much of a bill as it is. Email me from the address you'd like
me to mail to you and I'll give you my phone number. I'll setup a registered
version of ANSITerm for you, uuencode it, and email it to you then.

: Gimmie a call and we'll swap registered stuff ... I can give you a key
: over the phone. My number's in the docs in the registration portion.

: _____ ______ ____
: _____<___ ___// __ // ___/ Tail of ____ Eric March (DragonLord) _____
: ________/ / / <_/ // <__ the Comet _________ diehl@io.org __________
: _______<_/ <_____/<____/ Productions _______ "ANSI? FANSI!" _________

: (p.s. Don't let the account fool you ... I share an account with a
: friend of mine on this online service, and it's under his name. My sig
: contains my usual Internet account, but as I only have a half an hour on
: that site, I use this account to catch up on newsgroups like this one
: and r.g.v.a)

2649. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-01 03:48:51 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xO3u2pT.lmcclure@delphi.com>
Source record: 16752

In a message dated 5-30-94, Sysop asked:

"Is there a SINCLAIR Newsgroup ?"

Yes, "comp.sys.sinclair".

It seems to be primarily dominated by Sinclair 8-bit (i.e., Spectrum) discussions, but there are some QL users present and active.

2650. CAIN Newsletters (all of them) are available at the archive

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-01 04:46:57 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2sh3s1$kc5@usenet.INS.CWRU.Edu>
Source record: 16755
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.advocacy

All CAIN Newsletters are now available at the ftp site: atari.archive.umich.edu

The Cleveland Free-Net Atari SIG thanks Mickey Boyd, the System Administrator,
for putting them up for everyone to get.

2651. LIFE SAVING PRODUCT

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-01 09:43:50 UTC
From: achroy@sal.rdg.etf
Message-ID: <1jun94.3456@rdg.etf>
Source record: 16747
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.amiga.games,comp.sys.ibm.pc.games,comp.sys.intel,comp.sys.mac.advocacy,comp.sys.powerpc,comp.unix.advocacy,comp.windows.ms

Dear Sir,
In a recent survey we discovered that most computer literate
people do not own a entity/soul/mind Biological Unit (a.k.a. a life).

Therefore we are pleased to announce our company's new product :

----------> *LIFE* <----------

LIFE (Tm & Copyright 1994) is available from all good suppliers at an
amazingly
low initial cost. There are many different models available ranging from the
"Very Little" model to the "Wow This Is Such A Great Time" model.
If you are interested in purchasing a LIFE then please contact your local
supplier.

Thank you

2652. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-01 18:24:44 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun1.132444.28336@cobra.uni.edu>
Source record: 16756

In article <60.5103.5323.0N19FDC8@canrem.com>, richard.hecker@canrem.com (Richard Hecker) writes:
> Let me ask you something...
>
> Why do you even *POST* here? You obviously have no love for Atari, you
> obviously have put all your energies to promoting the Mac ... so WHY
> POST HERE? This is NOT c.s.mac.advocasy. This is NOT a forum to
> discuss the merits of Macs or to play up the faults of the Falcon or any
> other Atari product. We don't *CARE* about Mac prices. We don't *CARE*
> that Mac has this and it's cheaper and the Falcon's a piece of dog
> dropping. WE have bought the machines we have because we *like* them
> and because they do what WE want at a price point that WE find
> (arguably) acceptable compared to our other choices. So why even BOTHER
> to waste bandwidth with your highly futile, extremely inflammatory
> comments about Atari products? Are you trying to convert us to worship
> on the altar of the apple insignia? If any ONE of us were, even in the
> smallest way, thinking about moving over to the Mac computer, we would
> be looking in the Mac advocasy newsgroup, NOT HERE. those of us who
> frequent this newsgroup are looking for Atari information, NOT MACINTOSH
> INFORMATION.

This is Advocacy! I am sorry, but I will comment when Atari Droids speak lies about the Mac as a fact, instead of an opinion. Atari can come out with crap such as the Portfolio and Atari worshippers will praise it and state its the best thing since slice toast, because of the Atari logo. But, when Apple comes out with the Newton, these same worshippers ridicule the product instead of constructive Criticism.

> Your comments are unwelcome, they are highly biased, and most of
> the time, just plain dead wrong. You are posting opinions and
> contriving to force them upon the rest of us as though they were the
> gospel. Trust me. You have made no friends here, not will you by
> making such derogatory and needless comments designed only to invite
> flame and waste further bandwidth on *pointless*, *futile* discussion.
> Please, do us all a favour, and stop polluting this newsgroup with your
> useless messages. They aren't doing anything positive. THey're just
> simply a waste of space.
>

See this is your opinion and does not reflect the mood of the entire community. I am not enforcing comments on anyone. In what way are my opinions are wrong. Oh, but it's okay for you and Atari droids to flame System 7 and the Mac as a fact but not an opinion. Again, you are making an opinion, I will continue to post here and there is nothing you can do about it..

Oh, by the way, I have recived mail from Atari owners who want to know more about the Mac Because of the lower prices. "Costs this little for so much".

SO, YOUR ABOVE FEELINGS ARE AN OPINION!

> Eric March
> Tail of the Comet Productions
> diehl@io.org
> Send flames to /bite/me

Peter Sinclair-Day
University of Northern Iowa

Special thanks to the Grinnell College Vax, via telnet
Grinnell, Iowa USA

2653. Re: Old ST - New Tricks

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-01 21:43:04 UTC
From: benkeen@aol.com
Message-ID: <2sivd8$3ro@search01.news.aol.com>
Source record: 16750

In article <jmconnel-260594113801@john-mcconnell.uoregon.edu>,
jmconnel@oregon.uoregon.edu (John McConnell) writes:

BTW, the Apple PowerPC will not up seat Pentium because 90% of it's
operating system is emmulation (only 10% of the tool box routines are
written in native RISC code!) and emmulation doesn't sell computers
(just
ask Comm. and Atari).
==========
Yes, but the 10% that is native is executed 90% of the time: this is
the 90-10 rule. Eventually the whole OS will be naitive; they just
released it with the most-called and speed-critical routines native.

-Ben

2654. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-01 22:01:44 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.770508104@sfu.ca>
Source record: 16751

sinclap2954@cobra.uni.edu writes:

>This is Advocacy! I am sorry, but I will comment when Atari Droids speak lies
>about the Mac as a fact, instead of an opinion. Atari can come out with crap
>such as the Portfolio and Atari worshippers will praise it and state its the
>best thing since slice toast, because of the Atari logo. But, when Apple comes
>out with the Newton, these same worshippers ridicule the product instead of
>constructive Criticism.

You can correct errors all you want but stop posting flame bait! I can't
speek for portfolio but the Newton is crap. It is too expensive and does
too little. In ten years everyone will have one but for now it's pretty
useless. Also, mac fans tend to worship anything with an apple logo on it.
Like the Newton.

>See this is your opinion and does not reflect the mood of the entire community
>I am not enforcing comments on anyone. In what way are my opinions are wrong.
>Oh, but it's okay for you and Atari droids to flame System 7 and the Mac as a
>fact but not an opinion. Again, you are making an opinion, I will continue to
>post here and there is nothing you can do about it..

Well, I'm a mac person and I hate your posts here! They tend to be inconsistent
and more about flame than fact. You can make flames about System 7 without
resorting to opinion; ie System 7 has no memory protection, no pre-emtive
multitasking, takes more than 5Mb disk space, takes more than 1MB RAM,...
About you posting here: why would you post to a group that doesn't wish
to here you comments. I've made anti-Atari postings and no one has asked
me to leave.

>Oh, by the way, I have recived mail from Atari owners who want to know more
>about the Mac Because of the lower prices. "Costs this little for so much".

If they where interested they should have checked the comp.sys.mac.*
groups.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2655. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-01 22:26:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cqqp0H.G2u@cix.compulink.co.uk>
Source record: 16762
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>>|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've

>some QDOS programs. However, it is not a QDOS port in that the underlying
>operating system does many things in completely different ways. (e.g. the
>job control block is somewhat different.)

I didn't mean to imply that I thought SMS2 was a port of the QDOS OS. I
meant 'implementation' in the sense that SMS2 implemented QDOS functions
thus allowing some QDOS programs to run. In the same way that DR DOS
implements MS DOS functions - but isn't actually a port.

Roland.

@CiX

2656. Re: New Jag Owner needs help HISS BullFEATHERS !

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-02 02:43:34 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <25a_9406030506@nisc.fidonet.org>
Source record: 16760

P> In a message of 23 May 94 21:48:55, Pdemaio@draper.Com wrote:
P> for info on the Jag. By the way this is a stupid question but is the Jag
P> 32
P> or 64 bit?

The Jaguar is pure 64-bit technology. Had ours here for a while now, and
its pure magic...

```
+=-----=================================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@n616.f2605.z1.fidonet.org ~ |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----=================================================================-----=+
```

2657. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-02 08:51:27 UTC
From: sys1@exnet.com
Message-ID: <CqrHxt.39r@exnet.com>
Source record: 16754

In article <1994Jun1.132444.28336@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <60.5103.5323.0N19FDC8@canrem.com>, richard.hecker@canrem.com (Richard Hecker) writes:
>> Let me ask you something...
>>
>> Why do you even *POST* here? You obviously have no love for Atari, you
>
>This is Advocacy!

This is ATARI advocacy you little twerp.

I am sorry,

bet you're not.

>but I will comment when Atari Droids speak lies
>about the Mac as a fact, instead of an opinion.

The only facts you ever come up with are *sales* figures. They prove nothing except something is popular. Smoking is popular and it kills, drinking is popular and it kilss, Macs are popular and produces fuckwits like you (Actually, that is a lie, you are a fuckwit without the aid of a Mac).

>Atari can come out with crap

Is that a fact or opinion?

>such as the Portfolio and Atari worshippers will praise it and state its the
>best thing since slice toast, because of the Atari logo. But, when Apple comes
>out with the Newton, these same worshippers ridicule the product instead of
>constructive Criticism.

Are you hoping to get away with pretending the whole Atari community is like that? I certainly hope not. You wouldn't be trying to pass off your subjective experiences as cold hard facts are you?

>
>
>> Your comments are unwelcome, they are highly biased, and most of
>> the time, just plain dead wrong. You are posting opinions and
>> contriving to force them upon the rest of us as though they were the
>> gospel. Trust me. You have made no friends here, not will you by
>> making such derogatory and needless comments designed only to invite
>> flame and waste further bandwidth on *pointless*, *futile* discussion.
>> Please, do us all a favour, and stop polluting this newsgroup with your
>> useless messages. They aren't doing anything positive. THey're just

>> simply a waste of space.
>>
>
>See this is your opinion and does not reflect the mood of the entire community.

Ah, but in a recent survey in this net group you got 3 ``let him stay''
votes to 8,023,012,134^77 votes for you to leave.

>I am not enforcing comments on anyone. In what way are my opinions are wrong.

I have to pay for this bandwidth---keep it up and I shall send you a bill.

>Oh, but it's okay for you and Atari droids to flame System 7 and the Mac as a

Did you know that a load of PowerMacs (603's I think)
have been withdrawn because they run at 1/2 the speed of the 601. I heard
that the OS was blamed:>.

Xavier

2658. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-02 12:46:49 UTC
From: proche@imag.fr
Message-ID: <2skkbp$rp7@isis.imag.fr>
Source record: 16766

In article <1994Jun1.132444.28336@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|>
|> This is Advocacy! I am sorry, but I will comment when Atari Droids speak lies
|> about the Mac as a fact, instead of an opinion. Atari can come out with crap
|> such as the Portfolio and Atari worshippers will praise it and state its the
|> best thing since slice toast, because of the Atari logo. But, when Apple comes
|> out with the Newton, these same worshippers ridicule the product instead of
|> constructive Criticism.
|>

Thank you Mr Sinclap !

You made me laugh so much ! I almost died laughing ! Humour is so rare in those newsgroups, it's good to see some brilliant guys like you posting those funny things. It's such a pity that there is no comp.sys.atari.jokes newsgroup. I'm sure you would have loved it !

|> See this is your opinion and does not reflect the mood of the entire community.
|> I am not enforcing comments on anyone. In what way are my opinions are wrong.
|> Oh, but it's okay for you and Atari droids to flame System 7 and the Mac as a
|> fact but not an opinion. Again, you are making an opinion, I will continue to
|> post here and there is nothing you can do about it..

Ah ! Ah ! Ah !
Please stop ! Ouh ! Ouh ! Ouh ! You're so funny ! Ah ! Ah ! Ah ! I can't bare it any more ! Ouarf ! Ouarf !

|> Oh, by the way, I have recived mail from Atari owners who want to know more
|> about the Mac Because of the lower prices. "Costs this little for so much".

Ah ! Ah ! Ah ! Yes, I'm interested too. I had a look in my favourite tricks-and-jokes shop, but I couldn't find any Mac. Seems to be hard to find here. By the way, are you a Mac salesman ?

|> Peter Sinclair-Day
|> University of Northern Iowa
|>
|> Special thanks to the Grinnell College Vax, via telnet
|> Grinnell, Iowa USA

This guy is too funny. So, if you, Atari users, just like me, are tired of reading this clown or making 'Author Kill', I suggest we leave this newsgroup and go to talk about Atari in comp.sys.mac.advocacy. Because sinclap doesn't post anything there.
I also suggest that we stop replying him, because this egocentric Mac psychopath seems to be too happy when someones replys to his poor babbling.

--

Pascal Roche Laboratoire de Genie Informatique
BP 53
Tel:76-51-46-00 poste 33-42 38041 Grenoble Cedex 9

2659. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-02 22:06:23 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32dee57d3@sirius.herts.ac.uk>
Source record: 16757
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Richard Zidlicky...
|> >I shouldn't imagine an X port is very likely.

How about ZeST then?

Duncan.

--
**********************************************************************
* Duncan P. Corps \ EMail: D.Corps@herts.ac.uk *
* Student, Radio DJ, \ Address: 47-2 Coales Hall, Bishops Rise, *
* PWEI/ Utah Saints fan \ Hatfield, Hertfordshire AL10 9BT *
**********************************************************************
* Lyric from: "I Still Think Of You (Too Much To Swallow Part 2)" *
* Out on all formats on June 6th, 1994. Addresses valid until *
* July 1st, 1994. Disclaimer: "It wasn't me, I was at home" *
**********************************************************************
UTAH * I'm waiting for a reason like waiting for a train * UTAH
SAINTS * I'm waiting for reality to slap my face again * SAINTS
* Waiting for disaster to show me what to do *
UTAH * I'm feeling guilty now, and so I think of you * UTAH
SAINTS ************************************************** SAINTS
```

2660. Re: Old ST - New Tricks

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-02 22:12:04 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32dee5927@sirius.herts.ac.uk>
Source record: 16758

```
+-- This was written in a previous article by BenKeen...
|> In article <jmconnel-260594113801@john-mcconnell.uoregon.edu>,
|> jmconnel@oregon.uoregon.edu (John McConnell) writes:
|> BTW, the Apple PowerPC will not up seat Pentium because 90% of it's
|> operating system is emmulation (only 10% of the tool box routines are
|> written in native RISC code!) and emmulation doesn't sell computers
|> (just ask Comm. and Atari).
|> ==============================
|> Yes, but the 10% that is native is executed 90% of the time: this is
|> the 90-10 rule. Eventually the whole OS will be naitive; they just
|> released it with the most-called and speed-critical routines native.

Could you explain your reasoning here? I think its rather more
likely that 10% of the application's code will be executed 90% of the
time, involving calls to the emulator, involving huge overhead (even
with the 'native' routines).
I may not be an expert, but your comment makes little sense to
me. I think I need an explanation.
Of course, it may simply be that the '90-10' rule-of-thumb
doesn't apply to applications running on operating systems running on
emulators running on operationg systems. It is only a rule of thumb
after all, otherwise we'd all be able to get caches of precisely the
right size.

Duncan.

--
*********************************************************************
* Duncan P. Corps \ EMail: D.Corps@herts.ac.uk *
* Student, Radio DJ, \ Address: 47-2 Coales Hall, Bishops Rise, *
* PWEI/ Utah Saints fan \ Hatfield, Hertfordshire AL10 9BT *
*********************************************************************
* Lyric from: "I Still Think Of You (Too Much To Swallow Part 2)" *
* Out on all formats on June 6th, 1994. Addresses valid until *
* July 1st, 1994. Disclaimer: "It wasn't me, I was at home" *
*********************************************************************
UTAH * I'm waiting for a reason like waiting for a train * UTAH
SAINTS * I'm waiting for reality to slap my face again * SAINTS
* Waiting for disaster to show me what to do *
UTAH * I'm feeling guilty now, and so I think of you * UTAH
SAINTS ************************************************** SAINTS
```

2661. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-03 04:20:49 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2smb32$nm0@news.dmpe.CSIRO.AU>
Source record: 16761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
>Weiner, Jeff.....................weiner@atari.archive.umich.edu
> weiner@terminator.rs.itd.umich.edu
> Maintainer of the atari.archive.umich.edu ftp site.

Uhm, didn't he like retire from duties a few weeks ago!?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |
```

2662. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-03 04:45:54 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2smci2$e2f@lyra.csx.cam.ac.uk>
Source record: 16759
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan <rgivan@cix.compulink.co.uk> wrote:
[somebody deleted the attributions...]
>>>|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>
>>some QDOS programs. However, it is not a QDOS port in that the underlying
>>operating system does many things in completely different ways. (e.g. the
>>job control block is somewhat different.)
>
>I didn't mean to imply that I thought SMS2 was a port of the QDOS OS. I
>meant 'implementation' in the sense that SMS2 implemented QDOS functions
>thus allowing some QDOS programs to run. In the same way that DR DOS
>implements MS DOS functions - but isn't actually a port.

Yes... The purpose of DRDOS is to mimic MSDOS as close as possible,
however, and presumably add some extra bits. Whereas SMS2 is (or so
we're told) supposed to be able, in time, to do quite a bit more than
QDOS.

(Compare SMS2 with SMSQ, which is a re-implementation of QDOS from
scratch which is supposed to be as close to QDOS as possible.)

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2663. Re: Old ST - New Tricks

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-03 16:41:12 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.770661672@sfu.ca>
Source record: 16763

D.Corps@herts.ac.uk (DuncMan) writes:

>|> Yes, but the 10% that is native is executed 90% of the time: this is
>|> the 90-10 rule. Eventually the whole OS will be naitive; they just
>|> released it with the most-called and speed-critical routines native.

> Could you explain your reasoning here? I think its rather more
>likely that 10% of the application's code will be executed 90% of the
>time, involving calls to the emulator, involving huge overhead (even
>with the 'native' routines).

What he means is that only 10% of the OS routines are called with any
frequency. These have been rewritten in PPC code. The other 90% of the
OS is either rarely used or not time critical. The File Manager and the
SCSI drivers have not been rewritten yet and they ARE time critical but
aside from that Apple has rewritten the important stuff.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2664. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-04 06:54:42 UTC
From: howard@harry.lloyd.com
Message-ID: <2sp8fi$iu0@harry.lloyd.com>
Source record: 16764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <2smb32$nm0@news.dmpe.csiro.au>,
Karl Meyland <karlm@highett.mel.dbce.csiro.au> wrote:
>>Weiner, Jeff.....................weiner@atari.archive.umich.edu
>> weiner@terminator.rs.itd.umich.edu
>> Maintainer of the atari.archive.umich.edu ftp site.
>
>Uhm, didn't he like retire from duties a few weeks ago!?

Yah, he also just retired from the Mint mailing list a couple days ago; due
to lack of net access. In general, when you want to contact us, you should
use the advertised aliases, not emailing to a specific person. We all check
in at varying hours, so emailing a specific person reduces your chances of
getting a timely response.

So everyone, burn these addresses permanently into your brain's EAROM....

atari-archivists@atari.archive.umich.edu
mint-request@terminator.rs.itd.umich.edu

Also, if you are sending a message to the mint mailing list, you don't need
to also send it to mint-request, (i.e., don't cc: it) we already get everything
sent to the list...
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

2665. Falcons for sale?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-05 02:27:33 UTC
From: ab117@FreeNet.Carleton.CA
Message-ID: <CqwK5x.Lx5@freenet.carleton.ca>
Source record: 16765

Hello. Anyone have a Falcon they want to sell? I would be interested in buying one. Please email me directly.

--
Yours Sincerely,
Luke LaFrance
ab117@freenet.carleton.ca
||||||||||||||||||||||||

2666. Re: SINCLAIR

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-05 03:13:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.343.249.0N9665B4@teaminfinity.com>
Source record: 16769

```
-> Try comp.sys.sinclair. There's some stuff for anonymous ftp at
-> maya.dei.unipd.it [147.162.13.1] --- look in directory
-> /pub/pub/sinclair_QL.
->
-> Richard Kettlewell rjk1002@hermes.cam.ac.uk
```

Excellent, thanks !

Was there a modem for the QL ? What about Communications
software. How else would one be able to download QL stuff
from the FTP sites ?

Thanks again ! sysop@teaminfinity.com

2667. Re: SINCLAIR

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-05 03:17:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.344.249.0N9665B5@teaminfinity.com>
Source record: 16770

```
-> lots of magazines,
->
-> FTP sites: maya.dei.unipd.it :pub/pub/sinclair_QL
-> myrddin.chu.cam.ac.uk :pub/c68
-> garbo.uwasa.fi
->
-> Newsgroups:
-> comp.sys.sinclair,
->
-> maus.sys.ql.c68-int, \
-> maus.sys.ql.ger > maybe available only in Germany or Fidonet,
-> maus.sys.ql.int / try nntphost epix.rrze.uni-erlangen.de
->
-> Bye
-> Richard
```

Excellent ! Thanks ! Where can one get communications software
for the QL and a modem ? Without one, is there a way to download stuff
onto those little tapes ?

Thanks again ! sysop@teaminfinity.com

2668. R.I.P AV Macs?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-05 05:45:08 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2srop4$ss9@darkstar.UCSC.EDU>
Source record: 16767

I just heard a rumor that Apple will be discontinuing the AV Mac line in the Fall. Gess they aren't selling well enough for Apple.

Just goes to show how I feel that they have lost their vision and are now just another company shooting themselves in the foot for the bottom line. If they had put the AV tech into all machines as the "next generation" thing, that would be good, but by introducing it as a sidelight technology it was doomed to fail form day one. Will we Atarians once again be able to say that our Falcons are the only DSP equipped machines currently made?

I considered posthing this to comp.sys.mac advocacy too, but I know there is enough chance of flamewars starting here with the mac-worshippers we have "slumming" as it is...

~Chris

p.s. if it is true, can I laugh at sinclap? Hell, I guess I can laugh at him anyway...

2669. Re: R.I.P AV Macs?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-05 08:57:05 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.770806625@sfu.ca>
Source record: 16768

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>I just heard a rumor that Apple will be discontinuing the AV Mac line in the
>...
>that our Falcons are the only DSP equipped machines currently made?

Do you mean the DSP equiped 68K macs or all the macs, including the 601 based
macs? I can see the 68K based macs w/DSP being dropped in favor of the 601
based macs. But if they just drop AV then, yes, they have no vision.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

2670. Re: SINCLAIR

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-05 20:07:22 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2stb9q$as@lyra.csx.cam.ac.uk>
Source record: 16771
Cross-posted to: comp.sys.atari.advocacy,comp.sys.sinclair

Followups to comp.sys.sinclair only, this has about as much to do with Atari computers as cabbages... Sigh.

Sysop <sysop@teaminfinity.com> wrote:
>Was there a modem for the QL ? What about Communications
>software. How else would one be able to download QL stuff
>from the FTP sites ?

Err, why not ask on comp.sys.sinclair? You might find more people can answer your questions that way. Keep posting Sinclair-only questions on comp.sys.atari.* and people will start getting annoyed...

There were modems specifically for the Ql tho they've been out of production for a long time. It might turn out to easier and cheaper to simply connect the Ql to a net-connected computer via the serial ports and transfer data that way; though there are various other ways of doing it.

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2671. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-05 23:06:01 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bk6MHmR.lmcclure@delphi.com>
Source record: 16772

In a message dated 6-2-94, Pascal Roche said:

"I suggest we leave this newsgroup and go to talk about
Atari in comp.sys.mac.advocacy. Because sinclap doesn't
post anything there."

Well, we have our him, and comp.sys.amiga.advocacy has Marc Barrett.
I wonder who comp.sys.mac.advocacy has plaguing them?

2672. Re: R.I.P AV Macs?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-05 23:22:03 UTC
From: sgant@interaccess.com
Message-ID: <sgant-050694172203@dyna2-12.interaccess.com>
Source record: 16773

In article <quinlan.770806625@sfu.ca>, quinlan@kits.sfu.ca (Brian Quinlan)
wrote:

> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
>
> >I just heard a rumor that Apple will be discontinuing the AV Mac line in the
> >.....
> >that our Falcons are the only DSP equipped machines currently made?

No, they are not dropping the AV Macs. They just won't have DSP's in them
anymore. The reason? Because the PowerPC chip can do the same thing the
DSP's did, but much faster.
They did just say that they will be coming out with a new computer the
first of next year. It will have a 120MHz PowerPC, up to 750 megs of ram
and a full PCI bus. Though at current prices, if you fill up all that RAM,
it would be over $40,000!
--
Scott Gant - music maker and nut.
"We are the music makers, and we are the dreamers of the dreams..."

2673. Re: **The Falcon is a ripoff!!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-06 01:46:16 UTC
From: Stefan Berndtsson <s.berndtsson@ped.gu.se>
Message-ID: <CqyCx6.9DJ@mta.ca>
Source record: 16774

In article <1994Jun1.132444.28336@cobra.uni.edu> ,
sinclap2954@cobra.uni.edu writes:
>In article <60.5103.5323.0N19FDC8@canrem.com>, richard.hecker@canrem.com
>(Richard Hecker) writes:
>> Let me ask you something...
>>
>This is Advocacy! I am sorry, but I will comment when Atari Droids
speak lies
>about the Mac as a fact, instead of an opinion. Atari can come out with
crap
>such as the Portfolio and Atari worshippers will praise it and state its
the
>best thing since slice toast, because of the Atari logo. But, when
Apple comes
>out with the Newton, these same worshippers ridicule the product instead
of
>constructive Criticism.
>

I don't think slice toast is that revolutionary. It makes the whole loaf feel sloppy, and it gets defected to quick. About this Portfolio vs Newton, I believe this is not a relevant comparison. The Portfolio is a strict computer, the Newton is sort of a mix between a computer and a portable notebook. The critisism of the Newton is usually aimed at the notebook part of the machine, where the Portfolio hasn't even got the possibilities. Personally I think the Newton probably is a great tool, but on the computer part, it is kind of limited compared to the Portfolio (IMHO)!!

Flame me if you like, I won't answer anything I don't want to anyway!!

Stefan Berndtsson
NoName of NoCREW!!
Falcon Coder, and Netter!!
Email: s.berndtsson@ped.gu.se
pedstef@hands.ped.gu.se
pedstef@jej.ped.gu.se
stefan.berndtsson@ub.gu.se
gubsb@servux.ub.gu.se
stefan.berndtsson@straight.ct.se (Don't use this one!)
stefan_berndtsson@straight.ct.se (Don't use this either!)

Sorry haven't got any more (yet!!)
Since this .sig is starting to get big i better finish!!!

Bye!!

2674. RIP PowerMacs [WAS:Re: R.I.P AV Macs?]

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-06 12:21:02 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cqz6B3.IqG@newcastle.ac.uk>
Source record: 16775

Interesting sideline here - the Acorn RiscPC (just released) blows the PowerMac out of the water in terms of speed, price, and compatibility. Comes with a 486 processor in the same box, sharing the same RAM & Video. Has better gfx than a PC or PowerMAC (programable rez up to 1600*1024 as standard), runs native RiscOS programs & PC programs (including windows) on screen at the same time - not using a software emulator, but using an actual 486 chip so the PC stuff runs at full speed as well....

Want Unix & X ? They're available.
Want networking ? It's built in.
Want sound ? 8 channel 16 bit stereo will do to start with.
Want colour ? 16million as standard.

The cost ? A mere 1299gpb retail for a system inc. monitor & HD (210Meg). You're lucky to get the PC on it's own for that much.

Main CPU is an ARM610.....

AND IT BRITISH.......

Now - bugger off and play with your Macs - bloody american rubbish, just like the PC :)

(esp. P.S-Day - what a pillock).

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2675. Re: R.I.P AV Macs?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-06 19:06:31 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun6.140631.28412@cobra.uni.edu>
Source record: 16776

In article <2srop4$ss9@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
> I just heard a rumor that Apple will be discontinuing the AV Mac line in the
> Fall. Gess they aren't selling well enough for Apple.

Your right, a few hundred thousand does not cut it in the ten months the AV's have been out. I understand that Atari will not be making the Falcons anymore due to almost NON-EXISTENT SALES!

>
> Just goes to show how I feel that they have lost their vision and are now
> just another company shooting themselves in the foot for the bottom line. If
> they had put the AV tech into all machines as the "next generation" thing,
> that would be good, but by introducing it as a sidelight technology it
> was doomed to fail form day one. Will we Atarians once again be able to say
> that our Falcons are the only DSP equipped machines currently made?
>

The Q660AV is going to be replaced by the new Mac AV Chamelean in August at MacWorld Expo-Boston.

> I considered posthing this to comp.sys.mac advocacy too, but I know there is
> enough chance of flamewars starting here with the mac-worshippers we have
> "slumming" as it is...

Nice try...
>
> ~Chris
>
> p.s. if it is true, can I laugh at sinclap? Hell, I guess I can laugh at him
> anyway...
>

Peter Sinclair-Day
University of Northern Iowa

Special thanks to Grinnell College via Telnet
Grinell, Iowa USA

2676. Re: R.I.P AV Macs?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-06 19:08:37 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun6.140837.28413@cobra.uni.edu>
Source record: 16777

In article <quinlan.770806625@sfu.ca>, quinlan@kits.sfu.ca (Brian Quinlan) writes:
> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
>
>>I just heard a rumor that Apple will be discontinuing the AV Mac line in the
>>.....
>>that our Falcons are the only DSP equipped machines currently made?
>
> Do you mean the DSP equiped 68K macs or all the macs, including the 601 based
> macs? I can see the 68K based macs w/DSP being dropped in favor of the 601
> based macs. But if they just drop AV then, yes, they have no vision.

The PowerMacs do not need a dsp, but the PowerMacs come in AV configurations.
>
> --
> --
> Brian Quinlan
> quinlan@sfu.ca
> "...but people also thought that the world was flat"

Peter Sinclair-Day
University of Northern Iowa

Special thanks to Grinnell College via telnet
Grinnell, Iowa USA

2677. Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-07 13:45:59 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406072029.AA00136@montp.cirad.fr>
Source record: 16778
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

```
CEO document contents:
Thanks a lot for ignoring :)
```

2678. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 00:17:34 UTC
From: zeus@myth.demon.co.uk
Message-ID: <771034654snz@myth.demon.co.uk>
Source record: 16779
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

> CEO document contents:
> Thanks a lot for ignoring :)

It's quite alright, I was ignoring it anyway.

2679. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 04:35:46 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2t3hr2$c8o@scapa.cs.ualberta.ca>
Source record: 16780
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

zeus@myth.demon.co.uk (Mike Cowgill) writes:

>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>> CEO document contents:
>> Thanks a lot for ignoring :)

> It's quite alright, I was ignoring it anyway.

me too. ;)

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

2680. Re: R.I.P AV Macs?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 04:43:29 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2t3i9h$hhq@msuinfo.cl.msu.edu>
Source record: 16781

In article <quinlan.770806625@sfu.ca>, quinlan@kits.sfu.ca (Brian Quinlan) writes:
>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
>
>>I just heard a rumor that Apple will be discontinuing the AV Mac line in the
>>.....
>>that our Falcons are the only DSP equipped machines currently made?
>
>Do you mean the DSP equiped 68K macs or all the macs, including the 601 based
>macs? I can see the 68K based macs w/DSP being dropped in favor of the 601
>based macs. But if they just drop AV then, yes, they have no vision.
>

It is my understanding that Apple is dropping the 68040+DSP Macs precisely because of the PowerMacs (601,603,605,...). The PowerPC chip, in native mode, can outperform the AV Macs on any task, and with very little difference in price, there is simply no reason to buy an old CISC-based machine for such high-powered uses.

I have also read (and certainly believe) that Apple will be completely ending its 680x0 line of machines within a few years in favor of PowerPC. Since PowerPC is powerfull enough to give rise to whole new user interfaces, this is hardly surprising.

By way of introduction, since I haven't posted here before:
I'm a grad student at Michigan State University writing to you from a MegaSTE w/4Mb RAM and an external hard drive. Under my T.V. is my older 1040STfm, and under my table is an old 800XL (have to get a new keyboard). I have been an avid Atari supporter ever since my family bought our first 16Kb Atari 400 (you know- the one with the membrane keyboard), and was once an avid Mac/Apple hater.

That's changed a bit since Atari slowed down its support of us users, and Apple seemed to work most of the bugs out of System 7.1; I work on 7.1 a lot, and have almost no crashes, unlike the old 6.0x, which would choke at least once a day. Which leads me nicely to my next comment:

If anyone is interested in buying a MegaSTE system sometime in the next few months, Email me. I'm looking at buying one of the PowerMacs sometime fairly soon, and need buyer. It's a complete system, with gobs of software. Please note, however, that I won't necessarily sell when it's convenient for you (I still need my system for my own work), but I will keep a list of those who may be interested.

Adios!
-Tom Hopper

2681. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 08:32:10 UTC
From: jeroen@wsinis12.info.win.tue.nl
Message-ID: <2t3vma$2q7@wsinis12.info.win.tue.nl>
Source record: 16782
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>>> CEO document contents:
>>> Thanks a lot for ignoring :)

>> It's quite alright, I was ignoring it anyway.

>me too. ;)

And so was I

2682. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 13:06:51 UTC
From: cs_d637@king.ac.uk
Message-ID: <2t4fpb$455@mercury.king.ac.uk>
Source record: 16783
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Jeroen Rik van Zutphen (jeroen@wsinis12.info.win.tue.nl) wrote:
: cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

: >zeus@myth.demon.co.uk (Mike Cowgill) writes:

: >>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

: >>> CEO document contents:
: >>> Thanks a lot for ignoring :)

: >> It's quite alright, I was ignoring it anyway.

: >me too. ;)

: And so was I

Consider it ignored.

2683. New V-RISC chip !!! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 13:15:25 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406082000.AA00114@montp.cirad.fr>
Source record: 16784
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

CEO file contents:
Hi,

I heard Apple were working on a brand new V-RISC chip (Very
Reduced Instruction Set Chip). Here is what I heard of it from
developers.

-Very fast processing : Speed depending on associated quartz
up to 500Mhz

-Low energy consumption : No more overheating

-Easy integration in existing architectures. (IBM has already bought
the license. Atari is studying it for it's next generation of
computers...)

-Low production cost.

-Only 2 pins.

-Easy programming : only one instruction (NOP)

Sounds like the perfect processor for the next millenium's computers.
I've even managed to get a simplified diagram of it's architecture :

--============================--
+5v isolation GND
pin coating pin

I think it's name is PowerPCW (Piece of Copper Wire ;)

Er... Sorry for wasting bandwidth :)

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

2684. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 14:03:30 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2t4j3i$lvp@lyra.csx.cam.ac.uk>
Source record: 16785
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Paul Neve <cs_d637@king.ac.uk> wrote:
>Jeroen Rik van Zutphen (jeroen@wsinis12.info.win.tue.nl) wrote:
>: cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>
>: >zeus@myth.demon.co.uk (Mike Cowgill) writes:
>
>: >>Bales_N@CIRAD.fr writes:
>
>: >>> CEO document contents:
>: >>> Thanks a lot for ignoring :)
>
>: >> It's quite alright, I was ignoring it anyway.
>
>: >me too. ;)
>
>: And so was I
>
>Consider it ignored.

Not only am I ignoring the original posts, I'm ignoring the followups
as well.

2685. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 15:00:51 UTC
From: mr30800@labs1.cc.etf.hr
Message-ID: <2t4mf3$ir0@labs2.etf.hr>
Source record: 16688
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
: zeus@myth.demon.co.uk (Mike Cowgill) writes:

: >In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

: >> CEO document contents:
: >> Thanks a lot for ignoring :)

: > It's quite alright, I was ignoring it anyway.

: me too. ;)

: --
: |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
: | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
: |<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

...funny! It doesn't seem they're ignoring it!!
marko.rukonic@etf.hr

2686. Re: New V-RISC chip !!! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 15:03:59 UTC
From: rad6938@tntech.edu
Message-ID: <1994Jun8.090359.725@atlas.tntech.edu>
Source record: 16786
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <9406082000.AA00114@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
> CEO file contents:
> Hi,
>
> I heard Apple were working on a brand new V-RISC chip (Very
> Reduced Instruction Set Chip). Here is what I heard of it from
> developers.
>
> -Very fast processing : Speed depending on associated quartz
> up to 500Mhz
>
> -Low energy consumption : No more overheating
>
> -Easy integration in existing architectures. (IBM has already bought
> the license. Atari is studying it for it's next generation of
> computers...)
>
> -Low production cost.
>
> -Only 2 pins.
>
> -Easy programming : only one instruction (NOP)
>
> Sounds like the perfect processor for the next millenium's computers.
> I've even managed to get a simplified diagram of it's architecture :
>
> --============================--
> +5v isolation GND
> pin coating pin
>
> I think it's name is PowerPCW (Piece of Copper Wire ;)

Also usefull for cooking hot dogs.

Richard Deken Graduate student in electrical engineering
Tennessee Technological University
Internet: rad6938@gemini.tntech.edu Cookeville, TN, USA

2687. Re: New V-RISC chip !!! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 15:37:37 UTC
From: stigo@ifi.uio.no
Message-ID: <2t4ok1$pi5@kolsaas.ifi.uio.no>
Source record: 16687
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Jun8.090359.725@atlas.tntech.edu>,
Rad <rad6938@tntech.edu> wrote:
>In article <9406082000.AA00114@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>> CEO file contents:
>> Hi,
>>
>> I heard Apple were working on a brand new V-RISC chip (Very
>> Reduced Instruction Set Chip). Here is what I heard of it from
>> developers.
>>
>> -Very fast processing : Speed depending on associated quartz
>> up to 500Mhz
>>
>> -Low energy consumption : No more overheating
>>
>> -Easy integration in existing architectures. (IBM has already bought
>> the license. Atari is studying it for it's next generation of
>> computers...)
>>
>> -Low production cost.
>>
>> -Only 2 pins.
>>
>> -Easy programming : only one instruction (NOP)
>>
>> Sounds like the perfect processor for the next millenium's computers.
>> I've even managed to get a simplified diagram of it's architecture :
>>
>> --============================--
>> +5v isolation GND
>> pin coating pin
>>
>> I think it's name is PowerPCW (Piece of Copper Wire ;)
>
>Also usefull for cooking hot dogs.
>

NEC has already made a 500Mhz RISC chip.
Oh, I forgot. It's not from C=, so I guess it sucks.

Stig A. Olsen
stigo@ifi.uio.no

2688. Re: New V-RISC chip !!! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 17:29:14 UTC
From: embu71@castle.ed.ac.uk
Message-ID: <Cr39wr.5zz@festival.ed.ac.uk>
Source record: 16690
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

stigo@ifi.uio.no (Stig Arne Olsen) writes:

>In article <1994Jun8.090359.725@atlas.tntech.edu>,
>Rad <rad6938@tntech.edu> wrote:
>>In article <9406082000.AA00114@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>>> CEO file contents:
>>> Hi,
>>>
>>> I heard Apple were working on a brand new V-RISC chip (Very
>>> Reduced Instruction Set Chip). Here is what I heard of it from
>>> developers.
>>>
>>> -Very fast processing : Speed depending on associated quartz
>>> up to 500Mhz
>>>
>>> --============================--
>>> +5v isolation GND
>>> pin coating pin
>>>
>>> I think it's name is PowerPCW (Piece of Copper Wire ;)
>>
>>Also usefull for cooking hot dogs.
>>

>NEC has already made a 500Mhz RISC chip.
>Oh, I forgot. It's not from C=, so I guess it sucks.

Yeah, but can the NEC chip cook hot dogs?

I bet we could add a self-destruct instruction by having a large capacitor
in like with the PowerPCW so that any Amiga user could easily take out
their pent up aggression on Apple products by pressing a button. Dump a
large voltage and current through it and it would explode nicely! ;-)

TTFN
Gregg

--
/// Gregg Le Blanc : uleblanc@mcl.mcl.ucsb.edu Santa Barbara
__/// Learning conservation of charge! | embu71@castle.ed.ac.uk Endinburgh
\\X/ No electrons were created or destroyed in the making of this message.

2689. Re: R.I.P AV Macs?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 17:54:06 UTC
From: benkeen@aol.com
Message-ID: <2t50ju$nob@search01.news.aol.com>
Source record: 16691

The DSP performance of AV macs and the performance of the PPC's own MultAcc instruction are about on a par; the AV version of the PowerMacs is simply a PDS card that adds video ports, and things like that.

-Ben

2690. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 18:07:51 UTC
From: pdemaio@draper.com
Message-ID: <pdemaio.194.000D21E0@draper.com>
Source record: 16689
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>Subject: Re: Test: please ignore
>Date: 8 Jun 1994 10:32:10 +0200

>cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>>>> CEO document contents:
>>>> Thanks a lot for ignoring :)

>>> It's quite alright, I was ignoring it anyway.

>>me too. ;)

>And so was I

I still am.

PDeMaio

Is that a light at the end of the tunnel or just an oncoming train?

2691. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 19:44:55 UTC
From: u3g12@cc.keele.ac.uk
Message-ID: <2t573n$2gj@gabriel.keele.ac.uk>
Source record: 16692
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

PDeMaio (pdemaio@draper.com) wrote:
: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
: >Subject: Re: Test: please ignore
: >Date: 8 Jun 1994 10:32:10 +0200

: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:

: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

: >>>> CEO document contents:
: >>>> Thanks a lot for ignoring :)

: >>> It's quite alright, I was ignoring it anyway.

: >>me too. ;)

: >And so was I

: I still am.

: PDeMaio

: Is that a light at the end of the tunnel or just an oncoming train?

I would like to say that those who are ignoring this post have my 100%
support, and further more, my admiration for doing such a noble and
worthwhile thing.

--
Muhhk.

2692. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 21:18:27 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2t5cj3$bv0@scapa.cs.ualberta.ca>
Source record: 16693
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

u3g12@cc.keele.ac.uk (Muhhk) writes:

>PDeMaio (pdemaio@draper.com) wrote:
>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>: >Subject: Re: Test: please ignore
>: >Date: 8 Jun 1994 10:32:10 +0200

>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>: >>>> CEO document contents:
>: >>>> Thanks a lot for ignoring :)

>: >>> It's quite alright, I was ignoring it anyway.

>: >>me too. ;)

>: >And so was I

>: I still am.

>: PDeMaio

>: Is that a light at the end of the tunnel or just an oncoming train?

>I would like to say that those who are ignoring this post have my 100%
>support, and further more, my admiration for doing such a noble and
>worthwhile thing.

Thank you! Yes! I beleive we have reached a new plateau of conversation
level in this newsgroup!! ;)

BTW, I have completely ignored your followup to this post, and am
forwarding it to many other people so they can ignore it too. :):):)

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2693. Re: New V-RISC chip !!! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 22:55:48 UTC
From: jerry@penny.cecm.sfu.ca
Message-ID: <1994Jun8.225548.20926@cs.sfu.ca>
Source record: 16694
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Jun8.090359.725@atlas.tntech.edu> rad6938@tntech.edu (Rad) writes:
>In article <9406082000.AA00114@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>> CEO file contents:
>> Hi,
>>
>> I heard Apple were working on a brand new V-RISC chip (Very
>> Reduced Instruction Set Chip). Here is what I heard of it from
>> developers.
>>
>> [spec list for a sheet of copper wire deleted]
>>
>> Sounds like the perfect processor for the next millenium's computers.
>> I've even managed to get a simplified diagram of it's architecture :
>>
>> --============================--
>> +5v isolation GND
>> pin coating pin
>>
>> I think it's name is PowerPCW (Piece of Copper Wire ;)
>
>Also usefull for cooking hot dogs.

And it would probably be useful for strangling the guy who started
this thread... :-)

--
o | Jerry Kuch jerry@cecm.sfu.ca |
_ |---|
= | "Be careful with your skiing... people get killed you know." |
o o | -- David Ford |

2694. Re: New V-RISC chip !!! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-08 23:17:26 UTC
From: jerry@penny.cecm.sfu.ca
Message-ID: <1994Jun8.231726.21854@cs.sfu.ca>
Source record: 16695
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <2t4ok1$pi5@kolsaas.ifi.uio.no> stigo@ifi.uio.no (Stig Arne Olsen) writes:
>In article <1994Jun8.090359.725@atlas.tntech.edu>,
>Rad <rad6938@tntech.edu> wrote:
>>In article <9406082000.AA00114@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>>> CEO file contents:
>>> Hi,
>>>
>>> I heard Apple were working on a brand new V-RISC chip (Very
>>> Reduced Instruction Set Chip). Here is what I heard of it from
>>> developers.
>>>
>>> -Very fast processing : Speed depending on associated quartz
>>> up to 500Mhz
>>> -Low energy consumption : No more overheating
>>> -Only 2 pins.
>>> -Easy programming : only one instruction (NOP)
>>>
>>> Sounds like the perfect processor for the next millenium's computers.
>>> I've even managed to get a simplified diagram of it's architecture :
>>>
>>> --============================--
>>> +5v isolation GND
>>> pin coating pin
>>>
>>> I think it's name is PowerPCW (Piece of Copper Wire ;)
>>
>>Also usefull for cooking hot dogs.
>
>NEC has already made a 500Mhz RISC chip.
>Oh, I forgot. It's not from C=, so I guess it sucks.

I see several distinct possibilities here:

1. You're trying to be a "straight man" for the
original poster's humor.

2. You have no sense of humor and didn't get the joke.

3. You're an idiot, and didn't get the joke.

--
o | Jerry Kuch jerry@cecm.sfu.ca |
_ |---|
= | "Be careful with your skiing... people get killed you know." |
o o | -- David Ford |

2695. Atari ST/STE stuff CHEAP! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-09 05:43:39 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <2t6a6b$qp3@news.csus.edu>
Source record: 16696

Great Atari ST games & stuff for sale!

GAMES:
For $5/each game:
Arena, Deep Space, Barbarian, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $15/game
Wrath of the Demon, Awesome, Wanderer 3-D.

Compilations:
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $20
"Sega Master Mix"--Super Wonder Boy, Turbo Outrun,
Crack Down, ThunderBlade, Dynamite Dux---------- $20
"Triad II"--Menace, Tetris, Baal---------- $15
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $15

EMULATORS:
Spectre GCR (MacROMS includes) v.3 ----------$199

FLOPPY DRIVE:
Future Systems' double density GTS-100 3.5" drive with LED
track indicator----------$90

MISCELLANEOUS ST STUFFS:
Mega ST keyboard ----------$15
Atari Mouse----------$20
OMNISWITCH (connects the ST/STE to any Multi-sync monitor)---$20
ULTIMATE RIPPER: this cart lets U break into any program,
disassemble, freeze any screen pix, etc! U'll love it!-------$40

BACK-UP your copy protected games with:
TURBO BLITZ (software & cable)----------$15
SYNCHRO EXPRESS (software, parallel port cart & cable)-------$30

buyer pays shipping

Interested? please contact jorge@mercury.sfsu.edu

2696. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-09 07:15:09 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406091400.AA00118@montp.cirad.fr>
Source record: 16697
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

```
CEO file contents:

OH MY GOD ! WHAT HAVE I DONE !!!

Thanks guys, I was feeling a bit ignored recently... :)

Bye,
Nick.

\_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
( - )
\u/ <ADVERTISEMENT SPACE FOR RENT>
```

2697. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-09 09:49:56 UTC
From: Gerald.Huber@geographie.uni-regensburg.de
Message-ID: <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Source record: 16698
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>Subject: Re: Test: please ignore
>Date: 8 Jun 1994 21:18:27 GMT

>u3g12@cc.keele.ac.uk (Muhhk) writes:

>>PDeMaio (pdemaio@draper.com) wrote:
>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>>: >Subject: Re: Test: please ignore
>>: >Date: 8 Jun 1994 10:32:10 +0200

>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>>: >>>> CEO document contents:
>>: >>>> Thanks a lot for ignoring :)

>>: >>> It's quite alright, I was ignoring it anyway.

>>: >>me too. ;)

>>: >And so was I

>>: I still am.

>>: PDeMaio

>>: Is that a light at the end of the tunnel or just an oncoming train?

>>I would like to say that those who are ignoring this post have my 100%
>>support, and further more, my admiration for doing such a noble and
>>worthwhile thing.

>Thank you! Yes! I beleive we have reached a new plateau of conversation
>level in this newsgroup!! ;)

>BTW, I have completely ignored your followup to this post, and am
>forwarding it to many other people so they can ignore it too. :):):)

I disagree strongly !!! ;-E
Therefore I will from now on simply ignore this thread !!!!!!!!!!

That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Greetings: Gerald Huber

2698. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-09 09:56:36 UTC
From: Gerald.Huber@geographie.uni-regensburg.de
Message-ID: <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>
Source record: 16699
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>Subject: Re: Test: please ignore
>Date: Thu, 9 Jun 1994 09:49:56

>In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David
A) writes:
>>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>>Subject: Re: Test: please ignore
>>Date: 8 Jun 1994 21:18:27 GMT

>>u3g12@cc.keele.ac.uk (Muhhk) writes:

>>>PDeMaio (pdemaio@draper.com) wrote:
>>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
>>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>>>: >Subject: Re: Test: please ignore
>>>: >Date: 8 Jun 1994 10:32:10 +0200

>>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>>>: >>>> CEO document contents:
>>>: >>>> Thanks a lot for ignoring :)

>>>: >>> It's quite alright, I was ignoring it anyway.

>>>: >>me too. ;)

>>>: >And so was I

>>>: I still am.

>>>: PDeMaio

>>>: Is that a light at the end of the tunnel or just an oncoming train?

>>>I would like to say that those who are ignoring this post have my 100%
>>>support, and further more, my admiration for doing such a noble and
>>>worthwhile thing.

>>Thank you! Yes! I beleive we have reached a new plateau of conversation
>>level in this newsgroup!! ;)

>>BTW, I have completely ignored your followup to this post, and am
>>forwarding it to many other people so they can ignore it too. :):):)

>I disagree strongly !!! ;-E
>Therefore I will from now on simply ignore this thread !!!!!!!!!!
>That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Ooops! I just dicovered that this message was an error.
So please ignore.

Greetings: Gerald Huber

2699. Ataris are great

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-09 10:20:10 UTC
From: andrew@minster.york.ac.uk
Message-ID: <771157210.25077@minster.york.ac.uk>
Source record: 16700

Just thought I'd have to say something on this new newsgroup.

An old 520ST and now Falcon, Lynx II and soon to be Jaguar (UK) owner.

Oh. I did buy a portable Triumph Adler 286 IBM-clone last year for
2 obvious reasons. It was really cheap and I can advocate Atari
from a comparative standpoint rather than blindly. Oh, I can also use
it for working on the move!!

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

2700. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-09 11:21:54 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <771160914snz@bgserv.demon.co.uk>
Source record: 16701
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair,alt.flame

```
OK...byee thread!
--
briang@bgserv.demon.co.uk
Brian Gaff is B G Services - UK support for 'Z80'
The Spectrum Emulator
```

2701. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-09 12:10:28 UTC
From: proche@imag.fr
Message-ID: <2t70rk$3l6@isis.imag.fr>
Source record: 16702
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
|> >Subject: Re: Test: please ignore
|> >Date: Thu, 9 Jun 1994 09:49:56
|>
|> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
|> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
|> >>Subject: Re: Test: please ignore
|> >>Date: 8 Jun 1994 21:18:27 GMT
|>
|> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
|>
|> >>>PDeMaio (pdemaio@draper.com) wrote:
|> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
|> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
|> >>>: >Subject: Re: Test: please ignore
|> >>>: >Date: 8 Jun 1994 10:32:10 +0200
|>
|> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|>
|> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
|>
|> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
|>
|> >>>: >>>> CEO document contents:
|> >>>: >>>> Thanks a lot for ignoring :)
|>
|> >>>: >>> It's quite alright, I was ignoring it anyway.
|>
|> >>>: >>me too. ;)
|>
|> >>>: >And so was I
|>
|> >>>: I still am.
|>
|> >>>: PDeMaio
|>
|> >>>: Is that a light at the end of the tunnel or just an oncoming train?

```
|>
|> >>>I would like to say that those who are ignoring this post have my 100%
|> >>>support, and further more, my admiration for doing such a noble and
|> >>>worthwhile thing.
|>
|> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
|> >>level in this newsgroup!! ;)
|>
|> >>BTW, I have completely ignored your followup to this post, and am
|> >>forwarding it to many other people so they can ignore it too. :):):)
|>
|> >I disagree strongly !!! ;-E
|> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
|> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
|>
|> Ooops! I just dicovered that this message was an error.
|> So please ignore.
|>
```

Hi great ignorers !
I am really honoured to ignore this posting. It was a pleasure.
What about a new newsgroup comp.sys.atari.ignore ?

--

Pascal Roche Laboratoire de Genie Informatique
BP 53
Tel:76-51-46-00 poste 33-42 38041 Grenoble Cedex 9

2702. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-09 21:27:07 UTC
From: dan@blender.demon.co.uk
Message-ID: <dan.03em@blender.demon.co.uk>
Source record: 16703
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

proche@imag.fr (Pascal Roche) wrote:
> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
> |> >Subject: Re: Test: please ignore
> |> >Date: Thu, 9 Jun 1994 09:49:56
> |>
> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
> |> >>Subject: Re: Test: please ignore
> |> >>Date: 8 Jun 1994 21:18:27 GMT
> |>
> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
> |>
> |> >>>PDeMaio (pdemaio@draper.com) wrote:
> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
> |> >>>: >Subject: Re: Test: please ignore
> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
> |>
> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
> |>
> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
> |>
> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
> |>
> |> >>>: >>>> CEO document contents:
> |> >>>: >>>> Thanks a lot for ignoring :)
> |>
> |> >>>: >>> It's quite alright, I was ignoring it anyway.
> |>
> |> >>>: >>me too. ;)
> |>
> |> >>>: >And so was I
> |>
> |> >>>: I still am.
> |>
> |> >>>: PDeMaio
> |>

> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
> |>
> |> >>>I would like to say that those who are ignoring this post have my 100%
> |> >>>support, and further more, my admiration for doing such a noble and
> |> >>>worthwhile thing.
> |>
> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
> |> >>level in this newsgroup!! ;)
> |>
> |> >>BTW, I have completely ignored your followup to this post, and am
> |> >>forwarding it to many other people so they can ignore it too. :):):)
> |>
> |> >I disagree strongly !!! ;-E
> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
> |>
> |> Ooops! I just dicovered that this message was an error.
> |> So please ignore.
> |>

> Hi great ignorers !
> I am really honoured to ignore this posting. It was a pleasure.
> What about a new newsgroup comp.sys.atari.ignore ?

I'm happy to tell you it's already here, and it's called comp.sys.atari.*.

Umm. Sorry. Ignore that one.

Dan.

2703. Re: New V-RISC chip !!! :)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-10 01:02:47 UTC
From: stigo@ifi.uio.no
Message-ID: <2t8e3n$4ij@kolsaas.ifi.uio.no>
Source record: 16704
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Jun8.231726.21854@cs.sfu.ca>, jerry@penny.cecm.sfu.ca (Jerry Kuch) writes:
> In article <2t4ok1$pi5@kolsaas.ifi.uio.no> stigo@ifi.uio.no (Stig Arne Olsen) writes:
> >In article <1994Jun8.090359.725@atlas.tntech.edu>,
> >>>
> >>> I think it's name is PowerPCW (Piece of Copper Wire ;)
> >>
> >>Also usefull for cooking hot dogs.
> >>
Hmmm, I didn't think I had to explain this, but obviously...

> >NEC has already made a 500Mhz RISC chip.
The above line is a fact.
> >Oh, I forgot. It's not from C=, so I guess it sucks.
The above line is a joke.
>
> I see several distinct possibilities here:
>
> 1. You're trying to be a "straight man" for the
> original poster's humor.
>
> 2. You have no sense of humor and didn't get the joke.
>
> 3. You're an idiot, and didn't get the joke.
>
Well, one more possibility springs to mind, but I'll leave that
as an exercise for the reader...
> --
> o | Jerry Kuch jerry@cecm.sfu.ca |
> _ |---|
> = | "Be careful with your skiing... people get killed you know." |
> o o | -- David Ford |
Stig A. Olsen
stigo@ifi.uio.no
SnackMan w/ source in 100 % assembly still on aminet-sites!

2704. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-10 10:27:31 UTC
From: alex@par.univie.ac.at
Message-ID: <2t9f6j$ddo@infosrv.edvz.univie.ac.at>
Source record: 16705
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair,alt.flame

In article <771160914snz@bgserv.demon.co.uk>, briang@bgserv.demon.co.uk ("briang) writes:
|> OK...byee thread!
|> --

Sorry Brian, but I have ignored this message too!

alex.

PS. Isn't it great to have such a great thread in all those
groups? (tip: take a look at the cross-references :-))

2705. Sad Buggers Incorporated

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-10 12:47:55 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jun10.124755.1@dct.ac.uk>
Source record: 16706

I think this news group sould be renamed to "Sad Buggers Incorporated".
However, you'll probably ignore this posting as well.

```
-------------------------------------------------------
| These are my views, not those of my computer. |*
------------------------------------------------------- *
*********************************************************
```

2706. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-10 15:47:33 UTC
From: doyler@unix1.tcd.ie
Message-ID: <doyler.771263253@unix1.tcd.ie>
Source record: 16707
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In <2t70rk$3l6@isis.imag.fr> proche@imag.fr (Pascal Roche) writes:

>In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>|> >Subject: Re: Test: please ignore
>|> >Date: Thu, 9 Jun 1994 09:49:56
>|>
>|> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
>|> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>|> >>Subject: Re: Test: please ignore
>|> >>Date: 8 Jun 1994 21:18:27 GMT
>|>
>|> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>|>
>|> >>>PDeMaio (pdemaio@draper.com) wrote:
>|> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
>|> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>|> >>>: >Subject: Re: Test: please ignore
>|> >>>: >Date: 8 Jun 1994 10:32:10 +0200
>|>
>|> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>|>
>|> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>|>
>|> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>|>
>|> >>>: >>>> CEO document contents:
>|> >>>: >>>> Thanks a lot for ignoring :)
>|>
>|> >>>: >>> It's quite alright, I was ignoring it anyway.
>|>
>|> >>>: >>me too. ;)
>|>
>|> >>>: >And so was I
>|>
>|> >>>: I still am.
>|>
>|> >>>: PDeMaio

>|>
>|> >>>: Is that a light at the end of the tunnel or just an oncoming train?
>|>
>|> >>>I would like to say that those who are ignoring this post have my 100%
>|> >>>support, and further more, my admiration for doing such a noble and
>|> >>>worthwhile thing.
>|>
>|> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>|> >>level in this newsgroup!! ;)
>|>
>|> >>BTW, I have completely ignored your followup to this post, and am
>|> >>forwarding it to many other people so they can ignore it too. :):):)
>|>
>|> >I disagree strongly !!! ;-E
>|> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
>|> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>|>
>|> Ooops! I just dicovered that this message was an error.
>|> So please ignore.
>|>

>Hi great ignorers !
>I am really honoured to ignore this posting. It was a pleasure.
>What about a new newsgroup comp.sys.atari.ignore ?

>--
>--
>Pascal Roche Laboratoire de Genie Informatique
> BP 53
>Tel:76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
>--

Hmm, an ignorant cascade, or a cascade of ignorance???
--
--------------- Robert Doyle, 1st year (JF) Computer Science ---------------
----------------- Trinity College Dublin, Rep. of Ireland. -----------------
--------------------------- doyler@unix1.tcd.ie ---------------------------
----- Ayrton Senna RIP, 21-3-1960 - 1-5-1994 ... You were the greatest -----

2707. PORTFOLIO FTP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-10 18:32:19 UTC
From: pl26@unix.brighton.ac.uk
Message-ID: <1994Jun10.183219.842@unix.brighton.ac.uk>
Source record: 16710

Hi ! I'm looking for some FTP sites with portfolio prog.
Any info ?
Thanks in advance !

Phil - the french man

2708. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-10 23:36:10 UTC
From: benni@phil15.uni-sb.de
Message-ID: <2tatda$258@coli-gate.coli.uni-sb.de>
Source record: 16708
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <dan.03em@blender.demon.co.uk>,
Daniel Cannon <dan@blender.demon.co.uk> wrote:
>proche@imag.fr (Pascal Roche) wrote:
>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>> |> >Subject: Re: Test: please ignore
>> |> >Date: Thu, 9 Jun 1994 09:49:56
>> |>
>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>> |> >>Subject: Re: Test: please ignore
>> |> >>Date: 8 Jun 1994 21:18:27 GMT
>> |>
>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>> |>
>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl>
jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>> |> >>>: >Subject: Re: Test: please ignore
>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
>> |>
>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>> |>
>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>> |>
>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>> |>
>> |> >>>: >>>> CEO document contents:
>> |> >>>: >>>> Thanks a lot for ignoring :)
>> |>
>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
>> |>
>> |> >>>: >>me too. ;)
>> |>
>> |> >>>: >And so was I
>> |>
>> |> >>>: I still am.
>> |>

>> |> >>>: PDeMaio
>> |>
>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
>> |>
>> |> >>>I would like to say that those who are ignoring this post have my 100%
>> |> >>>support, and further more, my admiration for doing such a noble and
>> |> >>>worthwhile thing.
>> |>
>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>> |> >>level in this newsgroup!! ;)
>> |>
>> |> >>BTW, I have completely ignored your followup to this post, and am
>> |> >>forwarding it to many other people so they can ignore it too. :):):)
>> |>
>> |> >I disagree strongly !!! ;-E
>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>> |>
>> |> Ooops! I just dicovered that this message was an error.
>> |> So please ignore.
>> |>
>
>> Hi great ignorers !
>> I am really honoured to ignore this posting. It was a pleasure.
>> What about a new newsgroup comp.sys.atari.ignore ?
>
>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
>
>Umm. Sorry. Ignore that one.

You wrote something?...

--
Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

2709. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-11 00:16:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2tavpn$p6@darkstar.UCSC.EDU>
Source record: 16709
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:

>In article <dan.03em@blender.demon.co.uk>,
>Daniel Cannon <dan@blender.demon.co.uk> wrote:
>>proche@imag.fr (Pascal Roche) wrote:
>>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>>> |> >Subject: Re: Test: please ignore
>>> |> >Date: Thu, 9 Jun 1994 09:49:56
>>> |>
>>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca
(Stuart David A) writes:
>>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>>> |> >>Subject: Re: Test: please ignore
>>> |> >>Date: 8 Jun 1994 21:18:27 GMT
>>> |>
>>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>>> |>
>>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
>>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl>
jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>>> |> >>>: >Subject: Re: Test: please ignore
>>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
>>> |>
>>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>>> |>
>>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>>> |>
>>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>>> |>
>>> |> >>>: >>>> CEO document contents:
>>> |> >>>: >>>> Thanks a lot for ignoring :)
>>> |>
>>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
>>> |>
>>> |> >>>: >>me too. ;)
>>> |>
>>> |> >>>: >And so was I
>>> |>

>>> |> >>>: I still am.
>>> |>
>>> |> >>>: PDeMaio
>>> |>
>>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
>>> |>
>>> |> >>>I would like to say that those who are ignoring this post have my 100%
>>> |> >>>support, and further more, my admiration for doing such a noble and
>>> |> >>>worthwhile thing.
>>> |>
>>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>>> |> >>level in this newsgroup!! ;)
>>> |>
>>> |> >>BTW, I have completely ignored your followup to this post, and am
>>> |> >>forwarding it to many other people so they can ignore it too. :):):)
>>> |>
>>> |> >I disagree strongly !!! ;-E
>>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
>>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>>> |>
>>> |> Ooops! I just dicovered that this message was an error.
>>> |> So please ignore.
>>> |>
>>
>>> Hi great ignorers !
>>> I am really honoured to ignore this posting. It was a pleasure.
>>> What about a new newsgroup comp.sys.atari.ignore ?
>>
>>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
>>
>>Umm. Sorry. Ignore that one.

>You wrote something?...

I'm so glad I killed this thread when it first appeared. I've automatically
ignored all of these posts. In fact, I'm not even reading this as I write it.
Modern technology is so wonderful...

~Chris
>--
>Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
>Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

2710. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-11 01:25:30 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771297930@Paddington>
Source record: 16711
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:

>>In article <dan.03em@blender.demon.co.uk>,
>>Daniel Cannon <dan@blender.demon.co.uk> wrote:
>>>proche@imag.fr (Pascal Roche) wrote:
>>>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>>>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>>>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>>>> |> >Subject: Re: Test: please ignore
>>>> |> >Date: Thu, 9 Jun 1994 09:49:56
>>>> |>
>>>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca
(Stuart David A) writes:
>>>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>>>> |> >>Subject: Re: Test: please ignore
>>>> |> >>Date: 8 Jun 1994 21:18:27 GMT
>>>> |> >
>>>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>>>> |> >
>>>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
>>>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl>
jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>>>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>>>> |> >>>: >Subject: Re: Test: please ignore
>>>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
>>>> |> >
>>>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>>>> |> >
>>>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>>>> |> >
>>>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>>>> |> >
>>>> |> >>>: >>>> CEO document contents:
>>>> |> >>>: >>>> Thanks a lot for ignoring :)
>>>> |> >
>>>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
>>>> |> >
>>>> |> >>>: >>me too. ;)
>>>> |> >
>>>> |> >>>: >And so was I

>>>> |>
>>>> |> >>>: I still am.
>>>> |>
>>>> |> >>>: PDeMaio
>>>> |>
>>>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
>>>> |>
>>>> |> >>>I would like to say that those who are ignoring this post have my 100%
>>>> |> >>>support, and further more, my admiration for doing such a noble and
>>>> |> >>>worthwhile thing.
>>>> |>
>>>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>>>> |> >>level in this newsgroup!! ;)
>>>> |>
>>>> |> >>BTW, I have completely ignored your followup to this post, and am
>>>> |> >>forwarding it to many other people so they can ignore it too. :):):)
>>>> |>
>>>> |> >I disagree strongly !!! ;-E
>>>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
>>>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>>>> |>
>>>> |> Ooops! I just dicovered that this message was an error.
>>>> |> So please ignore.
>>>> |>
>>>
>>>> Hi great ignorers !
>>>> I am really honoured to ignore this posting. It was a pleasure.
>>>> What about a new newsgroup comp.sys.atari.ignore ?
>>>
>>>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
>>>
>>>Umm. Sorry. Ignore that one.

>>You wrote something?...

>I'm so glad I killed this thread when it first appeared. I've automatically
>ignored all of these posts. In fact, I'm not even reading this as I write it.
>Modern technology is so wonderful...

> ~Chris
>>--
>>Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
>>Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

Sorry, can everyone repeat the above as I ignored it, and I enjoyed it so
much that I want to ignore it again.

I just had to add my own contribution to this wonderful thread,but if you
don't like it then you have my permission to ignore,and pass it on so
your friends can too.

But if you ignore it on a regular basis then can you please send me the relatively small amount of 10 pounds. Quality ignores like this are often far more expensive, so it's quite a bargin!

:-)

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2711. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-11 05:55:31 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tbjkj$jt4@mother.usf.edu>
Source record: 16712
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:

: >In article <dan.03em@blender.demon.co.uk>,
: >Daniel Cannon <dan@blender.demon.co.uk> wrote:
: >>proche@imag.fr (Pascal Roche) wrote:
: >>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>, Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
: >>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de> Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
: >>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
: >>> |> >Subject: Re: Test: please ignore
: >>> |> >Date: Thu, 9 Jun 1994 09:49:56
: >>> |>
: >>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
: >>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
: >>> |> >>Subject: Re: Test: please ignore
: >>> |> >>Date: 8 Jun 1994 21:18:27 GMT
: >>> |>
: >>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
: >>> |>
: >>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
: >>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
: >>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
: >>> |> >>>: >Subject: Re: Test: please ignore
: >>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
: >>> |>
: >>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
: >>> |>
: >>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
: >>> |>
: >>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
: >>> |>
: >>> |> >>>: >>>> CEO document contents:
: >>> |> >>>: >>>> Thanks a lot for ignoring :)
: >>> |>
: >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
: >>> |>
: >>> |> >>>: >>me too. ;)
: >>> |>

: >>> |> >>>: >And so was I
: >>> |>
: >>> |> >>>: I still am.
: >>> |>
: >>> |> >>>: PDeMaio
: >>> |>
: >>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
: >>> |>
: >>> |> >>>I would like to say that those who are ignoring this post have my 100%
: >>> |> >>>support, and further more, my admiration for doing such a noble and
: >>> |> >>>worthwhile thing.
: >>> |>
: >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
: >>> |> >>level in this newsgroup!! ;)
: >>> |>
: >>> |> >>BTW, I have completely ignored your followup to this post, and am
: >>> |> >>forwarding it to many other people so they can ignore it too. :):):)
: >>> |>
: >>> |> >I disagree strongly !!! ;-E
: >>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
: >>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
: >>> |>
: >>> |> Ooops! I just dicovered that this message was an error.
: >>> |> So please ignore.
: >>> |>
: >>
: >>> Hi great ignorers !
: >>> I am really honoured to ignore this posting. It was a pleasure.
: >>> What about a new newsgroup comp.sys.atari.ignore ?
: >>
: >>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
: >>
: >>Umm. Sorry. Ignore that one.

: >You wrote something?...

: I'm so glad I killed this thread when it first appeared. I've automatically
: ignored all of these posts. In fact, I'm not even reading this as I write it.
: Modern technology is so wonderful...

: ~Chris
: >--
: >Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
: >Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?

Timothy Miller

2712. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-11 13:36:25 UTC
From: bzfrosen@vispars1.zib-berlin.de
Message-ID: <2tcekp$s9d@newsserv.zib-berlin.de>
Source record: 16713
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2tbjkj$jt4@mother.usf.edu>, millert@undergrad.csee.usf.edu (Timothy Miller) writes:
|> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
|>
|> : In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:
|>
|> : >In article <dan.03em@blender.demon.co.uk>,
|> : >Daniel Cannon <dan@blender.demon.co.uk> wrote:
|> : >>proche@imag.fr (Pascal Roche) wrote:
|> : >>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>, Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> : >>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de> Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> : >>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
|> : >>> |> >Subject: Re: Test: please ignore
|> : >>> |> >Date: Thu, 9 Jun 1994 09:49:56
|> : >>> |>
|> : >>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|> : >>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
|> : >>> |> >>Subject: Re: Test: please ignore
|> : >>> |> >>Date: 8 Jun 1994 21:18:27 GMT
|> : >>> |>
|> : >>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
|> : >>> |>
|> : >>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
|> : >>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
|> : >>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
|> : >>> |> >>>: >Subject: Re: Test: please ignore
|> : >>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
|> : >>> |>
|> : >>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|> : >>> |>
|> : >>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
|> : >>> |>
|> : >>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
|> : >>> |>
|> : >>> |> >>>: >>>> CEO document contents:
|> : >>> |> >>>: >>>> Thanks a lot for ignoring :)
|> : >>> |>

```
|> : >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
|> : >>> |>
|> : >>> |> >>>: >>me too. ;)
|> : >>> |>
|> : >>> |> >>>: >And so was I
|> : >>> |>
|> : >>> |> >>>: I still am.
|> : >>> |>
|> : >>> |> >>>: PDeMaio
|> : >>> |>
|> : >>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
|> : >>> |>
|> : >>> |> >>>I would like to say that those who are ignoring this post have my 100%
|> : >>> |> >>>support, and further more, my admiration for doing such a noble and
|> : >>> |> >>>worthwhile thing.
|> : >>> |>
|> : >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
|> : >>> |> >>level in this newsgroup!! ;)
|> : >>> |>
|> : >>> |> >>BTW, I have completely ignored your followup to this post, and am
|> : >>> |> >>forwarding it to many other people so they can ignore it too. :):):)
|> : >>> |>
|> : >>> |> >I disagree strongly !!! ;-E
|> : >>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
|> : >>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
|> : >>> |>
|> : >>> |> Ooops! I just dicovered that this message was an error.
|> : >>> |> So please ignore.
|> : >>> |>
|> : >>
|> : >>> Hi great ignorers !
|> : >>> I am really honoured to ignore this posting. It was a pleasure.
|> : >>> What about a new newsgroup comp.sys.atari.ignore ?
|> : >>
|> : >>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
|> : >>
|> : >>Umm. Sorry. Ignore that one.
|>
|> : >You wrote something?...
|>
|> : I'm so glad I killed this thread when it first appeared. I've automatically
|> : ignored all of these posts. In fact, I'm not even reading this as I write it.
|> : Modern technology is so wonderful...
|>
|> Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.
|>
Please forward this article to all people you know, so they can ignore it as
well... Or, maybe, ignore this comment!
```

2713. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-11 15:40:44 UTC
From: dbj100@sgi10.york.ac.uk
Message-ID: <2tclts$lbe@castle.york.ac.uk>
Source record: 16714
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2tcekp$s9d@newsserv.zib-berlin.de>, bzfrosen@vispars1.zib-berlin.de (Bernhard Rosenkranzer) writes:
|> In article <2tbjkj$jt4@mother.usf.edu>, millert@undergrad.csee.usf.edu (Timothy Miller) writes:
|> |> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
|> |>
|> |> : In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:
|> |>
|> |> : >In article <dan.03em@blender.demon.co.uk>,
|> |> : >Daniel Cannon <dan@blender.demon.co.uk> wrote:
|> |> : >>proche@imag.fr (Pascal Roche) wrote:
|> |> : >>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>, Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> |> : >>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de> Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> |> : >>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
|> |> : >>> |> >Subject: Re: Test: please ignore
|> |> : >>> |> >Date: Thu, 9 Jun 1994 09:49:56
|> |> : >>> |>
|> |> : >>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|> |> : >>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
|> |> : >>> |> >>Subject: Re: Test: please ignore
|> |> : >>> |> >>Date: 8 Jun 1994 21:18:27 GMT
|> |> : >>> |>
|> |> : >>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
|> |> : >>> |>
|> |> : >>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
|> |> : >>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
|> |> : >>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
|> |> : >>> |> >>>: >Subject: Re: Test: please ignore
|> |> : >>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
|> |> : >>> |>
|> |> : >>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|> |> : >>> |>
|> |> : >>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
|> |> : >>> |>
|> |> : >>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
|> |> : >>> |>
|> |> : >>> |> >>>: >>>> CEO document contents:

```
|> |> : >>> |> >>>: >>>> Thanks a lot for ignoring :)
|> |> : >>> |>
|> |> : >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
|> |> : >>> |>
|> |> : >>> |> >>>: >>me too. ;)
|> |> : >>> |>
|> |> : >>> |> >>>: >And so was I
|> |> : >>> |>
|> |> : >>> |> >>>: I still am.
|> |> : >>> |>
|> |> : >>> |> >>>: PDeMaio
|> |> : >>> |>
|> |> : >>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
|> |> : >>> |>
|> |> : >>> |> >>>I would like to say that those who are ignoring this post have my 100%
|> |> : >>> |> >>>support, and further more, my admiration for doing such a noble and
|> |> : >>> |> >>>worthwhile thing.
|> |> : >>> |>
|> |> : >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
|> |> : >>> |> >>level in this newsgroup!! ;)
|> |> : >>> |>
|> |> : >>> |> >>BTW, I have completely ignored your followup to this post, and am
|> |> : >>> |> >>forwarding it to many other people so they can ignore it too. :):):)
|> |> : >>> |>
|> |> : >>> |> >I disagree strongly !!! ;-E
|> |> : >>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
|> |> : >>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
|> |> : >>> |>
|> |> : >>> |> Ooops! I just dicovered that this message was an error.
|> |> : >>> |> So please ignore.
|> |> : >>> |>
|> |> : >>
|> |> : >>> Hi great ignorers !
|> |> : >>> I am really honoured to ignore this posting. It was a pleasure.
|> |> : >>> What about a new newsgroup comp.sys.atari.ignore ?
|> |> : >>
|> |> : >>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
|> |> : >>
|> |> : >>Umm. Sorry. Ignore that one.
|> |>
|> |> : >You wrote something?...
|> |>
|> |> : I'm so glad I killed this thread when it first appeared. I've automatically
|> |> : ignored all of these posts. In fact, I'm not even reading this as I write it.
|> |> : Modern technology is so wonderful...
|> |>
|> |> Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.
|> |>
|> Please forward this article to all people you know, so they can ignore it as
|> well... Or, maybe, ignore this comment!
```

I would just like all subscribers to know that I am ignoring this thread as well:
you need have no fears !

Dominic

2714. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-11 16:56:09 UTC
From: MoodyBoy <awh3@aber.ac.uk>
Message-ID: <1994Jun11.165609.23491@aber.ac.uk>
Source record: 16716
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2tclts$lbe@castle.york.ac.uk>,
Arginine <dbj100@tower.york.ac.uk> wrote:
>In article <2tcekp$s9d@newsserv.zib-berlin.de>, bzfrosen@vispars1.zib-berlin.de (Bernhard Rosenkranzer) writes:
>|> In article <2tbjkj$jt4@mother.usf.edu>, millert@undergrad.csee.usf.edu (Timothy Miller) writes:
>|> |> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
>|> |>
>|> |> : In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:
>|> |>
>|> |> : >In article <dan.03em@blender.demon.co.uk>,
>|> |> : >Daniel Cannon <dan@blender.demon.co.uk> wrote:
>|> |> : >>proche@imag.fr (Pascal Roche) wrote:
>|> |> : >>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>, Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> |> : >>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de> Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> |> : >>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>|> |> : >>> |> >Subject: Re: Test: please ignore
>|> |> : >>> |> >Date: Thu, 9 Jun 1994 09:49:56
>|> |> : >>> |>
>|> |> : >>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>|> |> : >>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>|> |> : >>> |> >>Subject: Re: Test: please ignore
>|> |> : >>> |> >>Date: 8 Jun 1994 21:18:27 GMT
>|> |> : >>> |>
>|> |> : >>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>|> |> : >>> |>
>|> |> : >>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
>|> |> : >>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>|> |> : >>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>|> |> : >>> |> >>>: >Subject: Re: Test: please ignore
>|> |> : >>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
>|> |> : >>> |>
>|> |> : >>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>|> |> : >>> |>
>|> |> : >>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>|> |> : >>> |>
>|> |> : >>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>|> |> : >>> |>
>|> |> : >>> |> >>>: >>>> CEO document contents:
>|> |> : >>> |> >>>: >>>> Thanks a lot for ignoring :)
>|> |> : >>> |>
>|> |> : >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
>|> |> : >>> |>
>|> |> : >>> |> >>>: >>me too. ;)
>|> |> : >>> |>
>|> |> : >>> |> >>>: >And so was I
>|> |> : >>> |>
>|> |> : >>> |> >>>: I still am.
>|> |> : >>> |>
>|> |> : >>> |> >>>: PDeMaio
>|> |> : >>> |>
>|> |> : >>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
>|> |> : >>> |>
>|> |> : >>> |> >>>I would like to say that those who are ignoring this post have my 100%
>|> |> : >>> |> >>>support, and further more, my admiration for doing such a noble and
>|> |> : >>> |> >>>worthwhile thing.
>|> |> : >>> |>
>|> |> : >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>|> |> : >>> |> >>level in this newsgroup!! ;)
>|> |> : >>> |>
>|> |> : >>> |> >>BTW, I have completely ignored your followup to this post, and am
>|> |> : >>> |> >>forwarding it to many other people so they can ignore it too. :):):)
>|> |> : >>> |>
>|> |> : >>> |> >I disagree strongly !!! ;-E
>|> |> : >>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
>|> |> : >>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>|> |> : >>> |>
>|> |> : >>> |> Ooops! I just dicovered that this message was an error.
>|> |> : >>> |> So please ignore.
>|> |> : >>> |>
>|> |> : >>
>|> |> : >>> Hi great ignorers !
>|> |> : >>> I am really honoured to ignore this posting. It was a pleasure.
>|> |> : >>> What about a new newsgroup comp.sys.atari.ignore ?
>|> |> : >>
>|> |> : >>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
>|> |> : >>
>|> |> : >>Umm. Sorry. Ignore that one.
>|> |>
>|> |> : >You wrote something?...
>|> |>
>|> |> : I'm so glad I killed this thread when it first appeared. I've automatically
>|> |> : ignored all of these posts. In fact, I'm not even reading this as I write it.
>|> |> : Modern technology is so wonderful...
>|> |>
>|> |> Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.
>|> |>

>|> Please forward this article to all people you know, so they can ignore it as
>|> well... Or, maybe, ignore this comment!
>
>I would just like all subscribers to know that I am ignoring this thread as well:
>you need have no fears !
>
>Dominic
>

I forgot what it is I'm supposed to be ignoring.
I don't suppose the original sender wants to repost his message
so I can ignore it properly?

--
+-------------+---------------------------------+------------------------------+
The Moodyboy | awh3@aber.ac.uk | Be Young, Be Free, Be Moody
June 1994 | Anthony W.J. Hassall | Be Kwik or be Dead
+-------------+---------------------------------+------------------------------+

2715. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-11 17:34:13 UTC
From: vsn@ic.ac.uk
Message-ID: <1994Jun11.173414.9972@cc.ic.ac.uk>
Source record: 16715
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.sinclair

bzfrosen@vispars1.zib-berlin.de (Bernhard Rosenkranzer) writes:
>|>
>Please forward this article to all people you know, so they can ignore it as
>well... Or, maybe, ignore this comment!

C'mon people, knock it off. Or take it to alt.cascade.

--
Vartan

2716. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-11 19:08:38 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cr8yIF.1DI@ecf.toronto.edu>
Source record: 16717
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

```
>|> : >>> |> >>>: >>>> CEO document contents:
>|> : >>> |> >>>: >>>> Thanks a lot for ignoring :)
>|> : >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
>|> : >>> |> >>>: >>me too. ;)
>|> : >>> |> >>>: >And so was I
>|> : >>> |> >>>: I still am.
>|> : >>> |> >>>I would like to say that those who are ignoring this post have my 100%
>|> : >>> |> >>>support, and further more, my admiration for doing such a noble and
>|> : >>> |> >>>worthwhile thing.
>|> : >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>|> : >>> |> >>level in this newsgroup!! ;)
>|> : >>> |> >>BTW, I have completely ignored your followup to this post, and am
>|> : >>> |> >>forwarding it to many other people so they can ignore it too. :):):)
>|> : >>> |> >I disagree strongly !!! ;-E
>|> : >>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
>|> : >>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>|> : >>> |> Ooops! I just dicovered that this message was an error.
>|> : >>> |> So please ignore.
>|> : >>> Hi great ignorers !
>|> : >>> I am really honoured to ignore this posting. It was a pleasure.
>|> : >>Umm. Sorry. Ignore that one.
>|> : >You wrote something?...
>|> : I'm so glad I killed this thread when it first appeared. I've automatically
>|> : ignored all of these posts. In fact, I'm not even reading this as I write it.
>|> : Modern technology is so wonderful...
>|> Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.
>|>
>Please forward this article to all people you know, so they can ignore it as
>well... Or, maybe, ignore this comment!

And you people call Peter Sinclair-Day stupid.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."
```

2717. Contest: When will Atari go bust?***

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-12 01:34:03 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun11.203403.28576@cobra.uni.edu>
Source record: 16718

January 1996.

Peter Sinclair-Day
University of Northern Iowa

2718. Re: Contest: When will Atari go bust?***

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-12 02:05:13 UTC
From: mdg@ukc.ac.uk
Message-ID: <10303@gos.ukc.ac.uk>
Source record: 16719

In article <1994Jun11.203403.28576@cobra.uni.edu> sinclap2954@cobra.uni.edu writes: *lots of crap* as usual.

There are two flaws with your articles Peter :

1. You are braindead.
2. You are braindead.

You may actually think that this is only one flaw, however it is such an important one that I thought I'd mention it twice.

Griff
--

2719. bwaahaha!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-12 04:25:57 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2te2ol$pj8@scapa.cs.ualberta.ca>
Source record: 16720

Hahah I would just like to say that I am really getting a kick out
of this ignoring thread... much funnier than the humor newsgroup
I was reading earlier. Of course, my sense of humor could be a little
twisted. ;)

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2720. Contest: When will Sinclap be taken in for mental care?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-12 07:32:42 UTC
From: m93kma@mirach.tdb.uu.se
Message-ID: <2tedmq$akt@columba.udac.uu.se>
Source record: 16721

July 1994?

/Kristofer

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-
753 14 Uppsala | proof' system screw up completely
Phone: 018-51 73 06 | almost makes it worthwile." /Kris
E-Mail: m93kma@student.tdb.uu.se |

2721. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-12 07:44:15 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <771407055snz@bgserv.demon.co.uk>
Source record: 16722
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Please have pity on dialup users who pay phone bills? This has
surely gone on long enough!

BG

--
briang@bgserv.demon.co.uk
Brian Gaff is B G Services - UK support for 'Z80'
The Spectrum Emulator

2722. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-12 16:04:22 UTC
From: avg@cwi.nl
Message-ID: <CrAKnB.83n@cwi.nl>
Source record: 16723
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

proche@imag.fr (Pascal Roche) writes:

>In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>|> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
>|> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>|> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>|> >>>PDeMaio (pdemaio@draper.com) wrote:
>|> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
>|> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>|> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>|> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>|> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>|> >>>: >>>> CEO document contents:
>|> >>>: >>>> Thanks a lot for ignoring :)

>Hi great ignorers !
>I am really honoured to ignore this posting. It was a pleasure.
>What about a new newsgroup comp.sys.atari.ignore ?

I'd insist that it become a MODERATED group. How else can we be sure
that we really ignore one eachother? Problem remains: how can the
moderator check and ignore the posts at the same time?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2723. Re: Contest: When will Sinclap be taken in for mental care?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-13 02:25:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2tgg1s$nq6@darkstar.UCSC.EDU>
Source record: 16724

In <2tedmq$akt@columba.udac.uu.se> m93kma@mirach.tdb.uu.se (Kristofer Maad) writes:

>July 1994?

October, 1992.

:)
~Chris
>/Kristofer

>--
>Name: Kristofer Maad |
>Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-
> 753 14 Uppsala | proof' system screw up completely
>Phone: 018-51 73 06 | almost makes it worthwile." /Kris
>E-Mail: m93kma@student.tdb.uu.se |

2724. Re: Contest: When will Atari go bust?***

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-13 11:47:55 UTC
From: bjgrier@bnr.ca
Message-ID: <CrC3G0.4D7@nrtpa22.bnr.ca>
Source record: 16725

In article <1994Jun11.203403.28576@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> January 1996.
|>
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|>

About 1 year after Apple :)
Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|______________________________________|
```

2725. Re: RIP PowerMacs [WAS:Re: R.I.P AV Macs?]

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-14 17:30:46 UTC
From: kordsmei@cs.ucdavis.edu
Message-ID: <CrEDzB.GID@ucdavis.edu>
Source record: 16726

Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:

: Interesting sideline here - the Acorn RiscPC (just released) blows the
: PowerMac out of the water in terms of speed, price, and compatibility.
: Comes with a 486 processor in the same box, sharing the same RAM & Video.
: Has better gfx than a PC or PowerMAC (programable rez up to 1600*1024 as
: standard), runs native RiscOS programs & PC programs (including windows) on
: screen at the same time - not using a software emulator, but using an actual
: 486 chip so the PC stuff runs at full speed as well....

: Want Unix & X ? They're available.
: Want networking ? It's built in.
: Want sound ? 8 channel 16 bit stereo will do to start with.
: Want colour ? 16million as standard.

: The cost ? A mere 1299gpb retail for a system inc. monitor & HD (210Meg). You're
: lucky to get the PC on it's own for that much.

: Main CPU is an ARM610.....

: AND IT BRITISH.......

: Now - bugger off and play with your Macs - bloody american rubbish, just like
: the PC :)

: (esp. P.S-Day - what a pillock).

: Craig.

: Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
: BAe Space Systems || Phone : (UK) 091 4105928
: Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
: || Tyne & Wear, NE11 0XT, England.
: -----------------/__\--
: SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

IBM is working on the New PowerPc 615 chip which will have integrated, full
performance 486 emulation either built in or available as an co-processor.

Now tell me what this Acorn nut computer has to offer in the way of native
software...or how about choices when it comes to operating systems(os2,system7,
PowerOpen,windows,dos,etc...).

-dk

2726. Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-15 04:29:57 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun14.232957.28669@cobra.uni.edu>
Source record: 16727

In July, The Falcons price/performance/capabilities willget even worse when the new 630 series Macs are shipped.

Mac 630's features...

-040,33 mhz.
-four direct connect slots
-250 to 350 meg HD storage
-IDE and SCSI
-Apple Talk network
-Dual Speed CDromdrive

Prices: 4/250 config will cost $1272 list and $1545 for 8/250 with cdrom.

Falcon 030(1990 Technolgy) Still $1299 with no future.....

Peter Sinclair-Day
University of Northern Iowa

2727. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-15 06:01:13 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2tm5f9$fqo@scapa.cs.ualberta.ca>
Source record: 16728

sinclap2954@cobra.uni.edu writes:

>In July, The Falcons price/performance/capabilities willget even worse when the
>new 630 series Macs are shipped.

>Mac 630's features...
peter,

This is not comp.sys.mac.announce.

Keep it where it belongs.

Besides, the performance of my computer will remain the same, even if
apple ships their new line! :P

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

2728. Re: RIP PowerMacs [WAS:Re: R.I.P AV Macs?]

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-15 08:17:40 UTC
From: sys1@exnet.com
Message-ID: <CrFJ1I.4F6@exnet.com>
Source record: 16729

In article <CrEDzB.GID@ucdavis.edu> kordsmei@cs.ucdavis.edu (David Joseph Kordsmeier) writes:
>Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:
>
>: Interesting sideline here - the Acorn RiscPC (just released) blows the
>: PowerMac out of the water in terms of speed, price, and compatibility.
>: Comes with a 486 processor in the same box, sharing the same RAM & Video.
>: Has better gfx than a PC or PowerMAC (programable rez up to 1600*1024 as
>: standard), runs native RiscOS programs & PC programs (including windows) on
>: screen at the same time - not using a software emulator, but using an actual
>: 486 chip so the PC stuff runs at full speed as well....
>
>IBM is working on the New PowerPc 615 chip which will have integrated, full
>performance 486 emulation either built in or available as an co-processor.
>
>Now tell me what this Acorn nut computer has to offer in the way of native
>software...or how about choices when it comes to operating systems(os2,system7,
>PowerOpen,windows,dos,etc...).

I could argue that as a 486 is built in then windows/dos software *is* native.
To limit your terms of reference to just what the ARM610 can do is a bit like
ignoring what the DSP on the falcon can do.

One would guess that in the terms you were trying to talk about there is a
much software for the Acorn machines as the Falcon.

Having said this, however, I am not sure the 486 is built in. I think it costs
an additional GBP100.

>
>-dk

Xavier

2729. ST/Falcon software market (Was: GOAL! - buy this game)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-15 16:19:48 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406152258.AA00047@montp.cirad.fr>
Source record: 16730
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

CEO file contents:
Hi Dino,

Perhaps 50000 Falcons doesn't make a _large_ market, but there must be
a few million STs out there. Not all users have switched to another platform.
And if the Falcon was correctly software supported most of these users would
upgrade to Atari's Big Bird.

Now, my point is that it can't be _that_ difficult to make your
software ST/STE/Falcon compatible. Now, is it really _much_ more work to just
add to this Falcon sounds/graphics ? DSP stuff and Falcon-only could come a bit
later.

Now look at whats happening on the Amiga. LOTS of people are stuck with
A500s or even A1000s, and there are the new 600s and 1200s with new chipsets.
Do you think developpers are considering 1200s as one single market ? They
just make there software range-wide compatible, and sometimes AGA enhanced.

Can't we just do this. The Falcon is not a market YET. The Atari range
IS a quite big one. Go and ask Konami/GameTek how many Frontier copies they
have sold in the "dead" ST market. Same for Civilisation, and probably soon for
Cannon Fodder.

Put out good ST/Falcon compatible games and they WILL sell for more
than 6% on this software starved market. This figure is for the Mac/PC flooded
market. It just CANNOT apply to a market where user are enthusiasts.

Come on, keep supporting the Atari !

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

2730. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-15 16:38:13 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tnapl$lto@mother.usf.edu>
Source record: 16731

sinclap2954@cobra.uni.edu wrote:
: In July, The Falcons price/performance/capabilities willget even worse when the
: new 630 series Macs are shipped.

: Mac 630's features...

: -040,33 mhz.
: -four direct connect slots
: -250 to 350 meg HD storage
: -IDE and SCSI
: -Apple Talk network
: -Dual Speed CDromdrive

: Prices: 4/250 config will cost $1272 list and $1545 for 8/250 with cdrom.

: Falcon 030(1990 Technolgy) Still $1299 with no future.....

: Peter Sinclair-Day
: University of Northern Iowa

Hey, what is this? Totally out of the blue, unprovoked, you give specs on a
Mac, then proceed to bash the Falcon WITHOUT EVEN GIVING SPECS for it too.

2731. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-15 17:08:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94166.130820STIRRE31@MAINE.MAINE.EDU>
Source record: 16732

Rumor has it (source: ST Informer Magazine) that a company is looking into a 040 Falcon clone. The article went on to state that Atari was ticked because they haven't released their new Falcon line yet. With Apple's lack of demand for the 68040, the article said that there was a glut of these chips which would allow for a very cheap Falcon 040. I am not saying that this rumor is true, just reporting what I said.
Okay, Peter (sorry, guys), what does this 630 offer? Does it have a Power PC processor or just the 68040?
-scott tirrell

2732. Sinclap is a jerk

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-15 19:41:30 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16FD6DCB3S85.TOMM@cms.cc.wayne.edu>
Source record: 16733

In article <1994Jun14.232957.28669@cobra.uni.edu>
sinclap2954@cobra.uni.edu writes:

>
> . . . Irrelevant Mac advocacy deleted
>
>Peter Sinclair-Day
>University of Northern Iowa
>
--- One of the few people stupid enough not to know the difference
between Mac advocacy and Atari advocacy.

2733. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-16 06:15:39 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun16.011539.28705@cobra.uni.edu>
Source record: 16734

In article <94166.130820STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Rumor has it (source: ST Informer Magazine) that a company is looking
> into a 040 Falcon clone. The article went on to state that Atari
> was ticked because they haven't released their new Falcon line
> yet. With Apple's lack of demand for the 68040, the article said
> that there was a glut of these chips which would allow for a very
> cheap Falcon 040. I am not saying that this rumor is true, just
> reporting what I said.
> Okay, Peter (sorry, guys), what does this 630 offer? Does it have
> a Power PC processor or just the 68040?
> -scott tirrell

Atari has 040 Falcons on the drawing boards? If so, bring these beasts out to make the industry interesting. Competition is good.

The Mac 630's will have a cheap PowerPC daughter board. My Duo will be getting a Power PC upgrade in the near future.

Peter Sinclair-Day
University of Northern Iowa

2734. Re: Sinclap is a jerk

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-16 06:46:05 UTC
From: ken.stevens@srs.gov
Message-ID: <01HDLP2Z0376006WWI@Mailhub.srs.gov>
Source record: 16736

In article <16FD6DCB3S85.TOMM@cms.cc.wayne.edu>, you wrote:

> In article <1994Jun14.232957.28669@cobra.uni.edu>
> sinclap2954@cobra.uni.edu writes:
>
> >
> > . . . Irrelevant Mac advocacy deleted
> >
> >Peter Sinclair-Day
> >University of Northern Iowa
> >
> --- One of the few people stupid enough not to know the difference
> between Mac advocacy and Atari advocacy.

I'm a Mac user (was atari, though I stilluse the Jag and Lynx) and agree whole heartedly. Now that commordore is basically gone, most of that dribble is no longer posted. What will it take to get rid of sinclair, the death of Apple. I hope not!!

--
Ken Stevens | ken.stevens@srs.gov |

2735. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-16 08:36:10 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2tp2tq$f4n@bognor.barclays.co.uk>
Source record: 16735

LISTEN PETER, WE DON'T GIVE A FUCK! WE BUY FALCON'S BECAUSE WE LIKE THEM AND NOT APPLE BLOODY COMPUTERS! TRY AND LISTEN FOR ONCE IN YOUR TINY LIFE.

--

```
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

2736. Re: ST/Falcon software market (Was: GOAL! - buy this game)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-16 12:49:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tphoa$ieq@golem.wcc.govt.nz>
Source record: 16637
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <9406152258.AA00047@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>CEO file contents:
>Hi Dino,
>
> Perhaps 50000 Falcons doesn't make a _large_ market, but there must be
>a few million STs out there. Not all users have switched to another platform.
>And if the Falcon was correctly software supported most of these users would
>upgrade to Atari's Big Bird.

What you don't realise is that this is only a quoted figure with no real facts,
I have 3 machines, does that meen I buy 3 copies..??

I think most of these Ataries are in the basement..

The other Real problems is there are no Shops left to sell these games..??

Also here Amigans are getting rid of there machines very fast, some are looking
at the New Acorn PC610 or what ever
its called, leaves a PC clone for Dead..!!

> Nick.
>

> .o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr

P.S. not every one is a Football addict, so may be Football games don't sell
that well, were those other great games did....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2737. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 10:21:52 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CrJE4G.4oM@ztivax.zfe.siemens.de>
Source record: 16638

In article f4n@bognor.barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
>LISTEN PETER, WE DON'T GIVE A FUCK! WE BUY FALCON'S BECAUSE WE LIKE THEM AND NOT APPLE
>BLOODY COMPUTERS! TRY AND LISTEN FOR ONCE IN YOUR TINY LIFE.
>--

Hmm, I own a Falcon AND think that an Apple IS a nice machine. Where is the problem?
BTW, does PSD get paid for his Apple advertising? Err, I didn't buy a PowerMac, 'cos
it is NOT FULLY compatible with WinDoze, as all the Apple ads will tell us.
FrameMaker doesn't run on the Insignia emulation. Waddayasay?

>+---+
>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
16MHZ 14MB RAM 65MB HD NVDI

>+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
PC 486/33 4MB RAM 210MB HD CDROM coming soon...

>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+
>

2738. CALL FOR SUPPORT

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 11:30:15 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CrJHAK.FDr@newcastle.ac.uk>
Source record: 16639

I propose a stop PSD movement.

What we do is mail him 1.5Gig of data (each), then watch him squirm under the mail weight.

I'll write a shell script to mail 20Kbyte messages of random chars to him......
.....which all turn out to be stereo-pics of the Fuji :)

All who vote yeah?

Craig.

2739. Re: Sinclap is a jerk

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 12:36:09 UTC
From: ken.stevens@srs.gov
Message-ID: <01HDNFM7T6AQ007UIN@Mailhub.srs.gov>
Source record: 16646

In article <1994Jun17.084917.28748@cobra.uni.edu>, you wrote:

> In article <01HDLP2Z0376006WWI@Mailhub.srs.gov>, ken.stevens@srs.gov (Ken Stevens)
writes:
> > In article <16FD6DCB3S85.TOMM@cms.cc.wayne.edu>, you wrote:
> >
> >> In article <1994Jun14.232957.28669@cobra.uni.edu>
> >> sinclap2954@cobra.uni.edu writes:
> >>
> >> >
> >> > . . . Irrelevant Mac advocacy deleted
> >> >
> >> >Peter Sinclair-Day
> >> >University of Northern Iowa
> >> >
> >> --- One of the few people stupid enough not to know the difference
> >> between Mac advocacy and Atari advocacy.
> >
> > I'm a Mac user (was atari, though I stilluse the Jag and Lynx) and agree
> > whole heartedly. Now that commordore is basically gone, most of that
> > dribble is no longer posted. What will it take to get rid of sinclair, the
> > death of Apple. I hope not!!
> >
> >
> So you own two orphan products. I have a Lynx too. Atari prez. Sam Tramiel
> decided that the Lynx and the Falcon do not deserve the resources to make it
> successful. As for the Jaguar- Atari will be lucky if it sells 500,000 in its
> first year. Nintendo and Sega sell 500,000 systems a month each. Once the
> new systems come out by Atari's rivals with big marketing budgets, the Jag will
> sink into oblivion and become a footnote in marketing textbooks.
>
Obviously you have absolutely no concept of reality, otherwise you wouldn't
spout out such utter nonsense.

--
Ken Stevens | ken.stevens@srs.gov |

2740. Re: CALL FOR SUPPORT

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 13:33:07 UTC
From: mdg@ukc.ac.uk
Message-ID: <10344@gos.ukc.ac.uk>
Source record: 16640

In article <CrJHAK.FDr@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
:>I propose a stop PSD movement.
:>
:>What we do is mail him 1.5Gig of data (each), then watch him squirm under the
:>mail weight.
:>
:>I'll write a shell script to mail 20Kbyte messages of random chars to him..
:>.....which all turn out to be stereo-pics of the Fuji :)
:>
:>All who vote yeah?

Yeah,
(alternatively we could all chip in some money and hire a mercenary to 'silence him' ;-)

:>Craig.

Griff
--

2741. Re: Sinclap is a jerk

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 13:36:01 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun17.083601.28746@cobra.uni.edu>
Source record: 16641

In article <16FD6DCB3S85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu (Tom Marchant) writes:
> In article <1994Jun14.232957.28669@cobra.uni.edu>
> sinclap2954@cobra.uni.edu writes:
>
>>
>> . . . Irrelevant Mac advocacy deleted
>>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>
> --- One of the few people stupid enough not to know the difference
> between Mac advocacy and Atari advocacy.

Atari Advocacy = Atacking and defending Atari computers. Unless I am not reading my usenet header correctly.

I suggest you stop whining.

-Peter

2742. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 13:41:17 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun17.084117.28747@cobra.uni.edu>
Source record: 16642

In article <2tp2tq$f4n@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> LISTEN PETER, WE DON'T GIVE A FUCK! WE BUY FALCON'S BECAUSE WE LIKE THEM AND NOT APPLE
> BLOODY COMPUTERS! TRY AND LISTEN FOR ONCE IN YOUR TINY LIFE.

CONGRATS ARE IN ORDER FOR YOUR FINE PURCHASE. I WONDER IF YOU CAN DIRECT ME TO
FALCON WAREHOUSE MAILORDER THAT HAS NICE COLOR ILLUSTRATIONS OF HARDWARE AND
SOFTWARE BY THOUSANDS OF DEVELOPERS - ONLY IN YOUR WET DREAMS.

> --
> +---+
> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+
>
-Peter

2743. Re: CALL FOR SUPPORT

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 13:44:14 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ts9be$2dg@bognor.barclays.co.uk>
Source record: 16643

Yup, go for it.
--

```
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

2744. Re: Sinclap is a jerk

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 13:49:17 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun17.084917.28748@cobra.uni.edu>
Source record: 16644

In article <01HDLP2Z0376006WWI@Mailhub.srs.gov>, ken.stevens@srs.gov (Ken Stevens) writes:
> In article <16FD6DCB3S85.TOMM@cms.cc.wayne.edu>, you wrote:
>
>> In article <1994Jun14.232957.28669@cobra.uni.edu>
>> sinclap2954@cobra.uni.edu writes:
>>
>> >
>> > . . . Irrelevant Mac advocacy deleted
>> >
>> >Peter Sinclair-Day
>> >University of Northern Iowa
>> >
>> --- One of the few people stupid enough not to know the difference
>> between Mac advocacy and Atari advocacy.
>
> I'm a Mac user (was atari, though I stilluse the Jag and Lynx) and agree
> whole heartedly. Now that commordore is basically gone, most of that
> dribble is no longer posted. What will it take to get rid of sinclair, the
> death of Apple. I hope not!!
>
>
So you own two orphan products. I have a Lynx too. Atari prez. Sam Tramiel
decided that the Lynx and the Falcon do not deserve the resources to make it
successful. As for the Jaguar- Atari will be lucky if it sells 500,000 in its
first year. Nintendo and Sega sell 500,000 systems a month each. Once the
new systems come out by Atari's rivals with big marketing budgets, the Jag will
sink into oblivion and become a footnote in marketing textbooks.

> --
> Ken Stevens | ken.stevens@srs.gov |

-Peter

2745. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 14:08:27 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2tsaor$2dg@bognor.barclays.co.uk>
Source record: 16645

In article <1994Jun17.084117.28747@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <2tp2tq$f4n@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> > LISTEN PETER, WE DON'T GIVE A FUCK! WE BUY FALCON'S BECAUSE WE LIKE THEM AND NOT APPLE
|> > BLOODY COMPUTERS! TRY AND LISTEN FOR ONCE IN YOUR TINY LIFE.
|>
|> CONGRATS ARE IN ORDER FOR YOUR FINE PURCHASE. I WONDER IF YOU CAN DIRECT ME TO
|> FALCON WAREHOUSE MAILORDER THAT HAS NICE COLOR ILLUSTRATIONS OF HARDWARE AND
|> SOFTWARE BY THOUSANDS OF DEVELOPERS - ONLY IN YOUR WET DREAMS.
Why would I want a warehouse full and color illustrations? I can get all the
software I want thanks. It's cheap, it's a phonecall away and it's supported.
Ditto for hardware. I also have a few local shops I can go into to try the stuff.
Withing 10 minutes walk I have 3 shops that I can go into and look at Atari
software and hardware. My HD is full (465Mb) of software. I don't need or want
for anything. I've upgraded my processor to 32Mhz very cheaply. I've added a
copro cheaply. I can add any standard SCSI devices like CDROMs, HDs, removable
media etc. in the happy knowledge it will plug in and go first time with easily
bought drivers. I can multitask using many different OSs. I can look at JPEGs and
GIFs in a fraction of the time my 486 PC takes c/o the DSP in the Falcon. I have
a voice mail system on it, I can go out tomorrow and buy a software package that
will give me 16 tracks of direct to disk recording. I have postscript, I have
vector font technology using an industry standard font technology (Speedo - same
as my X terminal uses as work).

BTW, I'm 30 and don't have wet dreams any more. If I did, they wouldn't be about
computers. I'm balanced mentally, a state I suggest you pursue.

Re Advocacy. Look it up inthe dictionary. To advocate means to say something is
good. This group is for Atari owners to convince others they should have an
Atari. It's not for you to repeatedly piss everyone off by posting stuff about
Macs and to endlessly and very boringly repeat the same crap over and over again.
We are not interested, we do not care, we will not change. All you do is
alienate people. If I'd ever considered buying a Mac (which I did briefly until I
used a few at work), I would certainly have been put right off hem by your good
self.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2746. Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 16:03:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5192.5323.0N1A2C17@canrem.com>
Source record: 16652

```
-> In July, The Falcons price/performance/capabilities willget even
-> worse when the new 630 series Macs are shipped.

Tsk tsk. Children never learn.

____________ ______ ______ ___________________________________
___<___ ___// __ // ___/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

2747. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 18:14:04 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jun17.181404.20848@kodak.rdcs.kodak.com>
Source record: 16647

In article <2tp2tq$f4n@bognor.barclays.co.uk>
Iain.Laskey@barclays.co.uk writes:

> LISTEN PETER, WE DON'T GIVE A FUCK! WE BUY FALCON'S BECAUSE WE LIKE THEM AND NOT APPLE
> BLOODY COMPUTERS! TRY AND LISTEN FOR ONCE IN YOUR TINY LIFE.

Don't shout. This group would be deadly dull without Peter. Peter
will be glad to hear you admit that your advocacy of Atari is based on
"LIKE" rather than cold scientific criteria.

2748. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 20:23:11 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2tt0nf$df1@darkstar.UCSC.EDU>
Source record: 16648

In <1994Jun17.084117.28747@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>CONGRATS ARE IN ORDER FOR YOUR FINE PURCHASE. I WONDER IF YOU CAN DIRECT ME TO
>FALCON WAREHOUSE MAILORDER THAT HAS NICE COLOR ILLUSTRATIONS OF HARDWARE AND
>SOFTWARE BY THOUSANDS OF DEVELOPERS - ONLY IN YOUR WET DREAMS.

THe problem, Pete, is that you fail to realize that the rest of the world,
unlike you, does NOT have wet dreams about glossy computer mail-order catalogs.

~Chris

>>
>-Peter (Ooh, that Macwarehouse operator is lookin' hot tonight!!!)

2749. Re: CALL FOR SUPPORT

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 20:27:32 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2tt0vk$dh1@darkstar.UCSC.EDU>
Source record: 16649

This makes four. :)

~Chris

2750. Re: Sinclap is a jerk

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 20:31:04 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2tt168$din@darkstar.UCSC.EDU>
Source record: 16650

In <1994Jun17.083601.28746@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>>
>>> . . . Irrelevant Mac advocacy deleted
>>>
>>>Peter Sinclair-Day
>>>University of Northern Iowa
>>>
>> --- One of the few people stupid enough not to know the difference
>> between Mac advocacy and Atari advocacy.

>Atari Advocacy = Atacking and defending Atari computers. Unless I am not
>reading my usenet header correctly.

You can lead a PSD to usenet, but you can't make him think. You are not attacking Atari computers. You are posting Apple advertisements. Saying once that you think the Falcon technology is "too old" for your needs and goung the hell away is advocacy. saying it a million times is stupidity.

~Chris
>I suggest you stop whining.

You are the whiner here, pete.

>-Peter

2751. Re: Sinclap is a jerk

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-17 20:33:26 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2tt1am$dja@darkstar.UCSC.EDU>
Source record: 16651

In <1994Jun17.084917.28748@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>So you own two orphan products. I have a Lynx too. Atari prez. Sam Tramiel
>decided that the Lynx and the Falcon do not deserve the resources to make it
>successful. As for the Jaguar- Atari will be lucky if it sells 500,000 in its
>first year. Nintendo and Sega sell 500,000 systems a month each. Once the
>new systems come out by Atari's rivals with big marketing budgets, the Jag will
>sink into oblivion and become a footnote in marketing textbooks.

Poor pete, been spending too many late nights looking at his macwhorehouse
catalog again.

>> --
>> Ken Stevens | ken.stevens@srs.gov |

>-Peter
> "Be sure to vote yes on alt.sex.macwarehouse-operators!"

2752. ATARI ST stuff bargains! SALE!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-18 06:41:17 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <2tu4ud$9qe@news.csus.edu>
Source record: 16653

Great Atari ST games & stuff for sale!

GAMES:
For $5/each game:
Arena, Deep Space, Barbarian, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $15/game
Wrath of the Demon, Awesome, Wanderer 3-D.

Compilations:
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $15
"Sega Master Mix"--Super Wonder Boy, Turbo Outrun,
Crack Down, ThunderBlade, Dynamite Dux---------- $15
"Triad II"--Menace, Tetris, Baal---------- $15
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $15

EMULATORS:
Spectre GCR (MacROMS included) v.3 ----------$180

FLOPPY DRIVE:
Future Systems' double density GTS-100 3.5" drive with LED
track indicator----------$80

MISCELLANEOUS ST STUFFS:
ULTIMATE RIPPER: this cart lets U break into any program,
disassemble, freeze any screen pix, etc! U'll love it!-------$35

BACK-UP your copy protected games with:
TURBO BLITZ (software & cable)----------$12
SYNCHRO EXPRESS (software, parallel port cart & cable)-------$25

buyer pays shipping

Interested? please e-mail me! :)

2753. Re: Test: please ignore

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-19 07:39:22 UTC
From: Steve.Goldfein@mindkeep.wmeonlin.sacbbx.com
Message-ID: <c57_9406190056@wmeonlin.sacbbx.com>
Source record: 16657

In message #4, rjk1002@hermes.cam.ac.uk writes:

> Paul Neve <cs_d637@king.ac.uk> wrote:
> >Jeroen Rik van Zutphen (jeroen@wsinis12.info.win.tue.nl) wrote:
> >: cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
> >
> >: >zeus@myth.demon.co.uk (Mike Cowgill) writes:
> >
> >: >>Bales_N@CIRAD.fr writes:
> >
> >: >>> CEO document contents:
> >: >>> Thanks a lot for ignoring :)
> >
> >: >> It's quite alright, I was ignoring it anyway.
> >
> >: >me too. ;)
> >
> >: And so was I
> >
> >Consider it ignored.
>
> Not only am I ignoring the original posts, I'm ignoring the followups
> as well.
>
I would not ignore it, but since I do not know what your talking about it
it is probably best if I ignore it huh?
--
: Fidonet: Steve Goldfein 1:203/1657 .. speaking for only myself.
: Internet: Steve.Goldfein@mindkeep.wmeonlin.sacbbx.com

2754. JAGUAR PC from SIGMA DESIGN

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-19 11:49:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.359.249.0N966685@teaminfinity.com>
Source record: 16655

Hear anymore on the JAG PC from SIGMA DESIGN in Fremont CA ? When is it supposed to come out ? How about developing software for it, does it HAVE to run on a CD rom or can it run from your HD. Is dev the same as for the JAG Console ? i.e. same dev soft tools ?

Thanks

game.guru@TeamInfinity.com

2755. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-19 11:50:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.358.249.0N966684@teaminfinity.com>
Source record: 16654

Hear anymore on the JAG PC from SIGMA DESIGN in Fremont CA ? When is it supposed to come out ? How about developing software for it, does it HAVE to run on a CD rom or can it run from your HD. Is dev the same as for the JAG Console ? i.e. same dev soft tools ?

Thanks

game.guru@TeamInfinity.com

2756. Re: CALL FOR SUPPORT

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-20 01:13:01 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2u2qet$i5f@news.dmpe.CSIRO.AU>
Source record: 16656

>I propose a stop PSD movement.
Agreed.

>What we do is mail him 1.5Gig of data (each), then watch him squirm under the
>mail weight.

And all he gets is the first 100k, then the mail system he's on dies, and
someone else (a tech dude) has to fix up the mess. Bad idea Craig, but like
the thought.

Maybe we should just learn to use kill files!?
Or e-mail his sysadmin!?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2757. Re: Sinclap is a jerk

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-20 12:56:40 UTC
From: proche@imag.fr
Message-ID: <2u43m8$qs3@isis.imag.fr>
Source record: 16658

Wondering which machine I could buy, I went to see the great marabout Mr
Mamadou, who predicted me that Apple was about to die, because of the flush of
new models releases. Also he told me that the Falcon was the best thing to buy
was the Falcon, particularly if editing companies started to release software for it.
Wishing to be sure of it, I decided to consult another fortune-teller. So I went the
famous Sinclap, who herited the divination talent from his father. Sinclap gazed
into his crystal ball and told me the following words:

In article <1994Jun17.084917.28748@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> >
|> So you own two orphan products. I have a Lynx too. Atari prez. Sam Tramiel
|> decided that the Lynx and the Falcon do not deserve the resources to make it
|> successful. As for the Jaguar- Atari will be lucky if it sells 500,000 in its
|> first year. Nintendo and Sega sell 500,000 systems a month each. Once the
|> new systems come out by Atari's rivals with big marketing budgets, the Jag will
|> sink into oblivion and become a footnote in marketing textbooks.
|>
|>
||> -Peter

So, which one should I believe ? Can someone help ? Should I consult
Nostradamus' prophecies ?

--

Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9

2758. Re: CALL FOR SUPPORT

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-20 13:22:48 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EFUOAIVZ@dksoft.ping.dk>
Source record: 16660

In <2u2qet$i5f@news.dmpe.CSIRO.AU> Karl Meyland wrote :

>>I propose a stop PSD movement.
>Agreed.
>
>>What we do is mail him 1.5Gig of data (each), then watch him squirm under the
>>mail weight.
>
>And all he gets is the first 100k, then the mail system he's on dies, and
>someone else (a tech dude) has to fix up the mess. Bad idea Craig, but like
>the thought.
>
>Maybe we should just learn to use kill files!?
>Or e-mail his sysadmin!?
>

I tried that once without an respons from him/her. Maybe they don't care.
Let's try mailbomb the system insted. At least it'll make some reaction
from the sysadmin, hopefully.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2759. Sinclap psycho-analysis (was Re: Falcon's Price/Performance sucks!!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-20 16:47:09 UTC
From: proche@imag.fr
Message-ID: <2u4h6d$j4f@isis.imag.fr>
Source record: 16659

In article <1994Jun17.084117.28747@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> CONGRATS ARE IN ORDER FOR YOUR FINE PURCHASE. I WONDER IF YOU CAN DIRECT ME TO
|> FALCON WAREHOUSE MAILORDER THAT HAS NICE COLOR ILLUSTRATIONS OF HARDWARE AND
|> SOFTWARE BY THOUSANDS OF DEVELOPERS - ONLY IN YOUR WET DREAMS.
|> -Peter
|>

Report #5338, 7/15/93
Dr John Fishman, Grinnell Hospital, Iowa
Patient: Peter Sinclap-Day

JF: So, Peter, tell me about your wet dreams.
PS: Last night, I had a dream. I dreamt that I f<...>ed with the new Mac AV Chamelean, its disk drive without eject button was so sweet. I remember when we <hot stuff deleted>.
JF: Do you often have dreams like this ?
PS: I've had this kind of dreams several times these last few days.
JF: Are you happy in your couple life with your Mac Plus ?
PS: ... <silence> ... Actually, it hasn't touched me for two months.
JF: Mmm... I see. How long for have you had such relationships with computers ?
PS: I think I was thirteen or fourteen. I fell in love with an Apple II. I had to court it for 6 months before we could be alone together.
JF: And what happened ?
PS: It was... It was a bad experience. It was the first time, you know. I didn't really succed. Maybe I loved it too much.
JF: Yes, it's rather usual for a first time.
PS: Moreover...
JF: Yes ?
PS: It reminded me of what they did to me at school, with a Atari VCS joystick <beginning to wheep>.
JF: Yes, I imagine. So, I understand your feelings towards Atari now. I'm sorry to bring back all those ugly souvenirs in memory, but it's the only way to get cured. I think we're gonna stop here for today. We'll carry on tomorrow.
PS: Thank you, doctor.

--
Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9

2760. Something STRANGE !

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-22 12:58:53 UTC
From: mmart@anubis.kbfi.ee
Message-ID: <2u9cid$f3j@peak.edu.ee>
Source record: 16661

HELP NEEDED!!!

I have now installed Sony 650Mb magneto-optical drive (SMO-C501-00)
to my Mega ST1(TOS1.4) with Megadrive host adapter and all seems OK. I
can copy the programs to hard disk and back but if I'm trying to start
program from hard disk, I'll get TOS error #35 in best case.
In other words all Pexec calls which points to programs on HD
returning error.

What's wrong ? HD driver (GE_HDI) or what ?

mmart@anubis.kbfi.ee

2761. **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-22 22:08:50 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun22.170850.28910@cobra.uni.edu>
Source record: 16662

NEWS>
Group: rec.games.video.atari, Item 11597 (Range: #10853 - #11619, Unread: 748)
Subject: Atari Annual meeting report
From: dagj@netcom.com (Dag Johansen Esq.), NETCOM On-line Communication Services
Date: 20 Jun 94 21:42:21 -0500

I don't know if anyone has posted on this subject yet, but here is my take of what happened.

Just for kicks, I thought I'd drop in on the Atari Annual meeting that was held June 17th, 1994. (It is a 5 minute drive from my workplace.)

The business part of meeting consisted of the Tramiels electing themselves back onto the board. Big deal, they own a controlling block of the stock so there was no surprise there.

The rest of the meeting focused on the Jag. Right now, there are supposedly ~25 titles in development by Atari that will be delivered by Xmas and ~25 titles by 3rd parties that will be delivered by Xmas. To be conservative, they acknowledge that not all of those titles will be ready by then. They said that there should be between 30 and 50 titles by Xmas though.

In the initial NYC/SF rollout, all 20K Jags produced sold quickly. The rough estimates for total 94 sales will be between 250K and 300K units sold.

Time-Warner recently upped their stake in Atari from ~22% to 27%. This was about $12.7 million in capital.

20 Titles will be demoed at Summer CES.

They confirmed that they were working on Jag 2, but they said that it would be backward compatible. They also said that they have some network games in development. Up to 32 Jags can be networked together.

The Jag demo consisted of showing several games and some Cinepack compressed video. I thought the Cinepak was OK, but who cares.

It is not good enough for Movies, and I don't really care about it in games. For quality video, they are going to produce a MPEG cart that will retail for between $129 and $149.

2762. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-22 23:58:17 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2uaj6p$97v@scapa.cs.ualberta.ca>
Source record: 16667

[I didn't quote the message... see, I am saving bandwidth!]

Actually all that stuff sounded good.

Thanks for the good information, sinclap...

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2763. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-23 08:49:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ubia7$1gs@bognor.barclays.co.uk>
Source record: 16663

<Usual utter shite from sinclap deleted>
Peter, Apple don't make consoles so why not just fuck off eh? Why have you got this anti-Atari thing? What do we have to do to persuade you you are unwanted? Hire a hitman? Kick the shit out of you next time you go for a walk to get your next bunch of Mac magazines?
Grow up and stop being such a sad git.

I WILL NEVER BUY A MAC OK?
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2764. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-23 13:21:49 UTC
From: mais@zeus.rbi.informatik.uni-frankfurt.de
Message-ID: <2uc29d$2a3@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 16664

In article <2tsaor$2dg@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> (...)
> Re Advocacy. Look it up inthe dictionary. To advocate means to say something is
> good. This group is for Atari owners to convince others they should have an
> Atari. It's not for you to repeatedly piss everyone off by posting stuff about
> Macs and to endlessly and very boringly repeat the same crap over and over again.
> We are not interested, we do not care, we will not change. All you do is
> alienate people. If I'd ever considered buying a Mac (which I did briefly until I
> used a few at work), I would certainly have been put right off hem by your good
> self. (...)
>
> Iain R Laskey

That's what I think too. I think it's not the intelectual level of us Atari-users to argue with fanatic users of other computer platforms.
So let us be open, objective and selfcontient and preserve our energy for things like programming, working, talking, having fun and other things that make life worth living...

The arguments for Atari-, Mac-, Amiga-, Windows-, OS/2-, Unix-, ...-Users are all already said. So don't bother around with fools that have nothing to do but hanging around in other's computer users newsgroups.

I know, why I use my Atari since 5 years.

Christian Mais

Christian Mais
Johann-Wolfgang-Goethe-Universit&#65533;t
Frankfurt am Main, Germany
E-mail: mais@zeus.rbi.informatik.uni-frankfurt.de
Computers: Atari 400, 800XL, MegaST2, Falcon (soon)

2765. Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-23 13:32:27 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2uc2tb$3lm@infa.central.susx.ac.uk>
Source record: 16665

I seems a bit strange to me that many people, most non-atari owners, belive that the Atari range of computers is dead. If this was the case, then why is there a new Atari emulator for the PC and the new Medusa computer which can run Atari software, and the Jag emulator for the PC?
I think that some people need to re-evaluate their definition of a dying computer!!

--
Andrew Collington @ Sussex University, Falmer.

Ah! To be young and insane.
- The Dream Team -

2766. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-23 14:19:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uc5mb$250@bognor.barclays.co.uk>
Source record: 16666

In article <2uc2tb$3lm@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
|> I seems a bit strange to me that many people, most non-atari owners, belive
|> that the Atari range of computers is dead. If this was the case, then why is
|> there a new Atari emulator for the PC and the new Medusa computer which can
|> run Atari software, and the Jag emulator for the PC?
|> I think that some people need to re-evaluate their definition of a dying
|> computer!!
True but none of this is done by Atari - it's all 3rd party

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2767. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-23 23:11:58 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ud4ru$743@news.dmpe.CSIRO.AU>
Source record: 16668

>Peter, Apple don't make consoles so why not just fuck off eh? Why have you
>got this anti-Atari thing? What do we have to do to persuade you you are
>unwanted? Hire a hitman? Kick the shit out of you next time you go for a
>walk to get your next bunch of Mac magazines?
>Grow up and stop being such a sad git.

Now, now Iain, settle. I too would like to kick sinclap's f%^$#ng little head
in too, but alas, I cannot ...
Anyway, his ploy is working, you are responding to his drivel, so DON'T BITE!
Now if someone would tell us how to use a kill file, I for one wouldn't be
wasting my time with the little fool.

Just for the record - I was using a 10 meg 25 mhz 68030 LCIII color, running
system 7.1 two nights ago (don't ask - I was helping a female ;^> colleague)
and the piece of junk ran about half the speed of my 'lowly' 4 meg 16 mhz
Falcon with MultiDog v1.04 running! Now if I compare it with MultiTos 1.10,
It's about an 8th of the speed!
So ner sinclap! But a LCIII doesn't compare!? Bugger off stupid ... ;^>

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au OR h8el046@stan.xx.swin.oz.au |
| Voice: (W) +61 3 252 6222 (H) +61 3 589 1472 Fax: +61 3 252 6249 |

2768. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 08:47:42 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ue6je$250@bognor.barclays.co.uk>
Source record: 16669

In article <2ud4ru$743@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
|> Now, now Iain, settle.
Mumble, mumble. Oh, all right.

|> Just for the record - I was using a 10 meg 25 mhz 68030 LCIII color, running
|> system 7.1 two nights ago (don't ask - I was helping a female ;^> colleague)
|> and the piece of junk ran about half the speed of my 'lowly' 4 meg 16 mhz
|> Falcon with MultiDog v1.04 running! Now if I compare it with MultiTos 1.10,
|> It's about an 8th of the speed!
|> So ner sinclap! But a LCIII doesn't compare!? Bugger off stupid ... ;^>
Yes but the new Apple Mac that got released yesterday (and there are 25 new models coming out over the next month) has a 68040 at 36Mhz, DSP, 19inch color monitor, 1Gb HD and costs 25$. Sinclap being a college bod can get all the software he needs for 3 cents a piece because Mac stuff is cheap and wonderful. AT least that's what sinclap says so it must be true the world over. I can always to the next Mac due in August by which time todays one will be out of date.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2769. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 09:22:23 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CrwA1B.DL2@cs.vu.nl>
Source record: 16670

Iain.Laskey@barclays.co.uk writes:

>In article <2uc2tb$3lm@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
>|> I seems a bit strange to me that many people, most non-atari owners, belive
>|> that the Atari range of computers is dead. If this was the case, then why is
>|> there a new Atari emulator for the PC and the new Medusa computer which can
>|> run Atari software, and the Jag emulator for the PC?
>|> I think that some people need to re-evaluate their definition of a dying
>|> computer!!
>True but none of this is done by Atari - it's all 3rd party

True, but how many IBM compatibles are made by IBM these days?

Ivo

2770. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 12:13:32 UTC
From: proche@imag.fr
Message-ID: <2ueilc$kr5@isis.imag.fr>
Source record: 16671

In article <2uc29d$2a3@zeus.rbi.informatik.uni-frankfurt.de>,
mais@zeus.rbi.informatik.uni-frankfurt.de (Christian Mais) writes:
|>
|> That's what I think too. I think it's not the intelectual level of us Atari-users to argue with fanatic users of other computer platforms.
|> So let us be open, objective and selfcontient and preserve our energy for things like programming, working, talking, having fun and other things that make life worth living...
|>
|> The arguments for Atari-, Mac-, Amiga-, Windows-, OS/2-, Unix-, ...-Users
|> are all already said. So don't bother around with fools that have nothing
|> to do but hanging around in other's computer users newsgroups.
|>
|> I know, why I use my Atari since 5 years.
|>

Yes, I agree with you about objectivity. Alas, saying only wonderful things
about Atari would look like fanatism and wouldn't be constructive at all.
Of course, the Falcon is not the perfect computer. The perfect computer exists
only in Sinclap's wet dreams.
Speaking for and against Atari is OK. Posting Apple ads containing Mac prices,
like Sinclap do, is really stupid. What about founding a sect, Sinclap ?

--
Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah ! Yeah !" Nirvana

2771. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 13:01:51 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2uelfv$m7n@infa.central.susx.ac.uk>
Source record: 16672

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
: Iain.Laskey@barclays.co.uk writes:

: >In article <2uc2tb$3lm@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
: >|> I seems a bit strange to me that many people, most non-atari owners, belive
: >|> that the Atari range of computers is dead. If this was the case, then why is
: >|> there a new Atari emulator for the PC and the new Medusa computer which can
: >|> run Atari software, and the Jag emulator for the PC?
: >|> I think that some people need to re-evaluate their definition of a dying
: >|> computer!!
: >True but none of this is done by Atari - it's all 3rd party

: True, but how many IBM compatibles are made by IBM these days?

This is right. As long as Atari compatible machines are produced, such as the Medusa (and have you seen the stats for this? Wow!), then the Atari computer won't die out and become obselete. It doesn't really matter who makes them just as long as they are being made.
--
Andrew Collington @ Sussex University, Falmer.

Ah! To be young and insane.
- The Dream Team -

2772. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 15:07:21 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun24.100721.28993@cobra.uni.edu>
Source record: 16673

In article <2uc2tb$3lm@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
> I seems a bit strange to me that many people, most non-atari owners, belive
> that the Atari range of computers is dead. If this was the case, then why is
> there a new Atari emulator for the PC and the new Medusa computer which can
> run Atari software, and the Jag emulator for the PC?
> I think that some people need to re-evaluate their definition of a dying
> computer!!

Where is this medusa? Can I buy one localy? Does it have more bang for the buck than the mac does? Yes atari computers are dead.

>
> --
> Andrew Collington @ Sussex University, Falmer.
> ---
> Ah! To be young and insane.
> - The Dream Team -

-peter

2773. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 15:40:15 UTC
From: sanders@sci.kun.nl
Message-ID: <CrwrJ4.5Bz@sci.kun.nl>
Source record: 16675

Just my $0.02:

I've been considering buying a Falcon from back when I heard the first rumours about them. And if it weren't for my lousy financial situation, I'd have gotten one already.

But in the meantime, things were changing. The introduction of the PowerMac seemed a nice thing, so I've gathered some info on them. I'll come back to them later. PC's are getting cheaper by the day. I've been considering an Acorn machine too. Maybe even an Amiga. Well, after nights and nights of staying awake and pondering, I'm still determined to go for the Falcon. Here's why.

The Amiga offers comparable technology to the Falcon, I think. And the price/performance ratio is also on a par, but if I bought one I'd have to rebuild my software collection from scratch and have to learn a completely new OS. Falcon wins.

The Acorn is a *very* impressive machine, especially their new RiscPC. But I can't afford one, I'm afraid. Furthermore, I know *nobody* who owns such a beast, and since one of my uses for computing is making programs and exchanging them with friends, just for fun, I'd become isolated, just like in the days when I made `wonderful' word processors for my ZX Spectrum 128 which would end up in the closet and gather dust. Falcon wins.

Macs look nice. I can't afford a PowerMac but I can get Macs with 68030@32, 5 M RAM, CD-ROM and big HD, inclusive of color monitor for the price of a 4/85 Falcon w/ monitor. This seems a good deal. But, the same applies as to the Acorn: I know nobody with a Mac, and I have no experience with them so I'd have to learn a completely new OS. And OK, since MacMiNT I *can* use GNU stuff on them, but somehow I still have something against Macs. Everytime I see one demoed at our Uni, it seems to run a lot slower than the processor would suggest. The user-friendliness seems to be a bit overdone here. Working with a Mac is like talking to somebody who is continuously and irritatingly patronizing you with a friendly smile. No sorry, no Mac for me.

And now for the biggest competitor: The PC. I can get a PCI 486 DX2-66, 425 M HD, 4M RAM and loads of stuff for the price of a Falcon 4/85 w/VGA monitor. Peripherals are *cheap*; I can build in a double speed CD-ROM drive for half the price as advertised for the Falcon. Want more memory? Plug it in. Want Falcon-quality sound? Buy me a 16 bit soundblaster and I'm not too far from that. Even when added these extra costs, I'd have a better buy with a PC. At least, that's from judging the adverts. In real life, judging from the *many*

people that I know with a PC, things are not quite that easy. Any system which needs `memmakers' and needs to be *told* that is has extra memory, any system which needs fiddling with config.sys and autoexec.bat to squeeze out those last few bytes, so that an impressive 8M 486 system still reports `largest executable size 540K' makes me frown a bit. I don't like Windows, by the way. Multitasking my *ss. And when installing a soundblaster for a friend of mine, booting into Windows took about 15 minutes (really!) after putting a REM before SMARTDRV or something like that, in his autoexec, as suggested by the installation software.
Apart from all this, I don't like the PC attitude. It is *ridiculous* that a wordprocessor should *need* 8M and a 486 to run. Look at Atari. If my system gets accellerated by 100%, most of the software runs 75% faster. The remaining 25% goes into cosmetics. In PC-world, the newest systems are about 100 *times* faster than the old XT's, but the only time you notice a bit of this is when you type DIR on a large HD. The text really flies past. Wow. All the rest runs just as fast as back then, only now the buttons are colored, text is shadowed, exec size is quadrupled etc. Not fast enough? But a faster computer. I hate that. No DOS for me, no Windows.

The only alternative thus far has been Linux. But for that to run smoothly, I'd need quite a big system with a minimum of 8M RAM (when using X) which would be quite pricey. But apart from that, I don't think Linux is really my way to go. I want my system to be Unix-like, have nice pre-emtive multitasking (I want to TeX in one window, vi in the other, with the dvi file being continuously updated, maybe a bit of downloading as well) but I don't want megabytes and megabytes of code for my simple stuff. I want a clean, small and fast OS. I want to make my occasional program, and TeX a lot, but on Unix systems, how nifty they may be, this seems about the only thing I can do.

Nevertheless, I might just go Linux one day, if Atari still hasn't got anything better in, say, 3 years, when my Falcon is rusty, and Afterburner 040 boards are still just as expensive as my Falcon was.

Sigh. I made my decision, now for the cash...

Greetings.

Sander SToks.

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}}
```

2774. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 15:57:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uevpi$ei4@bognor.barclays.co.uk>
Source record: 16674

In article <1994Jun24.100721.28993@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <2uc2tb$3lm@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
|> > I seems a bit strange to me that many people, most non-atari owners, belive
|> > that the Atari range of computers is dead. If this was the case, then why is
|> > there a new Atari emulator for the PC and the new Medusa computer which can
|> > run Atari software, and the Jag emulator for the PC?
|> > I think that some people need to re-evaluate their definition of a dying
|> > computer!!
|>
|> Where is this medusa? Can I buy one localy? Does it have more bang for the
|> buck than the mac does? Yes atari computers are dead.
No, it's mail order but then you love mail order stuff for the Mac. It's an ST/TT clone with go faster stripes. It may even be as fast as Apples best. Seriously - it's shit fast and high specced with price to match unfortunately. I'm sure someone else will come along and post the details. I can gtee nothing less than a Power Mac will touch it though.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2775. THE MAC HAS DIED (Unfortunately Peter's still clueless)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 17:43:20 UTC
From: bjgrier@bnr.ca
Message-ID: <Crwx8B.Hox@nrtpa038.bnr.ca>
Source record: 16676

The one and only store that sold Macintosh's in my area has closed!!!!
The Mac is DEAD! The only thing left is to break out my Spectre carttidge.

Wait I tossed that cartridge in the drawer because the MAC OS was such
a waste of CPU cycles.!!!! Guess I'll just keep on using a user friendly
pre-emptive multi-tasking system.

Peter,
Does it really upset you so much that some people actually like
their Atari computers? As a former MAC developer the Atari computer is
much easier to develope software on. The tools available are light years
ahead of the tools for the MAC in both quality and ease of use. Since I
like to experiment with code the MAC is not really an option because of
those tools.

If I had my choice of home computers I would own a NeXTCube but my ST and
TT provide the features and power I want/need, particularly with MiNT 1.10
and the Unix utilities compiled for it. Now when the MAC version of MiNT
is as stable as the Atari version I may look it over again. But I'll dust
off my Spectre cartridge and do it that way, not by dropping about $4k
to buy a computer and software to get to the same level of capability I
have with my current Ataris and their tools.

Brian

P.S. As long as we are using Atari Computers they are not dead.

--

Disclaimer: The opinions expressed are mine not those of .

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

2776. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 22:47:35 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2ufnq7$stp@mother.usf.edu>
Source record: 16677

Iain.Laskey@barclays.co.uk wrote:
: <Usual utter shite from sinclap deleted>
: Peter, Apple don't make consoles so why not just fuck off eh? Why have you
: got this anti-Atari thing? What do we have to do to persuade you you are
: unwanted? Hire a hitman? Kick the shit out of you next time you go for a
: walk to get your next bunch of Mac magazines?
: Grow up and stop being such a sad git.

: I WILL NEVER BUY A MAC OK?

I didnt' see anything wrong with what he said. Yell at him when he's being
stupid, fine, but when he's just giving information, just read it.

2777. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-24 22:49:53 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2ufnuh$stp@mother.usf.edu>
Source record: 16678

Yeah, but when a Mac needs a 25mhz 68040 to even come clsoe to the speed of my
16mhz 68030 Falcon, then there's something really disgusting about that Mac.
If the design of the machine and OS is that BAD, I DON'T WANT IT!

2778. Old Atari 800 Question

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-25 03:48:18 UTC
From: pooky@wam.umd.edu
Message-ID: <2ug9e2$6pe@cville-srv.wam.umd.edu>
Source record: 16679

I am trying to fire up an Atari 800 however I am missing the cable that joins the computer to the monitor/TV. Looks about like a round 7 to 10 pin cable. I'm not sure what the other end looks like. If anybody has any info about what exactly I am looking for, where I can get it or if one would like to sell it to me, please write. Thanks...

Dave
who actually started out with an Atari 400...whereabouts unknown...:+)

2779. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-25 18:49:13 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2uhu79$gid@infa.central.susx.ac.uk>
Source record: 16680

```
: No, it's mail order but then you love mail order stuff for the Mac. It's an ST/TT
: clone with go faster stripes. It may even be as fast as Apples best. Seriously -
: it's shit fast and high specced with price to match unfortunately. I'm sure
: someone else will come along and post the details. I can gtee nothing less than a
: Power Mac will touch it though.
: --
: +-------------------------------------------------------------+
: |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
: +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
: |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
: +-------------+-----------------------------------------------+

The Medusa stats are (or at least were) on the atari.announce and atari.st
groups. Your right, it's shit fast with a large price, 3,200 UKP last time I
looked.
--
Andrew Collington @ Sussex University, Falmer.
-------------------------------------------
Ah! To be young and insane.
- The Dream Team -
```

2780. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 17:27:31 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun26.122731.29063@cobra.uni.edu>
Source record: 16681

In article <2ubia7$1gs@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> <Usual utter shite from sinclap deleted>
> Peter, Apple don't make consoles so why not just fuck off eh? Why have you
> got this anti-Atari thing? What do we have to do to persuade you you are
> unwanted? Hire a hitman? Kick the shit out of you next time you go for a
> walk to get your next bunch of Mac magazines?
> Grow up and stop being such a sad git.

No, Apple does not make consoles. Apple has been selling over a million
cdroms each year for the past two years. By the ned of 1994, over five million
Mac users will have cdroms attached. That is a big market for cdrom
development such as games. There are lots of cdrom games on the mac and Rebel
Assault will be awesome.

The Jag is a flop, accept it, nothing you can do about it. Live with it.
>
> I WILL NEVER BUY A MAC OK?
> --
> +---+
> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+
>
-Peter

2781. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 17:29:58 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun26.122958.29064@cobra.uni.edu>
Source record: 16682

In article <2uc29d$2a3@zeus.rbi.informatik.uni-frankfurt.de>,
mais@zeus.rbi.informatik.uni-frankfurt.de (Christian Mais) writes:
> In article <2tsaor$2dg@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>> (...)
>> Re Advocacy. Look it up inthe dictionary. To advocate means to say something is
>> good. This group is for Atari owners to convince others they should have an
>> Atari. It's not for you to repeatedly piss everyone off by posting stuff about
>> Macs and to endlessly and very boringly repeat the same crap over and over again.
>> We are not interested, we do not care, we will not change. All you do is
>> alienate people. If I'd ever considered buying a Mac (which I did briefly until I
>> used a few at work), I would certainly have been put right off hem by your good
>> self. (...)
>>
>> Iain R Laskey
>
> That's what I think too. I think it's not the intelectual level of us Atari-users to
argue with fanatic users of other computer platforms.
> So let us be open, objective and selfcontient and preserve our energy for things like
programming, working, talking, having fun and other things that make life worth living...

The argument is to bring new owners in the Atari fold. So far, Atari has
failed miserably to persuade people to buy anything that Atari makes.

>
> The arguments for Atari-, Mac-, Amiga-, Windows-, OS/2-, Unix-, ...-Users are all already said. So don't bother around with fools that have nothing to do but hanging around in other's computer users newsgroups.
>
> I know, why I use my Atari since 5 years.
>
> Christian Mais
>
> ---
> Christian Mais
> Johann-Wolfgang-Goethe-Universit&#65533;t
> Frankfurt am Main, Germany
> E-mail: mais@zeus.rbi.informatik.uni-frankfurt.de
> Computers: Atari 400, 800XL, MegaST2, Falcon (soon)
> ---

=Peter

2782. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 17:47:38 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun26.124738.29065@cobra.uni.edu>
Source record: 16683

In article <2ud4ru$743@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>>Peter, Apple don't make consoles so why not just fuck off eh? Why have you
>>got this anti-Atari thing? What do we have to do to persuade you you are
>>unwanted? Hire a hitman? Kick the shit out of you next time you go for a
>>walk to get your next bunch of Mac magazines?
>>Grow up and stop being such a sad git.
>
> Now, now Iain, settle. I too would like to kick sinclap's f%^$#ng little head
> in too, but alas, I cannot ...
> Anyway, his ploy is working, you are responding to his drivel, so DON'T BITE!
> Now if someone would tell us how to use a kill file, I for one wouldn't be
> wasting my time with the little fool.
>
> Just for the record - I was using a 10 meg 25 mhz 68030 LCIII color, running
> system 7.1 two nights ago (don't ask - I was helping a female ;^> colleague)
> and the piece of junk ran about half the speed of my 'lowly' 4 meg 16 mhz
> Falcon with MultiDog v1.04 running! Now if I compare it with MultiTos 1.10,
> It's about an 8th of the speed!
> So ner sinclap! But a LCIII doesn't compare!? Bugger off stupid ... ;^>

Oh, what B.S. So what software were you using? The Falcon was not upto snuff
to run powerful Apps and had to use a Mac. I am using a Duo210 which is
running at 25mhz.030 and is fast when running Z-term and WriteNow. When
running Word which is huge, not as fast as WriteNow. On the Falcon, I suspect
you are use less powerful Apps since that platform lacks the sophistication
found on the Mac. Nice try fella.

>
> Karl.
>
> --
> | Karl Meyland CSIRO Division of Building, Construction and Engineering |
> | Post Office Box 56, Highett, Victoria, Australia 3190 |
> | Internet: karlm@mel.dbce.csiro.au OR h8el046@stan.xx.swin.oz.au |
> | Voice: (W) +61 3 252 6222 (H) +61 3 589 1472 Fax: +61 3 252 6249 |

-Peter

2783. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 17:49:14 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun26.124914.29066@cobra.uni.edu>
Source record: 16685

In article <CrwA1B.DL2@cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van Poorten) writes:
> Iain.Laskey@barclays.co.uk writes:
>
>>In article <2uc2tb$3lm@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
>>|> I seems a bit strange to me that many people, most non-atari owners, belive
>>|> that the Atari range of computers is dead. If this was the case, then why is
>>|> there a new Atari emulator for the PC and the new Medusa computer which can
>>|> run Atari software, and the Jag emulator for the PC?
>>|> I think that some people need to re-evaluate their definition of a dying
>>|> computer!!
>>True but none of this is done by Atari - it's all 3rd party
>
> True, but how many IBM compatibles are made by IBM these days?

Millions compared to hundreds in the ST world.

>
> Ivo

-Peter

2784. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 17:52:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun26.125232.29067@cobra.uni.edu>
Source record: 16684

In article <2ueilc$kr5@isis.imag.fr>, proche@imag.fr (Pascal Roche) writes:
> In article <2uc29d$2a3@zeus.rbi.informatik.uni-frankfurt.de>,
mais@zeus.rbi.informatik.uni-frankfurt.de (Christian Mais) writes:
> |>
> |> That's what I think too. I think it's not the intelectual level of us Atari-users to
argue with fanatic users of other computer platforms.
> |> So let us be open, objective and selfcontient and preserve our energy for things like
programming, working, talking, having fun and other things that make life worth living...
> |>
> |> The arguments for Atari-, Mac-, Amiga-, Windows-, OS/2-, Unix-, ...-Users
> |> are all already said. So don't bother around with fools that have nothing
> |> to do but hanging around in other's computer users newsgroups.
> |>
> |> I know, why I use my Atari since 5 years.
> |>
>
> Yes, I agree with you about objectivity. Alas, saying only wonderful things
> about Atari would look like fanatism and wouldn't be constructive at all.
> Of course, the Falcon is not the perfect computer. The perfect computer exists
> only in Sinclap's wet dreams.
> Speaking for and against Atari is OK. Posting Apple ads containing Mac prices,
> like Sinclap do, is really stupid. What about founding a sect, Sinclap ?

I post prices for comparison purposes, something Ataridroids have been doing for
years in the era of high Mac prices. Now that the reverse is true, you get all
indigent.

>
>
> --
> --
> Pascal Roche Laboratoire de Genie Informatique
> e-mail: Pascal.Roche@imag.fr BP 53
> Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
> "Yeah ! Yeah !" Nirvana
> --

-Peter

2785. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 18:10:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun26.131019.29068@cobra.uni.edu>
Source record: 16587

In article <2uevpi$ei4@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Jun24.100721.28993@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> In article <2uc2tb$3lm@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
> |> > I seems a bit strange to me that many people, most non-atari owners, belive
> |> > that the Atari range of computers is dead. If this was the case, then why is
> |> > there a new Atari emulator for the PC and the new Medusa computer which can
> |> > run Atari software, and the Jag emulator for the PC?
> |> > I think that some people need to re-evaluate their definition of a dying
> |> > computer!!
> |>
> |> Where is this medusa? Can I buy one localy? Does it have more bang for the
> |> buck than the mac does? Yes atari computers are dead.
> No, it's mail order but then you love mail order stuff for the Mac. It's an ST/TT
> clone with go faster stripes. It may even be as fast as Apples best. Seriously -
> it's shit fast and high specced with price to match unfortunately. I'm sure
> someone else will come along and post the details. I can gtee nothing less than a
> Power Mac will touch it though.

At least I have options where i can buy hardware. I am thing of getting a Duo Dock at my local dealer or invest in destop one like the new 630 series comming out in July.

I am sure the Medus will be as fast as the 040 Macs. But will the Medusa cost the same, less or more than the new Mac 630 with 8megs ram, 250 meg HD and CDrom drive for $1500? I doubt it.

> --
> +---+
> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+
>
-Peter

2786. Re: THE MAC HAS DIED (Unfortunately Peter's still clueless)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 18:19:21 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun26.131921.29069@cobra.uni.edu>
Source record: 16686

In article <Crwx8B.Hox@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
> The one and only store that sold Macintosh's in my area has closed!!!!
> The Mac is DEAD! The only thing left is to break out my Spectre carttidge.
>
> Wait I tossed that cartridge in the drawer because the MAC OS was such
> a waste of CPU cycles.!!!! Guess I'll just keep on using a user friendly
> pre-emptive multi-tasking system.
>
> Peter,
> Does it really upset you so much that some people actually like
> their Atari computers? As a former MAC developer the Atari computer is
> much easier to develope software on. The tools available are light years
> ahead of the tools for the MAC in both quality and ease of use. Since I
> like to experiment with code the MAC is not really an option because of
> those tools.

No. Atari users can do what ever they like. The question is should new users
new to Atari invest in the hardware and software. That was the advocacy
question. Atari advocates got angry because people were not being swayed to
their platform of choice. I am not saying that the ST is not a decent machine
but Atari has made it clear that their time and resources will be spent on the
Jag and not their former computer line.

>
> If I had my choice of home computers I would own a NeXTCube but my ST and
> TT provide the features and power I want/need, particularly with MiNT 1.10
> and the Unix utilities compiled for it. Now when the MAC version of MiNT
> is as stable as the Atari version I may look it over again. But I'll dust
> off my Spectre cartridge and do it that way, not by dropping about $4k
> to buy a computer and software to get to the same level of capability I
> have with my current Ataris and their tools.
>
> Brian
>
> P.S. As long as we are using Atari Computers they are not dead.
>
> --

In your eyes, no. But the market says otherwise.
>
> Disclaimer: The opinions expressed are mine not those of .
>
> _____
> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
> | Bell Northern Research | on I'd buy an MS-Dos compatible. I |

> | Research Triangle Park, NC | have REAL computing work to do. |
> |____________________________________|_____________________________________|

-Peter

2787. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 18:30:58 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun26.133058.29070@cobra.uni.edu>
Source record: 16588

In article <2ufnuh$stp@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
> Yeah, but when a Mac needs a 25mhz 68040 to even come clsoe to the speed of my
> 16mhz 68030 Falcon, then there's something really disgusting about that Mac.
> If the design of the machine and OS is that BAD, I DON'T WANT IT!

If you are running powerful Mac apps, than you would need a faster Falcon.
Instead of using Word, WriteNow is much faster if speed is important, but not
as powerful. No the hardware and OS is not bad, you lack the powerful apps on
your platform.

Mac Mall has Q605 4/80 FOR $799! Much cheaper than the $1299 Falcon. You can
get a Q660AV mac with 230 meg HD's for $1299.

>

-Peter

2788. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 22:55:54 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ul11q$pu4@darkstar.UCSC.EDU>
Source record: 16589

In <1994Jun26.131019.29068@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>I am sure the Medus will be as fast as the 040 Macs. But will the Medusa cost
>the same, less or more than the new Mac 630 with 8megs ram, 250 meg HD and
>CDrom drive for $1500? I doubt it.

No, no peter. You don't get it. The Medusa is FASTER than the 040 macs.
My Falcon is faster than the low end 040 macs for general purpose tasks. THe
Medusa has a CPU faster than any 040 mac to begin with (64 mhz clock doubled)
plus, without the overhead of the Mac SludgeOS, it should run most tasks on
a speel level comparable to a powerMac.

~Chris
>> --
>> +---+
>> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
>> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>> +-------------+---+
>>
>-Peter

2789. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 22:59:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ul18s$pui@darkstar.UCSC.EDU>
Source record: 16590

In <1994Jun26.122731.29063@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>No, Apple does not make consoles. Apple has been selling over a million
>cdroms each year for the past two years. By the ned of 1994, over five million
>Mac users will have cdroms attached. That is a big market for cdrom
>development such as games. There are lots of cdrom games on the mac and Rebel
>Assault will be awesome.

>The Jag is a flop, accept it, nothing you can do about it. Live with it.

Oh boy. Here, let me annoy you pete: The Mac is Dead! Here, I'll
say it a hundred times to sound more like you, then maybe you'll get it.

>>
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!

The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!
The Mac is Dead!

(not a hundred times, but I'm getting annoyed by it) Now, Pete: Can't you see the absurdity of such a statement? Now, The same applies to weverything you say. If you'd gone to CES or listened to any of the reports, you'd know that the Jag is just being born. The ones that current owners have are just the preemies. :)

~Chris
>> I WILL NEVER BUY A MAC OK?
>> --
>> +---+
>> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
>> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>> +-------------+---+
>>
>-Peter

2790. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-26 23:03:01 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ul1f5$q0p@darkstar.UCSC.EDU>
Source record: 16591

In <1994Jun26.125232.29067@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>I post prices for comparison purposes, something Ataridroids have been doing for
>years in the era of high Mac prices. Now that the reverse is true, you get all
>indigent.

Okay, you post it once, and we get the point. Post it a hundred times and you
are a babbling loony. Do you see the difference?

Probably not, since you actually are a babbling loony.

~Chris
>>
>>
>> --
>> --
>> Pascal Roche Laboratoire de Genie Informatique
>> e-mail: Pascal.Roche@imag.fr BP 53
>> Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
>> "Yeah ! Yeah !" Nirvana
>> --

>-Peter

2791. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 01:32:54 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ula86$ob9@news.dmpe.CSIRO.AU>
Source record: 16595

>> Just for the record - I was using a 10 meg 25 mhz 68030 LCIII color, running
>> system 7.1 two nights ago (don't ask - I was helping a female ;^> colleague)
>> and the piece of junk ran about half the speed of my 'lowly' 4 meg 16 mhz
>> Falcon with MultiDog v1.04 running! Now if I compare it with MultiTos 1.10,
>> It's about an 8th of the speed!
>> So ner sinclap! But a LCIII doesn't compare!? Bugger off stupid ... ;^>
>
>Oh, what B.S. So what software were you using? The Falcon was not upto snuff
>to run powerful Apps and had to use a Mac. I am using a Duo210 which is
>running at 25mhz.030 and is fast when running Z-term and WriteNow. When
>running Word which is huge, not as fast as WriteNow. On the Falcon, I suspect
>you are use less powerful Apps since that platform lacks the sophistication
>found on the Mac. Nice try fella.

Jesus Sinclap, you just don't geddit, do you!?
I was running JUST one app on the MAC (That Labels program - I forget what it is) and it ran (should that be crawled!?) VERY SLOWLY. I wasn't using the Falcon because it is MY MACHINE, it stays at home - I brought it in to work one day, and it took me until 9 at night to get it out the work dudes were so interested in it. As for the Falcon, I was comparing it to Calamus SL, Everest 3.0 and Atari Works running concurrently. I suspect you are a complete idiot Sinclap, as you lack the sophistication that your mac apps have.

One thing good about macs - they have a lot of users or it that they use a lot of users!? ;^>

Now Peter, go find me another MAC to better the above for me, I'm sure you can find another model to do the same.

Man, what a tool. And I thought that he actually had some substance there for a while.

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au OR h8el046@stan.xx.swin.oz.au |
| Voice: (W) +61 3 252 6222 (H) +61 3 589 1472 Fax: +61 3 252 6249 |

2792. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 07:29:01 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2ulv3tINNc41@tom.rz.uni-passau.de>
Source record: 16592

In article <1994Jun26.124738.29065@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>Oh, what B.S. So what software were you using? The Falcon was not upto snuff
>to run powerful Apps and had to use a Mac. I am using a Duo210 which is
>running at 25mhz.030 and is fast when running Z-term and WriteNow. When
>running Word which is huge, not as fast as WriteNow. On the Falcon, I suspect
>you are use less powerful Apps since that platform lacks the sophistication
>found on the Mac. Nice try fella.

Errr...Peter? Would you PLEASE stop talking about Atari software, because you
don't know even the slightest bit about it?

Mac software is sophisticated? Perhaps, but surely Microsoft apps are not,
you were using a Microsoft app (Word) as a pro-Mac argument. Have a look
at Atari WPs like Tempus Word pro, Papyrus GOLD or Script 3.5, THEN complain
if you still feel like it.

Z-term is a terminal program/comms package? Have you ever seen CoNnect?
Surely not.

And the Falcon's raw computing power is meaningless if you are using apps
with much I/O, like WPs and comms packages, don't you even know THAT? Only
the GUI speed counts for this kind of programs, and here the Falcon has a
major advantage, as any Atari.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2793. Verkaufe: Atari Laser

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 07:48:30 UTC
From: haver@sirius.fernuni-hagen.de
Message-ID: <2um08e$nph@fuhainf.fernuni-hagen.de>
Source record: 16594

Hi Volks,

Verkaufe Atari Laser,

kaum benutzt (nur 2 Tonerkartuschen insgesamt verbraucht).
Wegen Systemwechsel, Preisvorstellung um 900.- DM, aber: jedes Angebot
wird wohlwollend geprueft.

Mail-Adresse: ullner@stzdo.do
Tel.: 02366 / 81242

.. mit der Hoffnung auf viele Anfragen,
Sieghard.

2794. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 08:17:45 UTC
From: sys1@exnet.com
Message-ID: <Cs1r1n.q4@exnet.com>
Source record: 16608

In article <1994Jun26.124738.29065@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <2ud4ru$743@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl
Meyland) writes:
>
>Oh, what B.S. So what software were you using? The Falcon was not upto snuff
>to run powerful Apps and had to use a Mac. I am using a Duo210 which is
>running at 25mhz.030 and is fast when running Z-term and WriteNow. When
>running Word which is huge, not as fast as WriteNow. On the Falcon, I suspect
>you are use less powerful Apps since that platform lacks the sophistication
>found on the Mac. Nice try fella.

Ah, so Sinclap is admitting that the 68040 macs gives very bad performance,
unless you are running a certain type of applicaction---so bad infact that
that he has to guess that there is no match on the Falcon---well, that is fine
but the weasel words ``I suspect'' give away his ignorance.

Nice try Pete.

Xavier

2795. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 08:30:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2um2mv$2oe@bognor.barclays.co.uk>
Source record: 16593

In article <2ufnq7$stp@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> Iain.Laskey@barclays.co.uk wrote:
|> : <Usual utter shite from sinclap deleted>
|> : Peter, Apple don't make consoles so why not just fuck off eh? Why have you
|> : got this anti-Atari thing? What do we have to do to persuade you you are
|> : unwanted? Hire a hitman? Kick the shit out of you next time you go for a
|> : walk to get your next bunch of Mac magazines?
|> : Grow up and stop being such a sad git.
|>
|> : I WILL NEVER BUY A MAC OK?
|>
|> I didnt' see anything wrong with what he said. Yell at him when he's being
|> stupid, fine, but when he's just giving information, just read it.
You're obviously new here then :-)

Peter has been pissing people off here for so long that even if he did say
something sensible (which about once a month he does), no one cares. We just
tell him once again to go away.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2796. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 12:05:08 UTC
From: proche@imag.fr
Message-ID: <2umf9k$fsd@isis.imag.fr>
Source record: 16598

In article <2ufnq7$stp@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

|> I didnt' see anything wrong with what he said. Yell at him when he's being
|> stupid, fine, but when he's just giving information, just read it.
|>

Of course, there was nothing wrong. But these news were not his. He just
forwarded them from rec.games.video.atari. That's why this time it seemed to
have sense. His only contribution seems to be the title: you can recognize his
inimitable style.

--

Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah ! Yeah !" Nirvana

2797. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 13:55:52 UTC
From: taw@kepler.unh.edu
Message-ID: <2umlp8$gfe@mozz.unh.edu>
Source record: 16596

Hey folks, why don't we all (Peter..) agree to follow the basic premise that computers are tools, and as long as a given tool suits your needs, THAT IS ALL THAT MATTERS!

A good example, I know of a multi-million dollar manufacturing corporation that still does all production scheduling on an IBM System/36. For the younger folks out there, the 36 is a mini that has less RAM, storage, and processing power than a 486, and cost about $50-75k 15-20 years ago. Why, despite IBM's attempts to sell them an RS/6000 workstation, or an AS-400 mini, do they continue with that dinosaur? Because it still satisfies their needs! They don't need to do things any faster, or need more storage, because the basic problem that the computer solves for them is still the same!

Yes, I personally upgrade machines & technologies frequently, but that is my vocation and advocation. But I don't beat up people who still use a DOS wordprocessor on an INTEL 8088 machine, or for that matter, folks who still us a CP/M based Kaypro for word processing. As long as the machine suits your needs, and does the job well, the rest is NOT IMPORTANT.

Same applies to video games. Enjoy your games? Satisifed w/the graphics? Color? Sounds? Well, then who the heck cares to get into a debate about which TECHNOLOGY is SUPERIOR? WHO CARES?

Atari Advocate? Great. Next Advocate? Great. All neat machines and OS's that HAVE THEIR VIRTUES! If the users are HAPPY, then let it rest in peace!

Discussion should't be "my dad is bigger than your dad, so you better not push me again," but "my machine is neat because .. and I acknowledge that your machine is neat too.."

Play nice & quit sticking your tongues out!

2798. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 15:26:25 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <Cs2Aw1.EvH@ztivax.zfe.siemens.de>
Source record: 16597

Peter, since you know so many things about Apples, maybe you could answer this little question: will the Apple PowerCD 300 work with my SCSI-PC?

-Mike

2799. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 17:34:08 UTC
From: bjgrier@bnr.ca
Message-ID: <Cs2Gt2.5Lt@nrtpa038.bnr.ca>
Source record: 16602

In article <Cs2Aw1.EvH@ztivax.zfe.siemens.de>, michi@km21.zfe.siemens.de (Michael Klug) writes:
|> Peter, since you know so many things about Apples, maybe you could answer this
|> little question: will the Apple PowerCD 300 work with my SCSI-PC?
|>
|> -Mike

Mike it works on my ST and TT, but it is rather slow (single speed).

<flame bait for "YOU KNOW WHO"!!!!>
So it fits right in with all MAC products ;)

Brian
--

Disclaimer: The opinions expressed are mine not those of .

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
_____	_____

2800. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 17:50:34 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un3ha$kbh@mother.usf.edu>
Source record: 16599

sinclap2954@cobra.uni.edu wrote:
: In article <2ufnuh$stp@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
: > Yeah, but when a Mac needs a 25mhz 68040 to even come clsoe to the speed of my
: > 16mhz 68030 Falcon, then there's something really disgusting about that Mac.
: > If the design of the machine and OS is that BAD, I DON'T WANT IT!

: If you are running powerful Mac apps, than you would need a faster Falcon.
: Instead of using Word, WriteNow is much faster if speed is important, but not
: as powerful. No the hardware and OS is not bad, you lack the powerful apps on
: your platform.

: Mac Mall has Q605 4/80 FOR $799! Much cheaper than the $1299 Falcon. You can
: get a Q660AV mac with 230 meg HD's for $1299.

: >

: -Peter

Mac suffers from the same disease that Microsoft has. Don't cate about the size or speed of the app. If the new version doesn't fit in your RAM, fit on your hard drive, or runs too slow, throw more hardware at it. Well, hardware IS NOT cheap.

Why is it that an Atari app with the same capabilities as a Mac application is so MUCH SMALLER and FASTER? Because, unlike developers for the Mac, Atari developers actually CARE about what they're doing.

Mac is suffering from bloated software just as badly as Windows is. Well, I don't want an OS written my people who can't optimize worth shit, and I don't want software written by even bigger idiots.

I want my fast Atari with my fast, small, powerful software. A Quadra doesn't match the speed of the Falcon030 because the OS developers write big, bad, slow code, and the software developers are even worse.

If my computer has to sit there and constantly access virtual memory because 4 megs isn't enough to run my word processor (partially due to the fact that Mac does not have dynamic memory allocation. Boo on them!), it's GOING TO run slow. Simple as that.

On the other hand, if I have quite a number of AUTO programs and desk accessories on my Falcon, run my wordprocessor, have several large docs open, and have more than 1 meg free out of the 4, then someone did something right.

2801. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 17:54:42 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un3p2$kbh@mother.usf.edu>
Source record: 16600

Michael Klug (michi@km21.zfe.siemens.de) wrote:
: Peter, since you know so many things about Apples, maybe you could answer this
: little question: will the Apple PowerCD 300 work with my SCSI-PC?

: -Mike

And here's another question about Apples.... will the PPC Macs ever run fast? They're slower than the Quadra's, and have about 10% of their OS code in native PPC code. All but the bare essentials are emulated, and none of the new software is PPC. It won't catch on for the Mac. Too many people have the old machines, and the developers just aren't going to care. And the Mac developers didn't care to port the whole OS, or even design the hardware well... the hardware interrupt timing signals in the PPC Mac is as bad as in the regular mac.... NON EXISTENT. That's why there's no preemptive multitasking.

2802. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-27 20:08:22 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2unbjm$a8d@scapa.cs.ualberta.ca>
Source record: 16601

guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:

>In article <1994Jun26.124738.29065@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>
>>Oh, what B.S. So what software were you using? The Falcon was not upto snuff
>>to run powerful Apps and had to use a Mac. I am using a Duo210 which is
>>running at 25mhz.030 and is fast when running Z-term and WriteNow. When
>>running Word which is huge, not as fast as WriteNow. On the Falcon, I suspect
>>you are use less powerful Apps since that platform lacks the sophistication
>>found on the Mac. Nice try fella.

>Errr...Peter? Would you PLEASE stop talking about Atari software, because you
>don't know even the slightest bit about it?

>Mac software is sophisticated? Perhaps, but surely Microsoft apps are not,
>you were using a Microsoft app (Word) as a pro-Mac argument. Have a look
>at Atari WPs like Tempus Word pro, Papyrus GOLD or Script 3.5, THEN complain
>if you still feel like it.

>Z-term is a terminal program/comms package? Have you ever seen CoNnect?
>Surely not.

I agree here- I have used Zterm upwards of 30 times on my friend's mac LC II,
and it is rather limiting. I much preferr STalker and CoNnect! WAY more
options, and better ansi emulation (at least, CoNnect)!

As for raw ascii editors- nothing I've seen so far can touch everest 3.x...
It is simply put, wonderful! Atari Works is not the greatest thing out on the
market, but it is also quite well done. It sure made the output of MY
printer look about 200 times better than before!

"the platform lacks the sophistication"???? BWahah puhleeeze.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

2803. Re: THE MAC HAS DIED (Unfortunately Peter's still clueless)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 09:02:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uoovg$n21@bognor.barclays.co.uk>
Source record: 16603

```
In article <1994Jun26.131921.29069@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> No. Atari users can do what ever they like. The question is should new users
|> new to Atari invest in the hardware and software. That was the advocacy
|> question. Atari advocates got angry because people were not being swayed to
|> their platform of choice. I am not saying that the ST is not a decent machine
|> but Atari has made it clear that their time and resources will be spent on the
|> Jag and not their former computer line.
Whoops! Major cockup. Sensible comment from Peter.
--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

2804. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 09:04:42 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uop3a$n21@bognor.barclays.co.uk>
Source record: 16604

```
In article <Cs2Gt2.5Lt@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> In article <Cs2Aw1.EvH@ztivax.zfe.siemens.de>, michi@km21.zfe.siemens.de (Michael Klug)
writes:
|> |> Peter, since you know so many things about Apples, maybe you could answer this
|> |> little question: will the Apple PowerCD 300 work with my SCSI-PC?
|> |>
|> |> -Mike
|>
|> Mike it works on my ST and TT, but it is rather slow (single speed).
I thought the CD300 was double speed?

--
+-----------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

2805. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 12:11:32 UTC
From: bjgrier@bnr.ca
Message-ID: <Cs3wJB.L62@nrtpa038.bnr.ca>
Source record: 16605

In article <2uop3a$n21@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> In article <Cs2Gt2.5Lt@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> |> In article <Cs2Aw1.EvH@ztivax.zfe.siemens.de>, michi@km21.zfe.siemens.de (Michael Klug) writes:
|> |> |> Peter, since you know so many things about Apples, maybe you could answer this
|> |> |> little question: will the Apple PowerCD 300 work with my SCSI-PC?
|> |> |>
|> |> |> -Mike
|> |>
|> |> Mike it works on my ST and TT, but it is rather slow (single speed).
|> I thought the CD300 was double speed?
|>

They CLAIM it's double speed. But it is definitely slower than the NEC-84
I replaced it with. It is faster than my Chinon 431 but I wanted much faster
so I ended up with the NEC-84.

Brian

--

Disclaimer: The opinions expressed are mine not those of .

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
| Research Triangle Park, NC | have REAL computing work to do. |
|____________________________________|_____________________________________|
```

2806. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 12:31:18 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2up56m$n21@bognor.barclays.co.uk>
Source record: 16606

```
In article <Cs3wJB.L62@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> In article <2uop3a$n21@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> |> In article <Cs2Gt2.5Lt@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> |> |> In article <Cs2Aw1.EvH@ztivax.zfe.siemens.de>, michi@km21.zfe.siemens.de (Michael
Klug) writes:
|> |> |> |> Peter, since you know so many things about Apples, maybe you could answer this
|> |> |> |> little question: will the Apple PowerCD 300 work with my SCSI-PC?
|> |> |> |>
|> |> |> |> -Mike
|> |> |>
|> |> |> Mike it works on my ST and TT, but it is rather slow (single speed).
|> |> I thought the CD300 was double speed?
|> |>
|>
|> They CLAIM it's double speed. But it is definitely slower than the NEC-84
|> I replaced it with. It is faster than my Chinon 431 but I wanted much faster
|> so I ended up with the NEC-84.
In the UK, System SOlutions sell them with Atari i/f and drivers and those who
have bought one (a lot by all accounts) say they are very happy with it. Does
your driver put it into double speed mode by default?

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------------+
```

2807. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 13:41:02 UTC
From: bjgrier@bnr.ca
Message-ID: <Cs40oF.MK5@nrtpa038.bnr.ca>
Source record: 16607

```
In article <2up56m$n21@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> In article <Cs3wJB.L62@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> |> In article <2uop3a$n21@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> |> |> In article <Cs2Gt2.5Lt@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk)
writes:
|> |> |> |> In article <Cs2Aw1.EvH@ztivax.zfe.siemens.de>, michi@km21.zfe.siemens.de
(Michael Klug) writes:
|> |> |> |> |> Peter, since you know so many things about Apples, maybe you could answer
this
|> |> |> |> |> little question: will the Apple PowerCD 300 work with my SCSI-PC?
|> |> |> |> |>
|> |> |> |> |> -Mike
|> |> |> |>
|> |> |> |> Mike it works on my ST and TT, but it is rather slow (single speed).
|> |> |> I thought the CD300 was double speed?
|> |> |>
|> |>
|> |> They CLAIM it's double speed. But it is definitely slower than the NEC-84
|> |> I replaced it with. It is faster than my Chinon 431 but I wanted much faster
|> |> so I ended up with the NEC-84.
|> In the UK, System SOlutions sell them with Atari i/f and drivers and those who
|> have bought one (a lot by all accounts) say they are very happy with it. Does
|> your driver put it into double speed mode by default?
|>
```

Since I wrote my own MiNT driver :) It does nothing special to get any
CD-rom into double speed mode. The entire difference that I noticed
may be entirely due positioning times or drive caching in the NEC-84
and not due to actual transfer rate, though running a test program
gave the CD300 an average of 170k/sec vs 250k/sec on the NEC-84.

My test consisted of measuring the time to read two 32k blocks of data
10000 times from the CD drive. So my tests did include head positioning.
I felt this was an accurate way to measure throughput since this simulated
the loading of the 32K cache blocks I was adding to my CD driver. The
tests were performed on an HP-720 workstation, and the two blocks caused
the heads to have to move about half the disc each read.

I should add that under the same test my Chinon 431 rates only 100k/sec
and it is a very old single speed drive. So the CD-300 is about twice as
fast as my Chinon, but close to the single speed spec of 150k/sec. But in
MY tests the NEC-84 performed better. The NEC-84 also cost me slightly less
than the CD300. (your costs may vary)

It should also be noted that for most CD-Rom applications the user will be doing sequential accesses, or at least not have such drastic head movements, so head positioning times would not apply.

I may port this test over to the ST/TT to get a more accurate picture of the CD-Rom speeds on an Atari.

Brian

--

Disclaimer: The opinions expressed are mine not those of .

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.

2808. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 17:17:41 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun28.121741.29156@cobra.uni.edu>
Source record: 16609

In article <2ul11q$pu4@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <1994Jun26.131019.29068@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>I am sure the Medus will be as fast as the 040 Macs. But will the Medusa cost
>>the same, less or more than the new Mac 630 with 8megs ram, 250 meg HD and
>>CDrom drive for $1500? I doubt it.
>
> No, no peter. You don't get it. The Medusa is FASTER than the 040 macs.
> My Falcon is faster than the low end 040 macs for general purpose tasks. THe
> Medusa has a CPU faster than any 040 mac to begin with (64 mhz clock doubled)
> plus, without the overhead of the Mac SludgeOS, it should run most tasks on
> a speel level comparable to a powerMac.

So how much does this Medus cost? The Quadra 660 AV Mac is not a low end 040.
Does this Medusa cost $1400 like the Q660AV 8/230 does? I think not. The
Medusa is not comaparable to a PowerMac running native apps.

>
> ~Chris
>>> --
>>> +---+
>>> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>>> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
>>> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>>> +-------------+---+
>>>
>>-Peter
>
>

-Peter

2809. Re: **The Jag is a flop!**Imp.Developments!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 17:39:38 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun28.123938.29159@cobra.uni.edu>
Source record: 16610

In article <2ula86$ob9@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>>> Just for the record - I was using a 10 meg 25 mhz 68030 LCIII color, running
>>> system 7.1 two nights ago (don't ask - I was helping a female ;^> colleague)
>>> and the piece of junk ran about half the speed of my 'lowly' 4 meg 16 mhz
>>> Falcon with MultiDog v1.04 running! Now if I compare it with MultiTos 1.10,
>>> It's about an 8th of the speed!
>>> So ner sinclap! But a LCIII doesn't compare!? Bugger off stupid ... ;^>
>>
>>Oh, what B.S. So what software were you using? The Falcon was not upto snuff
>>to run powerful Apps and had to use a Mac. I am using a Duo210 which is
>>running at 25mhz.030 and is fast when running Z-term and WriteNow. When
>>running Word which is huge, not as fast as WriteNow. On the Falcon, I suspect
>>you are use less powerful Apps since that platform lacks the sophistication
>>found on the Mac. Nice try fella.
>
> Jesus Sinclap, you just don't geddit, do you!?
> I was running JUST one app on the MAC (That Labels program - I forget what it
> is) and it ran (should that be crawled!?) VERY SLOWLY. I wasn't using the
> Falcon because it is MY MACHINE, it stays at home - I brought it in to work one
> day, and it took me until 9 at night to get it out the work dudes were so
> interested in it. As for the Falcon, I was comparing it to Calamus SL,
> Everest 3.0 and Atari Works running concurrently. I suspect you are a complete
> idiot Sinclap, as you lack the sophistication that your mac apps have.

Oh please, I run WriteNow, Z-term and DayMaker concurrently. The Mac Apps are more sophisticated and powerful than your crap.

As I was writing this, I was listening to CNBC on television when my ears perked when the Dorman report
when Dan Dorfman was doing his segment on the Dorfman report. His stock report focused on "Hot air: management hype" on Atari Corp with its management hype on the Jag. Dan Dorfman called the Jag a flop- his words. Ha ha ha hah- what perfect timing.

Well anyways, he trashed Atari and Prez. Tramiel. Prez. Tramiel not to long ago said that Atari would have sales of $200 million in 1994. According to Dorfman Atari will not come even close. Dorfman alaso quoted that Tramiel stated earlier that Atari would sell 500,000 Jags in 1994, But stated that those sales will not even be close.

He said that the Jag is a flop, Atari will have zero earnings in 1994, and may go out of business. He also predicted that the stock will hit zero. Ha ha ha ha ha.
>

> One thing good about macs - they have a lot of users or it that they use a lot
> of users!? ;^>
>
> Now Peter, go find me another MAC to better the above for me, I'm sure you can
> find another model to do the same.
>
> Man, what a tool. And I thought that he actually had some substance there for
> a while.
>
> Karl.
> --
> | Karl Meyland CSIRO Division of Building, Construction and Engineering |
> | Post Office Box 56, Highett, Victoria, Australia 3190 |
> | Internet: karlm@mel.dbce.csiro.au OR h8el046@stan.xx.swin.oz.au |
> | Voice: (W) +61 3 252 6222 (H) +61 3 589 1472 Fax: +61 3 252 6249 |

-Peter

2810. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 17:53:30 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun28.125331.29161@cobra.uni.edu>
Source record: 16611

In article <2un3ha$kbh@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
> sinclap2954@cobra.uni.edu wrote:
> : In article <2ufnuh$stp@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
> : > Yeah, but when a Mac needs a 25mhz 68040 to even come clsoe to the speed of my
> : > 16mhz 68030 Falcon, then there's something really disgusting about that Mac.
> : > If the design of the machine and OS is that BAD, I DON'T WANT IT!
>
> : If you are running powerful Mac apps, than you would need a faster Falcon.
> : Instead of using Word, WriteNow is much faster if speed is important, but not
> : as powerful. No the hardware and OS is not bad, you lack the powerful apps on
> : your platform.
>
> : Mac Mall has Q605 4/80 FOR $799! Much cheaper than the $1299 Falcon. You can
> : get a Q660AV mac with 230 meg HD's for $1299.
>
> : >
>
> : -Peter
>
> Mac suffers from the same disease that Microsoft has. Don't cate about the
> size or speed of the app. If the new version doesn't fit in your RAM, fit on
> your hard drive, or runs too slow, throw more hardware at it. Well, hardware
> IS NOT cheap.

Oh, more lies. In the Mac market, Mac users have a choice of bloated memory
hungry sophisticated software and efficient smaller written software with
enough features to satisfy one.

I use the latter. I run concurrently WriteNow, Zterm, DayMaker and a couple
more apps on a four meg machine. I agree Microsoft WORD IS A MEMORY HOG but is
powerful.

>
> Why is it that an Atari app with the same capabilities as a Mac application is
> so MUCH SMALLER and FASTER? Because, unlike developers for the Mac, Atari
> developers actually CARE about what they're doing.
>

We have that too, read above.

> Mac is suffering from bloated software just as badly as Windows is. Well, I
> don't want an OS written my people who can't optimize worth shit, and I don't
> want software written by even bigger idiots.
>
> I want my fast Atari with my fast, small, powerful software. A Quadra doesn't

> match the speed of the Falcon030 because the OS developers write big, bad,
> slow code, and the software developers are even worse.
>
> If my computer has to sit there and constantly access virtual memory because 4
> megs isn't enough to run my word processor (partially due to the fact that Mac
> does not have dynamic memory allocation. Boo on them!), it's GOING TO run
> slow. Simple as that.
>
> On the other hand, if I have quite a number of AUTO programs and desk
> accessories on my Falcon, run my wordprocessor, have several large docs open,
> and have more than 1 meg free out of the 4, then someone did something right.

You are suffering from mac software envy. The standard mac memory config is eightmegs and that is still cheaper than a four meg Falcon. Mac software is gtting sophisticated and powerful by the day. Were as Atari software development is at a stand still going no where. Multimedia apps are the norm on the Mac and not on the falcon. Mac users have choces interm of software. Mac users as well as Falcon users can use efficient software that takes little memory. Mac users who want powerful apps that require more memory such as multimedia and ray tracing have that option while those apps are not available on the Mac.

An 8 meg/230 meg HD Quadra 660 AV is cheaper than a $1299 Falcon. Add $55 for ramdoubler will increase the Quadra memory to 16 megs will out any slow downs.

One day, you rabid Ataridroids will wake up.
>
>
-Peter

2811. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 18:02:08 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun28.130208.29162@cobra.uni.edu>
Source record: 16612

In article <2un3p2$kbh@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
> Michael Klug (michi@km21.zfe.siemens.de) wrote:
> : Peter, since you know so many things about Apples, maybe you could answer this
> : little question: will the Apple PowerCD 300 work with my SCSI-PC?
>
> : -Mike
>
> And here's another question about Apples.... will the PPC Macs ever run fast?
> They're slower than the Quadra's, and have about 10% of their OS code in
> native PPC code. All but the bare essentials are emulated, and none of the
> new software is PPC. It won't catch on for the Mac. Too many people have the
> old machines, and the developers just aren't going to care. And the Mac
> developers didn't care to port the whole OS, or even design the hardware
> well... the hardware interrupt timing signals in the PPC Mac is as bad as in
> the regular mac.... NON EXISTENT. That's why there's no preemptive
> multitasking.

More lies. A powerMac 6100 running native apps is upto ten times the
performance than an040. the PowerMac running the emulator runs as fast as a
25 mhz 030. With the emulator comming out brings the speed upto a 33mhz 040.

There are 100 native apps today, according to developeres, MacWeek and Apple.
That is 100 days after intro. But there is only five games for the Jagflop
after its been out for ninemonths.

Sounds like your post was in desparation. Listen to this: ATARI COMPUTER AND
PREZ. TRAMIEL DO DOT GIVE A DAM TOWARDS ATARI COMPUTER OWNERS. THERE WILL NEVER
BE AN ATARI LABEL COMPUTER AGAIN. ATARI WILL BE DEAD ACCORDING TO DAN DORFMEN.
WALL ST. ISN'T BUYING ATARI'S BULL.
>
>

-PETER

2812. FLAME BAIT FOR PETER

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 19:54:37 UTC
From: bjgrier@bnr.ca
Message-ID: <Cs4Hz4.5vr@nrtpa038.bnr.ca>
Source record: 16613

ATARI RULEZ!!!

Let's try a little more flame baiting :)

MAC hardware is a pile of guano!
Proof: You can get a noticeable improvement by
running MAC software on an Atari.

MAC software is a pile of guano!
Proof: Mac users have to port Multi-Tos to the
MAC to get pre-emptive multi-tasking.

Conclusion: The Mac is a pile of guano
Proof: See above.

There! That should cause about 10 -> 20 follow-ups by Peter ;)

Brian

--

Disclaimer: The opinions expressed are mine not those of .

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
| Research Triangle Park, NC | have REAL computing work to do. |
|____________________________________|_____________________________________|
```

2813. Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 20:24:09 UTC
From: bjgrier@bnr.ca
Message-ID: <Cs4JCB.6I1@nrtpa038.bnr.ca>
Source record: 16614

Here's a tidbit for people new to internet:

To not read messages from a particular person you just add their
name to your "kill" file.

However Peter is on his third username in the last year so he
will pop up again, causing you to scurry to add yet another name
to your kill file.

In the last six months Peter seems to have spent every day
finding something bad about Atari computers. While I have
writen my own CD-Rom driver (Other available drivers did not
support the Pioneer 601 and 604) and a program to allow Atari
owners to use Compton's New Media CD-Roms.

Now Peter will point out that if Atari computer were viable
systems someone would have done all this for me. But did I not
do it for others? (Ok the $200 in shareware fees in the FIRST
week helps the old motivational factor)

By the way the CD-Rom support for the MAC is pretty dismal
compared to support for Windows. With my program support for
CD-Roms on the Atari is almost up to the level of support for
the MAC. And since I have more CD-Rom support projects in the
works I hope to be able to have Atari CD-Rom support surpase
MAC CD-Rom support soon :)

I know quite a few MAC and Windows users that read the Atari news
groups, shake their heads and ask themselves why we use Atari
computers. But once they have seen my system computers they
understand its ease of use, ease of programming, and even admire
the commradery Atari owners seem to have.

Most think that Peter is (and Gavan was) shall we say quite a
flaming ___-____.

Something struck me that I think should apply to Peter.
Something that William Shatner said on Saturday Night Live.
Some thing along the lines of...

GET A LIFE!!!

Brian

--

Disclaimer: The opinions expressed are mine not those of .

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.

2814. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-28 21:44:57 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cs4n2x.21B@newcastle.ac.uk>
Source record: 16615

In article <1994Jun28.125331.29161@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>You are suffering from mac software envy. The standard mac memory config is
>eightmegs and that is still cheaper than a four meg Falcon. Mac software is
>gtting sophisticated and powerful by the day. Were as Atari software
>development is at a stand still going no where. Multimedia apps are the norm
>on the Mac and not on the falcon. Mac users have choces interm of software.
>Mac users as well as Falcon users can use efficient software that takes little
>memory. Mac users who want powerful apps that require more memory such as
>multimedia and ray tracing have that option while those apps are not available
>on the Mac.
>

The MultiMedia Solution - another breakthrough in computing science - the solution
in search of a problem :)

>An 8 meg/230 meg HD Quadra 660 AV is cheaper than a $1299 Falcon. Add $55 for
>ramdoubler will increase the Quadra memory to 16 megs will out any slow downs.
>
>One day, you rabid Ataridroids will wake up.

And one day peter, you will grow up.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2815. Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-29 13:28:38 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406292012.AA00129@montp.cirad.fr>
Source record: 16616
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

CEO file contents:
Hi,

Perhaps this is a stupid question, but what colors do you people use on your desktops ???

I just can't believe someone can really work with that bright white and green standard setup on a standard colour monitor.

I use a light grey border, a pastel blue background and black lettering since I've got my STE... Ah yes and a pastel yellow MKM_II cone-shaped mouse.

I think it's quite nice. What do you use ?

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

2816. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-29 14:31:53 UTC
From: proche@imag.fr
Message-ID: <2us0kp$6j@isis.imag.fr>
Source record: 16617

In article <1994Jun28.125331.29161@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Mac users as well as Falcon users can use efficient software that takes little
|> memory. Mac users who want powerful apps that require more memory such as
^^^
|> multimedia and ray tracing have that option while those apps are not available
|> on the Mac.
^^^

Err... Did I miss something ?
I'm looking for a Sinclap-English dictionnary; a Sinclap-French dictionnary
would be better but I doubt such a thing exists.

--
Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah ! Yeah !" Nirvana

2817. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-29 14:42:27 UTC
From: proche@imag.fr
Message-ID: <2us18j$6j@isis.imag.fr>
Source record: 16618

In article <1994Jun28.130208.29162@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Sounds like your post was in desparation. Listen to this: ATARI COMPUTER AND
|> PREZ. TRAMIEL DO DOT GIVE A DAM TOWARDS ATARI COMPUTER OWNERS. THERE WILL NEVER
|> BE AN ATARI LABEL COMPUTER AGAIN. ATARI WILL BE DEAD ACCORDING TO DAN DORFMEN.
|> WALL ST. ISN'T BUYING ATARI'S BULL.
|>
|> -PETER

Has Dan Dorfmen made any predictions about the duration of your life, starting
from today ? A few weeks ? A few days ?

--

Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah ! Yeah !" Nirvana

2818. Re: Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-29 16:20:40 UTC
From: troyc@bnr.ca
Message-ID: <2us70o$dr9@bmerha64.bnr.ca>
Source record: 16619
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <9406292012.AA00129@montp.cirad.fr>, <Bales_N@CIRAD.fr> wrote:
>
>Perhaps this is a stupid question, but what colors do you people use on your
>desktops ???
>
>I just can't believe someone can really work with that bright white and green
>standard setup on a standard colour monitor.

I used to for quite a while. It's not bad during the day, but at night in a
dark room I had to turn the bright & contrast way down.

>
>I use a light grey border, a pastel blue background and black lettering since
>I've got my STE... Ah yes and a pastel yellow MKM_II cone-shaped mouse.

Yes, That's what I have now too. I also made the window background the red
color with a *real* light checkered pattern so the red is barely visible.

I also use the windows color CPX with Xcontrol to set the colors of all my
window decorations so the active window is quite pleasant.

I still have to turn the bright and contrast way down in a dark room, though.

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2819. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-29 21:08:20 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2usns4$6mf@mother.usf.edu>
Source record: 16620

sinclap2954@cobra.uni.edu wrote:
: In article <2un3ha$kbh@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller)
writes:
: > sinclap2954@cobra.uni.edu wrote:
: > : In article <2ufnuh$stp@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller)
writes:
: > : > Yeah, but when a Mac needs a 25mhz 68040 to even come clsoe to the speed of my
: > : > 16mhz 68030 Falcon, then there's something really disgusting about that Mac.
: > : > If the design of the machine and OS is that BAD, I DON'T WANT IT!
: >
: > : If you are running powerful Mac apps, than you would need a faster Falcon.
: > : Instead of using Word, WriteNow is much faster if speed is important, but not
: > : as powerful. No the hardware and OS is not bad, you lack the powerful apps on
: > : your platform.
: >
: > : Mac Mall has Q605 4/80 FOR $799! Much cheaper than the $1299 Falcon. You can
: > : get a Q660AV mac with 230 meg HD's for $1299.
: >
: > : >
: >
: > : -Peter
: >
: > Mac suffers from the same disease that Microsoft has. Don't cate about the
: > size or speed of the app. If the new version doesn't fit in your RAM, fit on
: > your hard drive, or runs too slow, throw more hardware at it. Well, hardware
: > IS NOT cheap.

: Oh, more lies. In the Mac market, Mac users have a choice of bloated memory
: hungry sophisticated software and efficient smaller written software with
: enough features to satisfy one.

: I use the latter. I run concurrently WriteNow, Zterm, DayMaker and a couple
: more apps on a four meg machine. I agree Microsoft WORD IS A MEMORY HOG but is
: powerful.

Good Mac apps exist, but there's not very much if it. And then there's the
horrible bus and I/O structure of the mac. You can't program around that.

: >
: > Why is it that an Atari app with the same capabilities as a Mac application is
: > so MUCH SMALLER and FASTER? Because, unlike developers for the Mac, Atari
: > developers actually CARE about what they're doing.
: >

: We have that too, read above.

: > Mac is suffering from bloated software just as badly as Windows is. Well, I
: > don't want an OS written my people who can't optimize worth shit, and I don't
: > want software written by even bigger idiots.
: >
: > I want my fast Atari with my fast, small, powerful software. A Quadra doesn't
: > match the speed of the Falcon030 because the OS developers write big, bad,
: > slow code, and the software developers are even worse.
: >
: > If my computer has to sit there and constantly access virtual memory because 4
: > megs isn't enough to run my word processor (partially due to the fact that Mac
: > does not have dynamic memory allocation. Boo on them!), it's GOING TO run
: > slow. Simple as that.
: >
: > On the other hand, if I have quite a number of AUTO programs and desk
: > accessories on my Falcon, run my wordprocessor, have several large docs open,
: > and have more than 1 meg free out of the 4, then someone did something right.

: You are suffering from mac software envy. The standard mac memory config is

Envy!?! Envy, my ass! I think perhaps you're suffering from envy of Atari
software that runs better in 1 meg than Mac software does in 8!

: eightmegs and that is still cheaper than a four meg Falcon. Mac software is

This is not true. The base models come wiht 4 megs, and RAM is not cheap.

: gtting sophisticated and powerful by the day. Were as Atari software
: development is at a stand still going no where. Multimedia apps are the norm

It may be at a stand-still, but in many areas, it's far enough ahead of Mac
that it doesn't matter. Mac will never catch up in Music and DTP.

: on the Mac and not on the falcon. Mac users have choces interm of software.
: Mac users as well as Falcon users can use efficient software that takes little
: memory. Mac users who want powerful apps that require more memory such as
: multimedia and ray tracing have that option while those apps are not available
: on the Mac.

: An 8 meg/230 meg HD Quadra 660 AV is cheaper than a $1299 Falcon. Add $55 for
: ramdoubler will increase the Quadra memory to 16 megs will out any slow downs.

: One day, you rabid Ataridroids will wake up.
: >
: >
: -Peter

Rabid Ataridroids? You disagree with us, so you insult us? How childish of
you.

2820. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-29 21:12:22 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2uso3m$6mf@mother.usf.edu>
Source record: 16621

sinclap2954@cobra.uni.edu wrote:
: In article <2un3p2$kbh@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
: > Michael Klug (michi@km21.zfe.siemens.de) wrote:
: > : Peter, since you know so many things about Apples, maybe you could answer this
: > : little question: will the Apple PowerCD 300 work with my SCSI-PC?
: >
: > : -Mike
: >
: > And here's another question about Apples.... will the PPC Macs ever run fast?
: > They're slower than the Quadra's, and have about 10% of their OS code in
: > native PPC code. All but the bare essentials are emulated, and none of the
: > new software is PPC. It won't catch on for the Mac. Too many people have the
: > old machines, and the developers just aren't going to care. And the Mac
: > developers didn't care to port the whole OS, or even design the hardware
: > well... the hardware interrupt timing signals in the PPC Mac is as bad as in
: > the regular mac.... NON EXISTENT. That's why there's no preemptive
: > multitasking.

: More lies. A powerMac 6100 running native apps is upto ten times the
: performance than an040. the PowerMac running the emulator runs as fast as a
: 25 mhz 030. With the emulator comming out brings the speed upto a 33mhz 040.

This new emulator is bullshit. The PPC is fast enough to emulate a fast 040, but the developers are too stupid to do it. They won't. All they care about is money, so they're NOT going to put forth the effort to write a good, fast emulator.

And of course, you'll NEVER get a good, fast OS. The Microsoft syndrome has spread to Mac OS developers. System 7 is MUCH slower than System 6, and it's getting worse. When they write it for PPC, they'll be even MORE lazy, wasting machine resources and speed because they think they can get away with it.

: There are 100 native apps today, according to developeres, MacWeek and Apple.
: That is 100 days after intro. But there is only five games for the Jagflop
: after its been out for ninemonths.

You're taking the word of MacWeek? Oh, of course... we all know how stupid you are.

: Sounds like your post was in desparation. Listen to this: ATARI COMPUTER AND
: PREZ. TRAMIEL DO DOT GIVE A DAM TOWARDS ATARI COMPUTER OWNERS. THERE WILL NEVER
: BE AN ATARI LABEL COMPUTER AGAIN. ATARI WILL BE DEAD ACCORDING TO DAN DORFMEN.
: WALL ST. ISN'T BUYING ATARI'S BULL.
: >
: >

Shows how little you know. Since Atari has stopped support, 3 developers have begun working on Falcon clones.

: -PETER

2821. Re: Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-29 22:43:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ustes$bik@mailer.fsu.edu>
Source record: 16622
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Bales_N@CIRAD.fr wrote:

> Perhaps this is a stupid question, but what colors do you people use on your
> desktops ???
>
> I just can't believe someone can really work with that bright white and green
> standard setup on a standard colour monitor.

Virtually all of my work is done on an SM124 mono unit. Once you have worked with one of these high res paper-white mono units, you can never go back :-). I cannot imagine doing DTP, telecommunications, etc. on a color monitor anymore. These are available fairly cheap, and I would put it right after a hard disk in terms of "Things to get to enhance the usefulness of your ST/STE". Just my $0.02.

Oh, pastel green, a bright red, and I tone down the white to a lower value than default. Neodesk is the king, IMHO. I have not worked from the GEM desktop (for any length of time) in years. Neo uses a lot of patterns to give texture and "apparent" colors to the desktop, and IMHO looks a lot nicer in color than the GEM desktop. Another $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2822. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 01:12:33 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <506xhYB.ari2550@delphi.com>
Source record: 16623

Hi all:

I don't want to get on anybody's bad side regarding this "debate", however, here's my two cents...

I WAS a Falcon 4/85 owner until two weeks ago. I had the machine 6 months and used it daily. In fact, some of you here already know me from my university account (FELDAK79). Anyway...

I liked the Falcon but I did feel it was too much money for what I got. Why? Well, the machine was slow in its native graphics modes. I mean, I could literally see the screen redraw panel-by-panel in 256 and TC modes. This performance is analagous to a 386SX-16 running Windoze.

Granted, the Falcon ran most of my ST software very quickly but I could count the number of applications and games that TRULY took advantage of the architecture on my hands and feet (5 digits on each, thank you).

The Falcon hardware is still not cheap, either. I sold my Falcon to a music dealer and picked up a cheap PC clone. For well under $725, I got a custom 386DX-40 w/SVGA card and display, mouse, 4 megs of RAM, and a WD Caviar 212meg Hard Drive. Under DOS, this low-end system simply kills the Falcon in every aspect exect in displaying sprites and playing sound.

Finally, I disliked the Falcon because its software support was weak. I do contract graphics work for computer games and the Falcon simply doesn't have the kind of software I need at the price I want to pay. TruePaint is shit, Prism paint II isn't much better, and DA Paint is too much $$ and too much power for my needs.

Anyway, I think you get my perspective.

Regards,

Ari

P.S. I still have my STe - now that's a machine worth the $$

2823. Re: Atari not quite dead.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 01:28:10 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5W8zRMC.ari2550@delphi.com>
Source record: 16624

No, Atari isn't dead but it is on life support. I work for a major financial service and brokerage firm and watched in disgust as Atari's stock dropped approx. 20% of its value while hundreds of thousands of shares were sold. Atari's Chief Financial Officer was quoted on DJ news that Atari has dropped it's support of the computer line and Sam Tramiel himself made an announcment urging people to stop the selling craze. People are losing faith in the company. I know I have...

Atari has less than 5 months to sell those "one million" Jags by Christmas. Will they do it? I don't know anymore...

My advice. Sell your Atari hardware while you can - unless, of course you are happy with it. I was for many years but I've outgrown the architecture.

Ari

2824. BABBAGES is CO-OPTED by Nintendo, SEGA and 3DO

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 13:36:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.366.249.0N966717@teaminfinity.com>
Source record: 16625

Was in a BABBAGEs (Computer Store like EGGHEAD) the other day in Annapolis Mall (Maryland) and had to look all over the G-damn place (very small store) to find the JAGUAR Stuff. What kind of conspiracy is this !? If ATARI only knew that some stores are HIDING the JAG stuff and the clerks know NOTHING about how great the JAGUAR really is. I WAS OUTRAGED !!!!! They claim "When the carts come out then we will move them out in the open where people can see them" Chicken or the Egg ???!!! While 3DO Sega and Nintendo have big PROMO Stands, Posters and even demo systems to play and watch in the store window, there was nothing at all about the JAGUAR anywhere. They keep the JAGUAR stuff in the back or inconspicuously on a hard to find shelf as if they had no clue JAGUAR TECHNOLOGY has won TECHNICAL EXCELLENCE awards, both National and International, is made entirely in the USA and is AN ALL AROUND KICK ASS SYSTEM only to get better.... But when you ask if they ever tried one the CLERKs look at you glassy eyed with slack jaw and reply, "NO but the 3DO is much better anyway" DUH !!

Please pass it on to all you know at ATARI because some of the commercial/retail software/game outlets out here are not trying in the least to even know what the JAGUAR is all about. Not sure how why they are so ignorant. Could be they need a little more literature or a demo machine to set up... This is where the rubber meets the road and it does ATARI no good to have such DUMB clerks out there HIDING the BEST GAME SYSTEM EVER

game.guru@TeamInfinity.com

(ATARI DEVELOPER, ADVOCATE, SHAREHOLDER)

2825. Alternate (non PC) computers: no future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 15:14:12 UTC
From: proche@imag.fr
Message-ID: <2uung4$m8p@isis.imag.fr>
Source record: 16626

Hi,

The dark times are coming. Ari Feldman's posting is quite revealing. Despite Sinclap's stupid believings, Atari's worst concurrent computer surely isn't the Mac: it's the PC. I can see the coming of the day when the only 'home' computer still alive is the PC. Here's why.

Let's have a look at the micro-computers' History. In the beginning of the eighties happened what could be called home computing explosion. Computers like Sinclair ZX81 were sold like crazy (in French, comme des petits pains). Estimations were that every home would possess a computer before the end of the decade (are we really here today ?). So lots and lots of companies released their own computer. Everybody wanted to have one to sell. If I remember, there was the choice amongst at least 50 different machines and as many manufacturers. Ten years after, most of these machines had disappeared. Only 4 systems remained: Mac, Pc, Atari and Amiga. Why ? Of course, there were too many computers for a too low market which had been over-estimated. The first two survivors were still alive because of their professional abilities. The last two were still around because games that were produced on the 8-bit machines Atari 800 and C64 slightly overtook games available for that time's consoles. Maybe their architecture was better than their concurrents (remember their famous graphic coprocessors ?). Anyway, this gave Atari and Commodore the opportunities to evolve and to release the ST and the Amiga.

Today, what's happening ? Commodore has sunk. Atari is leaving the computer market. Who's fault ? I don't know what happened to Commodore. I still don't understand. As for Atari, they didn't dare to produce enough Falcons; meanwhile, soft editing companies, except a few ones, didn't dare to produce games for the Falcon, maybe waiting to be sold in larger quantities, or maybe disappointed by soft piracy. Moreover, in the 80's, games were better on computers than on consoles. Today all this has changed. For most 'customers', when you have the choice between a cheap console with beautiful graphics, animations, sound quality, and a computer which can offer the same kind of games with sometimes almost the same quality and the ability to be used for more than games, but at a far higher price, guess which one will be chosen. So, game players who made the success of Atari and Amiga turned to consoles and sealed the doom of Atari and Commodore. Others moved to the PC where they can find different games and still use it as a computer.

Soon you'll have the choice between 50 Mac computers and several types of PC. Then, there will be only PC (sorry about that, Sinclap, but your turn will come). Just when the main purposes of the Mac (mosly text editing) will be surpassed by the PC (wait, isn't it the time NOW ?).

I don't like the PC. I don't like its architecture (no graphic coprocessor, the main processor has to do the whole work). I don't like its processors

(this notion of segment is a plague). I don't like MS-DOS and its 640k limit; as a programmer, this is an even worst plague. From what I know, programming Windows applications is a mental torture. I don't like to develop on a PC. If this comparison has any meaning, developping time on a PC is 10 times higher than on a Sun (OK, not the same price). I like some games on the PC, but each new game requires more and more speed and memory, so you can't really enjoy new games two years after buying your machine. The only good thing I must admit is the speed of Intel processors, wasted most of the time.

I've been an Atari user for several years. I own a simple nearly-ten-years-old ST and I'm still amazed of things that can be done with it (last surprise, Starball which is shareware). Imagine what you could do with a 10-years-old PC ? Play pong ? I plan to buy a Falcon because it seems to be an innovative beast (that DSP was a really great idea), but I don't want a dead-born machine. So what ? Buy a PC ? No way ! Buy a Mac ? To meet users like Sinclap and become like him ? Certainly not ! Moreover, I don't need any text-editing machine. Buy an Amiga ? It's presumed dead.

So here's the fact: you have now the choice between consoles, brand-new dead machines, text editors, and Prehistoric Computer. MERDE !
So when I see Sinclap post those insane prices lists, I really want to say "stop this mess, let's find reasons not to buy a PC".
Sorry about the length, but this had to be said.

Pascal.

--

Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah ! Yeah !" Nirvana

2826. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 16:03:26 UTC
From: djs@jet.uk
Message-ID: <1994Jun30.160326.14167@jet.uk>
Source record: 16627

In <506xhYB.ari2550@delphi.com> Ari Feldman <ari2550@delphi.com> writes:

>The Falcon hardware is still not cheap, either. I sold my Falcon to a music
>dealer and picked up a cheap PC clone. For well under $725, I got a custom
>386DX-40 w/SVGA card and display, mouse, 4 megs of RAM, and a WD Caviar
>212meg Hard Drive. Under DOS, this low-end system simply kills the
>Falcon in every aspect exect in displaying sprites and playing sound.
The moment you try running Cubase for Windows on your 386, you'll
desperately wish you still had your Falcon. Or even your ST.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2827. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 17:11:17 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uuubl$500@bognor.barclays.co.uk>
Source record: 16628

In article <506xhYB.ari2550@delphi.com>, Ari Feldman <ari2550@delphi.com> writes:
|> I liked the Falcon but I did feel it was too much money for what I got.
|> Why? Well, the machine was slow in its native graphics modes. I mean, I
|> could literally see the screen redraw panel-by-panel in 256 and TC modes.
|> This performance is analagous to a 386SX-16 running Windoze.
Never ever use a Falcon without NVDI. How many times can it be said? It makes
such a difference. Without NVDI youmight as well give up (err, you did!)

|> Granted, the Falcon ran most of my ST software very quickly but I could count
|> the number of applications and games that TRULY took advantage of the
|> architecture on my hands and feet (5 digits on each, thank you).
Alas, true by andlarge.

|> Finally, I disliked the Falcon because its software support was weak.
|> I do contract graphics work for computer games and the Falcon simply
|> doesn't have the kind of software I need at the price I want to pay.
|> TruePaint is shit, Prism paint II isn't much better, and DA Paint is too
|> much $$ and too much power for my needs.
Jesus, your hard to please. You complain about programs that aren't up to it and
then complain others are too much. As a graphics professional you should
recognise the need to buy the best tools to do the job. It's the same with
programming. It might look expensive but it pays for itself in productivity in
no time at all. if your time is worth say 20$ an hour and you buy a 300$
application that lets you work twice as fast, it will only take 3 days or so to
pay for it!

|> Anyway, I think you get my perspective.
Indeed.

|> P.S. I still have my STe - now that's a machine worth the $$
No argument there!

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2828. Re: Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 21:33:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2uvdna$k31@darkstar.UCSC.EDU>
Source record: 16629
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I'm blue and grey person. BLue slightly more than 50% fill for the desktop, black window borders, all window gadgets except title solid light grey with dark blue characters. Title bar hatched grey with dark blue letters with white border mode. Scroll bar backgrounds solid dark blue, thumbs are light grey light hatched. I like it. :)

~Chris

2829. Re: BABBAGES is CO-OPTED by Nintendo, SEGA and 3DO

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 23:18:41 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <pA2whiZ.ari2550@delphi.com>
Source record: 16630

GeneralI agree with your sentiments. However, its not so much as a matter of sales personnel ignorance as it is money - Sega and Nintendo spend a great deal of money promoting their products and people buy them. They also pay retailers premiums to stock their stuff and put it out in open view.

When Atari's stock was up to $11/per share and the Jag looked like it would take off, many local retailers in my area had the Jag out in the open... funny how things work, eh?

Ari

2830. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 23:23:26 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <pC+zhuW.ari2550@delphi.com>
Source record: 16631

David Stevenson <djs@jet.uk> writes:

>The moment you try running Cubase for Windows on your 386, you'll
>desperately wish you still had your Falcon. Or even your ST.
>--

Yes you are right - but I'm no musician so I don't need Midi apps and
I don't do (or plan) to do Windoze...

I wordprocess, play games, and do game graphics - all are applications well
suited for my *inexpensive* 386 clone.

The Falcon is well suited for all of the above apps I mentioned, however,
it is lacking in the games and graphics program support.

BTW, I still have my STe w/HD...I only sold the money pit machine (Falcon).

Ari

2831. Re: Falcon's Price/Performance sucks!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-06-30 23:28:59 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <pg-w50T.ari2550@delphi.com>
Source record: 16632

<Iain.Laskey@barclays.co.uk> writes:

>Jesus, your hard to please. You complain about programs that aren't up to it and
>then complain others are too much. As a graphics professional you should
>recognise the need to buy the best tools to do the job. It's the same with

Yes, I am hard to please! However, I'm still in college and like the rest of
you I too must struggle to make ends meet. Therefore, I spend my hard earned
money on the products that I deem most useful and the least expensive.

I only wish I got $20/hr for my time! I do game art/animation - programs like
DA Paint are made for photo-retouching, etc and not for sprite animation and
background graphics. However, programs like Deluxe Paint II PC and
shareware programs lie Improcess are.

When I have the $$$ I will "expand my toolset" and move up to a "fast" PC and
better tools.

Ari

2832. Re: Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-01 07:14:58 UTC
From: diehl@io.org
Message-ID: <2v0fpi$pci@ionews.io.org>
Source record: 16633
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I rarely use GEM desktop. (I prefer NEODesk, which has the standard colours, but my main desktop colour is black, and I have my own Degas PI2 on it) But when I do I generally stick to the normal colour scheme ... I'm not much for changing colours, especially when I've been using it like this for so long... :-)


```
____________ ______ ______ ___________________________________
___<___ ___// __ // ____/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

2833. Re: Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-01 08:18:16 UTC
From: sys1@exnet.com
Message-ID: <Cs95ql.7y@exnet.com>
Source record: 16634
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

light blue background, pale yellow borders, golden sliders with different patterns inside and out, scarlet gadgets.

2834. Re: Alternate (non PC) computers: no future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-01 13:46:47 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jul1.134647.25722@kodak.rdcs.kodak.com>
Source record: 16635

I sense a certain air of desperation in the referenced post. The 68XXX mac and the intel based pc are both becoming dinosaurs. RISC technology (be it powerpc or the intel/hp thing) will supplant them both. Compatibility will be the key. IBM/apple/motorola seem to have vision of producing a common box which will run the user's choice of operating systems and applications. As a USER, this is what I want. I really don't care about what's in the box, I care about what I can do with it. As much as we respect our Ataris, the corporation has no vision, and without vision the culture will slowly die.

Have you noticed the excitement in the mac world lately? A new architecture, compatibility the past, forward looking vision combined with corporate might; all the things that atari could have (should have) done. Sigh.

2835. Re: Alternate (non PC) computers: no future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-01 20:25:24 UTC
From: raz@MCS.COM
Message-ID: <2v1u3k$haq@Venus.mcs.com>
Source record: 16636

I just finished reading this week's InfoWorld and it had some interesting points about the PowerPCs and the members of the coalition: IBM, Apple, Motorola.

"Apple's PowerPC-based Macintoshes, however, do not conform to the [standard]. 'The problem with the [standard] is that it is set in sand.' With Apple, IBM PC Co and the RS/6000 group all going their own ways, the question arises: Which is the real PowerPC?

"There is tremendous confusion in the market. If IBM, Apple, and Motorola don't get united, they will miss the opportunity."

I believe that PowerPC is a bit overblown. One architecture? Maybe. One OS? *NO!* You have OS/2 competing with AIX, Solaris, WindowsNT and either NetWare or UnixWare from Novell. This is in addition to the MacOS, which Apple has not decided to license. Where's the advantage ? Microsoft must be laughing it up right now: All the hardware people are competing with one another, Lotus lost half its stock value, Novell doesn't know how to compete with PC apps (WP and Quattro Pro) and they are going to clean up. Everyone realizes that all future hardware must be "Microsoft compatible." Once WindowsNT gets going in its second or third release, watch out. Atari's problems are going to be seen as miniscule compared to a market dominated by one company.

Basically, the hardware is becoming a commodity. *IF* Atari can license its technology to other companies for ST Clones, *AND* they figure a way to run WindowsNT, *MAYBE* they have a chance. But, frankly, I doubt it.

BTW, I am the proud owner of a 1040ST that I use for programming. But, as said elsewhere, "my ST fulfills my needs, only because my needs haven't changed."

Anupam Razdan
raz@mcs.com

2836. Re: Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-01 22:32:29 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2v25ht$4nj@darkstar.UCSC.EDU>
Source record: 16487
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Maybe we could upload little pictures of a small portion fo the desktop with a small window open? I am curious as to how other people like their GEM.

~Chris

2837. Re: Alternate (non PC) computers: no future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-02 02:51:00 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v2kmk$mgl@mother.usf.edu>
Source record: 16488

Yeah, let's just wait for a few versions later of Windows NT. Hmmm... well, let's see... you'll need 64 megs or RAM, 100 megs of HD space, and a 620 PPC running at 500mhz as a bare minimum JUST TO RUN THE OPERATING SYSTEM. You'll need another 64 megs or RAM so that you can run software (one application only will fit), another 1 gig of HD space to store your apps and other useless garbage, and ANOTHER 620 to run your app (only one at a time to get any speed), because the other one is overloaded by the OS.

yes, people, this is where we're heading with Microshit. BIG, SLOW, HORRIBLY WRITTEN software that also costs every dime you have.

Do you really want that? Microschmuck and their bloated (the size of Jupiter) OS and software?

When Microsoft rules software, the world has come to an end, because we won't be able to run anything. Only Bill Gates has enough money to may for the hardware required to run his company's crap.

I'd like to talk to Bill Gates some time and ask him WHY he's such a tyrant in the business, concerned for nothing but his wallet, while his multi-billion-dollar corporation churns our the worst software in history that you can't run on any reasonable amount of hardware and brainwashes the public into buying it with pure media-hype.

All Microsoft and Intel are is media-hype.

Oh, and now let's talk about Intel. They're not tyrants. They're just stupid. Their processors, until the 386, were so inefficient that a Motorola processor running at the same clock rate would run software on the order of 3 to 6 times faster (not counting anything like the fact that 68000 programmers knew how to code while Intel programmers never cared... we're talkling about raw computing power). When the 386 came out, it was almost up to the efficiency of the 68010... they had to bump up the clock rate to rediculous speeds (and create a lot of heat) to get decent speed. Next was the 486... they increased the efficiency a little, but didn't really do much but make the chip run hotter.

And then there's the Pentium, the worst processor in history. It's based on the old 8088 design (just like all it's predecessors), which gives it a horriblly designed and kludged up instruction set, a half-way decent memory management system (that no one has yet to use right), and a new SuperScaler mode that no one is ever going to use and just serves to make the chip hotter. I touched a 486sx-25 once and regretted it very much. Just amagine the pizzas you could cook on a Pentium.

But there's the media hype that's got people believing that the "Intel Inside" warning label is actually a good thing. It's kinda like Coke and Pepsi marketing.... it's the thing to have, except they both taste like malted

battery acid. So, now we're marketing bad CPU's just like soft drinks... and laxitives and tampons and shampoo and diapers. Yes, you MUST buy Pepsi... why? Well, just BECAUSE! Everyone drinks Pepsi. Well, so, therefore, must everyone have a Pentium... to cook dinner on.

Shampoo... and toothpaste. Now, THOSE are the things to market. Not everyone's going to buy a new TV or new computer or new car every day, but they're going to be USING UP their shampoo and tooth paste. If you want money, sell something that people are going to need more of.

Now Microsoft and Intel are trying to sell computer stuff (and BAD computer stuff, might I add) like tooth paste. You're going to use it up, it's going to be outdated in a week, and you have to buy another to keep up with the demands of the software.

Well, toothpaste is a whole hell of a lot less expensive than a new computer. I want my software to fit my computer, not the other way around.

I'm sticking with my Atari, where the software fits the machine and does a damn good job of what it does, and I don't have to buy a new computer just to use the "wonderful" new features that Microcrap pretended to add to the new version of their software.

2838. Re: Alternate (non PC) computers: no future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-02 05:01:20 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Jul2.050120.8265@escape.widomaker.com>
Source record: 16490

Pascal Roche (proche@imag.fr) wrote:

: I don't like the PC. I don't like its architecture (no graphic coprocessor,
: the main processor has to do the whole work). I don't like its processors
: (this notion of segment is a plague). I don't like MS-DOS and its 640k limit;
: as a programmer, this is an even worst plague. From what I know, programming
: Windows applications is a mental torture. I don't like to develop on a PC. If
: this comparison has any meaning, developping time on a PC is 10 times higher
: than on a Sun (OK, not the same price). I like some games on the PC, but
: each new game requires more and more speed and memory, so you can't really
: enjoy new games two years after buying your machine. The only good thing I
: must admit is the speed of Intel processors, wasted most of the time.

What gives here? Let me cover some points with you:

* I have a graphics coprocessor, an S3 accelerator,

* The problem with segments under the 80x6 was that they were too small.
Most multitasking/timesharing/multiuser computer systems in the world
all use segmented architecture because it is an incredibly powerful
way to manage memory, as long as the segments are very large. Most
systems without segmented memory have it simulated by the OS (like
UNIX on a motorolla) Segmented architecture is a fine solution to
memory and process management. Keep in mind that a 486 in native mode
uses segments... it's just that each one is 4 gigabytes, not 64k

* I don't run MS-DOS... this machine has never had it loaded except
under an emulator or to play games (I run UNIX BTW)

: By a PC ? No way !

Why not? You don't have to run DOS on it.

: Buy a Mac ?

Dead machine too, eventually. Apple is rapidly moving away from it
and to bigger and better (?????) things.

: Prehistoric Computer. MERDE !

Inaccurate... but funny. As soon as the ISA bus is gone, complaints
about the "PC" will be moot because that is it's last stumbling block
(and not hear as bad a one as is advertised). PCI and the ability
to get Intel, MIPS, whatever processors on the open market is going to
make the PC the ultimate winner.

: "stop this mess, let's find reasons not to buy a PC".

No. Look at where it's going and realize that it's the only logical
choice... 'cept maybe a workstation and once we get rid of ISA... what
is the difference between a PC and a workstation? Not much...

: Pascal.

: --
: --
: Pascal Roche Laboratoire de Genie Informatique
: e-mail: Pascal.Roche@imag.fr BP 53
: Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
: "Yeah ! Yeah !" Nirvana
: --
--
csh
----
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

2839. Re: Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-02 05:45:07 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CsAtB7.DJK@freenet.carleton.ca>
Source record: 16489

In a previous article, diehl@io.org (Eric March) says:

>when I do I generally stick to the normal colour scheme ... I'm not much for
>changing colours, especially when I've been using it like this for so long...
>:-)
Thisngs are a little different when you have a 1340x800 desktop in
16 collors :-).
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2840. Re: BABBAGES is CO-OPTED by Nintendo, SEGA and 3DO

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-02 22:08:04 UTC
From: benkeen@aol.com
Message-ID: <2v4og4$7ov@search01.news.aol.com>
Source record: 16491

The Babbages in our local mall (Charleston, WV) has a Jag box prominently displayed in the window.... as does the Software, Etc. in the same mall.

-Ben Keen
<benkeen@aol.com>

2841. Atari '93 Annual Report

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-02 22:10:06 UTC
From: benkeen@aol.com
Message-ID: <2v4oju$7q7@search01.news.aol.com>
Source record: 16492

Gleaned from the 6th page of Atari's 1993 annual report, 3rd paragraph:

---------- <-% cut here----------
Atari Falcon030 Series of Personal Computers

The Company offers a Falcon030 series of personal computers based on the 32-bit Motorola 68030 microprocessor and which include a Motorola 56001 Digital Signal Processor. The Company designed four custom semiconductor chips for the Atari Falcon030. The Ajax chip is used as the floppy disc controller. The Combel chip functions as the memory controller and graphics processor. The high quality video is performed by the Videl chip and the direct memory access is handled by the SDMA chip. These computers are capable of recording and playback of sound in 16-bit stereo at 50 MHz which is above CD quality specifications. The Atari Falcon303 computers operate at an internal clock speed of 16 million cycles per second. The computer can display high quality video in 16-bit true color displaying 65,536 on-screen colors in a resolution of 768x480. For video, the Atari Falcon030 can use standard VGA and Super VGA monitors, televisions, and Atari color and monochrome monitors thereby giving the user greater video flexibility. The Atari Falcon030 can be configured with different RAM (random access memory) sizes of 1 meg, 4 meg, and 14 meg and various hard disk drive sizes. The Atari Falcon030 uses an enhanced version of the Company's TOS operating system which includes multitasking (MultiTOS) and is compatible with most of the application software developed for the Company's ST series of computers. The Atari Falcon030, through its array of interfaces, can link to audio visual equipment such as televisions, monitors, hi-fi stereo systems, musical synthesizers, modems, telephones, printers, and digital audio tape (DAT) players. The Company has a license from Kodak so that the Atari Falcon030 can play back, manipulate, and edit Photo-CD (a PhotoCD player is needed). This combination of features positions the Atari Falcon030 well for the personal multimedia market. Since introduction in the first quarter of 1993, the Company has shipped small quantities of this product. The Company does not expect sales of this product to be material in the future.
---------- <-% cut here----------

I draw your attention to the last two sentences of this section. Further, on the same page, 4th paragraph:

---------- <-% cut here----------
Other Products

The Company also has some inventory of its older 16-bit computer products and 8-bit game products, namely ST and TT series of computers, 2600 and 7800 video games systems and XE computer and Portfolio products. As a result of these inventories being technologically obsolete and noncompetitive, the Company has written off these inventories. The Company is expecting minimal sales from these products in the future.
--------------- <-% cut here---------------------------

Again, rather interesting, as all of this comes, as it were, from the horse's mouth.

-Ben Keen
<benkeen@aol.com>

2842. Re: Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-03 01:07:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RveWi4gFE6Y@semprini.waterloo-rdp.on.ca>
Source record: 16493
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In <2v25ht$4nj@darkstar.UCSC.EDU>, Christopher Taylor Oates writes:
>
>
> Maybe we could upload little pictures of a small portion fo the desktop with
> a small window open? I am curious as to how other people like their GEM.

Mine looks like this:

g:\usr>

I keep GEM hidden in programs behind the old Mupfel 1.21, or behind bash
1.1.35 when running MiNT.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2843. Re: Desktop colours

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-03 20:59:19 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2v78r7$mr6@darkstar.UCSC.EDU>
Source record: 16494
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In <H.eg.RveWi4gFE6Y@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>I keep GEM hidden in programs behind the old Mupfel 1.21, or behind bash
>1.1.35 when running MiNT.

Well, that's one way to do it. I happen to like GEM. I still remember the PC Guru who came over (he'd never seen GEM) and when I turned on my Falcon to do something, the first thing he said as I was using it was "I like this GUI a lot." He liked the way it looked and the way it worked. :)

~Chris

p.s. it was standard Falcon TOS 4.02 at 800 x 600
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

2844. Re: BABBAGES is CO-OPTED by Nintendo, SEGA and 3DO

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-04 18:14:05 UTC
From: sjd@cyberspace.org
Message-ID: <2v9jhd$hug@grex.cyberspace.org>
Source record: 16495

Game Guru (game.guru@teaminfinity.com) wrote:

: Was in a BABBAGEs (Computer Store like EGGHEAD) the other day in
: Annapolis Mall (Maryland) and had to look all over the G-damn place
: (very small store) to find the JAGUAR Stuff. What kind of conspiracy is
: this !? If ATARI only knew that some stores are HIDING the JAG stuff
: and the clerks know NOTHING about how great the JAGUAR really is. I WAS
: OUTRAGED !!!!! They claim "When the carts come out then we will move
: them out in the open where people can see them" Chicken or the Egg
: ???!!! While 3DO Sega and Nintendo have big PROMO Stands, Posters and
: even demo systems to play and watch in the store window, there was
: nothing at all about the JAGUAR anywhere. They keep the JAGUAR stuff in
: the back or inconspicuously on a hard to find shelf as if they had no
: clue JAGUAR TECHNOLOGY has won TECHNICAL EXCELLENCE awards, both
: National and International, is made entirely in the USA and is AN ALL
: AROUND KICK ASS SYSTEM only to get better.... But when you ask if they
: ever tried one the CLERKs look at you glassy eyed with slack jaw and
: reply, "NO but the 3DO is much better anyway" DUH !!

: Please pass it on to all you know at ATARI because some of the
: commercial/retail software/game outlets out here are not trying in
: the least to even know what the JAGUAR is all about. Not sure how why
: they are so ignorant. Could be they need a little more literature or a
: demo machine to set up... This is where the rubber meets the road and
: it does ATARI no good to have such DUMB clerks out there HIDING the BEST
: GAME SYSTEM EVER

: game.guru@TeamInfinity.com

: (ATARI DEVELOPER, ADVOCATE, SHAREHOLDER)
As a FORMER employee of Babbage's I can tell you that the simple
truth is you cannot get people too inspired about game systems paying what
they pay. (I left over a wage dispute) Secondly the simple fact is that
floor space is limited at those stores and you cannot bump Sega or
Nintendo, huge sellers, to display a system that has, of this writing, 5 or 6
games out! The fact of the matter is that a system will not sell if there
is no software support for it. This is why the TG-16 floundered and faded
away. As a Jaguar owner and stockholder myself I am very distraught at the
trickle of software that has arrived. I've read many press releases about
all the developers for the Jag but the better get in gear or they will be
left in the dust. Finally not all Babbage's have the Jag hidden. At the
Babbage's in Fairlane Towne Center, Dearborn MI, they have it displayed on a
wall at the front of the store next to the 3DO. They have also never
failed to answer a question I have about release dates. So I believe that
you found a crop of morons not a conspiracy by the company.

--
* Steven J. Davanzo * Two points define a line *
* sjd@grex.cyberspace.org * Three points define a plane *
* * Four points is pretty good *
* * for a three game road trip *
* * in the NHL *

2845. Jag Letter Writing Campaign (MKII,SSFII,ELEC.ARTS,ATARI)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-05 08:22:42 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vb58i$bn5@usenet.INS.CWRU.Edu>
Source record: 16496
Cross-posted to: comp.sys.atari.advocacy,alt.atari.2600,alt.games.video.classic,rec.games.video.classic,rec.games.video.misc

Hi, sorry if this is an inappropriate place to post this, but I figure that it would be good to get all Atarians involved in this one. Thanks!

```
_____ _____ _____ __ _
| ___| | _ | |__ __| | \ | | | A.C.T. NOW
| | | |_| | | | | | \ | | | Atari Community Together Now
| |___ | _ | _| |_ | |\ \| | | JAGUAR WRITING CAMPAIGN
|_____| |_| |_| |_____| |_| \___| |_________________________________
```

-=-=-=-=-=-=-=-=-=-=-=-=-=-=- July, 1994 -=-=-=-=-=-=-=-=-=-=-=-=-=-

+++ Please distribute to BBSs, computer systems, user groups, etc. +++

The Atari Community is made up of individuals that are enthused about Atari products more than anyone is enthused about anything! In order to see this enthusiasm, all you would have to do is read an Atari discussion related bulletin board or Atari publication. Some members of the Atari Community have even been a part of the community for 10+ years! Now that is brand loyalty! And that is pretty amazing!

There is just one thing that surprises me about the Atari Community. If there is a software title that everyone would like to see for their computer or video game system, they will talk with each other about how they would like to see it for their Atari system, but they don't do anything about it. They seem to think that if they make a comment on a bulletin board about how a certain game is coming out for another system but not for Atari's system, someone will see this message from the company and then start writing the game for Atari's system. Hahaha. That won't happen.

The only way to get something you want for your system is to let the company know that you want it. A lot of people assume that companies know what is in demand and how much it is in demand. I have a degree in Business (Management & Marketing) and I know that this is not true. Most companies do not know how much a product is in demand. A lot of companies rely on consumers to inform them.

There is no secret that the Jaguar's success (and Atari Corp.'s future) rides on the games being released for it. And even though some of the games being released for it are impressive, I don't think they are enough. I'm getting the same feeling I had with the Lynx, some great games for it, but lack of big name companies supporting it and big name titles being released for it. But I feel partly responsible for the Lynx's shortcomings. This is because I never wrote third-party game companies telling them that I wanted to see them make games for the Lynx. I never told them that if they make a specific game for the Lynx, I would buy the game. Yes, I am

guilty. I just sat there and hoped. How about you?

If you want to see big name companies and big name titles for the Jaguar, join in with this letter writing campaign. I'm participating in this campaign for three reasons: 1) I really think that my letter will make a difference in the decision making process at these companies. 2) I don't want to think "what if" in the future. I want to do my part now so I can say that I did my share. 3) It is my duty as a consumer to let companies know so I can satisfy my needs (or wants).

I hope you will see a need to participate in this campaign as well. And just don't say to yourself that you will write these companies, make sure you write these companies. Make it a priority in your already busy life. Print this out and write the companies.

Thank you.

Sincerely,

Len Stys

aa399@cleveland.freenet.edu
Cleveland Free-Net Atari SIG Manager
CAIN Newsletter Assistant Editor
A.C.T. NOW Organizer

There are FOUR letters to write. Its important!

1ST LETTER

As of July 1, 1994, Mortal Kombat II is not being produced for the Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar. But next year, Williams will be able to release Mortal Kombat II for any game system that the company wishes to release it for. The time is now to let Williams know that we want to see Mortal Kombat II for the Jaguar.

Mortal Kombat II is by far the #1 wanted game for the Jaguar according to the Most Wanted Games for the Jaguar list by CAIN Newsletter. If this game is released for the Jaguar, the name "Atari" will once again be a household name.

The letter to Williams should include:

Dear Sir or Madam,

1) How much you enjoy Mortal Kombat II at the arcades.
3) How you like the games that Williams makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get the game for the Jaguar as soon as it is released.
6) A thank you to the person reading your letter and for considering

making Mortal Kombat II for the Jaguar.

The address of Williams is the following:

Williams/Bally/Midway
Attn: Console Software Development
3401 North California Ave.
Chicago, IL 60618-5889

2ND LETTER

Electronic Arts is the publisher of some incredible games such as:
NBA Showdown, FIFA International Soccer, PGA European Tour Golf,
NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL
Football, Escape from Monster Manner, Twisted, Mario Andretti Racing,
MLBPA Baseball, and many more! Electronic Arts also owns several other
software companies that they may give the OK to develop the Jaguar for if
they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company
that is a big competitor of Atari Corp.. Electronic Arts is spending a lot
of time and money on making games for 3DO that it could be spending on
the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the
company has Jaguar developers units. Electronic Arts' management just has
to give the OK to make games for the Jaguar.

The letter to Electronic Arts should include:

Dear Sir or Madam,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your 8-bit Atari
since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
5) The games that you would love to see on the Jaguar (choose two or
three Electronic Arts games).
6) How you believe Electronics Arts' games will be unbelievable when
using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games if they produce
them for the Jaguar.
8) A thank you to the person reading your letter and a thank you for
considering producing games for the Jaguar.

The address of Electronic Arts is:

Electronic Arts, Inc.
Attn: Production Teams
P.O. Box 7578
San Mateo, CA 94403-7578

3RD LETTER

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II is second only to Mortal Kombat II on the most wanted games for the Jaguar CAIN Newsletter listing. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But Capcom is not making Super Street Fighter for the Jaguar and no plans have been announced to do so in the near future.

The letter to Capcom should include:

Dear Mr. Tresidder,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II for the Jaguar as soon it is released.
6) A thank you to the person for reading your letter and for considering making Super Street Fighter II for the Jaguar.

The address of Capcom is:

Capcom USA Inc.
Attn: Mr. Corey Tresidder
475 Oakmead Parkway
Sunnyvale, CA 94086

4TH LETTER

Atari Corp. recently announced an agreement which will use Phylon's voice-data modem technology into a Jaguar Voice/Data Communicator. This Jaguar modem will allow Jaguar game players to play against or with friends that might be miles away. And it will also allow game players to talk with their friends while playing with them.

There are a few announced games that will use the Jaguar Voice/Data Communicator such as Club Drive and DOOM. But there is really no reason why ALL Atari multi-player games cannot use the Jaguar modem. Checkered Flag, Kasumi Ninja, Spacewar, Star Raiders 2000, and all future Jaguar games that are at least two player should allow for Jaguar modem play. Atari Corp. should also be doing everything it can to interest third-party software companies into making use of the Jaguar modem.

Modem games and networking games is the next generation of video gaming. Virtual Reality is still a few years away, but modem and networking games

are here and now.

The main goal of this letter should be to convince Atari Corp. that the company should take steps to make all future games so that they utilize the Jaguar's Voice/Data Communicator.

The letter to Atari Corp. should include:

Dear Mrs. LaBrec,

1) How much you enjoy the Atari Jaguar.
2) How much you enjoy modem games.
3) How you believe that modem games/networking games will be an important part of the video gaming future.
4) How you would like to see ALL Jaguar games make use of the Jaguar Voice/Data Communicator or Jaguar modem.
5) How you believe that Atari Corp. should be working closely with third-party game companies to make sure that they make use of the Jaguar modem in their games.
6) How you will be more willing to buy Jaguar games that make use of Jaguar modem/networking.
7) A thank you to the person for reading your letter and for considering your suggestions.

The address of Atari Corp is:

Atari Corp.
Attn: Sandy LaBrec
1196 Borregas Avenue
Sunnyvale, CA 94089

It is imperative that you write all of these companies. Even if you do not care for fighting games, you are still encouraged to write Williams and Capcom because these companies will help get other games for the Jaguar.

And lastly, please spread this information text-file around! Give it to your friends and have them write too! In order for this campaign to be effective, hundreds if not thousands of letters will need to be sent to each of these companies. It is possible for this to happen!!! You will just need to help get the word out about this writing campaign.

THANK YOU!

2846. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-05 15:14:20 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul5.101420.29369@cobra.uni.edu>
Source record: 16497

In article <Cs1r1n.q4@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
> In article <1994Jun26.124738.29065@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>In article <2ud4ru$743@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>>
>>Oh, what B.S. So what software were you using? The Falcon was not upto snuff
>>to run powerful Apps and had to use a Mac. I am using a Duo210 which is
>>running at 25mhz.030 and is fast when running Z-term and WriteNow. When
>>running Word which is huge, not as fast as WriteNow. On the Falcon, I suspect
>>you are use less powerful Apps since that platform lacks the sophistication
>>found on the Mac. Nice try fella.
>
> Ah, so Sinclap is admitting that the 68040 macs gives very bad performance,
> unless you are running a certain type of applicaction---so bad infact that
> that he has to guess that there is no match on the Falcon---well, that is fine
> but the weasel words ``I suspect'' give away his ignorance.

You don't get it, do you? On the Mac platform, we have the best of both worlds on the software side. You have choices of software with all the bells and wistles and ones with out. Software such as WriteNow and Zterm(shareware) have enough features to satisfy many users who don't need the bells and whistles of Word and Microphone prof.(there is a light version). As a result these programs load faster than their big brothers and require less memory and storage space.

>
> Nice try Pete.
>

You too...
> Xavier
>

-Peter

2847. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-05 15:22:10 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul5.102210.29371@cobra.uni.edu>
Source record: 16498

In article <Cs4JCB.6I1@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
> Here's a tidbit for people new to internet:
>
> To not read messages from a particular person you just add their
> name to your "kill" file.
>
> However Peter is on his third username in the last year so he
> will pop up again, causing you to scurry to add yet another name
> to your kill file.

I am on my second due to the new Cobra Vax.
>
> In the last six months Peter seems to have spent every day
> finding something bad about Atari computers. While I have
> writen my own CD-Rom driver (Other available drivers did not
> support the Pioneer 601 and 604) and a program to allow Atari
> owners to use Compton's New Media CD-Roms.
>
> Now Peter will point out that if Atari computer were viable
> systems someone would have done all this for me. But did I not
> do it for others? (Ok the $200 in shareware fees in the FIRST
> week helps the old motivational factor)
>
> By the way the CD-Rom support for the MAC is pretty dismal
> compared to support for Windows. With my program support for
> CD-Roms on the Atari is almost up to the level of support for
> the MAC. And since I have more CD-Rom support projects in the
> works I hope to be able to have Atari CD-Rom support surpase
> MAC CD-Rom support soon :)
>

Cdrom support on the Mac dismal? Ha. What drugs are you on? There are
thousands of cdroms for the Mac. I was at the Local Best Buy the other day.
Lots of Cdrom software for the Mac. But, I did not see any Atari titles.

My brother has a collection of tens of cdroms...

> I know quite a few MAC and Windows users that read the Atari news
> groups, shake their heads and ask themselves why we use Atari
> computers. But once they have seen my system computers they
> understand its ease of use, ease of programming, and even admire
> the commradery Atari owners seem to have.
>
> Most think that Peter is (and Gavan was) shall we say quite a
> flaming ___-____.

>
> Something struck me that I think should apply to Peter.
> Something that William Shatner said on Saturday Night Live.
> Some thing along the lines of...
>
> GET A LIFE!!!

I have one, thank you. You can see I was away a few days.

> Brian
>
> --
>
> Disclaimer: The opinions expressed are mine not those of .
>
> ____
> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
> | Bell Northern Research | on I'd buy an MS-Dos compatible. I |
> | Research Triangle Park, NC | have REAL computing work to do. |
> |____________________________________|_____________________________________|

-Peter

2848. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-05 15:37:33 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vbunt$o0t@bognor.barclays.co.uk>
Source record: 16499

In article <1994Jul5.101420.29369@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> You don't get it, do you? On the Mac platform, we have the best of both
|> worlds on the software side. You have choices of software with all the bells
|> and wistles and ones with out.
Tell me Peter, which Atari Wordprocessors, databases, Spreadsheets, DTP packages and Art/graphics software do you have first hand experience of? You wouldn't make such glib statements if you actually had. If you've only seen 1st Word Plus then I'd agree with you. Having used a variety of heavyweight PC, Unix and Mac WPs and spreadsheets, I know what the state of the art is. There are Atari WPs that get very close to this, closer than you realise and certainly good enough for everyone short of a mega-power user. We *do* have WPs with built in programming languages, we do have fully relational DBs with form designers, we do have full featured spreadsheets. We also have some damn fine art/drawing packages that WILL match your Macs best. Believe it or not. New stuff is coming out as well. I have just heard about another Truecolor package coming from Germany that sounds pretty damned good.

|> Software such as WriteNow and Zterm(shareware)
|> have enough features to satisfy many users who don't need the bells and
|> whistles of Word and Microphone prof.(there is a light version). As a result
|> these programs load faster than their big brothers and require less memory and
|> storage space.
We too have that option. We can get most stuff in PD that's good enough for day to day use. Apart from being a programmer/analyst, I also write for a magazine so I appreciate the importance of a full featured WP - and I have it on my Falcon.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2849. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-05 17:15:26 UTC
From: bjgrier@bnr.ca
Message-ID: <CsH99t.BzH@nrtpa038.bnr.ca>
Source record: 16500

In article <1994Jul5.102210.29371@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Cdrom support on the Mac dismal? Ha. What drugs are you on? There are
|> thousands of cdroms for the Mac. I was at the Local Best Buy the other day.
|> Lots of Cdrom software for the Mac. But, I did not see any Atari titles.

<Yawn>
Carefully only responding to half the statement and then attacking Atari eh!.
My original statment about MAC support was:

|> > By the way the CD-Rom support for the MAC is pretty dismal
!> > compared to support for Windows.

At least you chose not to try and refute my statement.

btw: I go to Babbages, Electronics Boutique and Walden Software and I
don't see ANY MAC specific cd-Roms. Egg-head has about a dozen MAC
CD-Roms. So you have to go to a store that sells liquidated stock to
get a good selection of MAC cd-rom titles. This should tell you something.
I can get Compton's MOST titles at all the stores I mentioned, heck
I can even get them at Sears, and use them on my Atari.

|>
|> My brother has a collection of tens of cdroms...

Gee I have twenty-six I use with my Atari on a regular basis.

|> > Something struck me that I think should apply to Peter.
|> > Something that William Shatner said on Saturday Night Live.
|> > Some thing along the lines of...
|> >
|> > GET A LIFE!!!
|>
|> I have one, thank you. You can see I was away a few days.

Oh JOY !

I guess spending one's life attacking a group of people, just because
the disagree with what you think a computer should be, can be called
a life.

|> >
|> > Brian
|>
|> -Peter

I did notice you carefully avoided replying to the part where I questioned
what you have personally done to help the Macintosh user.

Brian
P.S. I was really amazed at seeing how many people you were able to
alienate with just one post to rec.games.video.atari.

Disclaimer: The opinions expressed are mine not those of .

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.

2850. Re: BABBAGES is CO-OPTED by Nintendo, SEGA and 3DO

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-05 19:07:19 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CsHEG7.JrM@nsc.nsc.com>
Source record: 16501

Around here, the Jaguar gets more shelf space than it deserves. There are lots of small stores that display it, the Good Guys displays it, etc. (The Good Guys did take down the set up Jaguar that you can actually play, but . . . .)

I own a Jaguar, and I think it has potential. But the simple fact is that there needs to be at least 12 games. There are only 4 that you can buy. (Trevor, Tempest, Raiden, and Dino Dudes. Cybermorph is free).

None of the games are good enough to make people buy the thing. None of them compare to the games for the 3D0. (Which is going to die, but more because of pricing).

If you look at the games, you can see what the Jag. is capable of, but none of the games harness the power well, and none of them have mass consumer appeal.

Aliens v. Predator is the only hope I see. And it is MONTHS late.

And in reality, it is true 3rd party software that is required to make the Jag a success, and since the initial list of developers, I have not seen a single product or even indication that anyone other than Atari is working on games. (And the people Atari contract).

Hopefully Atari gets its act together soon and delivers good games and gives developers some incentive. (Hell, use some of that 30 million in cash to pay the developers. If there are not games soon, the Jag will die).

Even the media has forgotten/written off the Jag. It is not even mentioned anymore, and the Sega and Nintendo 32 and 64 bit systems are viewed as the only high tech game machines. (And they are not due out till next year!)

- mike

2851. Re: Alternate (non PC) computers: no future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-05 19:30:30 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CsHFIu.K99@nsc.nsc.com>
Source record: 16502

Shannon Hendrix <shendrix@escape.widomaker.com> wrote:
>* The problem with segments under the 80x6 was that they were too small.
> Most multitasking/timesharing/multiuser computer systems in the world
> all use segmented architecture because it is an incredibly powerful
> way to manage memory, as long as the segments are very large. Most
> systems without segmented memory have it simulated by the OS (like
> UNIX on a motorolla) Segmented architecture is a fine solution to
> memory and process management. Keep in mind that a 486 in native mode
> uses segments... it's just that each one is 4 gigabytes, not 64k

What do you mean by native mode? The 486 boots
in real mode, which uses 64K segments and has a limit of 1 MB of memory.
The 32bit protected mode (which might be what you mean), allows segments up to
4 gig, but "each one is 4 gigabytes, not 64k" is incorrect. Each one is
the size allocated to it, up to 4 gig.

In either case, segmentation is a joke. All the same memory protection can
be done in the paging system. (Paging, by the way, is far more common than
segmentation. Most unices use paging. Very Very Very Very few use
segmentation, which is largely an Intel invention. All use memory protection,
which provides seperate address spaces for programs. Perhaps that is what you
mean?)

>* I don't run MS-DOS... this machine has never had it loaded except
> under an emulator or to play games (I run UNIX BTW)

Congratulations. Personally I run DOS on my PC, as I need it to access
98% of my software. (Dos and windows).

But, Linux is a nice unix port, and is free. You would be better with a
real workstation, which wouldn't suffer the performance penalties of a
PC, but then again you would need to spend a lot more money. . . .

>: By a PC ? No way !
>
>Why not? You don't have to run DOS on it.

But DOS is the mainstay of the PC market. OS2 is rare. Unix is 10 times
as rare. If you do want to run unix, and do not need super speed, it is a
cost effective way to do it.

>: Buy a Mac ?
>
>Dead machine too, eventually. Apple is rapidly moving away from it
>and to bigger and better (?????) things.

??? Apple has shown no signs of moving away from the Mac. They are moving to the PowerPC chip? What are you talking about? Apple is the 2nd biggest computer manufacturer. (IBM is 3rd). I doubt they will beat the PC market, but they have a good chance to stay one of the largest computer makers.

>: Prehistoric Computer. MERDE !
>
>Inaccurate... but funny. As soon as the ISA bus is gone, complaints
>about the "PC" will be moot because that is it's last stumbling block
>(and not hear as bad a one as is advertised). PCI and the ability
>to get Intel, MIPS, whatever processors on the open market is going to
>make the PC the ultimate winner.

ISA is the **LAST** stumbling blocks? One of hundreds. PCI is a move in the right direction, but is not catching on very quickly. (I.e. ISA is going to be bigger for at least 2 more years, possibly more).

MIPS PCs (and nay non Intel PC) are still not too viable. Maybe in the future.

>: "stop this mess, let's find reasons not to buy a PC".
>
>No. Look at where it's going and realize that it's the only logical
>choice... 'cept maybe a workstation and once we get rid of ISA... what
>is the difference between a PC and a workstation? Not much...

About 80 specint92's, software base, user base, processor architecture, etc. etc. etc.

- tCW

2852. Atari / Death / Music

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-05 21:02:31 UTC
From: philipj@cogs.susx.ac.uk
Message-ID: <2vchp7$asi@infa.central.susx.ac.uk>
Source record: 16503

Lots of people seem to be worrying about the future of Atari recently. I sympathise - I've been an Atari user for about five years and hate to see the company go down. Nevertheless, I think that Gates has pretty much got the general purpose computer / operating systems market sewn up. (I am extremely sceptical about the other companies. Apple / IBM / Unix flavours / Novell are going to tear each other to pieces, fighting over who is to be number two. Watch out for some serious shafting among these players within the next five years.)

The way to survive now, is probably to specialize into providing readily boxed applications (hardware and software) to consumers. That's the lesson from Nintendo and Sega and CD-I / 3DO / surf-the-net-from-your-telly-corp. The question is whether Atari can get into the game. The Jaguar is a fair attempt, which by all accounts - I don't think it's over here yet - is technically very good (just like Betamax) but suffers from a software shortage (ditto). It's also late into a fairly mature market.

But dedicated games machines aren't the only way of repackaging existing technology. Atari still has a very good brand name amongst musicians, plenty of whom use STs to control their studios. What I'd like to see is Atari repackaging the ST's technology and TOS in a box that was aimed at this market. Such a product should

be in a single unit (built in hi-res LCD, trackball, QWERTY Keyboard but maybe smaller than typists need.)

be in a portable, rugged, spilt-beer-proof case (not-clamshell) suitable for gigging with.

cheap (300 pounds sterling) to compete with dedicated hardware sequencers.

have a commercially standard sequencer (like Cubase or Creator) in ROM (or as a plug in cartridge)

in all other ways be a *standard* ST, ie. no TOS incompatabilities. Users should be able to run their fave software directly, and Atari should help existing music software companies to put their stuff onto cartridge.

This shouldn't be very expensive in terms of R&D as the ST / TOS already exists. Atari could also exploit it in other ways, perhaps by making the ST available as a sub-assembly to be built into music workstations, professional mixing desks etc.

Atari could also canibalise some of their other technology (currently in the Jaguar and Falcon.) What about using some of the custom graphics chips in a video titling unit? (Perhaps with Colourspace or Minter's latest epic built in.) Or use the Falcon and DSP stuff in a dedicated hard-disc based recorder?

Microsoft, who are a very forward looking company, have already contemplated something similar. They're trying to turn office equipment into Windows machines. The age of the single, general purpose computer, has already ended.

philipj@cogs.susx.ac.uk

2853. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 08:30:05 UTC
From: moran@bnr.ca
Message-ID: <2vdq2d$f64@bmerha64.bnr.ca>
Source record: 16504

Brian Grier Perpk (bjgrier@bnr.ca) wrote:

>> <Yawn>
> Carefully only responding to half the statement and then attacking Atari eh!.
> My original statment about MAC support was:

> |> > By the way the CD-Rom support for the MAC is pretty dismal
> !> > compared to support for Windows.

> At least you chose not to try and refute my statement.

> btw: I go to Babbages, Electronics Boutique and Walden Software and I
> don't see ANY MAC specific cd-Roms. Egg-head has about a dozen MAC
> CD-Roms. So you have to go to a store that sells liquidated stock to
> get a good selection of MAC cd-rom titles. This should tell you something.
> I can get Compton's MOST titles at all the stores I mentioned, heck
> I can even get them at Sears, and use them on my Atari.

It's scraping the bottom of the barrel to attack the Mac due to
'lack of CD ROM support' and then try to justify it by saying
'compared to Windows'! The Mac is very well supported on CDROM,
not as well as the PC but a lot better than the Atari or Amiga.
This is due mainly to the fact that a lot of high end Macs now come
with CDROM as standard. Is there even one official CDROM drive for
the Falcon? At least the Amiga has the CD32 and a drive 'on the way'.
Not to mention a number of 3rd party drives ready for release
which are targetted specifically at the Amiga/CD32 market.

> |>
> |> My brother has a collection of tens of cdroms...

> Gee I have twenty-six I use with my Atari on a regular basis.

And how many of them are Atari-specific? Most will be generic
databases etc, nothing wrong with that, but theres virtually
NOTHING on CDROM that takes advantage of the medium for the
Falcon. Theres plenty on the Mac and an increasing number for
the Amiga.

Gavan

2854. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 08:41:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2vdqoj$gbj@darkstar.UCSC.EDU>
Source record: 16505

In <2vdq2d$f64@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
> It's scraping the bottom of the barrel to attack the Mac due to
>'lack of CD ROM support' and then try to justify it by saying
>'compared to Windows'! The Mac is very well supported on CDROM,
>not as well as the PC but a lot better than the Atari or Amiga.
>This is due mainly to the fact that a lot of high end Macs now come
>with CDROM as standard. Is there even one official CDROM drive for
>the Falcon? At least the Amiga has the CD32 and a drive 'on the way'.
>Not to mention a number of 3rd party drives ready for release
>which are targetted specifically at the Amiga/CD32 market.

There is an official CDROM for the Falcon as much as there is for the PC. i.e.
any SCSI one will do fine. Just because Atari does not make their own does
not mean that CD ROM ability is non-existant. Does IBM or Compaq make a CD Rom?
I didn't think so.

> And how many of them are Atari-specific? Most will be generic
>databases etc, nothing wrong with that, but theres virtually
>NOTHING on CDROM that takes advantage of the medium for the
>Falcon. Theres plenty on the Mac and an increasing number for
>the Amiga.

Wow. I bought a pack of 10 CD Roms for the PC, and the only really useful ones
are the generic database ones. GO figure.

p.s. Welcom back, Gavan... haven't seen you around much. ;)

~Chris

> Gavan

2855. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 09:41:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vdu8e$o0t@bognor.barclays.co.uk>
Source record: 16506

In article <2vdq2d$f64@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> > Gee I have twenty-six I use with my Atari on a regular basis.
|>
|> And how many of them are Atari-specific? Most will be generic
|> databases etc, nothing wrong with that, but theres virtually
|> NOTHING on CDROM that takes advantage of the medium for the
|> Falcon.
There are several (OK, not many) CDROMs that are Atari specific. Apart from that, as you state, we can make use of clip art, fonts, gifs, data files, text files, source code etc etc that are available.
As for a CDROM drive that's official, what's the point? The Falcon has SCSI so why should Atari bother developing a drive when there are so many on the market already? Just plug in and go.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2856. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 12:27:24 UTC
From: moran@bnr.ca
Message-ID: <2ve7vc$mm8@bmerha64.bnr.ca>
Source record: 16507

Iain.Laskey@barclays.co.uk wrote:
> There are several (OK, not many) CDROMs that are Atari specific. Apart from that,
> as you state, we can make use of clip art, fonts, gifs, data files, text files,
> source code etc etc that are available.

But the original point was about CDROM support on the various platforms,
specifically Mac and Falcon. CDROM support implies software shipped
on CDROM for a specific platform. There isnt a lot of specific Falcon
software.

eg. Mac users can get lots of different multimedia 'encyclopaedias' on CD.
The emerging range of multimedia CD software just isnt available for the
Falcon.

On the PC , Mac and to a certain extent, Amiga, you have a wide range of
CD ROM products - games, multimedia, applications (where there are a lot
of support files). How does the Falcon have 'better support' here?

> As for a CDROM drive that's official, what's the point? The Falcon has SCSI so
> why should Atari bother developing a drive when there are so many on the market
> already? Just plug in and go.
>
> --

The point is that SOMEONE has to kickstart the market for CDROMs on a
platform as small as the Falcon. Atari needs to have at least an
official add-on drive, and specifically needs to have a Falcon
package with bundled drive and software.

The Amiga has had SCSI (and therefore CDROM) for years, but it
wasnt until the CDTV and CD32 came out (along with the computer
add-ons) that we started to see disks for the Amiga.

The Falcon could make an excellent CDROM multimedia player
(a bit too pricey though) but without Atari pushing CDROM
support its not going to happen.

Apple DID push CDROM on the Macintosh and its paying off with
lots of CDROM packages for the Mac.

Gavan

2857. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 12:58:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ve9q0$874@bognor.barclays.co.uk>
Source record: 16508

In article <2ve7vc$mm8@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> But the original point was about CDROM support on the various platforms,
|> specifically Mac and Falcon. CDROM support implies software shipped
|> on CDROM for a specific platform. There isnt a lot of specific Falcon
|> software.
The post I replied to implied there were no CDROM titles that were Atari specific. I just corrected that honestly. I didn't claim we had better or more, I just stated the facts.

|> eg. Mac users can get lots of different multimedia 'encyclopaedias' on CD.
|> The emerging range of multimedia CD software just isnt available for the
|> Falcon.
I know. I have a multimedia PC with loads of disks like Cinemania, Encarta etc. It's nice. It's also depressing as I haven't seen anything yet on an MPC that the Falcon couldn't do. I doubt I will ever see a falcon specific multimedia title though.

|> The point is that SOMEONE has to kickstart the market for CDROMs on a
|> platform as small as the Falcon. Atari needs to have at least an
|> official add-on drive, and specifically needs to have a Falcon
|> package with bundled drive and software.
I understand what you are saying about kickstarting the market. Let's be honest here though, Until CD32, the Amiga CDROM market was somewhat less than good. Now it's picking up. Atari aren't interested in pushing the Falcon anymore so there is no way they are going to do anything.

In the UK, a firm called System Solutions is selling as many CDROM drives (apple ones!) as they can get their hands on, to Atari users.

As an Atari user, I think the CDROM outlook for us is fine. I would only get a CDROM drive to access clip art/fonts/source code and the like and I suspect many others are the same. MM databases/encyclopedias etc are nice to have but not really essential IMHO.

|> The Amiga has had SCSI (and therefore CDROM) for years, but it
|> wasnt until the CDTV and CD32 came out (along with the computer
|> add-ons) that we started to see disks for the Amiga.
Agreed.

|> The Falcon could make an excellent CDROM multimedia player
|> (a bit too pricey though) but without Atari pushing CDROM
|> support its not going to happen.
Almost certainly true. Unfortunately.

|> Apple DID push CDROM on the Macintosh and its paying off with
|> lots of CDROM packages for the Mac.

Apple are big enough to push a loss making product for years without seeing the payback which is exactly what they did with CDROM. Let's face it, Atari are a piss-small company with a few hundred staff and not a lot of cash. If I was a Tramial (God forbid), I wouldn't go near CDROM, not if I wanted my shareholders to let me live. it's just not economically viable.

Atari have always had the view, and I support them in this, that they make the computers. Period. They do not make add-ons, software, speed-ups, bolt ons or any such thing as 3rd parties will nearly always come along and do it better, cheaper and quicker.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2858. Re: Alternate (non PC) computers: no future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 13:23:47 UTC
From: proche@imag.fr
Message-ID: <2veb93$bkj@isis.imag.fr>
Source record: 16550

In article <1994Jul2.050120.8265@escape.widomaker.com>, shendrix@escape.widomaker.com (Shannon Hendrix) writes:
|>
|> * The problem with segments under the 80x6 was that they were too small.
|> Most multitasking/timesharing/multiuser computer systems in the world
|> all use segmented architecture because it is an incredibly powerful
|> way to manage memory, as long as the segments are very large. Most
|> systems without segmented memory have it simulated by the OS (like
|> UNIX on a motorolla) Segmented architecture is a fine solution to
|> memory and process management. Keep in mind that a 486 in native mode
|> uses segments... it's just that each one is 4 gigabytes, not 64k

OK, I agree with you about advantages of segmentation for memory management and protection. It's just that programming with 64k segments and with those memory models (particularly if you're developping for Windows) is a reel mess. Maybe this can be avoided if you developp applications in protected mode ? Otherwise, I guess this will remain until MS-DOS is dead.

|>
|> No. Look at where it's going and realize that it's the only logical
|> choice... 'cept maybe a workstation and once we get rid of ISA... what
|> is the difference between a PC and a workstation? Not much...
|>

The only logical choice ? This means no choice at all ! This is exactly what I wanted to show. Lack of choice is the worst thing that can happen. See what has happened with Microschmol's OS leadership. The same can happen with hardware.

It's a pity to see people who planned to buy a Falcon changing their mind to get a PC, whose the only attractive thing is not its technical abilities, but its software catalog based on such an old-fashion system as MS-DOS.
Are there still people believing in the Falcon ?

--
Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah, Yeah" Nirvana

2859. Don't bother around with Sinclap and Gavan

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 14:44:34 UTC
From: mais@zeus.rbi.informatik.uni-frankfurt.de
Message-ID: <2veg0i$sf6@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 16509

Hi Folks!

I am sitting here in Frankfurt, Germany, reading your (mostly american) Newsgroup. And I find it sad that the only thing we all are doing is arguing with people like Gavan and Sinclap, who don't have an idea why we are proud to use Ataris. Let's not bother around with 'em and let's come to what our energy is better for: Change information, hints, programs and so on...

If people like these think they must fool around in other people's newsgroups - let them do - but don't listen to them. Just read their postings - and smile, knowing that YOU KNOW, why you are using Ataris.

(Hope my english is understandable).

Bye,

Christian

Christian Mais
Johann-Wolfgang-Goethe-Universit&#65533;t
Frankfurt am Main, Germany
E-mail: mais@zeus.rbi.informatik.uni-frankfurt.de
Computers: Atari 400, 800XL, MegaST2, Falcon (soon)

2860. Re: Don't bother around with Sinclap and Gavan

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 15:34:23 UTC
From: moran@bnr.ca
Message-ID: <2veitv$j5@bmerha64.bnr.ca>
Source record: 16510

Christian Mais (mais@zeus.rbi.informatik.uni-frankfurt.de) wrote:
> Hi Folks!

> I am sitting here in Frankfurt, Germany, reading your (mostly american) Newsgroup. And I find it sad that the only thing we all are doing is arguing with people like Gavan and Sinclap, who don't have an idea why we are proud to use Ataris. Let's not bother around with 'em and let's come to what our energy is better for: Change information, hints, programs and so on...

> If people like these think they must fool around in other people's newsgroups - let them do - but don't listen to them. Just read their postings - and smile, knowing that YOU KNOW, why you are using Ataris.

> (Hope my english is understandable).

> Bye,

> Christian

Actually, this is Atari ADVOCACY where you are supposed to defend
your Ataris and advocate their use. A bit difficult to do if the group
is filled with nothing but dedicated Atari owners. Thats probably why
its been so dead of late.

If you think only Atari owners should use it, then thats fine by
me as I own an Atari 800XL/400 and Lynx as well as my Amiga.

Gavan

2861. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 15:57:47 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vek9r$ovl@mother.usf.edu>
Source record: 16511

Hey, what are the names of the Wordprocessor with programming language, relational database with forms, and full-featured spreadsheet you mention? Who developed them? Where can I get them?

I want to get them.

2862. Re: Alternate (non PC) computers: no future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 16:00:44 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vekfc$ovl@mother.usf.edu>
Source record: 16513

What is 'paging'?

2863. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 16:09:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vel03$9m0@bognor.barclays.co.uk>
Source record: 16512

In article <2vek9r$ovl@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

|> Hey, what are the names of the Wordprocessor with programming language,
|> relational database with forms, and full-featured spreadsheet you mention?
|> Who developed them? Where can I get them?
I'll assume your posting re my msg, seeing as you didn't quote...
The WP with built inlanguage is That's write. The Relational DB is Superbase
Pro and the Spreadsheets, well, you have a choice, K-Spread4, LDW Power and a
3d one. The first 2 read/write Lotus 123 files. LDW is OK up to 123 v2 which
covers most stuff you're likely to want. All work on the Falcon fine.

|> I want to get them.
Hisoft do Superbase Pro and K-SPread4. LDW is a bit in the air at the moment.
You can get in the UK very cheaply from Silica Shop, ditto Ataris presntation
graphics program (name??!!??). Compo are responsible for That's write.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2864. ST Info

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 17:33:45 UTC
From: mateo@owlnet.rice.edu
Message-ID: <2veptp$lmo@larry.rice.edu>
Source record: 16514

I have and occasionally use an Atari 800XL, but most of my computer experience has been on Macs and PCs. I have an opportunity to buy a 1040ST for $150 (well, maybe). Is this a good deal? It will come with a bunch of documentation, software, etc. (if he decides to sell it.) Can someone give me a brief run-down on the features of the ST/Falcon line?

Thanks in advance,
Matt

2865. Re: Don't bother around with Sinclap and Gavan

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 19:38:26 UTC
From: woodford@esca.com
Message-ID: <1994Jul6.193826.17425@esca.com>
Source record: 16516

mais@zeus.rbi.informatik.uni-frankfurt.de (Christian Mais) writes:

[reformated to ~75 cols]
>I am sitting here in Frankfurt, Germany, reading your (mostly american)
>Newsgroup. And I find it sad that the only thing we all are doing is
>arguing with people like Gavan and Sinclap, who don't have an idea why
>we are proud to use Ataris. Let's not bother around with 'em and let's
>come to what our energy is better for: Change information, hints,
>programs and so on...

While I agree that certain people seem to post here purely to bait and irritate Atari users, let's not forget that this is an advocacy group. The group is open to all, flame-baiters or not, to post the pros and cons of all things Atari. There are other Atari groups dedicated to the exchange of information/tips which, thankfully, have a very low flame content. Let's keep it that way.

If someone wants to come here and declaim something about Apple, Amiga etc then let them. As Atari advocates, we're duty and honour bound to show them the "light" :-)

>If people like these think they must fool around in other people's
>newsgroups - let them do - but don't listen to them. Just read their
>postings - and smile, knowing that YOU KNOW, why you are using Ataris.

Appart from the personal attacks on some people (ie. flames), the posts here, at least to me, seem to be right on target for an advocacy group. In fact, I wonder if this group would die without the constant baiting by a few individuals. Makes me cringe: sinclap keeps atari.advocacy alive!

I usually DO smile at most of the posts here. I used to have certain regular posters in my killfile, but found I missed most of the fun ;-)

>(Hope my english is understandable).

Pretty well perfect! Darn site better than my German.

Cheers, Steve

2866. Re: Atari / Death / Music

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 20:05:50 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2vf2qu$t2p@infa.central.susx.ac.uk>
Source record: 16515

Philip Jones (philipj@cogs.susx.ac.uk) wrote:

[deleted stuff]

: But dedicated games machines aren't the only way of repackaging existing
: technology. Atari still has a very good brand name amongst musicians, plenty
: of whom use STs to control their studios. What I'd like to see is Atari
: repackaging the ST's technology and TOS in a box that was aimed at this
: market. Such a product should

: be in a single unit (built in hi-res LCD, trackball, QWERTY Keyboard but
: maybe smaller than typists need.)

: be in a portable, rugged, spilt-beer-proof case (not-clamshell) suitable
: for gigging with.

: cheap (300 pounds sterling) to compete with dedicated hardware sequencers.

: have a commercially standard sequencer (like Cubase or Creator) in ROM
: (or as a plug in cartridge)

: in all other ways be a *standard* ST, ie. no TOS incompatabilities. Users
: should be able to run their fave software directly, and Atari should help
: existing music software companies to put their stuff onto cartridge.

: This shouldn't be very expensive in terms of R&D as the ST / TOS already
: exists. Atari could also exploit it in other ways, perhaps by making the ST
: available as a sub-assembly to be built into music workstations, professional
: mixing desks etc.

: Atari could also canibalise some of their other technology (currently in the
: Jaguar and Falcon.) What about using some of the custom graphics chips in a
: video titling unit? (Perhaps with Colourspace or Minter's latest epic built
: in.) Or use the Falcon and DSP stuff in a dedicated hard-disc based recorder?

: Microsoft, who are a very forward looking company, have already contemplated
: something similar. They're trying to turn office equipment into Windows
: machines. The age of the single, general purpose computer, has already ended.

: philipj@cogs.susx.ac.uk

I like the idea. Although I do not use my Atari for music, (although I
wouldn't mind giving it a try), I think this is a good idea. While it may not
make the company a leader in the battle for most popular computer, it would at
least make some profit and give Atari a more widespread name. Maybe it is
time for Atari to diversify, and use their well designed hardware for other
applications, not just home use.
I think the Jag would be good for video titling. What with hand held video

cameras becoming cheaper, people are making videos and want to present them nicley. This would also work for the making of buisiness videos which, now-a-days use lots of graphics to present them.
Maybe after Atari has made a substantial profit from the Jag and it's up and comming relatives (jag 2, etc.), they will be open to suggestions. After all, after making a games unit such as the 2600 they went on to make home computers such as the 800XL.
--
Andrew Collington @ University of Sussex, England

2867. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 20:06:06 UTC
From: bjgrier@bnr.ca
Message-ID: <CsJBuG.CF6@nrtpa038.bnr.ca>
Source record: 16517

In article <2vdq2d$f64@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> It's scraping the bottom of the barrel to attack the Mac due to
|> 'lack of CD ROM support' and then try to justify it by saying
|> 'compared to Windows'! The Mac is very well supported on CDROM,
|> not as well as the PC but a lot better than the Atari or Amiga.
|> This is due mainly to the fact that a lot of high end Macs now come
|> with CDROM as standard. Is there even one official CDROM drive for
|> the Falcon? At least the Amiga has the CD32 and a drive 'on the way'.
|> Not to mention a number of 3rd party drives ready for release
|> which are targetted specifically at the Amiga/CD32 market.
|>

Yeah I know, but Peter deserved the facts for the area I live in.
I simply can not just walk into any store and get a CD-Rom for a
MAC. Even the Mac dealers around here do not carry much of anything
in the way of CD-Roms for the MAC.

Also I thought it extremely funny that he used a merchandise liquidator
as a place to get lots of MAC CD-Roms :)

|>
|> > |>
|> > |> My brother has a collection of tens of cdroms...
|>
|> > Gee I have twenty-six I use with my Atari on a regular basis.
|>
|> And how many of them are Atari-specific? Most will be generic
|> databases etc, nothing wrong with that, but theres virtually
|> NOTHING on CDROM that takes advantage of the medium for the
|> Falcon. Theres plenty on the Mac and an increasing number for
|> the Amiga.
|>

Exactly 1, The Gemini CD-Rom, though I may be getting that Calamus/Pagestream
template CD-Rom I saw advertised in Current-Notes this month:).

But, since I like rummaging through Compton's CD-Roms I do not care that
they can be used on a PC, and Sony Multi-media CD player. I just wrote
a little program to view them on Atari computers and they are now
available to me, and about 150 others on GEnie. (A new version will be
released by the beginning of next week that I will upload to a.a.u.e :)

It is sort of nice to have 20 or 30 windows open with various articles,
search through the databases for words or phrases, automatically lookup
the meaning of words in articles, use hyperlinks, listen to recordings,
you know all that multi-media type of junk. And best of all I can buy

the CD-Rom down the street at the mall, not at a software liquidator ;)

|>
|> Gavan
|>

Where have you been hiding Gavan?

Brian

p.s. I have had over 300 requests from Amiga owners for me to port my MOST
viewer to the Amiga. I guess that Amiga owners are suffering from
non game CD-Rom withdrawl also.
--

Disclaimer: The opinions expressed are mine not those of .

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

2868. nptn.science.atari.qa

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 22:22:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vfar7$3f1@usenet.INS.CWRU.Edu>
Source record: 16518
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

I don't know who has access to nptn.science.atari.qa but if you do, this newsgroup will be for any Atari related news.

Check it out if you subscribe to it.

Thanks.

Len Stys, Atari SIG Manager
Cleveland Free-Net

--

2869. Re: ST Info

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 23:08:45 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vfdht$84o@usenet.INS.CWRU.Edu>
Source record: 16519

In a previous article, mateo@owlnet.rice.edu (Matthew David Allen) says:

>I have and occasionally use an Atari 800XL, but most of my computer
>experience has been on Macs and PCs. I have an opportunity to buy a
>1040ST for $150 (well, maybe). Is this a good deal? It will come
>with a bunch of documentation, software, etc. (if he decides to sell

The deal sucks. If you don't get it for $100 tell him to forget it.

1040STs are old! And it may break right after he sells it to you. It isn't
worth $150.

If it was the 1040STe, I'd say buy it.

Len
>it.) Can someone give me a brief run-down on the features of the
--

2870. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 23:44:08 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vffk8$rdp@mother.usf.edu>
Source record: 16521

Are there any spreadsheets for Atari that come even close to the power of Microsoft Excel? Can any of the ones you mentioned do things like change the typeface in individual cells? How about text frames placed on the spreadsheet?

2871. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 23:44:55 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vffln$rdp@mother.usf.edu>
Source record: 16522

Oh, and can I get any demos of the programs you mentioned?

2872. HUH?!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-06 23:52:20 UTC
From: jimmy@wpi.edu
Message-ID: <2vfg3k$70i@bigboote.WPI.EDU>
Source record: 16523

Gee, guys (fellow atari users, of course). Why doesn't Sinclap get a clue and go to a Mac user advocacy group?

Just one of those weird unanswerable questions... Maybe he's just not a big enough supporter over in the Mac World, or maybe he's just not getting enough attention...

POOR BABY! And I thought college was supposed to make you smarter!

Sinclap, go talk (and post) to people who want to hear your Mac crap, and start shoveling it into the direction of people who want to hear it!

-jimmy
P.S. I'm new on the net,
so forgive the lack of a
.sig file...

2873. Re: ST Info

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 00:11:26 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <hgwRxtW.ari2550@delphi.com>
Source record: 16520

The 1040ST is a 68000 based computer (just like the old Macs). It runs at 8Mhz and usually has 1 meg of RAM. It comes with a built in 720kb MS-DOS format compatible drive.

It has color graphics capabilties of 320x200 in 16 colors, 640x200 in 4 colors, and a monochrome display mode of 640x400. You will need a separate color or mono display to take advantage of these respectively.

The ST uses TOS, a mouse based operating system that marries the icons and windows of the Mac with the file structure and conventions of the PC (MS-DOS). It is not, however, compatible with either system's software but it can read and write to PC formated 720kb disks.

It also has MIDI ports for music, joystick ports, standard serial and parallel ports, and a hard disk port.

There is lots of software for it but the supply is drying up fast. The machine is dead in the US (very little support) but still farily active in Europe.

The ST's system documentation is pretty poor and you are on your own as a new user. However, I'd be glad to answer questions as would others on the net.

Ari

2874. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 07:50:04 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2vgc3cINNlqq@tom.rz.uni-passau.de>
Source record: 16524

In article <2ve7vc$mm8@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>Iain.Laskey@barclays.co.uk wrote:
>> There are several (OK, not many) CDROMs that are Atari specific. Apart from that,
>> as you state, we can make use of clip art, fonts, gifs, data files, text files,
>> source code etc etc that are available.
>
> But the original point was about CDROM support on the various platforms,
>specifically Mac and Falcon. CDROM support implies software shipped
>on CDROM for a specific platform. There isnt a lot of specific Falcon
>software.

There isn't a lot of specific Mac Plus software, either, for the same reason:
most applications are written for the entire line of computers, this is
usually done by following the guidelines and called 'clean programming'.

>On the PC , Mac and to a certain extent, Amiga, you have a wide range of
>CD ROM products - games, multimedia, applications (where there are a lot
>of support files). How does the Falcon have 'better support' here?

It doesn't. The Amiga games CD-ROMs are a joke, though, for they won't work
properly with most Amigas, they either are A500/CDTV or A1200wCD1200/CD32
specific, even simple expansions on either of the two may have to be switched
off (or, in the case of the A1200, taken out(!)) to make these games work.
I haven't seen multimedia stuff for the Amiga on CDs, yet, what CD contains
such stuff?

>The point is that SOMEONE has to kickstart the market for CDROMs on a
>platform as small as the Falcon. Atari needs to have at least an
>official add-on drive, and specifically needs to have a Falcon
>package with bundled drive and software.

Nope. There are cheap external CD-ROMs available for a price Atari surely
can't beat, esp. the Apple CD150 and CD300 are selling cheaper than even
the internal Toshiba 4101. There are at least 5 selling CDs with Atari
software. It really wouldn't make sense for Atari to throw money at an
already spreading technology.

>The Amiga has had SCSI (and therefore CDROM) for years, but it
>wasnt until the CDTV and CD32 came out (along with the computer
>add-ons) that we started to see disks for the Amiga.

The current Amiga models do NOT have SCSI, and there weren't too many
things for the CDTV flop. Disks for the Amiga came either specifically for
the CD32 or for all the machines. But there is NO specific C= CD-ROM drive
for the better Amiga computers, the C= CD-ROMs were designed for the A500
and A1200 only! Don't blame Atari (they had a CD-ROM subsystem for the

DMA port all machines besides the Falcon had) for things C= did even worse.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2875. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 07:58:23 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2vgcivINNmag@tom.rz.uni-passau.de>
Source record: 16525

In article <CsJBuG.CF6@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>|> And how many of them are Atari-specific? Most will be generic
>|> databases etc, nothing wrong with that, but theres virtually
>|> NOTHING on CDROM that takes advantage of the medium for the
>|> Falcon. Theres plenty on the Mac and an increasing number for
>|> the Amiga.

>Exactly 1, The Gemini CD-Rom, though I may be getting that Calamus/Pagestream
>template CD-Rom I saw advertised in Current-Notes this month:).

May Cthulhu forbid sinclap to read this as 'there IS only one Atari specific
CD'.

There are:

- Lohrum CDs 1&2

- GEMini CD

- Wohlfahrtstaetter CD

- Atari Developer CD

Most of these are new, the Lohrum CD 2 was published in May this year.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2876. CD ROMS was:Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 08:24:19 UTC
From: moran@bnr.ca
Message-ID: <2vge3j$99n@bmerha64.bnr.ca>
Source record: 16528

Brian Grier Perpk (bjgrier@bnr.ca) wrote:

> But, since I like rummaging through Compton's CD-Roms I do not care that
> they can be used on a PC, and Sony Multi-media CD player. I just wrote
> a little program to view them on Atari computers and they are now
> available to me, and about 150 others on GEnie. (A new version will be
> released by the beginning of next week that I will upload to a.a.u.e :)

> It is sort of nice to have 20 or 30 windows open with various articles,
> search through the databases for words or phrases, automatically lookup
> the meaning of words in articles, use hyperlinks, listen to recordings,
> you know all that multi-media type of junk. And best of all I can buy
> the CD-Rom down the street at the mall, not at a software liquidator ;)

> Where have you been hiding Gavan?

Trying to find out how to access USEnet from my new workplace..

> Brian

> p.s. I have had over 300 requests from Amiga owners for me to port my MOST
> viewer to the Amiga. I guess that Amiga owners are suffering from
> non game CD-Rom withdrawl also.
> --

Yes, a nice generic viewer for machines that arent directly supported
by the CD would be nice. Its irritating to see potentially excellent
CDROMS and not be able to get at the info because its in a format
proprietary to a player program thats only available on the PC/Mac.

It would be really smart of CD publishers to standardise on a format
for their CD multimedia products and to include replay programs for a
variety of platforms on the disk. That way they would get a much wider
market for their product and (after the players had been developed)
there would be absolutely NO EXTRA COST in making the software for say
10 different platforms as opposed to one. No need to make seperate disks
for each platform either - just one disk with all the data and player
programs for the target machines.

Gavan

2877. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 08:25:21 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vge5h$9m0@bognor.barclays.co.uk>
Source record: 16526

In article <2vffk8$rdp@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> Are there any spreadsheets for Atari that come even close to the power of
|> Microsoft Excel? Can any of the ones you mentioned do things like change the
|> typeface in individual cells? How about text frames placed on the
|> spreadsheet?
Again, I'm assuming this aimed at me, a little quoting helps!
No, AFAIK there is nothing for the Atari that has the abilities of Excel in the formatting dept. IMHO a spreadsheet is for doing serious work, not looking good.
The Spreadsheets I mentioned do have graphing, full macro support, and limit import/export.

If I wanted to do a presentation or incorporate the result into a WP, I could always do that. Having said that, LDW does allow you to set bold and underline and K-SPread 4 uses GDOS for fancy fonts and layouts.

Excel is a superb program and I enjoy using it and messing about with it's abilities. I do not however get any more productivity from it than I do from my Falcon and LDW Power.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2878. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 08:27:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vgeac$9m0@bognor.barclays.co.uk>
Source record: 16527

In article <2vffln$rdp@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> Oh, and can I get any demos of the programs you mentioned?
I don't think you can get demos of any of them - Superbase Pro is pretty damned
big, ditto K-Spread4. In the US they may be handled by Oregon Research as they
do a lot of stuff with Hisoft. Ask them what they can do to help here.

LDW Power is up in the air, no-one knows who owns the rights so apart from a
few copies in shops, it's out the picture at the moment. Pity.

Compo can help with That's write but I don't think there is a demo. Try mailing
compo@cix.compulink.co.uk for info.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2879. Re: Alternate (non PC) computers: no future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 08:31:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vgeh8$9m0@bognor.barclays.co.uk>
Source record: 16529

In article <2vekfc$ovl@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> What is 'paging'?
In terms of what? Normally it refers to areas of memory (real or disk) being
swapped in and out or 'paged'.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2880. CD ROMS was: Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 08:41:23 UTC
From: moran@bnr.ca
Message-ID: <2vgf3j$99n@bmerha64.bnr.ca>
Source record: 16530

Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:
> There isn't a lot of specific Mac Plus software, either, for the same reason:
> most applications are written for the entire line of computers, this is
> usually done by following the guidelines and called 'clean programming'.

Theres a lot of software available for the Mac line of computers, but
very little available for the Atari line on CD ROM , never mind the
Falcon specifically. Thats the point I was making. Its stupid for a
Falcon owner to tell a Mac owner that Falcon support is better than
the Mac - its simply not true.

> >On the PC , Mac and to a certain extent, Amiga, you have a wide range of
> >CD ROM products - games, multimedia, applications (where there are a lot
> >of support files). How does the Falcon have 'better support' here?

> It doesn't. The Amiga games CD-ROMs are a joke, though, for they won't work
> properly with most Amigas, they either are A500/CDTV or A1200wCD1200/CD32
> specific, even simple expansions on either of the two may have to be switched
> off (or, in the case of the A1200, taken out(!)) to make these games work.
> I haven't seen multimedia stuff for the Amiga on CDs, yet, what CD contains
> such stuff?

Well theres a load of multimedia CDROM stuff for the Amiga courtesy
of the CDTV - Golden Age of Spaceflight, Dr. Wellman, Electronic Bible,
Encyclopaedia of Aircraft. That sort of stuff. Some of it is quite well
done, the NASA disk is excellent with video clips.

As for expansions needing to be removed, with the C= expansions you
usually need to use the main expansion slot so if you have any peripherals
in that slot such as a HD or processor accelerator you are out of luck.
Solution: Use something like the Indi CDROM player which uses the PCMCIA
socket of the A1200 leaving the trapdoor free for things like 50MHz
accelerators....
Or just get a SCSI interface and use a standard SCSI player as CD32
software is system legal and will work through any CD interface.

> >The Amiga has had SCSI (and therefore CDROM) for years, but it
> >wasnt until the CDTV and CD32 came out (along with the computer
> >add-ons) that we started to see disks for the Amiga.

> The current Amiga models do NOT have SCSI, and there weren't too many
> things for the CDTV flop. Disks for the Amiga came either specifically for
> the CD32 or for all the machines. But there is NO specific C= CD-ROM drive
> for the better Amiga computers, the C= CD-ROMs were designed for the A500
> and A1200 only! Don't blame Atari (they had a CD-ROM subsystem for the
> DMA port all machines besides the Falcon had) for things C= did even worse.

SCSI is available for ALL Amiga models (except the A600). Generally you get it when you buy a processor accelerator (eg Viper 030 28Mhz with SCSI-II is only 230 UK pounds).

Amazingly, I remember getting ANTIC magazine back in 86 and Atari were 'ready to release' a CDROM drive for the STs then, but they never released it. Talk about being short sighted...

Gavan

2881. Re: CD ROMS was: Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 09:02:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vggb6$9m0@bognor.barclays.co.uk>
Source record: 16531

```
In article <2vgf3j$99n@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> Falcon specifically. Thats the point I was making. Its stupid for a
|> Falcon owner to tell a Mac owner that Falcon support is better than
|> the Mac - its simply not true.
I didn't see any Atari user claim the Atari line had better CDROM support than
the Mac. If they did they are obviously an idiot.

--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

2882. Online DE_RE Atari? Keeping 8bit Alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 10:11:17 UTC
From: moran@bnr.ca
Message-ID: <2vgkc5$crc@bmerha64.bnr.ca>
Source record: 16532
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Following on from the theme of putting old 8-bit
commercial software onto an archive in the interests
of keeping the 8 bit scene alive, how about someone
translating the old reference manuals such as
'De-Re Atari and 'Technical Reference Notes' into ASCII
or postscript files (with maybe a seperate GIF archive for
diagrams etc.) and putting them online for FTPing????

I REALLY believe that the only way of keeping the 8-bit
scene alive is through....

(a) Increased availability of emulators for modern machines

(b) General availability of all the old software for
FTP downloading.

(c) As much on-line documentation as possible, including
all the old reference manuals in computer readable
form.

Just imagine classics like MULE, RESCUE ON FRACTALUS and BALLBLAZER
were available in an archive package with an XL emulator for
PC/Amiga/Falcon whatever. Those old 8bit games are excellent, and
there are dozens more. Theres a lot of people in the Amiga group
crying out for classic 8 bit conversions - imagine you could get
your hands on them in an emulator package. It would be a real
hit with thousands, maybe tens of thousands of new users running
an Atari 8-bit (albeit via emulation) to play classic old 8-bit
software. Show them a few demos and throw in the text of De-Re
Atari into the emulator LHA file and you WILL attract fresh
interest and tempt old users back...

OK, i realise that translating the manuals into text will
be time consuming, but this is the age of OCR. Shit, we've
even got a scanner and OCR software where I work so I'm
willing to try the viability of the idea!!!

Gavan

2883. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 11:59:11 UTC
From: bjgrier@bnr.ca
Message-ID: <CsKJyo.59M@nrtpa038.bnr.ca>
Source record: 16533

In article <2vgcivINNmag@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
|> In article <CsJBuG.CF6@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> >|> And how many of them are Atari-specific? Most will be generic
|> >|> databases etc, nothing wrong with that, but theres virtually
|> >|> NOTHING on CDROM that takes advantage of the medium for the
|> >|> Falcon. Theres plenty on the Mac and an increasing number for
|> >|> the Amiga.
|>
|> >Exactly 1, The Gemini CD-Rom, though I may be getting that Calamus/Pagestream
|> >template CD-Rom I saw advertised in Current-Notes this month:).
|>
Well we all know Peter...

But I hope he understands I was talking about the CD-Roms I own and USE
on my Atari.

|> May Cthulhu forbid sinclap to read this as 'there IS only one Atari specific
|> CD'.
|>
|> There are:
|>
|> - Lohrum CDs 1&2
|>
|> - GEMini CD
|>
|> - Wohlfahrtstaetter CD
|>
|> - Atari Developer CD
|>
|> Most of these are new, the Lohrum CD 2 was published in May this year.
|>
|> Weregoose

I'll have to check out these others :).
(Oh is the wife not going to be happy when she sees the VISA bill)

Brian

--

Disclaimer: The opinions expressed are mine not those of .

| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |

| Research Triangle Park, NC | have REAL computing work to do. |
|____________________________|_________________________________|

2884. Re: ST Info

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 12:13:06 UTC
From: osantiag@fiji.gesd
Message-ID: <2vgrgi$gds@cnn.MOTOWN.GE.COM>
Source record: 16534

Hello Ari. I was wondering if this news groups has a text file that has all ST FAQ (frequently asked questions)
like the IBM and MAC groups have. It would be a good idea to compile a text file like this so that every st user on the
net can benefit from this. I have one of these files for my IBM and it is about 50 pages printed with valuable info from IRQ to harddrive setting to the history of IBM. Something like this would be beneficial to our st users since our manuals suck and never go deep into our wonderful operating system.

Orlando Santiago
osantiag@motown.ge.com or st92nxqj@dunx1.ocs.drexel.edu

2885. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 12:45:36 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2vgtdg$641@lyra.csx.cam.ac.uk>
Source record: 16535

bjgrier@bnr.ca (Brian Grier Perpk) writes:

> ____
>| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
>| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>| Research Triangle Park, NC | have REAL computing work to do. |
>|____________________________________|_____________________________________|

You would buy a _PC_ to play games on?!?

:) :) :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

2886. Re: ST Info

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 13:06:05 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2vgujt$nq1@msuinfo.cl.msu.edu>
Source record: 16536

In article <2vfdht$84o@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, mateo@owlnet.rice.edu (Matthew David Allen) says:
>
>>I have and occasionally use an Atari 800XL, but most of my computer
>>experience has been on Macs and PCs. I have an opportunity to buy a
>>1040ST for $150 (well, maybe). Is this a good deal? It will come
>>with a bunch of documentation, software, etc. (if he decides to sell
>
>
>The deal sucks. If you don't get it for $100 tell him to forget it.

No, $150 is about the normal price for a decent used 1040STfm (that is, one with internal power supply and DSDD drive). Most computer stores that I've talked to buy them for around $120 and sell at about $160, without software. I know, because I've been thinking about selling mine. Mat, think carefully about the software you're going to use and whether or not you'll need a hard drive. If you will, then you need an STE, or TOS 1.6 or up, since the old TOS 1.2 doesn't handle hard drives very well. Len is right about it being old (probably '88 or thereabouts), but that doesn't mean that it will break anytime soon. You should try to find out what repairs and/or alterations have been made, what sort of environment it was kept in, and whether or not it's been cleaned regularly. I bought mine new in '89, and it still works as good as new; I don't see it breaking down any time soon.

The most important thing is to consider whether or not it will meet your computing needs. My 1040 was just fine, until I started needing to do some real programming, and then I needed a hard drive and more memory, so I upgraded to a MegaSTE4. Write down what your needs are, and then try to find out if the 1040 will meet them.

>>it.) Can someone give me a brief run-down on the features of the [STs?]
Mat, if your questions haven't been answered yet, why don't you email me software, TOS version, year of manufacture, and exactly what hardware you'll be getting. That way I'll be better able to answer your questions.

Good luck,
Tom Hopper
hopper_t@msupa.pa.msu.edu

2887. Apple profits (Hi Peter!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 13:24:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vgvmd$9m0@bognor.barclays.co.uk>
Source record: 16537

Couldn't help but notice in the June 94 issue of PC magazine that Apples profits for the last quarter fell 84% to 17.4m dollars. They might sell a lot but they don't make much from it.....

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2888. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 14:05:43 UTC
From: bjgrier@bnr.ca
Message-ID: <CsKptu.77H@nrtpa038.bnr.ca>
Source record: 16538

In article <2vgtdg$641@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
|> bjgrier@bnr.ca (Brian Grier Perpk) writes:
|>
|> > ____
|> >| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
|> >| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
|> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|> >| Research Triangle Park, NC | have REAL computing work to do. |
|> >|____________________________________|_____________________________________|
|>
|> You would buy a _PC_ to play games on?!?
|>
|> :) :) :)
|>
|> Phil
|> [E-mail pd@mole.bio.cam.ac.uk]

No I would buy a console, but I figure if I got a 486DX4/100 it would
be fast enough to play games as well as a stock ST or A500 :)

Brian :)
--

Disclaimer: The opinions expressed are mine not those of .

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

2889. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 15:22:06 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2vh6iu$9ja@lyra.csx.cam.ac.uk>
Source record: 16539

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>In article <2vgtdg$641@lyra.csx.cam.ac.uk>,
>pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>|>
>|> You would buy a _PC_ to play games on?!?
>|> :) :) :)
>|> Phil

>No I would buy a console, but I figure if I got a 486DX4/100 it would
>be fast enough to play games as well as a stock ST or A500 :)

Yes, but you could have, oooh, around 10 stock ST's all running games for
the price of the one PC! :)

>Brian :)
>Disclaimer: The opinions expressed are mine not those of .
> ____
>| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
>| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
>| Research Triangle Park, NC | have REAL computing work to do. |
>|____________________________________|_____________________________________|

:) :) :) :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

2890. Re: Apple profits (Hi Peter!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 17:35:23 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2vhecr$np1@msuinfo.cl.msu.edu>
Source record: 16540

In article <2vgvmd$9m0@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>Couldn't help but notice in the June 94 issue of PC magazine that Apples
>profits for the last quarter fell 84% to 17.4m dollars. They might sell a lot
>but they don't make much from it......

I hate to give Peter anything resembling support, but...
The drop is to be (and has been) suspected. With the rapid changes in the Apple product line over the last year, a lot of people are waiting to see what Apple will settle on. And of course, with the advent of PowerMacs, people are waiting for more native software and to make sure that Apple sticks with this architecture. I read that this year is expected to be one of Apple's worst, but next year will be its best. We'll see...

For now, I'm sticking with my MegaSTE. It's a better machine anyway. :-)

Regards,
Tom Hopper
hopper_t@msupa.pa.msu.edu

2891. Re: ST Info

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-07 23:56:26 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <BQ3zxNq.ari2550@delphi.com>
Source record: 16541

Orlando Santiago, x7822 <osantiag@fiji.gesd> writes:

>Hello Ari. I was wondering if this news groups has a text file that has all ST FAQ (frequently asked questions)
>like the IBM and MAC groups have. It would be a good idea to compile a text file like this so that every st user on the
>net can benefit from this. I have one of these files for my IBM and it is about 50 pages printed with valuable info from IRQ to harddrive setting to the history of IBM. Something like this would be beneficial to our st users since our manuals suck and
n

Hi Orlando,

Yes, actually there is a pretty decent set of FAQs on the ST floating around the nets. I used to have them but alas I have moved over to a PC now...

They are, however, posted quite frequently here on the COMP.SYS.ATARI.ST group. Be on the lookout for it or perhaps someone might have a copy.

Ari

P.S. I can answer most of your questions - I had 3 ST and Falcon machines over the last 7 1/2 years.

2892. Re: CD ROMS was: Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-08 07:55:50 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2vj0q6INN4tj@tom.rz.uni-passau.de>
Source record: 16542

In article <2vgf3j$99n@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:
>> There isn't a lot of specific Mac Plus software, either, for the same reason:
>> most applications are written for the entire line of computers, this is
>> usually done by following the guidelines and called 'clean programming'.
>
> Theres a lot of software available for the Mac line of computers, but
>very little available for the Atari line on CD ROM , never mind the
>Falcon specifically. Thats the point I was making. Its stupid for a
>Falcon owner to tell a Mac owner that Falcon support is better than
>the Mac - its simply not true.

I haven't claimed so.

>> It doesn't. The Amiga games CD-ROMs are a joke, though, for they won't work
>> properly with most Amigas, they either are A500/CDTV or A1200wCD1200/CD32
>> specific, even simple expansions on either of the two may have to be switched
>> off (or, in the case of the A1200, taken out(!)) to make these games work.
>> I haven't seen multimedia stuff for the Amiga on CDs, yet, what CD contains
>> such stuff?
>
> Well theres a load of multimedia CDROM stuff for the Amiga courtesy
>of the CDTV - Golden Age of Spaceflight, Dr. Wellman, Electronic Bible,
>Encyclopaedia of Aircraft. That sort of stuff. Some of it is quite well
>done, the NASA disk is excellent with video clips.

That's why the CDTV was such a success, right? The use of an Electronic Bible
or a computerized (i.e. in the case of the CDTV: low-rez flickering) encyclo-
pedia is rather limited, wouldn't you agree?

> As for expansions needing to be removed, with the C= expansions you
>usually need to use the main expansion slot so if you have any peripherals
>in that slot such as a HD or processor accelerator you are out of luck.
>Solution: Use something like the Indi CDROM player which uses the PCMCIA
>socket of the A1200 leaving the trapdoor free for things like 50MHz
>accelerators....
>Or just get a SCSI interface and use a standard SCSI player as CD32
>software is system legal and will work through any CD interface.

Yes? Should I advise my friend so? He owns a 4000/040 w/ Oktagon 4008 SCSI
adaptor and Apple CD150, are you REALLY sure the CD32 software will run?
Would you bet 1000 US$ on it? I'd not even buy ONE single CD32 game without
having it checked first, for I know how 'clean' Amiga games REALLY are.
BTW: The CD1200 comes with the Akiko chip, none of the other solutions
provides the A1200 owner with such a chip. If the CD32 software really is
system legal, this won't make any difference, so why have C= put the chip

on their solution?

> SCSI is available for ALL Amiga models (except the A600). Generally you
>get it when you buy a processor accelerator (eg Viper 030 28Mhz with SCSI-II
>is only 230 UK pounds).

Nope, it comes if you buy a well-designed accelerator. Many cheap ones don't
come with SCSI-II at all, and what if you want to get one later? Only few
are expandable, so with any of the cheap ones you'll have to sell the old
one cheaply. And NO current Amiga except for the 4000T (I forgot this machine
the last time) COMES with it, still.

> Amazingly, I remember getting ANTIC magazine back in 86 and Atari were
>'ready to release' a CDROM drive for the STs then, but they never released
>it. Talk about being short sighted...

So why does one of the former students here own the 'never released'
CDAR 504? Talk about getting your facts straight, the CDAR drives just
happened to flop worse than even the CDTV due to the high price for an
entirely new technology and the lack of software.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2893. Re: Online DE_RE Atari? Keeping 8bit Alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-08 08:03:39 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2vj18rINN5g6@tom.rz.uni-passau.de>
Source record: 16543
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <2vgkc5$crc@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:

[lots of stuff about 8-bit-emulators deleted]

I just happen to own a 100% compatible 800XL with 100% speed, with 1050 and
1010 connectors and a serial connector to my TT.

It just happens not to be an emulator, but the original machine. Used XLs
with 1050 sell for 200 DMs here, Rescue on Fractalus for 15 DMs, etc..
Why should anyone design an emulator when the original does it all?
Oh, and Gavan: 2.5 DMs are approximately 1 UKP.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2894. Re: Online DE_RE Atari? Keeping 8bit Alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-08 08:51:26 UTC
From: moran@bnr.ca
Message-ID: <2vj42e$nk@bmerha64.bnr.ca>
Source record: 16544
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:
> In article <2vgkc5$crc@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:

> [lots of stuff about 8-bit-emulators deleted]

> I just happen to own a 100% compatible 800XL with 100% speed, with 1050 and
> 1010 connectors and a serial connector to my TT.

> It just happens not to be an emulator, but the original machine. Used XLs
> with 1050 sell for 200 DMs here, Rescue on Fractalus for 15 DMs, etc..
> Why should anyone design an emulator when the original does it all?
> Oh, and Gavan: 2.5 DMs are approximately 1 UKP.

> Weregoose

Oh sorry, I'll just go out and buy one then. Whilst I'm at it
I'll get a load of my favourite old 8-bit software as the store
is sure to stock all that too. After all, EVERYWHERE stocks
the 8bit hardware and software........

And the point was that emulators and increased software and
documentation would attract users BACK to the 8 bit. Otherwise
its going nowhere fast like some other Atari computer platforms
I could mention.

Anyone for a Falcon emulator????

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2895. Re: CD ROMS was: Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-08 09:16:26 UTC
From: moran@bnr.ca
Message-ID: <2vj5ha$nk@bmerha64.bnr.ca>
Source record: 16545

Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:

> >> I haven't seen multimedia stuff for the Amiga on CDs, yet, what CD contains
> >> such stuff?
> >
> > Well theres a load of multimedia CDROM stuff for the Amiga courtesy
> >of the CDTV - Golden Age of Spaceflight, Dr. Wellman, Electronic Bible,
> >Encyclopaedia of Aircraft. That sort of stuff. Some of it is quite well
> >done, the NASA disk is excellent with video clips.

> That's why the CDTV was such a success, right? The use of an Electronic Bible
> or a computerized (i.e. in the case of the CDTV: low-rez flickering) encyclo-
> pedia is rather limited, wouldn't you agree?

The CDTV flopped coz C= aimed it at the wrong market and
didnt push it well enough. An example of typical commodore
idiocy and incompetance. The idea of multimedia encyclopaedias
is sound, check out all the products coming out for the PC and Mac.

> >Or just get a SCSI interface and use a standard SCSI player as CD32
> >software is system legal and will work through any CD interface.

> Yes? Should I advise my friend so? He owns a 4000/040 w/ Oktagon 4008 SCSI
> adaptor and Apple CD150, are you REALLY sure the CD32 software will run?
> Would you bet 1000 US$ on it? I'd not even buy ONE single CD32 game without
> having it checked first, for I know how 'clean' Amiga games REALLY are.
> BTW: The CD1200 comes with the Akiko chip, none of the other solutions
> provides the A1200 owner with such a chip. If the CD32 software really is
> system legal, this won't make any difference, so why have C= put the chip
> on their solution?

I wouldnt guarantee ALL cd32 stuff to be compatible with absolutely
every possible setup. The 040 processor will cause problems with some
software. This happens even on all systems - some Mac stuff doesnt
like 040s for example. The majority will be though. Its a matter
of checking first. Its certainly better than the dearth of Falcon
software though.

And there are specific cd32 compatible interfaces coming out
which guarantee compatibility with cd32 games if you want peace
of mind. I'd prefer just to use the SCSI port as its a far more
flexible solution.

Only the C= expansion has the Akiko chip built in. The other
solutions simply provide software chunky<->planar conversion.
Its not like the Akiko does anything which cant be achieved
by software, and anyway, few games use Akiko anyway.

Zappo make a PCMCIA drive for the A1200 which provides
Akiko emulation and they state that it works with the few
games that do use Akiko. They also claim 99% CD32
compatibility and have said they have patch programs for
the couple of games that dont work straight out of the box.

> > SCSI is available for ALL Amiga models (except the A600). Generally you
> >get it when you buy a processor accelerator (eg Viper 030 28Mhz with SCSI-II
> >is only 230 UK pounds).

> Nope, it comes if you buy a well-designed accelerator. Many cheap ones don't
> come with SCSI-II at all, and what if you want to get one later? Only few
> are expandable, so with any of the cheap ones you'll have to sell the old
> one cheaply. And NO current Amiga except for the 4000T (I forgot this machine
> the last time) COMES with it, still.

The Blizzard 030, Viper 030, GVP 030 and ICD 030s all have SCSI/SCSI II.
In many cases, you buy the accelerator and then later can buy a plug in
SCSI module for it when you actually NEED a SCSI interface.

Theres also some PCMCIA SCSI interfaces on the market for PCs
and work is under way to write the software drivers that will allow
them to run on the A1200 (or A600 for that matter).

Oh, and if you have bought a SCSI-less accelerator and want to
use CDROM right NOW (and cant wait for the PCMCIA SCSIs) then
you can simply buy the Zappo CD1200 expansion which uses the
PCMCIA slot and is guaranteed CD32 compatible.

> > Amazingly, I remember getting ANTIC magazine back in 86 and Atari were
> >'ready to release' a CDROM drive for the STs then, but they never released
> >it. Talk about being short sighted...

> So why does one of the former students here own the 'never released'
> CDAR 504? Talk about getting your facts straight, the CDAR drives just
> happened to flop worse than even the CDTV due to the high price for an
> entirely new technology and the lack of software.

> Weregoose

I got all the Atari mags at the time and never saw it for sale.
News articles said that Atari had decided NOT to sell the drive.
I guess your student has got hold of one of the first production
run drives. The article DID point out that Atari had a warehouse
full of the things. Which presumably they sold off to interested
dealers/users.

The product was NEVER marketted. But then, you could say the
same about the Falcon......

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2896. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-08 13:45:25 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jul8.134525.17226@kodak.rdcs.kodak.com>
Source record: 16546

Mr. Sinclair is an absolute pussycat compared to JAMES NGYUYEN who has wreaked havoc on comp.sys.mac.advocacy. Peter is forcing people to logically evaluate their reasons for remaining with a system that is being abandoned by its manufacturer, developers, and the computing public. I, for one, will keep using my ST until it totally dies, simply because it does what I need it to do.

So lighten up troops, consider Peter like the devil's advocate that he is.

Atari forever (or at least until the ST dies).

2897. Re: Online DE_RE Atari? Keeping 8bit Alive!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-09 10:32:45 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2vlucdINN47c@tom.rz.uni-passau.de>
Source record: 16547
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

F'up!!!

In article <2vj42e$nk@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:

> Oh sorry, I'll just go out and buy one then. Whilst I'm at it
>I'll get a load of my favourite old 8-bit software as the store
>is sure to stock all that too. After all, EVERYWHERE stocks
>the 8bit hardware and software........

May I give you mail-order addresses in Germany?

> Anyone for a Falcon emulator????

On what machine? A PowerMac? A Quadra AV? I guess it is hardly possible even
on these machines.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2898. Re: **The Jag is a flop!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-09 11:51:07 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <JS8Q5N7.predictor@delphi.com>
Source record: 16548

All I see here are arguments about Falcon vs. the Mac. Why does someone think the Jag is a flop?

2899. Super Street Fighter II for Jag?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-11 05:06:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vqjvv$t81@usenet.INS.CWRU.Edu>
Source record: 16549

-=-=-=-=- FOCUS: Super Street Fighter II -=-=-=-=-

-=-=-=- Includes: Form Letter Example & Capcom's FAX number! -=-=-=-

CAIN's A.C.T. Now (Atari Community Together Now)
Jaguar Writing Campaign

Contact: Len Stys (aa399@cleveland.freenet.edu)
A.C.T. Now Organizer
CAIN Assistant Newsletter Editor
Cleveland Free-Net Atari SIG Manager

Notice: This campaign is made by an organization that is independent
of Atari Corp. This campaign is not endorsed by Atari Corp.

THE GAME NEEDS JAGUAR, JAGUAR NEEDS THE GAME...

Super Street Fighter II is the second most wanted game for the Atari Jaguar
according to the CAIN Newsletter's Most Wanted Games for the Jaguar List.
This game will most likely be just as popular next year as it is this
year so it is a vital game title for the Jaguar to have.

There are rumors that 3DO will have this game in November. This means that
the Jaguar will be the only game system without this popular title.

Atari Corp. has obviously not been able to convince Capcom that they should
produce it for the Jaguar. This means that we are going to have to do
something that we don't normally do... WRITE LETTERS.

There is nothing wrong with writing a company to tell them what you want.
In fact, in most cases, if you don't write them to tell them what you
want, you won't get it.

If you want Super Street Fighter II for the Atari Jaguar, take a few
minutes to write Capcom a letter.

Besides, everyone knows that the Jaguar is the only video game system that
could do the game justice. It would be a pity not to see a quality
version of Super Street Fighter II in the home.

SUCCESS OR FAILURE?

I will be honest. I think the success of the Jaguar depends on ourselves.
Atari Corp. was not able to get many big name third-party game companies to
develop for the Lynx. I do not see how the company can do for the Jaguar
where the company failed with the Lynx.

But we also failed the Lynx in the past. Most of us sat and hoped for Lynx games. We didn't get them by hoping for them. I think if we would have written game companies when the Lynx was first released, we would have seen some big name titles. We are not going to get big name titles for the Jaguar by sitting and hoping for them either.

If the Jaguar does not get the big name titles, another company's system will get these titles. And if this company's system gets these titles, I'm afraid we might see an inferior product become a standard in the multi-media/video game industry. This happened once in the PC industry, I don't want to see it happen in another industry.

FAX IT BY THIS FAX NUMBER!

This month, I would like to see Capcom's FAX machine get a work-out. Yes, you are going to get a chance to use your FAX modem and FAX software.

The Capcom FAX number is: 408/774-3995

The FAX should include a letter which contains the following:

Dear Mr. Tresidder,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II for the Jaguar as soon it is released.
6) A thank you to the person for reading your letter and for considering making Super Street Fighter II for the Jaguar.

The address of Capcom is:

Capcom USA Inc.
Attn: Mr. Corey Tresidder
475 Oakmead Parkway
Sunnyvale, CA 94086

C'mon... let's make it run out of paper! :)

U.S. MAIL IS VERY IMPORTANT

U.S. mail is very important part of this Jaguar letter writing campaign. If you do not have access to a FAX, write to Capcom through the U.S. mail! If Mr. Corey Tresidder is going to be forced to open your envelope, he is going to be forced to to think about telling the President of Capcom that a Jaguar version should be considered.

The address of Capcom is:

Capcom USA Inc.
Attn: Mr. Corey Tresidder

475 Oakmead Parkway
Sunnyvale, CA 94086

Please use the same content format as the one mentioned for the FAX!

FORM LETTER EXAMPLE

(enter date here)

(your return address & or fax number)

Mr. Corey Tresidder
Capcom USA Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

Dear Mr. Tresidder,

I am writing you to tell you that I really enjoy playing
Street Fighter II in the arcades. I think your company is
really great at making high quality and enjoyable video games.

I also enjoy the Atari Jaguar 64-bit video game system.
I would like to know if your company has any plans to make
Super Street Fighter II for the Atari Jaguar? If not, I would
very much like to see the game for the Jaguar. I think the
Atari Jaguar is the only video game system that can do the game
justice. The other gaming systems do not capture the
greatness of this arcade game.

I will definitely buy Super Street Fighter II and other
Capcom titles for the Jaguar if your company decides to
produce it. The combination between Capcom games and Atari's
Jaguar should shake up the video game industry!

Thank you for reading my letter and for considering
making Super Street Fighter II for the Atari Jaguar. I look
forward to seeing and buying Capcom titles for my system
in the near future!

Sincerely,

(sign your name here if sending through the U.S. mail)

(type name here)

THAT'S IT... Want to see Super Street Fighter II for the Jaguar?
Then do something about it.

-=-=-=

Atari, ST, TT, Falcon030, Atari Lynx, ComLynx, Atari Jaguar, and the
Atari Fuji Symbol are all trademarks or registered trademarks of Atari
Corporation. All other trademarks and identifying marks mentioned in this
article belong to their respective owners.
-=-=-=

2900. Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-11 06:26:21 UTC
From: ken.stevens@srs.gov
Message-ID: <01HEKLN1QQ6Q002AIE@Mailhub.srs.gov>
Source record: 16551

Wolfenstein 3D is finally out for the Jaguar, although in limited initial production. Initial reviews put is as much better than the pc or sega version as far as smoothness, graphics and speed. It contains 30 levels and has some eastereggs.
--
Ken Stevens | ken.stevens@srs.gov |

2901. DTP (was Re: T.H.E..A.M.I.G.A..I.S..N.O.T..D.E.A.D.)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-11 18:42:42 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2vs3r2INNfpv@tom.rz.uni-passau.de>
Source record: 16552
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <mal.02tb@dominion.apana.org.au> mal@dominion.apana.org.au (Malcolm Woods) writes:
>The latest version of Page Stream has been described as the best desktop
>publishing package on ANY platform. The Word Processor Final Writer has
>also been similarly described.

In Amiga magazines, fer sure. The Big Business (tm) uses XPress, though
the German XPress ad has been produced with Calamus SL :-).

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2902. Re: Apple profits (Hi Peter!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-11 20:25:06 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16FF0E6E8S85.TOMM@cms.cc.wayne.edu>
Source record: 16553

In article <2vhecr$np1@msuinfo.cl.msu.edu>
hopper_t@msupa.pa.msu.edu writes:

>In article <2vgvmd$9m0@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk
>writes:
>>Couldn't help but notice in the June 94 issue of PC magazine that Apples
>>profits for the last quarter fell 84% to 17.4m dollars. They might sell a lot
>>but they don't make much from it......
>
>I hate to give Peter anything resembling support, but...
>The drop is to be (and has been) suspected. With the rapid changes in the
>Apple product line over the last year, a lot of people are waiting to see
>what Apple will settle on. And of course, with the advent of PowerMacs,
>people are waiting for more native software and to make sure that Apple
>sticks with this architecture. I read that this year is expected to be one
>of Apple's worst, but next year will be its best. We'll see...
>
>For now, I'm sticking with my MegaSTE. It's a better machine anyway. :-)
>
>Regards,
>Tom Hopper
>hopper_t@msupa.pa.msu.edu
>
I noticed in last week's issue of Electronics News that APPLE stock was
downgraded from HOLD to AVOID by one Wall Street analyst.

2903. Re: **The Jag is a flop!**y

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-11 21:20:40 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul11.162040.29635@cobra.uni.edu>
Source record: 16557

In article <2vbunt$o0t@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Jul5.101420.29369@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> You don't get it, do you? On the Mac platform, we have the best of both
> |> worlds on the software side. You have choices of software with all the bells
> |> and wistles and ones with out.
> Tell me Peter, which Atari Wordprocessors, databases, Spreadsheets, DTP packages
> and Art/graphics software do you have first hand experience of? You wouldn't make
> such glib statements if you actually had. If you've only seen 1st Word Plus then
> I'd agree with you. Having used a variety of heavyweight PC, Unix and Mac WPs and
> spreadsheets, I know what the state of the art is. There are Atari WPs that get
> very close to this, closer than you realise and certainly good enough for
> everyone short of a mega-power user. We *do* have WPs with built in programming
> languages, we do have fully relational DBs with form designers, we do have full
> featured spreadsheets. We also have some damn fine art/drawing packages that WILL
> match your Macs best. Believe it or not. New stuff is coming out as well. I have
> just heard about another Truecolor package coming from Germany that sounds pretty
> damned good.

I currently use WriteNow 3.0. I doubt any Atari one could match it. Apple is
bundling selected Quadra 605's with software apps such as ClarisWorks 2.0,
Quicken 4 and many other titles. These CPU/software bundles sell for about
$950 street. No Atari computer with an 040, 160 meg HD can match the Q605 low
price.
>
> |> Software such as WriteNow and Zterm(shareware)
> |> have enough features to satisfy many users who don't need the bells and
> |> whistles of Word and Microphone prof.(there is a light version). As a result
> |> these programs load faster than their big brothers and require less memory and
> |> storage space.
> We too have that option. We can get most stuff in PD that's good enough for day
> to day use. Apart from being a programmer/analyst, I also write for a magazine so
> I appreciate the importance of a full featured WP - and I have it on my Falcon.
>
> --

The Mac platform has a huge PD library too. So on the Mac platform, the Mac
has high powered Apps, low memory apps, and huge PD library.
> +---+
> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+
>

-Peter
-Currently using a Q610.

2904. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-11 21:26:06 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul11.162606.29636@cobra.uni.edu>
Source record: 16554

In article <CsH99t.BzH@nrtpa038.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
> In article <1994Jul5.102210.29371@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> Cdrom support on the Mac dismal? Ha. What drugs are you on? There are
> |> thousands of cdroms for the Mac. I was at the Local Best Buy the other day.
> |> Lots of Cdrom software for the Mac. But, I did not see any Atari titles.
>
> <Yawn>
> Carefully only responding to half the statement and then attacking Atari eh!.
> My original statment about MAC support was:
>
> |> > By the way the CD-Rom support for the MAC is pretty dismal
> !> > compared to support for Windows.
>
> At least you chose not to try and refute my statement.
>
> btw: I go to Babbages, Electronics Boutique and Walden Software and I
> don't see ANY MAC specific cd-Roms. Egg-head has about a dozen MAC
> CD-Roms. So you have to go to a store that sells liquidated stock to
> get a good selection of MAC cd-rom titles. This should tell you something.
> I can get Compton's MOST titles at all the stores I mentioned, heck
> I can even get them at Sears, and use them on my Atari.

Thats weird, the local Best Buy, WalMart and the Software ect has Mac specific
cdrom titles. Even the the CompUSA has Mac Cdrom titles. However, no of these
places had Atari specific cdrom titles.

>
> |>
> |> My brother has a collection of tens of cdroms...
>
> Gee I have twenty-six I use with my Atari on a regular basis.
>

Are these Atari specific ones or generic database ones?

> |> > Something struck me that I think should apply to Peter.
> |> > Something that William Shatner said on Saturday Night Live.
> |> > Some thing along the lines of...
> |> >
> |> > GET A LIFE!!!
> |>
> |> I have one, thank you. You can see I was away a few days.
>
> Oh JOY !
>

> I guess spending one's life attacking a group of people, just because
> the disagree with what you think a computer should be, can be called
> a life.

You mean an orphan?
> |> >
> |> > Brian
> |>
> |> -Peter
>
> I did notice you carefully avoided replying to the part where I questioned
> what you have personally done to help the Macintosh user.
>
> Brian
> P.S. I was really amazed at seeing how many people you were able to
> alienate with just one post to rec.games.video.atari.
>
These Atari worshippers were buying an orphan.
> ---
>
> Disclaimer: The opinions expressed are mine not those of .
>
> ____
> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
> | Bell Northern Research | on I'd buy an MS-Dos compatible. I |
> | Research Triangle Park, NC | have REAL computing work to do. |
> |____________________________________|_____________________________________|
-Peter
-Currently using a Q610.

2905. Re: Advoiding SINCLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-11 21:29:09 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul11.162909.29638@cobra.uni.edu>
Source record: 16555

In article <2vdu8e$o0t@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <2vdq2d$f64@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> |> > Gee I have twenty-six I use with my Atari on a regular basis.
> |>
> |> And how many of them are Atari-specific? Most will be generic
> |> databases etc, nothing wrong with that, but theres virtually
> |> NOTHING on CDROM that takes advantage of the medium for the
> |> Falcon.
> There are several (OK, not many) CDROMs that are Atari specific. Apart from that,
> as you state, we can make use of clip art, fonts, gifs, data files, text files,
> source code etc etc that are available.
> As for a CDROM drive that's official, what's the point? The Falcon has SCSI so
> why should Atari bother developing a drive when there are so many on the market
> already? Just plug in and go.

On the Mac, there are games, video s well as business apps on CDROM........
>
> --
> +---+
> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+
>

-Peter
-Currently using a Q610.

2906. SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-11 21:48:17 UTC
From: yogi@cs.tu-berlin.de
Message-ID: <2vsen1$e53@news.cs.tu-berlin.de>
Source record: 16556

Does anybody know how that SIGMA card is selling ?

* Is it available in Europe yet (some of my ms-moth friends would be interested)

* Compatibility ?

* Price ?

If the jag makes a break as pc-gamecard, i guess it could come back
from the dead. The technical data is very impressive for

* a video card

* a sound card

* a 'co'-processor (it basically blows a full-fledged 468 of the board)

To all those loosing faith:
Sure, ATARI has been dead for years.
C= has been alive.

Now we have seen the walking dead slay the living.

Watch out Mac and IBM - We'll be back.
Asta la vista, baby.

To SINC*** - Oh, just shut up.

P.S.: Who would want to buy an ATARI based on the jag-processor ?
That be something worth leaving the good ole MC68k for, huh ?

(I know my sig is too long, flames ignored)

BYE
--
OOOO OOOO OOOOOO OOOOOO OOOOO ** **
OOOO OOOO OOOOOOOOOO OOOOOOOOOO OOO ** ** ** ** (UNBEATABLE !!)
OOOOOO OOOO OOOO OOOO OOOO OOO * O *** O * (UNBEARABLE !!)
OOOO OOOO OOOO OOOO OOO * ~ * (UNBELIEVABLE!)

2907. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-12 09:38:12 UTC
From: guenther@platon.fmi.uni-passau.de
Message-ID: <2vtoa4INNbla@tom.rz.uni-passau.de>
Source record: 16559

In article <2vsen1$e53@news.cs.tu-berlin.de> yogi@cs.tu-berlin.de (Joern-Guy Suess) writes:
>Does anybody know how that SIGMA card is selling ?

Ask in rec.games.video.atari or in c.s.ibmpc.*, they'll know more about the current status of the board.

>* Compatibility ?

Not compatible with cartridges, AFAIK, only with CD-ROMs.

>If the jag makes a break as pc-gamecard, i guess it could come back
>from the dead. The technical data is very impressive for

Apart from some Amiga-zombie in Berlin, nobody has yet realized the Jaguar was dead. It is not even shipping to Germany officially, AFAIK, due to the high demand within the USA.

>To all those loosing faith:
>Sure, ATARI has been dead for years.
>C= has been alive.

Yes, yes, the Amiga always has been a vivid games machine within Germany. Still, there are hardly any 'serious' applications besides in the video and graphics applications market, and the Toaster is not available in a PAL version. Bad luck, eh?
And I don't get it. In what respect has ATARI been dead and C= alive, besides the games market?

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2908. Re: DTP (was Re: T.H.E..A.M.I.G.A..I.S..N.O.T..D.E.A.D.)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-12 10:24:22 UTC
From: djs@jet.uk
Message-ID: <1994Jul12.102422.25592@jet.uk>
Source record: 16558
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In <2vs3r2INNfpv@tom.rz.uni-passau.de> guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:

>In article <mal.02tb@dominion.apana.org.au> mal@dominion.apana.org.au (Malcolm Woods) writes:
>>The latest version of Page Stream has been described as the best desktop
>>publishing package on ANY platform. The Word Processor Final Writer has
>>also been similarly described.
The currently-shipping version of PageStream is 2.2. I have used it extensively. It's very buggy, especially in the import modules. It also gets *very* slow on multi-page documents. It's text display is also painfully slow for non-CG fonts.

To call it the best on ANY system is either naive or stupid.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2909. Re: **The Jag is a flop!**y

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-12 10:46:18 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vts9q$h79@bognor.barclays.co.uk>
Source record: 16560

```
In article <1994Jul11.162040.29635@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <2vbunt$o0t@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> > In article <1994Jul5.101420.29369@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> > |> You don't get it, do you? On the Mac platform, we have the best of both
|> > |> worlds on the software side. You have choices of software with all the bells
|> > |> and wistles and ones with out.
|> > Tell me Peter, which Atari Wordprocessors, databases, Spreadsheets, DTP packages
|> > and Art/graphics software do you have first hand experience of? You wouldn't make
|> > such glib statements if you actually had. If you've only seen 1st Word Plus then
|> > I'd agree with you. Having used a variety of heavyweight PC, Unix and Mac WPs and
|> > spreadsheets, I know what the state of the art is. There are Atari WPs that get
|> > very close to this, closer than you realise and certainly good enough for
|> > everyone short of a mega-power user. We *do* have WPs with built in programming
|> > languages, we do have fully relational DBs with form designers, we do have full
|> > featured spreadsheets. We also have some damn fine art/drawing packages that WILL
|> > match your Macs best. Believe it or not. New stuff is coming out as well. I have
|> > just heard about another Truecolor package coming from Germany that sounds pretty
|> > damned good.
|>
|> I currently use WriteNow 3.0. I doubt any Atari one could match it. Apple is
|> bundling selected Quadra 605's with software apps such as ClarisWorks 2.0,
|> Quicken 4 and many other titles. These CPU/software bundles sell for about
|> $950 street. No Atari computer with an 040, 160 meg HD can match the Q605 low
|> price.
Just answer the damned question Peter, which Atari applications have you seen?
How are you so *sure* they aren't up to scratch? Don't just keep giving us the
same old party line about how great Mac stuff is. Answer the question. WHAT ATARI
APPS HAVE YOU SEEN?

|> -Peter
|> -Currently using a Q610.
Instead of a Brain....

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

2910. Re: **The Jag is a flop!**y

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-12 13:23:37 UTC
From: djs@jet.uk
Message-ID: <1994Jul12.132337.27001@jet.uk>
Source record: 16561

In <2vts9q$h79@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>... line about how great Mac stuff is. Answer the question. WHAT ATARI
>APPS HAVE YOU SEEN?
I've been using Ataris almost daily for 7 years now, and I still haven't seen
a decent spreadsheet yet. Well, Logistix wasn't too bad, but dated quickly
and didn't get developed. KSpread 4 is bollocks.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2911. Re: **The Jag is a flop!**y

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-12 13:46:59 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vu6sj$h79@bognor.barclays.co.uk>
Source record: 16562

In article <1994Jul12.132337.27001@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> In <2vts9q$h79@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|> >... line about how great Mac stuff is. Answer the question. WHAT ATARI
|> >APPS HAVE YOU SEEN?
|> I've been using Ataris almost daily for 7 years now, and I still haven't seen
|> a decent spreadsheet yet. Well, Logistix wasn't too bad, but dated quickly
|> and didn't get developed. KSpread 4 is bollocks.
I quite like LDW Power. It can read Lotus 123 r2 sheets which covers most needs
apart from 3d work but in many years of writing/using spreadsheets, I've never
needed 3d. It has good graphing, full macro compatability with 123 and you can
set bold/underline etc on fields. Best of all, it cost me 19GBP from Compo.
I tried Logistix. Nice but I couldn't stand the character based i/face.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2912. Re: DTP (was Re: T.H.E..A.M.I.G.A..I.S..N.O.T..D.E.A.D.)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-12 16:49:49 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2vuhjd$ta8@msuinfo.cl.msu.edu>
Source record: 16563
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <1994Jul12.102422.25592@jet.uk>, djs@jet.uk (David Stevenson)
writes:
>In <2vs3r2INNfpv@tom.rz.uni-passau.de> guenther@kirk.fmi.uni-passau.de
>(Thorsten Guenther) writes:
>
>>In article <mal.02tb@dominion.apana.org.au> mal@dominion.apana.org.au
>>(Malcolm Woods) writes:
>>>The latest version of Page Stream has been described as the best desktop
>>>publishing package on ANY platform. The Word Processor Final Writer has
>>>also been similarly described.
>The currently-shipping version of PageStream is 2.2. I have used it
>extensively. It's very buggy, especially in the import modules. It also
>gets *very* slow on multi-page documents. It's text display is also
>painfully slow for non-CG fonts.
>David Stevenson, JET Joint Undertaking +44 235 465028

Softlogik has come out with version 3 for the Amiga, which I presume is
faster and generally better than 2.2b. Anyone know if version 3 is comming
out for the Atari?

Tom Hopper
hopper_t@msupa.pa.msu.edu

2913. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-12 16:54:32 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jul12.165432.23266@kodak.rdcs.kodak.com>
Source record: 16564

In article <2vtoa4INNbla@tom.rz.uni-passau.de>
guenther@platon.fmi.uni-passau.de (Thorsten Guenther) writes:

>
> Yes, yes, the Amiga always has been a vivid games machine within Germany.
> Still, there are hardly any 'serious' applications besides in the video
> and graphics applications market, and the Toaster is not available in a PAL
> version. Bad luck, eh?

Yeah, and the latest news is that the high bid for the remnants of C=
is about $1.5 million, way less than anybody thought. Seems the
innovative Amiga chip technology is being overpowered by newer, faster
processors. The funeral will be quick and quiet.

2914. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-12 23:23:18 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <R2-TqqW.ari2550@delphi.com>
Source record: 16565

Ken Stevens <ken.stevens@srs.gov> writes:

>Wolfenstein 3D is finally out for the Jaguar, although in limited initial
>production. Initial reviews put is as much better than the pc or sega
>version as far as smoothness, graphics and speed. It contains 30 levels
>and has some easterеggs.
>--
>Ken Stevens | ken.stevens@srs.gov |

That sounds great. However, while WOLF is a classic, I don't see how it will be the "killer draw" title that SONIC was for the GENESIS as several hundred thousand kids and adults can play the game on the PC already. Faster speed, a few additional levels, and enhanced graphics aren't going to be enough for me to pay $50 for a game I already have and enjoy on my PC.

Alien vs Predator is a different story though...

2915. Re: **The Jag is a flop!**y

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-12 23:29:10 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Z44w6aW.ari2550@delphi.com>
Source record: 16566

Actually, for light to moderate use, the Spreadsheet module of ATARIWORKS was pretty decent. It had the ease of use that rivals EXCEL but suffers from the lack of LOTUS 1-2-3 incompatibility which killed me during Managerial Accounting this last semester. It also can't be used practically w/o GDOS.

Otherwise it showed the potential of Atari application software.

Ari

"Leave them all behind..." - RIDE

2916. Re: DTP (was Re: T.H.E..A.M.I.G.A..I.S..N.O.T..D.E.A.D.)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-13 05:03:28 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2vvsj0$3c1@darkstar.UCSC.EDU>
Source record: 16568
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In <philip.22.000BDC2B@griffith.dwr.csrio.au> philip@griffith.dwr.csrio.au (Philip Orr) writes:

>In article <2vuhjd$ta8@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

>>Softlogik has come out with version 3 for the Amiga, which I presume is
>>faster and generally better than 2.2b. Anyone know if version 3 is comming
>>out for the Atari?

>Who cares?

Hm. DId somebody forget to read the newsgroups line? This message goes out to comp.sys.atari.advocacy, so those readers would care about PGStream 3.0

Either that or you're just posting flamebait, in which case I'll shout the obligatory "Shut the Hell up!" Please ignore that if it's the irst case.

~Chris
>pHILIP oRR

2917. Re: DTP (was Re: T.H.E..A.M.I.G.A..I.S..N.O.T..D.E.A.D.)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-13 07:48:13 UTC
From: djs@jet.uk
Message-ID: <1994Jul13.074813.2863@jet.uk>
Source record: 16572
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In <2vuhjd$ta8@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

>>The currently-shipping version of PageStream is 2.2. I have used it
>>...
>Softlogik has come out with version 3 for the Amiga, which I presume is
Not yet ut hasn't. Note the words "currently shipping" which I used
above.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2918. Re: DTP (was Re: T.H.E..A.M.I.G.A..I.S..N.O.T..D.E.A.D.)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-13 09:41:38 UTC
From: guenther@platon.fmi.uni-passau.de
Message-ID: <300csiINN1tb@tom.rz.uni-passau.de>
Source record: 16569
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <2vuhjd$ta8@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:
>Softlogik has come out with version 3 for the Amiga, which I presume is
>faster and generally better than 2.2b. Anyone know if version 3 is comming
>out for the Atari?

It would flop heavily due to the fact that there already are two publishers
available for the Atari. So why should they do that?

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2919. Re: DTP (was Re: T.H.E..A.M.I.G.A..I.S..N.O.T..D.E.A.D.)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-13 10:51:36 UTC
From: philip@griffith.dwr.csrio.au
Message-ID: <philip.22.000BDC2B@griffith.dwr.csrio.au>
Source record: 16567
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <2vuhjd$ta8@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

>Softlogik has come out with version 3 for the Amiga, which I presume is
>faster and generally better than 2.2b. Anyone know if version 3 is comming
>out for the Atari?

Who cares?

pHILIP oRR

2920. Spreadsheets (was **The Jag is a flop!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-13 13:44:00 UTC
From: djs@jet.uk
Message-ID: <1994Jul13.134400.5188@jet.uk>
Source record: 16570

In <Z44w6aW.ari2550@delphi.com> Ari Feldman <ari2550@delphi.com> writes:

>
>Actually, for light to moderate use, the Spreadsheet module of ATARIWORKS
>was pretty decent...
Atari Works is included in the list of spreadsheets I have tried, and
I didn't like it. It doesn't support many of the date functions I used
in Logistix, and seemed pretty buggy (it can't cope with my monthly
invoices, and they're only a 4 by 3 sheet!).
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2921. Re: DTP (was Re: T.H.E..A.M.I.G.A..I.S..N.O.T..D.E.A.D.)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-13 17:14:55 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <3017efINNnvo@tom.rz.uni-passau.de>
Source record: 16571
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

In article <2vvsj0$3c1@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <philip.22.000BDC2B@griffith.dwr.csrio.au> philip@griffith.dwr.csrio.au (Philip Orr) writes:
>>In article <2vuhjd$ta8@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:
>>>Softlogik has come out with version 3 for the Amiga, which I presume is
>>>faster and generally better than 2.2b. Anyone know if version 3 is comming
>>>out for the Atari?
>
>>Who cares?
>
>Hm. DId somebody forget to read the newsgroups line? This message goes out
>to comp.sys.atari.advocacy, so those readers would care about PGStream 3.0
>
>Either that or you're just posting flamebait, in which case I'll shout the
>obligatory "Shut the Hell up!" Please ignore that if it's the irst case.

It's neither a flamebait nor is YOUR statement (that the Atari crowd hungers
for yet another publisher) true.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

2922. SO MANY ATARI BASHERS HERE LYING out their "A**ES"

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-13 18:38:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.370.249.0N9667BA@teaminfinity.com>
Source record: 16574

I may not be the only one sick and tired of the OBVIOUS JAMMING going on
here by people lying so much that only the dumbest could not tell their
motive and lack of fact. So, many might say well what is your point if
everyone can tell the bashers are lying, Well here are two points:

1. You cannot see the forest for all the trees in this NewsGroup
due to the barage of ATARI BASHERS here not using the
NEWSGROUP system in a responsible manner. Trying to take
up bandwidth to promote some corporate interest, namely
hurting another corporation via guile and skullduggery.

2. By lying and holding back a legimate technology these
blabbermouths are holding back technology as a whole.
This may seem like over generalizing, but if someone
has something good to say about a legitamate game system
but cannot get a word in edge wise and because of this
in a collective fashion the legitamate system is never
received well in the public and flounders, the other game
systems have survived not due to better technology
but thru shear numbers of false witnesses and other hooligans.
So now the reigning game systems feel not urge to improve
their tech. If they do not improve their tech, the company that
got squelched has no reason to improve on theirs and so on and on
ad infinittum. Thereby WE ALL LOSE.

GAME OVER

CASE in point:

Someone posts a message titled DOOM 160x140 rez

Then everyone starts arguing about this.

What a joke. If it were not for the shear number
of negative messages like this that are also
NOT based in fact at all, I would have nothing
to say.

We are not biased and hope that everyone could come out with
newer, faster, funner, game systems. There should be no
artifical limits to game play or the expression of speech,
Notice speech, not random ASCII characters that are supposed
to be taken as fact. (i.e. JAMMING via PROPAGANDA) Organize
those bytes into a new game instead of negative propaganda.
It is easy to spout here and there negative things. Much harder
is it to spue out a stream of bytes that makes the next
revolution in games.

game.guru@TeamInfinity.com

2923. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-13 23:03:50 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94194.190350STIRRE31@MAINE.MAINE.EDU>
Source record: 16573

About Wolfenstein 3-D.... is it available for the Mac or the Amiga?
If not I am sure that market alone is big enough alone for the Jaguar.
After all Atari only plans to sell 300,000 Jags this year. Yes,
IBMers have Wolf already but how many 10-14 year olds are into
video games and don't have access to a 486? Quite a bit I'd say.
-scott tirrell

2924. Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-14 05:01:12 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <302gqo$8po@usenet.INS.CWRU.Edu>
Source record: 16575
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

-=-=-=-=- FOCUS: Electronic Arts -=-=-=-=-

(2nd of 4 letter campaigns of July)

-=-=-=- Includes: Form Letter Example & Electronic Arts Address -=-=-=-

CAIN's A.C.T. Now (Atari Community Together Now)
Jaguar Writing Campaign

Contact: Len Stys (aa399@cleveland.freenet.edu)
A.C.T. Now Organizer
CAIN Assistant Newsletter Editor
Cleveland Free-Net Atari SIG Manager

Notice: This campaign is made by an organization that is independent
of Atari Corp. This campaign is not endorsed by Atari Corp.

Please continue to distribute this as you have with the other campaigns.
Thanks.

A COMPANY THAT SHOULD BE WORKING ON JAGUAR GAMES

Electronic Arts is probably the best producer of sporting games for the PC
and for video game systems in the world today. The company has a number of
popular sporting titles out and these include: John Madden NFL Football,
NBA Showdown, FIFA International Soccer, PGA European Tour Golf,
NHL Hockey '94, MLBPA Baseball, and Mario Andretti Racing. Electronic Arts
publishes great sporting games--it is a fact.

Electronic Arts is also known for producing games like Wing Commander,
Escape from Monster Manner, Twisted, and many more.

It is widely-known in the video game industry that Electronic Arts has been
supporting the format of 3DO since before the first system was sold. This
is because the founder and past CEO of the company started 3DO.
Trip Hawkins has also been known to take shots at Atari Corporation and at
times ignore that the Jaguar was any competition.

The goal of 3DO is to make 3DO the standard multimedia and entertainment
system format. Just like the PC is today. But the Jaguar is faster than
the 3DO and better in some areas. Is it right for one system to be a format
when it is less capable than other systems on the market today?

Recently, Trip Hawkins resigned as CEO of Electronic Arts to concentrate
on 3DO. This is good news for Atari Jaguar owners! It means that
Electronic Arts may be open to producing games for the Jaguar and there

have been rumors that say this is true. Electronic Arts does have Jaguar developing units--they just have to start using them.

GREAT GAMES FOR A GREAT SYSTEM

Electronic Arts produces great games and there is a chance that you might see these great games for the Jaguar if you write the company a letter. If Electronic Arts starts producing games for the Jaguar, the Jaguar's success is pretty much definite. The company supplies sporting games to people that demand sporting games for their system.

The key is to write. If you do not write, nothing will happen.

Electronic Arts has always been known to listen to letters and if there are enough letters sent to the company, the company will seriously consider making games for the Jaguar.

The letter should contain the following:

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your 8-bit Atari (if true) since the company was started.
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to hits high-performance/low-cost.
5) The games that you would love to see on the Jaguar (choose two or three Electronic Arts games).
6) How you believe Electronic Arts' games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games if they produce them for the Jaguar.
8) How you will show your friends what kind of great games EA makes for the Jaguar.
9) A thank you to the person for reading your letter and a thank you for considering producing games for the Jaguar.

The address of Electronic Arts is:

Electronic Arts, Inc.
Attn: Production Teams
P.O. Box 7578
San Mateo, CA 94403-7578

It is important for you to take a few minutes out of your day to write. If you do not live in the United States, please write the Electronic Arts in your country.

I suggest that you write your OWN letter, but you may use the following as an example letter:

FORM LETTER EXAMPLE

(date here)

(return address here)

Production Teams
Electronic Arts, Inc.
P.O. Box 7578
San Mateo, CA 94403-7578

Dear Sir or Madam,

I am writing you to tell you that I really enjoy playing Electronic Arts games. I have played games made by Electronic Arts since I owned my Atari 8-bit computer. I purchased many of your games and I had a lot of fun with them. I have supported your company for a very long time.

I now have an Atari Jaguar and I believe that it is the best video game system on the market today. I believe that it will be very successful in the future due to its low price and high performance.

I would like to see Electronic Arts games for the Jaguar such as John Madden Football, PGA European Tour Golf, and FIFA International Soccer. I would also like to see games like Super Wing Commander, MLBPA Baseball, Twisted, NHL Hockey '95, and Mario Andretti Racing.

I believe that Electronic Arts games on the Jaguar will be unbelievable with the graphics, sound, and speed of the Jaguar. And because the Jaguar will have a Voice/Data Modem, EA can make all of the games with modem and networking capabilities!

I will buy Electronic Arts games for the Jaguar and so will all of my friends that have Jaguars.

Thank you for reading my letter and for considering making Jaguar games. I look forward to seeing Electronic Arts games for the Jaguar in the near future!

Sincerely,

(sign your name)

(type your name)

THAT'S ALL

All there is left to do is write! Can we do it? Yes, we can! Remember that success is... more attitude than aptitude.

--

2925. Toaster (was SIGMA Card : Back or dead ?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-14 11:36:21 UTC
From: djs@jet.uk
Message-ID: <1994Jul14.113621.14907@jet.uk>
Source record: 16576

In <1994Jul12.165432.23266@kodak.rdcs.kodak.com> rappleye@felix.kodak.com (Rev. Dr. Freak) writes:

>In article <2vtoa4INNbla@tom.rz.uni-passau.de>
>guenther@platon.fmi.uni-passau.de (Thorsten Guenther) writes:

>>
>> Yes, yes, the Amiga always has been a vivid games machine within Germany.
>> Still, there are hardly any 'serious' applications besides in the video
>> and graphics applications market, and the Toaster is not available in a PAL
>> version. Bad luck, eh?
The current PCW magazine (UK) has a feature on a PAL version of the toaster
(it's actually the standard version, but with format converters). 8K GBP
to 12K GBP.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2926. BUTT SLAP

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-14 14:41:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.372.249.0N9667C6@teaminfinity.com>
Source record: 16582

BUTT SLAP MAXIMUS what the fuck is your problem.

AMIGA is very cool but not in an ATARI conference.

Sloppy Sloppy

2927. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-14 15:59:43 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CsxtrJ.J7v@nsc.nsc.com>
Source record: 16578

Ari Feldman <ari2550@delphi.com> wrote:
>Ken Stevens <ken.stevens@srs.gov> writes:
>>Wolfenstein 3D is finally out for the Jaguar, although in limited initial
>>production. Initial reviews put is as much better than the pc or sega
>>version as far as smoothness, graphics and speed. It contains 30 levels
>>and has some eastereggs.
>That sounds great. However, while WOLF is a classic, I don't see how it will
>be the "killer draw" title that SONIC was for the GENESIS as several
>hundred thousand kids and adults can play the game on the PC already.
>Faster speed, a few additional levels, and enhanced graphics aren't going to
>be enough for me to pay $50 for a game I already have and enjoy on my PC.
>
>Alien vs Predator is a different story though...

I am not to happy about A v P. It was supposed to be out in like March.
It is not July. I called a store, and they said it was delayed until
MID SEPTEMBER! Looks like Atari is up to old tricks. It better be the best
fucking game ever developed!

Wolf 3D might be cool. The store I called said it would not be out until
the end of the month, so maybe I need to hunt around. (Or wait . . .)

They said "Brutal Sports Football" was due out very soon (under 1 week).
At least by XMAS there should be a good set of games available.
(Will A v P be out by december ?!?)

- tCW

2928. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-14 16:02:07 UTC
From: clund@wpo.uwsuper.edu
Message-ID: <303nhv$erg@news.uwsuper.edu>
Source record: 16577
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Electronic Arts support any Atari product? Fat chance. Ever since
they openly espoused the Amiga over the ST, they have ignored or
insulted (the ST conversions of Music Construction Set & Marble Madness
spring to mind) Atari users. You'd have a better chance of getting
Lotus to port 1-2-3.

--------------------Carl Lund---------------------------------------
* Proud to be at the world's |Remember Santa Barbara! *

* finest el ed (& worst history) |Boycott NBC! *
* program: University of Wisc. Superior |Al Burnham: history god! *
------------------- clund@wpo.uwsuper.edu -------------------------

2929. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-14 23:37:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94195.193700STIRRE31@MAINE.MAINE.EDU>
Source record: 16580

I agree that a lot of people have had exposure to Wolf, Ari,
but there are a lot of people who don't have 486s, etc.
Mac users, ST users, and Amiga users for instance. These people
alone are a big enough market for Atari to sell its 500,000 Jags
or so this year to.
About 10-14 year olds: their parents will buy them Jags for Xmas
(hopefully :-)). Look at the mentality of the gaming magazines
and tell me that they are geared towards adult readers! But,
you're right, 10-14 probably was a little on the low side.
-scott tirrell

2930. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-14 23:52:34 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5i8xSaq.ari2550@delphi.com>
Source record: 16579

Hi Scott!

There are at least 60-70 million PC clones in North America by now. A vast majority of them are installed in middle and upper-middle class homes. Most of the video game market is aimed at the kids of those families. It's a safe bet that a good number of them play with their parent's PC.

BTW, how many 10-14 year olds own Jag? I think the bulk of the users are a bit older and tend to be real enthusiasts (like 19-35).

This of course might change very rapidly once Atari starts a REAL marketing campaign...

Ari

2931. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-15 02:07:47 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <304r1j$4pn@usenet.INS.CWRU.Edu>
Source record: 16581
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In a previous article, clund@wpo.uwsuper.edu (Carl Lund) says:

>Electronic Arts support any Atari product? Fat chance. Ever since
>they openly espoused the Amiga over the ST, they have ignored or
>insulted (the ST conversions of Music Construction Set & Marble Madness
>spring to mind) Atari users. You'd have a better chance of getting
>Lotus to port 1-2-3.
>

That's because you had all of those Amiga users writing letters to Electronic Arts in every part of the world. If there is one thing that I admire about the Amiga Community, it is the fact that when they want something, they make sure that they get it.

Besides, the Amiga was a bit more funner to make games for. In fact, it was originally made to be an expensive game machine! Can you imagine if it was released as a "interactive multimedia system" for $300 or $400 without disk drive, keyboard, etc.? It might have been the "standard" that 3DO is attempting to be today.

I have heard from a lot of Jaguar programmers that they feel the Jaguar is fun to program as well. If they feel it is fun to program, they will do what they can to make their games good.

>

--

2932. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-15 06:22:45 UTC
From: ken.stevens@srs.gov
Message-ID: <01HEQ6M0NDMA0032DB@Mailhub.srs.gov>
Source record: 16585

In article <CsxtrJ.J7v@nsc.nsc.com>, draeger@lcc1.nsc.com (Mike Draeger) wrote:

> Ari Feldman <ari2550@delphi.com> wrote:
> >Ken Stevens <ken.stevens@srs.gov> writes:
> >>Wolfenstein 3D is finally out for the Jaguar, although in limited initial
> >>production. Initial reviews put is as much better than the pc or sega
> >>version as far as smoothness, graphics and speed. It contains 30 levels
> >>and has some eastereggs.
> >That sounds great. However, while WOLF is a classic, I don't see how it will
> >be the "killer draw" title that SONIC was for the GENESIS as several
> >hundred thousand kids and adults can play the game on the PC already.
> >Faster speed, a few additional levels, and enhanced graphics aren't going to
> >be enough for me to pay $50 for a game I already have and enjoy on my PC.
> >
> >Alien vs Predator is a different story though...
>
> I am not to happy about A v P. It was supposed to be out in like March.
> It is not July. I called a store, and they said it was delayed until
> MID SEPTEMBER! Looks like Atari is up to old tricks. It better be the best
> fucking game ever developed!
>
> Wolf 3D might be cool. The store I called said it would not be out until
> the end of the month, so maybe I need to hunt around. (Or wait . . .)
>
> They said "Brutal Sports Football" was due out very soon (under 1 week).
> At least by XMAS there should be a good set of games available.
> (Will A v P be out by december ?!?)

AvP has been continually delayed because Atari is committed to putting out
only high quality games under their name. They could have put it out
earlier but would have probably taken flack by the gaming community for
releasing a game before it's time. I personally prefer the delay if it
means a much better overall game design.

--
Ken Stevens | ken.stevens@srs.gov |

2933. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-15 08:22:57 UTC
From: moran@bnr.ca
Message-ID: <305h11$1ks@bmerha64.bnr.ca>
Source record: 16583

Thorsten Guenther (guenther@platon.fmi.uni-passau.de) wrote:
> In article <2vsen1$e53@news.cs.tu-berlin.de> yogi@cs.tu-berlin.de (Joern-Guy Suess)
writes:
> >* Compatibility ?

> Not compatible with cartridges, AFAIK, only with CD-ROMs.

There isnt even a CDROM drive for the Jaguar yet! So until we
see a Jaguar CDROM you can forget about this card.
Here, Atari hasnt even been able to get the basic Jaguar out.

> >If the jag makes a break as pc-gamecard, i guess it could come back
> >from the dead. The technical data is very impressive for

> Apart from some Amiga-zombie in Berlin, nobody has yet realized the Jaguar
> was dead. It is not even shipping to Germany officially, AFAIK, due to the
> high demand within the USA.

Sales arent anything LIKE Atari were hoping for. With the PSX
and Saturn about to shit on it from a very great height I think
its safe to say Atari have blown it, YET AGAIN.

(9 months after release and still only 5 games. Gimme a break!)

> >To all those loosing faith:
> >Sure, ATARI has been dead for years.
> >C= has been alive.

> Still, there are hardly any 'serious' applications besides in the video
> and graphics applications market, and the Toaster is not available in a PAL
> version. Bad luck, eh?
> And I don't get it. In what respect has ATARI been dead and C= alive, besides
> the games market?

> Weregoose

And apart from an ever diminishing presence in the Midi music market,
since when has Atari been able to boast any sort of life? Maybe early
on in the games market before the Amiga killed off the ST. At least
the sheer numbers of Amigas guarantee a stream of useful productivity
software (eg Pagestream 3, ProPage, WordWorth 3, Final Copy 2, Superbase Pro)
whereas the ST is much weaker in these areas.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2934. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-15 08:30:27 UTC
From: moran@bnr.ca
Message-ID: <305hf3$1ks@bmerha64.bnr.ca>
Source record: 16584

STIRRE31@MAINE.MAINE.EDU wrote:
> I agree that a lot of people have had exposure to Wolf, Ari,
> but there are a lot of people who don't have 486s, etc.
> Mac users, ST users, and Amiga users for instance. These people
> alone are a big enough market for Atari to sell its 500,000 Jags
> or so this year to.
> About 10-14 year olds: their parents will buy them Jags for Xmas
> (hopefully :-)). Look at the mentality of the gaming magazines
> and tell me that they are geared towards adult readers! But,
> you're right, 10-14 probably was a little on the low side.
> -scott tirrell

You dont need a 486 for Wolf, even a 286 @>16Mhz will do the
job quite nicely. Not that Wolf is much of a desirable game
any more. Its been totally eclipsed by Doom. Thats what might
give the Jaguar a boost.

The problem is that the console market is in decline, most
expert opinion seems to be that the shift in gaming trends is
towards more complex, adult oriented games, the soft that a
home computer can do MUCH better than consoles.

The wheel has turned full circle.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2935. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-15 15:16:35 UTC
From: Christopher.Donnell@launchpad.unc.edu
Message-ID: <30698j$3i5@lambada.oit.unc.edu>
Source record: 16586
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

>>Electronic Arts support any Atari product? Fat chance. Ever since
>>they openly espoused the Amiga over the ST, they have ignored or
>
>That's because you had all of those Amiga users writing letters to Electronic
>Arts in every part of the world. If there is one thing that I admire
>about the Amiga Community, it is the fact that when they want something, they
>make sure that they get it.

Actually (from my recollection) I remember those goofy 'We See Further'
adds in the first issues (if not the first one) of Amiga World (which I
recently got rid of - I should have saved the Andy Warhol issue though).
EA (back when they were called EOA by everyone)..

Is that Trip is those adds?

EA made some good games back then... (esp for the Amiga)
--
-- --
Launchpad is an experimental internet BBS. The views of its users do not
necessarily represent those of UNC-Chapel Hill, OIT, or the SysOps.
-- --

2936. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-15 17:46:45 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jul15.174645.367@kodak.rdcs.kodak.com>
Source record: 16445

In article <5i8xSaq.ari2550@delphi.com>
Ari Feldman <ari2550@delphi.com> writes:

> This of course might change very rapidly once Atari starts a REAL marketing
> campaign...

You are, of course, joking. Aren't you? Have you ever seen a real marketing campaign from Atari? In the computer world, never. In the gaming world, not since the Tramiels took over.

Atari reminds me of the cheerleader I used to date...I'd spend lots of time and all my money, but when my hand started going under her sweater for some real action, she told me "not yet, I'm not ready, maybe later". Finally I got wise, found another girl. She wasn't a cheerleader type, but she was ready.

I've been living in the Atari world for a number of years, and, sad to say, Atari nerver made the transition from hobby machine to mainstream. Their products are (or used to be) as good as anybody's (arguably better), but they never capitalized on their technological superiority when they had it.

At this point I'd doubt whether Atari had the resources for both a major marketing campaign and the substantial production increase requierd to support the marketing effort.

You know, sometimes I still think fondly of that cheerleader...

2937. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-15 19:09:55 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94196.150955STIRRE31@MAINE.MAINE.EDU>
Source record: 16441

Gavan,
You really believe that Atari is worse off than the Amiga in DTP, database and word processing? What about Calamus SL for DTP on the Atari? How about AtariWorks, Papyrus, That's Write, Redaucter (sp?)? There are also some good DB programs from what I hear (I don't know of them since Atariworks handles my needs).
I also disagree that the Amiga killed the ST in the game market. Pirates and Atari killed the market. There is just as much validity in me saying that Atari killed C=. C='s inept management did them in, IMO. Both the Amiga and the ST will have new programs coming out for them, Gavan. I personally have quite a bit of faith in Compo, Lexicor, Gribnif and Hisoft to name a few.
-scott tirrell

2938. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-15 19:14:50 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94196.151450STIRRE31@MAINE.MAINE.EDU>
Source record: 16437

Some people would also argue that Street Fighter II has been eclipsed by Mortal Kombat, Gavan. However it should be a good boost to the 3DO to get that game. IMO, Wolfenstein can only help the Jaguar. It is a big name game and still one of the most popular games for the IBM. I would also say that it fits into your criteria of being a complex, more adult game. There is a bit of strategy involved (certainly more than the beat-em-ups in every arcade). The Jag CD should be able to handle more complex games. IMO, nothing I've seen on computer CD has been too earthshattering.
But, you do have a point. Civ would probably be hard to do on a console.
-scott tirrell

2939. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-16 02:17:52 UTC
From: rjung@netcom.com
Message-ID: <rjungCt0H1t.BA5@netcom.com>
Source record: 16438
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <304r1j$4pn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, clund@wpo.uwsuper.edu (Carl Lund) says:
>>Electronic Arts support any Atari product? Fat chance. Ever since
>>they openly espoused the Amiga over the ST, they have ignored or
>>insulted (the ST conversions of Music Construction Set & Marble Madness
>>spring to mind) Atari users. You'd have a better chance of getting
>>Lotus to port 1-2-3.
>
>That's because you had all of those Amiga users writing letters to Electronic
>Arts in every part of the world.

Nah. Carl is right; when the Amiga was merely an announcement from Commodore, Electronic Arts was already there, backing the machine with everything they had. There WERE no "Amiga users" then to write letters.

Electronic Arts started as a small shop that produced really cool software (ARCHON, PINBALL CONSTRUCTION SET, etc.) and supported everyone equally. Then they degenerated into a chop-shop for quick hacks (RACING DESTRUCTION SET, MAIL ORDER MONSTERS, etc.). Then they degenerated further into an Amiga-cheerleading crowd, while maintaining a false facade of multi-platform support.

Now it's a conglomerate-building monster that swallows up other software houses (Origin, anyone?) in an attempt to be the Microsoft of the video gaming field. And with Trip Hawkins backing the 3DO with his reputation, I expect to see Lotus 1-2-3 *and* FrameMaker on the Jaguar before I see EA put a title there. I'd like to be pleasantly surprised, but I'm not holding my breath.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2940. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-16 02:48:34 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <307hq2$t1q@ulowell.uml.edu>
Source record: 16440
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Racing Destruction Set was a quick hack? Come on, that was one
of the greatest C64 (or 8-bit computer, for that matter) games of all time.
A TON of options and everlasting playability. Of course, I really don't
think that EA is as great quality-wise as they once were.

--
Ralph A. Barbagallo III --- rbarbaga@cs.uml.edu --- Only AMIGA makes it
Possible...
R.I.P. Jay Miner: June 20th 1994 Father of the 2600, Atari 8bit, Amiga
-=-

2941. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-16 03:10:52 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <307j3s$2no@usenet.INS.CWRU.Edu>
Source record: 16439
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In a previous article, rjung@netcom.com (Robert A. Jung) says:

>In article <304r1j$4pn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>In a previous article, clund@wpo.uwsuper.edu (Carl Lund) says:
>>>Electronic Arts support any Atari product? Fat chance. Ever since
>>>they openly espoused the Amiga over the ST, they have ignored or
>>>insulted (the ST conversions of Music Construction Set & Marble Madness
>>>spring to mind) Atari users. You'd have a better chance of getting
>>>Lotus to port 1-2-3.
>>
>>That's because you had all of those Amiga users writing letters to Electronic
>>Arts in every part of the world.
>
> Nah. Carl is right; when the Amiga was merely an announcement from
>Commodore, Electronic Arts was already there, backing the machine with
>everything they had. There WERE no "Amiga users" then to write letters.

While it is true that EA had a lot of stuff out for the Amiga when it was
first released, EA also had a lot of stuff for the ST when it came out.
There were a FEW more titles for Amiga than ST, but that is only because the
ST was heading towards the professional market and Amiga was heading toward
the gaming market.

There was also a time when EA didn't want to make some games for the ST
and Amiga. They forgot about the ST, but then decided to go ahead and make
the software for the Amiga. I remember at that time that Amiga users
were writing letters to EA to get some of these games. ST users were not.
That might be because ST users seemed to be jumping ship faster than
Amiga users.

>
> Electronic Arts started as a small shop that produced really cool software
>(ARCHON, PINBALL CONSTRUCTION SET, etc.) and supported everyone equally.
>Then they degenerated into a chop-shop for quick hacks (RACING DESTRUCTION
>SET, MAIL ORDER MONSTERS, etc.). Then they degenerated further into an
>Amiga-cheerleading crowd, while maintaining a false facade of multi-platform
>support.

The Amiga was getting very popular in Europe around 1990 while the ST was
decreasing in popularity. Also, PCs were selling in the millions.
EA had to make some tough decisions and unfortunately, they decided to start
concentrating on PC games and some Amiga games--leaving out the ST.
This is also when I noticed the company starting to get serious about
home video game systems.

>
> Now it's a conglomerate-building monster that swallows up other software
>houses (Origin, anyone?) in an attempt to be the Microsoft of the video
>gaming field. And with Trip Hawkins backing the 3DO with his reputation,
>I expect to see Lotus 1-2-3 *and* FrameMaker on the Jaguar before I see EA
>put a title there. I'd like to be pleasantly surprised, but I'm not holding
>my breath.

Electronic Arts still makes some very good games. They make the best sporting
games anywhere.

I don't know if we will get EA to make games for the Jaguar? Did you write
Rob? If not, we probably won't.

Len
>

--

2942. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-16 13:04:39 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5k6wio3.ari2550@delphi.com>
Source record: 16442

Scott:

To a point, I also agree w/Gavan - you can't play games like Falcon 3.0 or Ultima Underworld on consoles either. It has been tried before and usually has failed. These games take patience that many video junkies (kids) don't have and resources that the majority of the installed console market doesn't have (20-30 megs of space).

We also have to understand one important fact! Most of the AMERICAN consumer public doesn't know about the Jag! Unlike SEGA or NINTENDO it isn't a household word! Just imagine if Atari did a video commercial featuring WOLF-3d where your character is blasting holes into Nazi's and put it on after the Simpsons! Demand would be so great that Atari would only have to air the commercial once or twice!

Until Atari markets the Jag effectively and irons out distribution problems, getting big name developers will be the least of their problems.

You don't hear of kids getting "Jaguar elbow" or here RAP groups like The House of Pain rapping with lyrics like "played you like Jaguar", do you?

Ari

"My name is Billy Bog and I don't give a damn...
I got myself some white sheets and formed the Klu Klux Klan...
I got myself a daughter and she's a Mongoloid - 'cause I married my sister and our gene pools' been destroyed..."

--- The Dead Milkmen

2943. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-16 15:58:09 UTC
From: rjung@netcom.com
Message-ID: <rjungCt1J10.747@netcom.com>
Source record: 16443
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <307j3s$2no@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, rjung@netcom.com (Robert A. Jung) says:
>> Nah. Carl is right; when the Amiga was merely an announcement from
>>Commodore, Electronic Arts was already there, backing the machine with
>>everything they had. There WERE no "Amiga users" then to write letters.
>
>While it is true that EA had a lot of stuff out for the Amiga when it was
>first released, EA also had a lot of stuff for the ST when it came out.
>There were a FEW more titles for Amiga than ST, but that is only because the
>ST was heading towards the professional market and Amiga was heading toward
>the gaming market.

My hazy memory says it was more than "a few". And didn't the first Amigas
come with Electronic Arts sample disks? I do distinctively remember an
article on the Amiga in CREATIVE COMPUTING, and it included an entire half-
page sidebar on EA software for it, even before the machine's release.

>> Electronic Arts started as a small shop that produced really cool software
>>(ARCHON, PINBALL CONSTRUCTION SET, etc.) and supported everyone equally.
>>Then they degenerated into a chop-shop for quick hacks (RACING DESTRUCTION
>>SET, MAIL ORDER MONSTERS, etc.). Then they degenerated further into an
>>Amiga-cheerleading crowd, while maintaining a false facade of multi-platform
>>support.
>
>The Amiga was getting very popular in Europe around 1990 while the ST was
>decreasing in popularity. Also, PCs were selling in the millions.
>EA had to make some tough decisions and unfortunately, they decided to start
>concentrating on PC games and some Amiga games--leaving out the ST.

Yeah, but I think EA started to slide even before the 68000-based machines
arrived. They were producing schlock for the Commodore 64 and 8-bit Ataris,
even.

>> Now it's a conglomerate-building monster that swallows up other software
>>houses (Origin, anyone?) in an attempt to be the Microsoft of the video
>>gaming field.
>
>Electronic Arts still makes some very good games. They make the best sporting
>games anywhere.

I know. I exaggerated, but only a little. Still, EA is now no better or
no worse than any other software house, whereas before they used to care
about producing a polished product. Kinda depressing, actually. Then
again, I'm in no rush to see NORMY'S BEACH BLANKET BABE-O-RAMA ported to any
other machine...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

2944. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-16 15:59:59 UTC
From: rjung@netcom.com
Message-ID: <rjungCt1J3z.7B7@netcom.com>
Source record: 16444
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <307hq2$t1q@ulowell.uml.edu> rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:
> Racing Destruction Set was a quick hack? Come on, that was one
>of the greatest C64 (or 8-bit computer, for that matter) games of all time.
>A TON of options and everlasting playability. Of course, I really don't
>think that EA is as great quality-wise as they once were.

Choppy scrolling, difficult controls, lousy sound effects. If you ask me,
ROCK AND ROLL RACING on the Super Nintendo is RDS done right...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

2945. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-16 21:39:53 UTC
From: aspect@cats.ucsc.edu
Message-ID: <309k39$ear@darkstar.UCSC.EDU>
Source record: 16446

Why is everybody harping on the SIgma Card? I won't even be out until close to Christmas! By then, there will be a CD Rom for the Jag, so that's not really a problem...

~Chris

2946. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-16 23:20:40 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <309q08$iac@library.erc.clarkson.edu>
Source record: 16447
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Carl Lund (clund@wpo.uwsuper.edu) wrote:
: Electronic Arts support any Atari product? Fat chance. Ever since
: they openly espoused the Amiga over the ST, they have ignored or
: insulted (the ST conversions of Music Construction Set & Marble Madness
: spring to mind) Atari users. You'd have a better chance of getting
: Lotus to port 1-2-3.
How about when EA bought out BI? Did they continue to sell Degas elite? and
did they ever release Paperclip elite for the ST?y

Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
Aka Tomcat on Several Muds :) (Meow) | "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent

2947. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-17 11:17:04 UTC
From: alien@clinet.fi
Message-ID: <alien.774443768@clinet.fi>
Source record: 16448

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Why is everybody harping on the SIgma Card? I won't even be out until
>close to Christmas! By then, there will be a CD Rom for the Jag, so that's not really a problem...

Does anybody have any specs for this Sigma Card?

alien

2948. Littlewoods takes the Jag

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-17 17:38:17 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Jul17.173817.3769@bay.cc.kcl.ac.uk>
Source record: 16449

This probably won't have much relevance outside the UK, but Littlewoods has taken the Jag onto their books. The latest catalogue dropped thru my door today, and there it is, described as "The most powerful games machine there is" and "Mind-blowing graphics and sound". So all the kiddies looking through for Xmas presents will see this alongside the Nintendo's etc.

Things are looking up if the comparatively staid and conservative catalogue companies are supporting the Jag :-)))

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2949. Re: SO MANY ATARI BASHERS HERE LYING out their "A**ES"

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-18 07:19:23 UTC
From: ral@iglou.com
Message-ID: <1994Jul18.071923.21265@iglou.com>
Source record: 16450

To; game guru

Sorry to do more "bashing" but the real reason that Atari lacks ANY significant presence in marketplace is that they will no do a proper marketting job and maintain a constant supply of product to the retail channel.

Yesterday I went out to buy my nephew a game cart for his Lynx machine. The only thing I could find in Louisville, KY (a metro area of 800,000 people) were about 8-10 worn out boxes in the close-out section of a Toys-r-US. Had he used a Game Boy or Game Gear, I could have gone to any of a dozen retailers and chose among 50 to 100 titles. This was not always the case.

I bought my first Atari at Zayres, there were disk drives available at K-Mart and Service Merchandise and software was sold at both department stores like Sears and computer stores.

By the time the ST came out, you could only buy it at 1 or 2 computer stores in the area and those slowly vanished. Over the next 4-5 years, the Atari barely changed in capabilities, while the PC and MAC systems grew in capabilities. When my needs started outgrowing the old 8-bit and I started looking for new systems, there was no way that I was going to sink a thousand $ investement in a system with minimal support.

Until such time as Atari starts to truly support their machines with marketing and support their dealers with a steady supply of machines, I refuse to support them. In the meantime, my dollars, like those of millions of other computer users, will be going to the hardware and software manufacturers who support the PC system. It's a sad state of affairs but it is SOLELY the responsibility of Atari to build the market.

--
------ Rich Link -------
------ ral@iglou.com ---

2950. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-18 08:23:53 UTC
From: moran@bnr.ca
Message-ID: <30de6p$hin@bmerha64.bnr.ca>
Source record: 16452

STIRRE31@MAINE.MAINE.EDU wrote:
> Gavan,
> You really believe that Atari is worse off than the Amiga in
> DTP, database and word processing? What about Calamus SL
> for DTP on the Atari? How about AtariWorks, Papyrus, That's
> Write, Redaucter (sp?)? There are also some good DB programs
> from what I hear (I don't know of them since Atariworks handles
> my needs).

If you're happy with the programs you use then there is no problem. It does seem however that Amiga programs are a bit more up-to-date and well supported in this area though. Not that this matters, since if you really want the best business software then a PC is the obvious choice.

> I also disagree that the Amiga killed the ST in the game market.
> Pirates and Atari killed the market. There is just as much
> validity in me saying that Atari killed C=. C='s inept
> management did them in, IMO. Both the Amiga and the ST will
> have new programs coming out for them, Gavan. I personally
> have quite a bit of faith in Compo, Lexicor, Gribnif and Hisoft
> to name a few.

Piracy certainly did have a big effect. Atari games sell in minute quantities here, certainly the proportion is much smaller than the actual number of Atari to Amiga owners. But it was the sucess of the Amiga, combined with high levels of Atari piracy, that led to software companies dropping the ST and going to the Amiga. Sadly, the same thing looks like it is about to happen again with companies now going to the larger PC market because of Amiga piracy.

Certainly both machines will see new software, but not in anything like the quantities that a typical user would want to see. At the moment the Amiga is well supported, but if noone picks up the Amiga computer line then we can expect to see support for it tail off as Atari support has done in the last few years. Still, the larger installed user base should be mean that the machine is viable for a year to 18 months yet, which given the fact that C= were doing bugger all to develop the Amiga, was about as long as it would have lasted even if C= had lived. I'm happy with my Amiga and will continue to use it, but eventually I will probably have to get a PC thanks to Commodores greedy, inept, clueless management.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2951. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-18 08:26:41 UTC
From: moran@bnr.ca
Message-ID: <30dec1$hin@bmerha64.bnr.ca>
Source record: 16451
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Christopher Donnell (Christopher.Donnell@launchpad.unc.edu) wrote:

> EA made some good games back then... (esp for the Amiga)

They still are making good Amiga games - Desert Strike, road rash
and John Maddens football being some good currently available ones.

Even better, FIFA soccer and Jungle strike are on the way.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2952. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-18 08:33:41 UTC
From: moran@bnr.ca
Message-ID: <30dep5$hin@bmerha64.bnr.ca>
Source record: 16453
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Robert A. Jung (rjung@netcom.com) wrote:
> In article <304r1j$4pn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
> >That's because you had all of those Amiga users writing letters to Electronic
> >Arts in every part of the world.
> Nah. Carl is right; when the Amiga was merely an announcement from
> Commodore, Electronic Arts was already there, backing the machine with
> everything they had. There WERE no "Amiga users" then to write letters.

Electronic Arts supported the Amiga from day one. They didnt wait to
see if it took off or not.

> Electronic Arts started as a small shop that produced really cool software
> (ARCHON, PINBALL CONSTRUCTION SET, etc.) and supported everyone equally.

Yep, and MULE!!!!!!!

> Then they degenerated into a chop-shop for quick hacks (RACING DESTRUCTION
> SET, MAIL ORDER MONSTERS, etc.). Then they degenerated further into an
> Amiga-cheerleading crowd, while maintaining a false facade of multi-platform
> support.

I liked Racing Destruction Set, it wasnt the most advanced game
graphics wise but it had lots of playability. Games like HARD HAT MAC
stunk though......

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2953. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-18 18:15:46 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94199.141546STIRRE31@MAINE.MAINE.EDU>
Source record: 16454

Agreed that Atari has to market the Jag. However, anyone who reads
gaming mags (other than Nintendo Power or other console-specific
publications) has heard of the Jaguar. Also, the commercials on
MTV were a good start (not to mention a commercial during the
tv premier of Terminator 2!). Atari says that August or September
are the times when they will advertise. We'll see. If they
do have $20 million or so to concentrate on 3 months up to Xmas
and have out Doom, AvP and ten or so other games then the Jag
will sell.
-scott tirrell

2954. Re: SO MANY ATARI BASHERS HERE LYING out their "A**ES"

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-18 18:21:26 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94199.142126STIRRE31@MAINE.MAINE.EDU>
Source record: 16455

I agree that it is much easier to find clone hardware about
but I don't think that is all there is to supporting a machine.
Besides, look at Computer Shopper and tell me that people aren't
going the mail order route in the IBM world. Support for clones
at, say, department stores is ridiculous. The salespeople do not
know what is going on plain and simple. Try getting a technical
question answered at Radio Shack. I am not saying that it is
never inconvenient having an Atari but for me the hassle is well
worth it (especially when I compare Windows to TOS 4.04). Oh
well. For Lynx games call: (800) 448-TOAD for Toad Computers :-).
-scott tirrell

2955. Re: SO MANY ATARI BASHERS HERE LYING out their "A**ES"

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-18 20:29:02 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16FF7E7D4S85.TOMM@cms.cc.wayne.edu>
Source record: 16456

In article <1994Jul18.071923.21265@iglou.com>
ral@iglou.com writes:

>To; game guru
>
>"Atari bashing deleted. . . ."
> . . . It's a sad state of
>affairs but it is SOLELY the responsibility of Atari to build the market.

And you missed the point of the message you followed up on. Then you
sent more anti-Atari propoganda, proving the game guru's thesis.
Get lost.

2956. Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-18 21:35:13 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul18.163513.29835@cobra.uni.edu>
Source record: 16457

Once again, Apple Computer revamps the Quadra line with new models to give users more bang for the buck.

Apple intoduces the Quadra 630 series as well as its Performa and LC sibblings. The Quadra 630 uses a 33mhz. 040 with FPU(!) and is priced at $1279 for the 4/250 configuration. This model has greater expansion than the now discontinued Q610 with four expansion slots.

Meanwhile the Falcon has not changed and has lost its price/performance by a wide range...

-Peter

2957. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 00:01:05 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Z04Ta5Z.ari2550@delphi.com>
Source record: 16458

The problem is Scott, that Atari probably doesn't have $20 million to spend on Jag marketing and that makes all of the difference.

I think that this time Atari really wants to market one of their products but finally realizes that they can't afford to effectively.

The Nintendo Saturn is due out soon. Nintendo has such an advantage already, Atari is dead is sh*t doesn't start happening REAL soon.

Ari

2958. Re: SO MANY ATARI BASHERS HERE LYING out their "A**ES"

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 00:05:48 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Z0xSqnb.ari2550@delphi.com>
Source record: 16459

Toad is very good and I also recommend them. However, in a market oriented economy like ours, we shouldn't have to rely on just a handful of vendors to buy our hardware. The ability to buy PC stuff virtually anywhere has been a major influence on keeping PC prices down.

Word to the wise - only idiots and COMPLETE computer novices buy their computers from department stores!!! Those who know better also know how to shop and where to go...

Ari

2959. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 07:17:56 UTC
From: aspect@cats.ucsc.edu
Message-ID: <30fun4$876@darkstar.UCSC.EDU>
Source record: 16460

In <Z04Ta5Z.ari2550@delphi.com> Ari Feldman <ari2550@delphi.com> writes:

>
>
>The problem is Scott, that Atari probably doesn't have $20 million to spend
>on Jag marketing and that makes all of the difference.
>

You're right. They have $30 million. According to the press release...

~Chris
>
>
>Ari
>

2960. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 07:24:51 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.774602691@echo>
Source record: 16461

sinclap2954@cobra.uni.edu writes:

>Once again, Apple Computer revamps the Quadra line with new models to give
>users more bang for the buck.
>Apple intoduces the Quadra 630 series as well as its Performa and LC sibblings
>The Quadra 630 uses a 33mhz. 040 with FPU(!) and is priced at $1279 for the
>4/250 configuration. This model has greater expansion than the now
>discontinued Q610 with four expansion slots.

well I would not buy a 680xx based Apple Mac now... this is a wast of money.
If I would go for Apple I would buy a PowerPC.

And the 680xx is just that cheap because Apple want's to sell them all out.

Maybe it's time for a change but not to the old Apple Mac's...

BTW why do yout bash Atari users... try to bash on the far more DOS and
Windooze bozos...

Bye Wolfgang

2961. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 08:24:14 UTC
From: moran@bnr.ca
Message-ID: <30g2je$bbk@bmerha64.bnr.ca>
Source record: 16462

STIRRE31@MAINE.MAINE.EDU wrote:
> Agreed that Atari has to market the Jag. However, anyone who reads
> gaming mags (other than Nintendo Power or other console-specific
> publications) has heard of the Jaguar. Also, the commercials on
> MTV were a good start (not to mention a commercial during the
> tv premier of Terminator 2!). Atari says that August or September
> are the times when they will advertise. We'll see. If they
> do have $20 million or so to concentrate on 3 months up to Xmas
> and have out Doom, AvP and ten or so other games then the Jag
> will sell.
> -scott tirrell

Wasnt everyone saying this around this time LAST year?
'the Jaguar is coming out in October and Atari have a big TV
ad campaign planned and there are 10 plus games ready for
release on launch and this time they are going to get it
right.'

For crying out loud, it's 3/4 of a year after release and there
are still only about 4 or 5 games and the console is still
relatively low profile. Sure people have heard of it but many
have seen the promises and have seen the sparsity of software.
Do you really think they are going to buy a Jaguar unless there
are a LOT of high quality games available at the time of purchase?
People DO remember the Lynx and other great past Atari screwups.

With the PSX getting a lot of high profile coverage, I think
that diehard gamers are more likely to wait for it. Yes, even
though it is just vapourware at the moment the general public
has a lot more faith in Sony to deliver the goods than they
have in Atari to provide good software support for the Jaguar.

The saddest thing is that if Sega or Nintendo had marketted the
Jaguar you would be seeing DOZENS of high quality Jag games right
now and the system would be phenomenally popular.

Instead, Atari have it. What a shame for the Jaguar.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2962. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 12:08:42 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jul19.120842.27847@kodak.rdcs.kodak.com>
Source record: 16464

In article <30fun4$876@darkstar.UCSC.EDU>
aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

> You're right. They have $30 million. According to the press release...

We all accept Atari press releases as gospel...

2963. "I am only SPREADING what I heard from others" SHUTUP BUTFU

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 12:47:00 UTC
From: ralph@teaminfinity.com
Message-ID: <76.373.249.0N9667EF@teaminfinity.com>
Source record: 16465

This Marty Chin dude is just the sort of character who appears innocent enough on the surface but is the type who cleverly spreads bad rumor in a way that is close to believable.

Quote "I am only SPREADING what I heard from others"

DUH ! That makes it ok and believable Right !? DUH !

Shut your "GOD DAMN CAKE HOLE" as they say on Saturday Night Live

Speak what you know to be true and shove some peptobismo up
your ass to stop your diarehha of the MOUTH !!!

THANK YOU

2964. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 13:34:28 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30gkp4$vr3@msuinfo.cl.msu.edu>
Source record: 16463

In article <wz.774602691@echo>, wz@echo.chem.TU-Berlin.DE (Wolfgang Zweygart) writes:
>sinclap2954@cobra.uni.edu writes:
>
>>Apple intoduces the Quadra 630 series as well as its Performa and LC
>>sibblings
>>The Quadra 630 uses a 33mhz. 040 with FPU(!) and is priced at $1279 for the
>>4/250 configuration. This model has greater expansion than the now
>>discontinued Q610 with four expansion slots.

Once again Apple has pissed off a lot of users; all those people who bought the 610 when it was brand new 6 months ago. Very poor marketting, and like the IIsi will probably send a few users over to the PC. The 630 may *sound* like a good idea, but only if you want a dead machine; within four years it will be hard to find 680x0 software for it, and to upgrade will cost more than a new PowerMac. Anyone with any intelligence wouldn't buy it, and wouldn't sing it's praises. The PowerMac, on the other hand... well, we'll just have to wait and see if Apple survives the transition.

>BTW why do yout bash Atari users... try to bash on the far more DOS and
>Windooze bozos...

Have you ever tried to convince a DOS user to upgrade to Windows? It's only marginally harder than convincing a Windows user to upgrade to Mac. People are just afraid of trying something new on their computers (it took them SOoo long to figure DOS out; why go through THAT again?). It's why the outdated DOS and Windooze have survived as long as they have; talk about an *installed* user base! Atari users, on the other hand, have a better system to start with, and most would never fall back into the dark ages by buying a PC.

And of course, lets not overlook the fact that Sinclap (sounds like some sort of disease, doesn't it? "I've got the sinclap, but the doc gave me some medicine...") hasn't a life, let alone interpersonal skills. Apple should pay him to stay away from PC users; he's a good argument to avoid Macs entirely.

>Bye Wolfgang

Just my $0.02,
Tom
hopper_t@msupa.pa.msu.edu

2965. Re: SO MANY ATARI BASHERS HERE LYING out their "A**ES"

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 14:05:53 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94200.100553STIRRE31@MAINE.MAINE.EDU>
Source record: 16468

Ari,
There are no competent clone dealers in the area where I live.
Yes, there are clone-specific stores who build their own
machines but I have found the people there rude and the products
over-priced. I bought a Hayes 2400 baud modem for $70 at
B & C Computervisions while this place had 2400 baud modems
for $170, for example. Mail order is where a lot of people
do their shopping. Depending on a few mail order houses is
not bad if they are competent and dependable (which includes
Toad, B & C, Computer STudio, Rising Star, ATY, Steve's....).
I don't see why these places are any less acceptable than an
advertiser in Computer Shopper.
-scott tirrell

2966. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 14:14:17 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94200.101417STIRRE31@MAINE.MAINE.EDU>
Source record: 16469

A Mac running at 33Mhz is not noticibly faster than a 16Mhz
Falcon, IMO. Also 4 megs of RAM on a Mac is too restricting.
I will admit that the 250 meg hard drive is nice but the
average Mac program takes up much more storage space than the
average Atari program. Does this Mac have a DSP? I don't know,
but I'd still rather have my Falcon.
-scott tirrell

2967. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 14:17:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94200.101735STIRRE31@MAINE.MAINE.EDU>
Source record: 16470

Making a firm judgement right now is foolish. Anyway, I commend what I feel Atari is trying to do with Jaguar development. They are trying to get the highest quality games possible out like Wolf 3-D and Tempest 2000. Face it: for a lot of people a networkable Doom, Wolf 3D and Tempest 2000 warrant the purchase of a Jag. At $60 a pop how many games do you want to buy before you get a good one? Yes, the Genesis has oodles of games but how many of those games are crap? Quite a bit. When it is Xmas time and the Jag has 10 system selling games out (my prediction) it will fly off the shelves. CFII, AvP, Tiny Toons, Wolf 3D, Doom, T2K, Club Drive, Rayman, Iron Soldier and Ultra Vortex (oh, and Kusami Ninja....). Hmmmm.... I guess I'm just an optimist :-).
-scott tirrell

2968. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 17:48:52 UTC
From: clund@wpo.uwsuper.edu
Message-ID: <30h3m4$6dc@news.uwsuper.edu>
Source record: 16466
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <307j3s$2no@usenet.INS.CWRU.Edu>
aa399@cleveland.Freenet.Edu (Len Stys) writes:

> EA also had a lot of stuff for the ST when it came out.

What? I recall EA's first major ST release being "Financial Cookbook."
At the same time the Amiga had Seven Cities of Gold, Adventure
Construction Set, and the beginnings of the Deluxe productivity series.
The only good things EA ever did for the ST was port Lords of
Conquest.
Besides, let's not forget that EA is responsible for the death of the
greatest ST supporter among productivity software houses: Batteries
Included.

**********Carl Lund**********clund@wpo.uwsuper.edu**
Proud to be at the world's Remember SANTA BARBARA
**finest elementary ed program: Boycott NBC !!! **
**University of Wisc. Superior! Al Burnham: history god*
Commodore 64TI-99/4A**Atari ST**Amiga**Atari XE/2600/5200**

2969. ATARI CORP. donates Jaguars -- CAIN Atari Fun Fest 94

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 18:53:08 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <30h7ek$qce@usenet.INS.CWRU.Edu>
Source record: 16467
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,rec.games.video.classic

```
CAIN Atari Fun Fest 94
----------------------

UPDATE: Atari Corporation will be donating -=- 3 Jaguars -=- and
-=- 3 Tempest 2000 Cartridges -=- to give away at the CAIN Atari Fun Fest.

There will be other prizes being donated to raffle off at the show.

If you aren't doing anything on August 7, 1994, you may want to stop by
Kirtland, Ohio for one of the greatest Atari gaming shows!

CLEVELAND, OHIO is within 500 miles of half the population in the United States
and a very LARGE population of Canada.

The CAIN Atari Fun Fest 94 will be held in Kirtland, Ohio (very close to
Cleveland) and will allow Lynx and Jaguar owners to have a lot of fun!
There will even be a "Cleveland Lynx-Up" where Lynx owners can bring their
Lynx and game cards and comlynx with other players! Who says that you'll never
get the opportunity to comlynx???

There will also be dealerships attending this show that will be more than
happy go give you great deals on game systems and game cartridges!

If you are an Atari computer gaming fanatic, not to worry! There will dealers
there to supply you with all your computer gaming needs...

ALL INTERESTED ATARI DEALERSHIPS AND USER GROUPS SHOULD CONTACT THE SHOW
ORGANIZERS AS SOON AS POSSIBLE! Great spaces are on a first come basis!
Atari user groups are given tables for free!

PLEASE distribute this on BBSs, networks, and at your user group meetings!
We want to have one heck of a gaming day! And a gaming day that might be
closer to you than you think!

CAIN Atari Fun Fest 94
----------------------

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094
```

^^*^

2970. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 22:02:20 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Ct7Jvw.I8o@ecf.toronto.edu>
Source record: 16471

In article <94200.101417STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>A Mac running at 33Mhz is not noticibly faster than a 16Mhz
>Falcon, IMO. Also 4 megs of RAM on a Mac is too restricting.

A 33MHz 68040 (with the FPU) is roughly four times as fast as a 16MHz 68030. Even though the Falcon has custom support chips which lessen the load on the main processor, there is no way anybody can honestly claim that a 16MHz 68030 is NOT perceptibly slower than a 33MHz 68040. There's also the fact that the Falcon's DRAM-based video significantly slows down the machine, especially at resolutions of 640x480x256 and higher. Sure, you will probably claim that the TOS is faster than System 7, but even if it were faster, software can only do so much to overcome such a huge disadvantage as that of a 16MHz 68030 compared to a 33MHz 68040.

>I will admit that the 250 meg hard drive is nice but the
>average Mac program takes up much more storage space than the
>average Atari program.

As for 4Mb of RAM, that is enough to comfortable run one or two medium-sized applications under System 7.1 if you don't go overboard on memory-hogging extensions. 250Mb is a nice size for a hard drive -- I have a 160Mb hard drive on my Mac with several major applications, and I have no problem with space. 250Mb should be fine for any regular Mac user (ie, someone who doesn't have multi-megabyte 24-bit photos to edit.)

> Does this Mac have a DSP? I don't know,
>but I'd still rather have my Falcon.

Any time someone compares a Mac to the Falcon, an Atari owner asks, "but does it have a DSP?" No it doesn't, but face it -- the Falcon's DSP isn't used for much except decoding JPEGs in GEM-View and some sound programs. I would think that having a processor that is four times as fast as that in the Falcon (not to mention a 32-bit bus -- I've heard that the Falcon's bus is 16bit, but I am not sure about that) as well as one with an integrated FPU would be much more useful to the average person.

>-scott tirrell

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2971. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 23:28:27 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jul19.232827.22034@rmece02.upr.clu.edu>
Source record: 16477

In article <Z04Ta5Z.ari2550@delphi.com>, Ari Feldman <ari2550@delphi.com> writes:
|>
|>
|> The problem is Scott, that Atari probably doesn't have $20 million to spend
|> on Jag marketing and that makes all of the difference.
|>
|> I think that this time Atari really wants to market one of their products but
|> finally realizes that they can't afford to effectively.
|>
|> The Nintendo Saturn is due out soon. Nintendo has such an advantage already,
^^^^^^^^^^^^^^^^^

You mean the SEGA Saturn. Replace Nintendo for SEGA in your post and I'll
agree.

|> Atari is dead is sh*t doesn't start happening REAL soon.
|>
|>
|> Ari
|>

--

>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2972. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 23:31:02 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jul19.233102.22673@rmece02.upr.clu.edu>
Source record: 16478

In article <305h11$1ks@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> Thorsten Guenther (guenther@platon.fmi.uni-passau.de) wrote:
|> > In article <2vsen1$e53@news.cs.tu-berlin.de> yogi@cs.tu-berlin.de (Joern-Guy Suess) writes:

[stuff deleted]

|> > Still, there are hardly any 'serious' applications besides in the video
|> > and graphics applications market, and the Toaster is not available in a PAL
|> > version. Bad luck, eh?
|> > And I don't get it. In what respect has ATARI been dead and C= alive, besides
|> > the games market?

You must be joking. Ever heard of multimedia and desktop video?
The home computer market?

Of course, C='s dead now, but even when it's dead, looks more
alive computerwise than the ST.

|> > Weregoose
|>

[stuff deleted]

|> Gavan
|>
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2973. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 23:32:42 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jul19.233242.20465@rmece02.upr.clu.edu>
Source record: 16476

In article <305hf3$1ks@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> STIRRE31@MAINE.MAINE.EDU wrote:

[stuff deleted]

|> The problem is that the console market is in decline, most
|> expert opinion seems to be that the shift in gaming trends is
|> towards more complex, adult oriented games, the soft that a
|> home computer can do MUCH better than consoles.
|>
|> The wheel has turned full circle.
|>
|> Gavan

Gavan, I disagree with you here. The console market
shows GREAT potential and no signs of erosion. The only
problem I see is the upcoming "system wars" that will leave
everybody weak at first but then the strong will survive.

|>
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2974. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 23:38:55 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jul19.233855.48813@rmece02.upr.clu.edu>
Source record: 16479

In article <30fun4$876@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <Z04Ta5Z.ari2550@delphi.com> Ari Feldman <ari2550@delphi.com> writes:
|>
|> >
|> >
|> >The problem is Scott, that Atari probably doesn't have $20 million to spend
|> >on Jag marketing and that makes all of the difference.
|> >
|>
|> You're right. They have $30 million. According to the press release...
|>
|> ~Chris

And 3DO sold over 300,000 units according to a press release. Of course, as it was pointed out later, they were lying.

Not saying that good old ATARI did the same, but just to add a little suspense. ATARI is losing their break with the Jaguar. Looks like the 32x for the SEGA will eat it. I give ATARI 1.5 months more to start advertising like hell with some good games or die.

|> >
|> >
|> >Ari
|> >

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2975. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 23:43:06 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jul19.234306.18996@rmece02.upr.clu.edu>
Source record: 16480

In article <30g2je$bbk@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> STIRRE31@MAINE.MAINE.EDU wrote:
|> > Agreed that Atari has to market the Jag. However, anyone who reads
|> > gaming mags (other than Nintendo Power or other console-specific
|> > publications) has heard of the Jaguar. Also, the commercials on
|> > MTV were a good start (not to mention a commercial during the
|> > tv premier of Terminator 2!). Atari says that August or September
|> > are the times when they will advertise. We'll see. If they
|> > do have $20 million or so to concentrate on 3 months up to Xmas
|> > and have out Doom, AvP and ten or so other games then the Jag
|> > will sell.
|> > -scott tirrell
|>
|> Wasnt everyone saying this around this time LAST year?
|> 'the Jaguar is coming out in October and Atari have a big TV
|> ad campaign planned and there are 10 plus games ready for
|> release on launch and this time they are going to get it
|> right.'

Yep. I do remember that. But Gavan, I actually believe
that they'll put out at least 3 good games on the Jaguar in
the next two months (August/September).

|> For crying out loud, it's 3/4 of a year after release and there
|> are still only about 4 or 5 games and the console is still
|> relatively low profile. Sure people have heard of it but many
|> have seen the promises and have seen the sparsity of software.
|> Do you really think they are going to buy a Jaguar unless there
|> are a LOT of high quality games available at the time of purchase?
|> People DO remember the Lynx and other great past Atari screwups.

True... which is why I recently bought a Super Nes... I couldn't
resist waiting for the Jaguar anymore...

|>
|> With the PSX getting a lot of high profile coverage, I think
|> that diehard gamers are more likely to wait for it. Yes, even
|> though it is just vapourware at the moment the general public
|> has a lot more faith in Sony to deliver the goods than they
|> have in Atari to provide good software support for the Jaguar.

I would say that after reading today's GamePro and EGM, SEGA
has a very nice chance of kicking everybody's butt with
the '32X' for the Genesis. A $150 add on that will guarantee
32,768 on screen colors, fast polygons/textures, Q-SOUND (YES,
Q-SOUND BUILT-IN), 2 32-bit Hitachi 22 Mhz chips and a graphics

coprocessor.

I would say this would guarantee SEGA's customer base at
least in the US.

|>
|> The saddest thing is that if Sega or Nintendo had marketted the
|> Jaguar you would be seeing DOZENS of high quality Jag games right
|> now and the system would be phenomenally popular.
|>
|> Instead, Atari have it. What a shame for the Jaguar.

True, the Jaguar does deserve better. I am giving ATARI 1.5 more
months... after that, goodbye ATARI.

|>
|> Gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2976. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 23:45:16 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jul19.234516.35705@rmece02.upr.clu.edu>
Source record: 16481

In article <94199.141546STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Agreed that Atari has to market the Jag. However, anyone who reads
|> gaming mags (other than Nintendo Power or other console-specific
|> publications) has heard of the Jaguar. Also, the commercials on

Scott, they have heard of the Jaguar but do you know what
they say about it? There are some letters critizicing it
and it has gotten bad games ratings so far. What do you think?

|> MTV were a good start (not to mention a commercial during the
|> tv premier of Terminator 2!). Atari says that August or September
|> are the times when they will advertise. We'll see. If they

They said that for last February/April.

|> do have $20 million or so to concentrate on 3 months up to Xmas
|> and have out Doom, AvP and ten or so other games then the Jag
|> will sell.
|> -scott tirrell

Scott: THEY SAID THE SAME LIKE 7 MONTHS AGO!

While I do believe their new games are almost finished, ATARI
is losing their chance really quick.

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2977. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-19 23:48:09 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jul19.234809.27837@rmece02.upr.clu.edu>
Source record: 16482

In article <30de6p$hin@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> STIRRE31@MAINE.MAINE.EDU wrote:
|> > Gavan,

[stuff deleted]

|> lasted even if C= had lived. I'm happy with my Amiga and will
|> continue to use it, but eventually I will probably have to get a
|> PC thanks to Commodores greedy, inept, clueless management.
|>
|> Gavan

AMEN! :-)

|>
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2978. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 02:36:44 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30i2js$pi7@msuinfo.cl.msu.edu>
Source record: 16472

In article <94200.101417STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.
EDU> writes:
>A Mac running at 33Mhz is not noticibly faster than a 16Mhz
>Falcon, IMO. Also 4 megs of RAM on a Mac is too restricting.

Excellent point. To get the kind of memory usage out of a Mac that you get out of a 4Mb Atari requires a good 8 Megs, or another $200. Of course, on a PC w/Windooze you're talking closer to 12... :-)

>I will admit that the 250 meg hard drive is nice but the
>average Mac program takes up much more storage space than the
>average Atari program. Does this Mac have a DSP? I don't know,
>but I'd still rather have my Falcon.

Anything without the AV label is going to lack a DSP. For anything less than pure number crunching, the Mac w/fpu is going to be about the same speed as a Falcon w/fpu, and in some cases (screen redraw vs. NVDI, for instance), the Mac will actually be quite a bit slower. My MSTE4 (16MHz 68000 w/cache) with Warp9 does screen redraws (windows open/close, scrolling, etc.) faster than a 25MHz 68040 Mac (Q610 or Q605). Too bad Sinclap can't read; only us smart Atarians will ever read this. ;-)

>-scott tirrell

Tom
hopper_t@msupa.pa.msu.edu

2979. The Lynx *FUTURE* is by reading this message

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 07:41:13 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <30ikep$k4q@usenet.INS.CWRU.Edu>
Source record: 16473
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.advocacy

CAIN's
A.C.T. Now
Atari Community Together Now

Lynx Letter Writing Campaign

First Campaign Focus: Lynx Distribution

Len Stys (aa399@cleveland.freenet.edu)
A.C.T. Now Organizer

INTRODUCTION

The Lynx is an incredible portable video game system. The Lynx is the only portable video game system on the market today with a 16-BIT graphics engine (the others have 8-BIT). The Lynx radiates 4,096 colors (more than any portable on the market today). The Lynx has a 10 percent larger screen than its closest competitor. The screen is also recessed and back-lit for better viewing. All of that, plus stereo sound, a battery saver option, and the largest selection of multiplayer games in the world!

The Lynx and its related products, however, cannot be found in any stores! Maybe the reason why the Lynx cannot be found in stores is because of poor marketing of the product in the past. Maybe it is also because Nintendo and Sega are retailers' favorite companies due to the Super Nintendo and Sega Genesis. For whatever reason, you cannot walk into one major retailer and buy a Lynx game.

Atari Corporation will not release sales numbers for the Lynx. But it is believed to be close to 1 million. This number isn't bad at all. And if you think about it, there must be demand for at least one major retailer to sell Lynx games!

ONE RETAILER ONLY

This campaign will be concentrating on only one major retailer to carry the Lynx and its games. Why only one major retailer? Right now, there is no more room for more than one major retailer to carry the Lynx. If we were to concentrate on several stores and succeed in getting them to carry the Lynx, the following would happen:

Atari Corporation would concentrate on the Jaguar with most of their advertisements. There would be a few Lynx magazine advertisements, but not enough to create a real large demand for the product and its

related products. All of the major retailers that we convinced to carry the Lynx would have mediocre sales, not fantastic sales since Atari's advertisements only created so much demand. Since demand for the Lynx and its games in all of the stores were mediocre, all of the retailers would decide not to carry it next year.

But if we concentrated on one major retailer to carry the Lynx and Atari advertised the Lynx in gaming magazines, the retailer would have fantastic sales since they are the only place to buy the Lynx and its related products. The retailer would most likely be impresed with the sales of the Lynx and decide to carry it next year.

And then next year when Atari has more money from its Jaguar, the company will be able to promote the Lynx more heavily which will allow Atari to increase distribution of the Lynx.

So if Atari will have more money to promote the Lynx next year, why not just wait until then? The reason we cannot wait until next year for the Lynx to get into more retailers is because there will not be a next year if the Lynx does not retain market presence this year. The Lynx will be nearly impossible to re-introduce into the marketplace next year. This is because retailers will see it as old failed technology that is being re-introduced into the marketplace. There will also be too many new video game products being released next year that will be competing with the Lynx for shelve space.

It is important that the Lynx stay in the marketplace this year and show good sales at one major retailer.

The major retailer that I have chosen for us to concentrate on is Toys "R" Us. I have chosen this retailer because it is the largest toy store and it can be found everywhere in the United States. It can also be found in other countries as well.

TOYS "R" US

Toys "R" Us is the top toy retailer in the U.S. in terms of estimated dollar share of the industry. The toy retailer finished first in a study conducted by NPD Research in 1991 and is probably still first in 1993. Toys "R" Us stores are also very large and is probably the only retailer which will be able to carry most of the games available for the Lynx.

All of the letters will be addressed to Charles Lazarus, Chief Executive Officer and Chairman of the Board of Toys "R" Us. The key to getting the letters to Mr. Lazarus to read will be for each of us to make the envelopes look as professional as possible.

The letter to Mr. Lazarus at Toys "R" Us should include:

Dear Mr. Lazarus,

1) How much you like Toys "R" Us
2) How much you like Toys "R" Us because they support the quality

products that customers buy from them
3) How much you like your Atari Lynx
4) How you bought your Atari Lynx from Toys "R" Us (if true)
5) How you cannot find any games for your Atari Lynx
6) How you believe there is a demand for Lynx games since nobody else is selling them
7) How you noticed that Toys "R" Us is carrying the Jaguar 64-bit video game system and how you appreciate it.
8) Thank Mr. Lazarus for reading your letter and for considering carrying the Lynx and its quality games once again

The letter, of course, should be written as professionally as possible.

The address of Toys "R" Us is:

Charles Lazarus
Toys "R" Us Inc.
461 From Rd.
Paramus NJ 07652

(you may want to write "Important" or "Personal" somewhere on the envelope or if you think the envelope looks really professional, you may want to try it without it)

ATARI CORPORATION

Atari Corporation is the maker of the Lynx. The company does not seem to know what to do with the Lynx or its game cards right now since there is no major retailer carrying the product.

The reason for writing Atari Corporation is to inform the company that you have written Toys "R" Us to encourage them to carry the Lynx and to thank them for carrying the Jaguar. The letter will encourage Atari to contact Toys "R" Us and attempt to convince the retailer to carry the Lynx once again. The letter will also inform Atari Corporation of ways they might be able to convince Toys "R" Us to carry the Lynx.

All of the letters will be addressed to Sam Tramiel, President of Atari Corporation. The key to getting the letters to Mr. Tramiel is by making the envelope look as professional as possible.

The letter to Mr. Tramiel at Atari Corporation should include:

Dear Mr. Tramiel,

1) How much you like the products that Atari Corporation produces
2) How much you like the Lynx
3) How you have written Charles Lazarus of Toys "R" Us in order to encourge him to carry the Lynx and its games again
4) How you have also thanked Mr. Lazarus for carrying the Jaguar
5) How you believe that Atari should try to convince Toys "R" Us to carry the Lynx again this year
6) How you have a few suggestions which may help Atari convince

Toys "R" Us to carry the Lynx again (OPTIONAL):

a) Inform Toys "R" Us that they will be the only major retailer
carrying the Lynx and its games this year
b) State the amount of Lynx owners in the world that are looking for
Lynx games
c) How Atari can advertise the Lynx and ALL of its games in video
game magazines and that it is available at Toys "R" Us
d) How Atari can advertise the Lynx along with the Jaguar in
Toys "R" Us Sunday newspaper ads
e) Lower the price of the Lynx base unit and Lynx Deluxe package
and give a free Super Asteroids/Missile Command game to encourage
sales of the portable
f) Restructure the pricing of Lynx games
g) Stress to Toys "R" Us that the Lynx will be used in future
multiplayer Jaguar games
h) Review all of the Lynx games and sell only the highest quality
Lynx games at Toys "R" Us this year

7) How you would really like for Atari Corporation to release new Lynx
games for distribution at Toys "R" this year
8) Thank Mr. Tramiel for reading your letter and for attempting to
convince Toys "R" Us to carry the Lynx again

The letter needs to be as professional as possible in order to get the best
effect. Try to concentrate on only the things mentioned above.

The address of Atari Corporation is:

Mr. Sam Tramiel, President
Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089

SUCCESS OR FAILURE

The success or failure of this writing campaign depends on you.
If you are serious and write these two companies, there is a good chance
that our goals will be reached. If you don't bother to write because
you either do not have enough time or you think someone else will write,
the letter writing campaign will be a failure.

Another important part of this letter writing campaign is to distribute
this text file. Upload it to online systems, computer networks, BBSs, etc.!
And print it out and encourage your user group members to write!

The future of the Lynx is pretty much in your hands...

--

2980. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 08:24:41 UTC
From: moran@bnr.ca
Message-ID: <30in09$q3q@bmerha64.bnr.ca>
Source record: 16474

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> In article <94200.101417STIRRE31@MAINE.MAINE.EDU>,
> <STIRRE31@MAINE.MAINE.EDU> wrote:
> >A Mac running at 33Mhz is not noticibly faster than a 16Mhz
> >Falcon, IMO. Also 4 megs of RAM on a Mac is too restricting.

> A 33MHz 68040 (with the FPU) is roughly four times as fast as a 16MHz 68030.
> Even though the Falcon has custom support chips which lessen the load on the
> main processor, there is no way anybody can honestly claim that a 16MHz 68030
> is NOT perceptibly slower than a 33MHz 68040. There's also the fact that
> the Falcon's DRAM-based video significantly slows down the machine, especially
> at resolutions of 640x480x256 and higher. Sure, you will probably claim that
> the TOS is faster than System 7, but even if it were faster, software can
> only do so much to overcome such a huge disadvantage as that of a 16MHz 68030
> compared to a 33MHz 68040.

Actually, I USE a Mac Quadra 650 with 33Mhz 040 EVERY DAY and I can
tell you that it is NOTICEABLY SLOWER in everyday operation than my
A1200 which only has a 14Mhz 020. Why? Probably because the OS
is such a heap of shit. It may be 'friendly' but it is a dog to use
once you have had some experience and want to learn how to do things
faster - you cant. The point the poster was making was that a Mac
with 33Mhz 040 was actually slower to use - which is quite possible.

> As for 4Mb of RAM, that is enough to comfortable run one or two medium-sized
> applications under System 7.1 if you don't go overboard on memory-hogging
> extensions. 250Mb is a nice size for a hard drive -- I have a 160Mb hard drive
> on my Mac with several major applications, and I have no problem with space.
> 250Mb should be fine for any regular Mac user (ie, someone who doesn't have
> multi-megabyte 24-bit photos to edit.)

4mb enough to run two applications - you cant be serious!!!!

On the Mac I use there is 8mb and you can just about run two medium apps
at once. Actually, its not very good at running them simultaneously
since the so called 'multitasking' is so pathetic. Having two tasks in
memory at once would be a better way to describe it.

One of the big problems is that the Mac DOESNT have dynamic memory
allocation so programs grab a big chunk of ram whether they need it or
not and if they find they need more ram than they grabbed, well, tough.
It's frankly incredible that a supposedly modern OS can be as clunky
and slow as System 7.

On my Amiga with 6mb of memory I can happily multitask 3 or 4 medium sized apps,
or even 10+ smaller ones with great efficiency.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2981. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 10:31:34 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <774700294snz@vissci.demon.co.uk>
Source record: 16389
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <30h3m4$6dc@news.uwsuper.edu>
clund@wpo.uwsuper.edu "Carl A. Lund" writes:

> In article <307j3s$2no@usenet.INS.CWRU.Edu>
> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
> > EA also had a lot of stuff for the ST when it came out.
>
> What? I recall EA's first major ST release being "Financial Cookbook."
> At the same time the Amiga had Seven Cities of Gold, Adventure
> Construction Set, and the beginnings of the Deluxe productivity series.
> The only good things EA ever did for the ST was port Lords of
> Conquest.
> Besides, let's not forget that EA is responsible for the death of the
> greatest ST supporter among productivity software houses: Batteries
> Included.
>

I will admit, EA made a brilliant job of Dpaint ST - Much better than
the Amiga or PC version. (Just a little buggy ,s'all).

--

David Cowan Insert Clever SIG here !
---
davidc@vissci.demon.co.UK Visual Sciences Ltd
vissci@cix.compulink.co.UK Unit 12, Prospect III,
Dundee Technology Park
Dundee, Scotland
DD2 1SW

2982. Re: The Lynx *FUTURE* is by reading this message

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 10:40:10 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Ct8Iyy.CKJ@news.Hawaii.Edu>
Source record: 16475
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.advocacy

What I want to know is... What is the deal with the complete Lynx games that have not been released. I have been waiting for Eye of the Beholder, Geoduel, and Cyberdrome for the Lynx. To my knowledge, the games are all finished, but have not been released. I would be happy to purchase directly from Atari, or even our Local (Only) Atari Dealer (Neutronics). How can the Lynz survive if new games are never released?

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

2983. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 13:05:32 UTC
From: moran@bnr.ca
Message-ID: <30j7es$2mg@bmerha64.bnr.ca>
Source record: 16483

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
> In article <305hf3$1ks@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> |> STIRRE31@MAINE.MAINE.EDU wrote:

> [stuff deleted]

> |> The problem is that the console market is in decline, most
> |> expert opinion seems to be that the shift in gaming trends is
> |> towards more complex, adult oriented games, the soft that a
> |> home computer can do MUCH better than consoles.
> |>
> |> The wheel has turned full circle.
> |>
> |> Gavan

> Gavan, I disagree with you here. The console market
> shows GREAT potential and no signs of erosion. The only
> problem I see is the upcoming "system wars" that will leave
> everybody weak at first but then the strong will survive.

Well, I dont know how it is in the USA but here in Europe`
the console market is declining. Sales are plumetting of Software,
and hardware sales have stagnated. Basically, console software
houses are looking to produce games aimed more at adult gamers
since kids have deserted the fad. The problem is that with
slow CPUs, limited amounts of RAM and no effective back up devices
and no keyboards, its very difficult to produce more complex
software on the Nintendo or Sega. There arent even enough
people with mice to make mouse controlled games.

Namco stated in a recent interview with Edge magazine that
they were aiming their forthcoming Sony PSX games at a more
grown up market, but that they were also making games that
would appeal to younger players in order to stimulate sales.
Many software houses that left Amiga to do console stuff
have found their fingers got burned and have returned to
doing Amiga stuff.

There is hope that the PSX and Saturn will rejuvinate
the market with their high specs and appeal to grown-ups
so it's not all gloom for consoles. Only time will tell
if consoles are really here to stay. My bet is that if the
PSX is half as good as the hype its going to be MASSIVE.

If only Atari had marketted the Jaguar right it could
be cleaning up now, but of course as we predicted they

have gone and screwed it up. Its possible that a
rejuvinated market might lead to increased Jaguar sales
but I'd say that the bulk of new sales will go to PSX
and Saturn. (forget Nintendos Project Reality, it sounds
like more marketting propoganda like their CD machine and
32 bit Famicom/SNES).

Gavan

-
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2984. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 13:18:09 UTC
From: moran@bnr.ca
Message-ID: <30j86h$2mg@bmerha64.bnr.ca>
Source record: 16484

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:

> |> For crying out loud, it's 3/4 of a year after release and there
> |> are still only about 4 or 5 games and the console is still
> |> relatively low profile. Sure people have heard of it but many
> |> have seen the promises and have seen the sparsity of software.
> |> Do you really think they are going to buy a Jaguar unless there
> |> are a LOT of high quality games available at the time of purchase?
> |> People DO remember the Lynx and other great past Atari screwups.

> True... which is why I recently bought a Super Nes... I couldn't
> resist waiting for the Jaguar anymore...

Hmmm, I'm not so sure about the SNES. It doesnt seem to
have much of a future. Sega have been clever with the 32X,
it means that people can still buy a MegaDrive now even
though Saturn is on the way. Of course, if Saturn is a
success then it would seem stupid to have two 32 bit
consoles, I wouldnt be surprised if 32X never appears -
it might be just a ploy to keep selling MegaDrives until
the Saturn comes.

> I would say that after reading today's GamePro and EGM, SEGA
> has a very nice chance of kicking everybody's butt with
> the '32X' for the Genesis. A $150 add on that will guarantee
> 32,768 on screen colors, fast polygons/textures, Q-SOUND (YES,
> Q-SOUND BUILT-IN), 2 32-bit Hitachi 22 Mhz chips and a graphics
> coprocessor.

> I would say this would guarantee SEGA's customer base at
> least in the US.

I'd say that the PSX will kick EVERYONES butt. Of course,
the PSX, 32X and Saturn are all just vapourware right now and
the Jaguar is REAL. However, given Ataris poor marketting and
software development record it might as well be vapourware.

Its all very well saying 'Atari will do well this Christmas'
but the time to do well was LAST Christmas when the Jaguar was
the ONLY new console anywhere in sight and Atari just plain
blew it.

> |>
> |> The saddest thing is that if Sega or Nintendo had marketted the
> |> Jaguar you would be seeing DOZENS of high quality Jag games right
> |> now and the system would be phenomenally popular.
> |>

> |> Instead, Atari have it. What a shame for the Jaguar.

> True, the Jaguar does deserve better. I am giving ATARI 1.5 more
> months... after that, goodbye ATARI.

I think its already gone to the great Atari graveyard in the
sky - along with the Atari XL, Lynx and Falcon. After Commodore,
Atari must be the single most inept company I have EVER seen.
The only advantage of Atari is that they didnt have two greedy
senior managers sucking the company dry of money to pay their
2 million dollar a year salaries and to pay for their
corporate jet flights to and from the Bahamas.... You know the
individuals I'm talking about.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2985. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 14:53:02 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30jdoe$13ka@msuinfo.cl.msu.edu>
Source record: 16485

In article <1994Jul19.234809.27837@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <30de6p$hin@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>|> STIRRE31@MAINE.MAINE.EDU wrote:

[stuff deleted]

>|> lasted even if C= had lived. I'm happy with my Amiga and will
>|> continue to use it, but eventually I will probably have to get a
>|> PC thanks to Commodores greedy, inept, clueless management.
>|>
>|> Gavan

Gavan, tell me you don't really mean "PC." I mean, you've got a fast, easy-to-use machine, and you'd rather drop to a PC than to a Mac? Granted the Mac may be a tortoise compared to an Atari or Amiga, but the PC is more like a snail...and a dead one at that. :-) Price/Feature-Performance wise, everything but the high-end Macs easily outstrip the PC (by several hundred dollars, last time I compared them, which was a month or two ago). You wouldn't really switch to clones, would you?

-Tom
hopper_t@msupa.pa.msu.edu

2986. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 15:43:50 UTC
From: moran@bnr.ca
Message-ID: <30jgnm$8ac@bmerha64.bnr.ca>
Source record: 16486

hopper_t@msupa.pa.msu.edu wrote:
> >|> lasted even if C= had lived. I'm happy with my Amiga and will
> >|> continue to use it, but eventually I will probably have to get a
> >|> PC thanks to Commodores greedy, inept, clueless management.
> >|>
> >|> Gavan

> Gavan, tell me you don't really mean "PC." I mean, you've got a fast,
> easy-to-use machine, and you'd rather drop to a PC than to a Mac? Granted
> the Mac may be a tortoise compared to an Atari or Amiga, but the PC is more
> like a snail...and a dead one at that. :-) Price/Feature-Performance wise,
> everything but the high-end Macs easily outstrip the PC (by several hundred
> dollars, last time I compared them, which was a month or two ago). You
> wouldn't really switch to clones, would you?

If I wanted to use a Mac I'd simply get an EMPLANT card for
my Amiga and I could run all the Mac software I needed. As it is I
use a Mac at work every day and although its OK for the job I do I
can safely say it would be just about the LAST choice for use as a
home computer.

Why? Because:

The system feels so SLOOOOOW - I use a Quadra 650 with 33Mhz 040
and the system 'feels'really sluggish.

The system is frustrating to use - the 'friendly' GUI is just
plain annoying after you've used it for a bit. I'd like to see
a command shell for extra functionality.

The whole ethos of the system is to take away the feel of
using a computer - i WANT to use a 'real' computer. It doesnt have
anything like the sort of easy to use, cheap program development
tools that the Amiga has.

I dont like the Apple company who are just another corporate
IBM wannabe.

The mac lineup changes so often that any Mac I bought would
likely be out of date in a few months.

It's just not a good choice for a home system as far as I'm
concerned.

The PC is pretty crap too, but at least you can build a system
quite cheaply, theres lots of software and shareware and most
importantly it has LINUX which means I could run a complete UNIX

and XWindow system of my own. Oh, and it also has DOOM!

With 80Mhz DX2s now available and the Pentium set to fall
in price , power for pound is still very good with the PC.
Whats the point of spending money on a PowerMac when it
DOESNT EVEN HAVE THE OS WRITTEN IN NATIVE CODE!?

As it is, I'll expand my Amiga a bit more as I can afford to,
and whenever it comes time for a new machine I'll look at the
options. If the Amiga technology contines and we see the much
rumoured AAA chipset, I think thats the platform for me. If not
then the PC looks the most likely - an 80Mhz DX2 with 16 bit
soundcard, doublespeed CDROM, SuperVGA etc etc would be nice.
Of course, I dont think I'd want to spend big money on a
system. With the Amiga I was able to build the system over a
number of years, as I could afford it. If I had the money right
now for a big system I'd rather spend it on a Stereo, holiday,
beer etc.

I think that most Ataro owners will probably also choose
PCs when they outgrow their Ataris (unless Atari make a
spectacular re-entry to the home computer market). They are
just the most logical choice now.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

2987. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 16:29:35 UTC
From: draeger@lcc1.nsc.com
Message-ID: <Ct8z5C.K1o@nsc.nsc.com>
Source record: 16387

Ari Feldman <ari2550@delphi.com> wrote:
>The problem is Scott, that Atari probably doesn't have $20 million to spend
>on Jag marketing and that makes all of the difference.

They have over $20 million in spendable money. It is a question of if they
want to spend that much for one big marketing blitz. (They should).

>The Nintendo Saturn is due out soon. Nintendo has such an advantage already,
>Atari is dead is sh*t doesn't start happening REAL soon.

What do you mean soon? It is not going to come out until 1996! This is
1994! That is **NOT*** soon. It will be in arcade games (in some form)
in 1995. Sega's product will be out for the home market sometime in 1995.
That is a much more immediate threat. Also that Sony playstation will be
due out before then.

- mike

2988. Re: The Lynx *FUTURE* is by reading this message

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-20 18:35:20 UTC
From: osserman@OCF.Berkeley.EDU
Message-ID: <30jqp8$ho0@agate.berkeley.edu>
Source record: 16388
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.advocacy

As far as I know, Geoduel and Cyberdrome were cancelled. However, Eye of the Beholder, in addition to Battlezone 2000 and two other games, *is* completely finished and awaiting production. Atari's official reason for not releasing them is that production takes a lot of energy which they would rather focus on the Jaguar. Their official position is that these games *will* be released, at an unspecified time in the future.

-Brian

2989. Re: SO MANY ATARI BASHERS HERE LYING out their "A**ES"

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 01:59:16 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5G4QCxk.ari2550@delphi.com>
Source record: 16390

Forgive Scott:

I forgot that you live in a small town. I have had similar experiences while up at school in Oneonta, NY.

I should have rephrased what I said to indicate that such choice usually exists in major metropolitan areas like NYC.

Now, NYC is a disgusting place to live, however, PC parts and prices are really cheap due to the fact that virtually every electronics store sells PC items, etc.

But, the days of the small town "computer dealer" are ending...many can't keep up or compete with Mail Order or Super Stores.

Specialty shops like Toads and Steve's will be around for as long as there are ATari hobbyists - thank God, huh?

Ari

2990. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 02:01:31 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5G4yi1r.ari2550@delphi.com>
Source record: 16391

Rev. Dr. Freak <rappleye@felix.kodak.com> writes:

>> You're right. They have $30 million. According to the press release...

No, you are right, they have approx. $30 ALL TOGETHER - total cash!

Marketing will get 5-10% of that if its lucky....

Ari

2991. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 02:06:09 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <xE4RyBp.ari2550@delphi.com>
Source record: 16392

They did release Deluxe Paint ST - the best GP art package for the ST by far!!!

Ari

2992. Re: The Lynx *FUTURE* is by reading this message

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 02:18:49 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <30klu9$dtv@usenet.INS.CWRU.Edu>
Source record: 16393
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.advocacy

In a previous article, jperez@uhunix.uhcc.Hawaii.Edu (John Perez) says:

>What I want to know is... What is the deal with the complete Lynx games
>that have not been released. I have been waiting for Eye of the
>Beholder, Geoduel, and Cyberdrome for the Lynx. To my knowledge, the
>games are all finished, but have not been released. I would be happy to
>purchase directly from Atari, or even our Local (Only) Atari Dealer
>(Neutronics). How can the Lynz survive if new games are never released?
>

Atari Corp. has no reason to release new games when they have no distribution outlets for these games.

Why would they spend time and money for packaging and producing the Lynx game only to sell a few hundred copies via mail-order?

The company will need a major retailer carrying the Lynx before these new games are manufactured. This is why I suggest we concentrate on Toys "R" Us to carry the Lynx and its games.

I don't think a lot of people realize that it is "get into retail stores in 1994" or "become a discontinued model in 1995" for the Lynx.

We must write Toys "R" Us and Atari Corp...

Len
>

--

2993. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 03:24:37 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jul21.032437.40490@rmece02.upr.clu.edu>
Source record: 16394

In article <30j86h$2mg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
|>

[stuff deleted]

|>
|> > True... which is why I recently bought a Super Nes... I couldn't
|> > resist waiting for the Jaguar anymore...
|>
|> Hmmm, I'm not so sure about the SNES. It doesnt seem to
|> have much of a future. Sega have been clever with the 32X,

It will have a little bit of life. I mean, Nintendo must do
something before their Project Hype, ehr Reality gets produced :-)

|> it means that people can still buy a MegaDrive now even
|> though Saturn is on the way. Of course, if Saturn is a
|> success then it would seem stupid to have two 32 bit
|> consoles, I wouldnt be surprised if 32X never appears -
|> it might be just a ploy to keep selling MegaDrives until
|> the Saturn comes.

Unfortunately (or fotunately :-)) I read the latest stuff
on the 32X. Yes, it is on the way. November 1994 for the US.
In fact, when I read it I realized that what I said before
was more true than ever: that SEGA has a very nice chance
of taking the whole US market. Of course, internet is not
the US so I don't know about other countries. But the 32x
looks very very promising and I can tell that it will sell
like hell.

I give ATARI until mid-October (yes, I changed a bit
my own deadline) to do something IMPRESSIVE or lose.

|> > I would say that after reading today's GamePro and EGM, SEGA
|> > has a very nice chance of kicking everybody's butt with
|> > the '32X' for the Genesis. A $150 add on that will guarantee
|> > 32,768 on screen colors, fast polygons/textures, Q-SOUND (YES,
|> > Q-SOUND BUILT-IN), 2 32-bit Hitachi 22 Mhz chips and a graphics
|> > coprocessor.

OOPS! I was about to write what I said again :-)

|>
|> > I would say this would guarantee SEGA's customer base at
|> > least in the US.

|>
|> I'd say that the PSX will kick EVERYONES butt. Of course,
|> the PSX, 32X and Saturn are all just vapourware right now and
|> the Jaguar is REAL. However, given Ataris poor marketting and
|> software development record it might as well be vapourware.
|>
|> Its all very well saying 'Atari will do well this Christmas'
|> but the time to do well was LAST Christmas when the Jaguar was
|> the ONLY new console anywhere in sight and Atari just plain
|> blew it.

True. I would have said last February, when the initial
national US rollout was scheduled.

[stuff deleted]

|> I think its already gone to the great Atari graveyard in the
|> sky - along with the Atari XL, Lynx and Falcon. After Commodore,
|> Atari must be the single most inept company I have EVER seen.
|> The only advantage of Atari is that they didnt have two greedy
|> senior managers sucking the company dry of money to pay their
|> 2 million dollar a year salaries and to pay for their
|> corporate jet flights to and from the Bahamas.... You know the
|> individuals I'm talking about.

YEP!

|>
|> Gavan
|>
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2994. Re: The Lynx *FUTURE* is by reading this message

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 12:31:18 UTC
From: <>
Message-ID: <CtAIs7.nG@ra.nrl.navy.mil>
Source record: 16395
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.advocacy

In article <30klu9$dtv@usenet.INS.CWRU.Edu>
aa399@cleveland.Freenet.Edu (Len Stys) writes:

> The company will need a major retailer carrying the Lynx before these new
> games are manufactured. This is why I suggest we concentrate on Toys "R" Us
> to carry the Lynx and its games.
>
> I don't think a lot of people realize that it is "get into retail stores in
> 1994" or "become a discontinued model in 1995" for the Lynx.
>
> We must write Toys "R" Us and Atari Corp...

I think the letter-writing will do little, to be honest. The real
breakthrough will be when the chains start selling jaguars and have
more games on the shelves. At this point, I'm sure they'd be happy to
put Lynxes and games alongside the other Atari products. Til then, even
Atari isn't pushing the Lynx. Once again, patience seems to be the
operative concept... Those who are impatient, buy Se*a and Nin*endo!
$^)

-- Dr. Moze <Steve Marsh> marsh@anvil.nrl.navy.mil

2995. Re: SO MANY ATARI BASHERS HERE LYING out their "A**ES"

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 13:15:32 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94202.091532STIRRE31@MAINE.MAINE.EDU>
Source record: 16396

Ari,
Your point was not lost on me. Believe me, I'd love to be
able to go to Software Etc. to buy an Atari program, for example.
However, this is about the only thing missing by owning an Atari
in my area. And anyway I FTP quite a bit of software. Taking a
week to get a program I want is not that big of a deal to me. I
know some people are less patient. Anyway, point taken :-). I
realize in the Big Apple there are more PC stores to choose from
than Sanford, Maine.
-scott tirrell

2996. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 13:20:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94202.092044STIRRE31@MAINE.MAINE.EDU>
Source record: 16397

Raist,
Why October? Don't you think that you should maybe give Atari until Xmas? This is when most game system sales occur. IMO, Atari's taking plenty of time to plan a spectacular rollout this winter was a smart move. They lost out on summer sales. Big deal! Atari has said that they plan on selling 300,000 Jaguars this year. If they met that mark would they fail? Of course not! 300,000 Jags sold this year in the US would put Atari far past the 3DO in this country. And this is a formidable user base to compete with by Sega, Sony and Nintendo. Next year Atari wants to sell 2 million systems. If they make a strong showing this Christmas season (selling all 300,000 units) then other retail outlets will take notice such as Wal-Mart, Lechmere's (which I heard will get the Jag in August, actually). The Jag will get good floor space in stores and have quite a few great games already on the shelves. No matter how powerful you think Sega is, they will have a hard time crushing Atari. Atari stands in a position to be a major player because they got their system out and games have been developed. It took developers awhile to get up to speed on the Jag- what makes people out there believe that Sega's games system will magically have 20 killer games at release time? If Atari has 20 million to spend on ads this year and release 15 games by Xmas they will have no trouble selling out of Jags. Why not just wait and see?
-scott tirrell

2997. Re: The Lynx *FUTURE* is by reading this message

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 15:38:50 UTC
From: bbishop@austin.ibm.com
Message-ID: <CtArGq.AJ0@austin.ibm.com>
Source record: 16398
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.advocacy

In <30klu9$dtv@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, jperez@uhunix.uhcc.Hawaii.Edu (John Perez) says:
>
>>What I want to know is... What is the deal with the complete Lynx games
>>that have not been released. I have been waiting for Eye of the
>>Beholder, Geoduel, and Cyberdrome for the Lynx. To my knowledge, the
>>games are all finished, but have not been released. I would be happy to
>>purchase directly from Atari, or even our Local (Only) Atari Dealer
>>(Neutronics). How can the Lynz survive if new games are never released?
>>
>
>Atari Corp. has no reason to release new games when they have no distribution
>outlets for these games.
>
>Why would they spend time and money for packaging and producing the Lynx game
>only to sell a few hundred copies via mail-order?
>
>The company will need a major retailer carrying the Lynx before these new
>games are manufactured. This is why I suggest we concentrate on Toys "R" Us
>to carry the Lynx and its games.
>
>I don't think a lot of people realize that it is "get into retail stores in
>1994" or "become a discontinued model in 1995" for the Lynx.
>
>We must write Toys "R" Us and Atari Corp...
>
>Len

While it seems very noble for you to get this writing campaign off the ground, and I really like my Lynx, I'm not going to do Atari's marketing for them. If they can't market their products without your help, then they should fail. Even if you were successful and could get the Lynx back in TRU, how long do you think it would be before Atari screwed it up again (and the product just plain didn't sell).

The Jaguar, for example: I have been hearing from the pro-Atari groups on Usenet that it is the greatest machine of all-time and that such-and-such games are comming out for it in a soon (or sometimes, a date is even mentioned). These dates are always wrong (by months, if not years), yet you still have faith that Atari will pull this off. There are suppose to be x amount of games out by Christmas '94. I would be willing to bet the the Jaguar doesn't have 10 games out by Christmas, in a store, where I can actually see them. Atari putting the Lynx on hold is ridiculous. They will

supposedly wait until the Jaguar is successful and use some of the Jaguars profits to get Lynx back out. The Lynx will be thought of as dead and they aren't going to be too successful bringing back a dead product.

Atari lacks the knowledge to make a successful product.

Only members of a small, cult-like pro-Atari group, are going to buy the Jaguar for Cresent Galaxy and Temptest (and whatever else is suppose to be out).

(although, like I mentioned above, the cult of Atari is a very noble cult)

Brad

2998. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 19:23:55 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtB1vw.662@ecf.toronto.edu>
Source record: 16399

In article <30i2js$pi7@msuinfo.cl.msu.edu>, <hopper_t@msupa.pa.msu.edu> wrote:
>Excellent point. To get the kind of memory usage out of a Mac that you get
>out of a 4Mb Atari requires a good 8 Megs, or another $200. Of course, on
>a PC w/Windooze you're talking closer to 12... :-)
>
>Anything without the AV label is going to lack a DSP. For anything less
>than pure number crunching, the Mac w/fpu is going to be about the same
>speed as a Falcon w/fpu, and in some cases (screen redraw vs. NVDI, for
>instance), the Mac will actually be quite a bit slower. My MSTE4 (16MHz
>68000 w/cache) with Warp9 does screen redraws (windows open/close,
>scrolling, etc.) faster than a 25MHz 68040 Mac (Q610 or Q605). Too bad
>Sinclap can't read; only us smart Atarians will ever read this. ;-)

Your comparisons are not fair. Is your Mac running in 2-bit colour like your Mega STe? Is you Mega STe drawing your screen using proportional fonts instead of 8x8 fonts? The standard Mac resolution is 640x480x256 -- since each pixel takes four times as much information to draw as on a 640x200x4 screen, of course redraws will be slower. (There's also the fact that because the resolution on the mac is about twice that of the Mega STe, there are roughly twice as many pixels in a title bar of the same size, thus it takes longer to draw it.)

The fairest comparison would be to compare redraw speeds of the Mega STe at 640x400x1 and the Mac at 640x480x1, with both using proportional fonts.

>Tom
>hopper_t@msupa.pa.msu.edu
>

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

2999. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 19:38:06 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtB2JI.6vz@ecf.toronto.edu>
Source record: 16400

In article <30in09$q3q@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
>PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> Actually, I USE a Mac Quadra 650 with 33Mhz 040 EVERY DAY and I can
>tell you that it is NOTICEABLY SLOWER in everyday operation than my
>A1200 which only has a 14Mhz 020. Why? Probably because the OS
>is such a heap of shit. It may be 'friendly' but it is a dog to use
>once you have had some experience and want to learn how to do things
>faster - you cant. The point the poster was making was that a Mac
>with 33Mhz 040 was actually slower to use - which is quite possible.

I can't comment on the Amiga since I have never used one -- I have experience
only with the Mac and the Atari.

About the OS -- I have to disagree. This is probably going to end up
turning into another CLI vs. GUI debate thread if we continue this, so let me
just say that CLIs and GUIs both have their strong points, but that IMHO
a well-done GUI is far more easy to use and much more versatile than any CLI.
If you are referring to the speed of the actual code of System 7, I can't
really comment on that -- I don't know how efficient the code is. I can only
state that System 7 seems pretty zippy to me, and that System 7.5 is reputed to
be even faster.

Bi

> 4mb enough to run two applications - you cant be serious!!!!

I am very serious. If you remove unneccesary extensions and control panels
(Closeview is a good example. It hogs 350K!) you can get your memory usage
to a very reasonable number. My System uses only 1300K. With 4Mb of memory,
that is enough to run two medium-sized applications. Right now I have
ClarisWorks, JPEGView, Soundtrecker, Stuffit Lite, and the Finder running.
That's four major applications, and I still have 3Mb free on my 8Mb machine.

>On the Mac I use there is 8mb and you can just about run two medium apps
>at once. Actually, its not very good at running them simultaneously
>since the so called 'multitasking' is so pathetic. Having two tasks in
>memory at once would be a better way to describe it.

Have you ever used a Mac for more than five minutes? Can we try to keep
this discussion reasonable, please?

> One of the big problems is that the Mac DOESNT have dynamic memory
>allocation so programs grab a big chunk of ram whether they need it or
>not and if they find they need more ram than they grabbed, well, tough.

I will not argue with this. There are commercial programs that can work around
this, but it really should be incorporated into the next System.

>It's frankly incredible that a supposedly modern OS can be as clunky
>and slow as System 7.

System 7 is not clunky and slow.

> On my Amiga with 6mb of memory I can happily multitask 3 or 4 medium sized apps,
>or even 10+ smaller ones with great efficiency.

Wow, I'm doing that right now!

>
> Gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3000. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 20:19:50 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul21.151950.29966@cobra.uni.edu>
Source record: 16401

In article <wz.774602691@echo>, wz@echo.chem.TU-Berlin.DE (Wolfgang Zweygart) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Once again, Apple Computer revamps the Quadra line with new models to give
>>users more bang for the buck.
>>Apple intoduces the Quadra 630 series as well as its Performa and LC sibblings
>>The Quadra 630 uses a 33mhz. 040 with FPU(!) and is priced at $1279 for the
>>4/250 configuration. This model has greater expansion than the now
>>discontinued Q610 with four expansion slots.
>
> well I would not buy a 680xx based Apple Mac now... this is a wast of money.
> If I would go for Apple I would buy a PowerPC.

I would rather have the four slot box with Power PDS card than the PowerMac
6100. The Mac 630 series are truly Multimedia machines with the optional low
cost cards. These will be hot sellers.

>
> And the 680xx is just that cheap because Apple want's to sell them all out.
>
Apple does not stockpile cpu chips. Apple uses just in time inventory. The
Mac 630's with its expansion capabilities and low price is a better buy than a
PowerMac 6100. There is a PowerMac PC pds card for it.

> Maybe it's time for a change but not to the old Apple Mac's...
>
At least you have choices.

> BTW why do yout bash Atari users... try to bash on the far more DOS and
> Windooze bozos...
>
No, I dont bash anyone unless I am bashed...

> Bye Wolfgang
>
-Peter

3001. Re: **The Jag is a flop!**y

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 20:24:38 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul21.152438.29967@cobra.uni.edu>
Source record: 16402

In article <2vts9q$h79@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Jul11.162040.29635@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> In article <2vbunt$o0t@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> |> > In article <1994Jul5.101420.29369@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> > |> You don't get it, do you? On the Mac platform, we have the best of both
> |> > |> worlds on the software side. You have choices of software with all the bells
> |> > |> and wistles and ones with out.
> |> > Tell me Peter, which Atari Wordprocessors, databases, Spreadsheets, DTP packages
> |> > and Art/graphics software do you have first hand experience of? You wouldn't make
> |> > such glib statements if you actually had. If you've only seen 1st Word Plus then
> |> > I'd agree with you. Having used a variety of heavyweight PC, Unix and Mac WPs and
> |> > spreadsheets, I know what the state of the art is. There are Atari WPs that get
> |> > very close to this, closer than you realise and certainly good enough for
> |> > everyone short of a mega-power user. We *do* have WPs with built in programming
> |> > languages, we do have fully relational DBs with form designers, we do have full
> |> > featured spreadsheets. We also have some damn fine art/drawing packages that WILL
> |> > match your Macs best. Believe it or not. New stuff is coming out as well. I have
> |> > just heard about another Truecolor package coming from Germany that sounds pretty
> |> > damned good.
> |>
> |> I currently use WriteNow 3.0. I doubt any Atari one could match it. Apple is
> |> bundling selected Quadra 605's with software apps such as ClarisWorks 2.0,
> |> Quicken 4 and many other titles. These CPU/software bundles sell for about
> |> $950 street. No Atari computer with an 040, 160 meg HD can match the Q605 low
> |> price.
> Just answer the damned question Peter, which Atari applications have you seen?
> How are you so *sure* they aren't up to scratch? Don't just keep giving us the
> same old party line about how great Mac stuff is. Answer the question. WHAT ATARI
> APPS HAVE YOU SEEN?

No, I have not currently used any Atari aplications. I don't know anyone who
still uses an Atari. I can say this as a fact that no Atari can match
Apple's current offering in terms of price/performance/software. The New Mac
630's as with Apple's other offerings put the $1300 Falcon to shame.
>
> |> -Peter
> |> -Currently using a Q610.
> Instead of a Brain....
>
>
-Peter
-Future owner of the low cost Q630.

> --
> +---+

```
> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
> +-------------+-------------------------------------------------+
>
```

3002. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 20:35:14 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul21.153514.29969@cobra.uni.edu>
Source record: 16404

In article <30gkp4$vr3@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
> In article <wz.774602691@echo>, wz@echo.chem.TU-Berlin.DE (Wolfgang
> Zweygart) writes:
>>sinclap2954@cobra.uni.edu writes:
>>
>>>Apple intoduces the Quadra 630 series as well as its Performa and LC
>>>sibblings
>>>The Quadra 630 uses a 33mhz. 040 with FPU(!) and is priced at $1279 for the
>>>4/250 configuration. This model has greater expansion than the now
>>>discontinued Q610 with four expansion slots.
>
> Once again Apple has pissed off a lot of users; all those people who bought
> the 610 when it was brand new 6 months ago. Very poor marketting, and like
> the IIsi will probably send a few users over to the PC. The 630 may
> *sound* like a good idea, but only if you want a dead machine; within four
> years it will be hard to find 680x0 software for it, and to upgrade will
> cost more than a new PowerMac. Anyone with any intelligence wouldn't buy
> it, and wouldn't sing it's praises. The PowerMac, on the other hand...
> well, we'll just have to wait and see if Apple survives the transition.

Very poor marketing? Selling millions of units a year! Dead machine? The
Mac 630's are PowerPC upgradeable and works with the PowerPC PDS card. And in
four years most users will have upgraded their LC and Quadra series to PowerPC
upgrades. At least Apple provides upgrade options, where as Atari wants you to
ditch their computer line to upgrade to the Jagflop. There will be plenty of
680X0 software in the comming years for users who do not upgrade.

There are tens of millions of 286 and 386 machines still in use with not
upgrade options. Will these users defect to the Mac? Some well, but most will
not. As for Atari users, your fate has been sealed...

>
>>BTW why do yout bash Atari users... try to bash on the far more DOS and
>>Windooze bozos...
>
> Have you ever tried to convince a DOS user to upgrade to Windows? It's
> only marginally harder than convincing a Windows user to upgrade to Mac.
> People are just afraid of trying something new on their computers (it took
> them SOoo long to figure DOS out; why go through THAT again?). It's why
> the outdated DOS and Windooze have survived as long as they have; talk
> about an *installed* user base! Atari users, on the other hand, have a
> better system to start with, and most would never fall back into the dark
> ages by buying a PC.
>
> And of course, lets not overlook the fact that Sinclap (sounds like some

> sort of disease, doesn't it? "I've got the sinclap, but the doc gave me
> some medicine...") hasn't a life, let alone interpersonal skills. Apple
> should pay him to stay away from PC users; he's a good argument to avoid
> Macs entirely.
>
Wll, actually former Atari users have left me Mail thanking me for the info on
the new low price powerful Mac in the past. I even got E-mail asking for info
on the new Mac 630's.

>>Bye Wolfgang
>
> Just my $0.02,
> Tom
> hopper_t@msupa.pa.msu.edu
>

-Peter

3003. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-21 21:39:10 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Jul21.213910.18989@rmece02.upr.clu.edu>
Source record: 16403

In article <Ct7Jvw.I8o@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
|> In article <94200.101417STIRRE31@MAINE.MAINE.EDU>,
|> <STIRRE31@MAINE.MAINE.EDU> wrote:
|> >A Mac running at 33Mhz is not noticibly faster than a 16Mhz
|> >Falcon, IMO. Also 4 megs of RAM on a Mac is too restricting.

Scott, when you are using applications like making some math
calcs, etc. the 68040 Mac will stomp on the 16Mhz 16-bit 68030
data path Falcon. I don't think that's even remotely arguable.

|>

[stuff deleted]

|>
|> >-scott tirrell
|>
|>
|> --
|> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
|> ___ _____ "Engineering is the art of moulding materials we do not fully
|> |__ |) | | | understand into shapes we cannot fully analyse and preventing
|> |__ |\ | |/\| the public from realising the full extent of our ignorance."

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

3004. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 00:22:35 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <30n3gb$mde@news.cs.tu-berlin.de>
Source record: 16407
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Hi!

I really like this list, but there are several people missing.
Never heard about Julien Reschke (Profibuch, SCSItools), Andreas
Kromke (NVDI), Uwe Seimet (many interesting stuff), Wilfried Behne
(NVDI) and many many more?

Hey wake up, we have e-mail in Europe, too ;-)

just my 2 p -thommy
```
o-------------------------------------------------------------------------------o
| \|/ thommy@cs.tu-berlin.de || || || |
| o o ---------------------- || || || |
| | -have sometimes a smile on your face... )) || (( |
| `-' & always a smiley on your screen )) || (( |
o-------------------------------------------------------------------------------o
```
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

3005. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 02:42:52 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30nbnc$hah@msuinfo.cl.msu.edu>
Source record: 16408

In article <1994Jul21.153514.29969@cobra.uni.edu>, sinclap2954@cobra.uni.
edu writes:
>In article <30gkp4$vr3@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>> In article <wz.774602691@echo>, wz@echo.chem.TU-Berlin.DE (Wolfgang
>> Zweygart) writes:
>>>sinclap2954@cobra.uni.edu writes:
>>>
>>>>Apple intoduces the Quadra 630 series as well as its Performa and LC
>>>>sibblings
>>>>The Quadra 630 uses a 33mhz. 040 with FPU(!) and is priced at $1279 for the
>>>>4/250 configuration. This model has greater expansion than the now
>>>>discontinued Q610 with four expansion slots.
>>
>> Once again Apple has pissed off a lot of users; all those people who bought
>> the 610 when it was brand new 6 months ago. Very poor marketting, and like
>> the IIsi will probably send a few users over to the PC. The 630 may
>> *sound* like a good idea, but only if you want a dead machine; within four
>> years it will be hard to find 680x0 software for it, and to upgrade will
>> cost more than a new PowerMac. Anyone with any intelligence wouldn't buy
>> it, and wouldn't sing it's praises. The PowerMac, on the other hand...
>> well, we'll just have to wait and see if Apple survives the transition.
>
>Very poor marketing? Selling millions of units a year! Dead machine? The
>Mac 630's are PowerPC upgradeable and works with the PowerPC PDS card. And in
>four years most users will have upgraded their LC and Quadra series to PowerPC

Poor marketting in that people look at a product line that changes every
four to six months and think "boy, what's wrong with them? They must be
having real problems!" And PC brainwashed magazines and newspapers support
that attitude. Apple should either liscence their OS, or pick several
different configurations (Q610, 650, 800, AV, PPC) and stick with them for,
say, three quarters of a year, changing prices but not systems, then come
out with significant changes in product lines. These frequent and small
changes have confused a lot of potential Mac buyers.

>There are tens of millions of 286 and 386 machines still in use with not
>upgrade options. Will these users defect to the Mac? Some well, but most will
>not. As for Atari users, your fate has been sealed...

I'd like to see these PC users upgrade to Mac rather than PC, but with PCs
holding most of the bussiness market, IBM nudging Apple out of the
education market (if you don't believe me, I can name several *big* school
systems that are replacing Macs with IBMs), and Apple doing only slightly
better than Atari on marketing (TV commercials, anyone?), I don't see Apple
grabbing many of these PC upgraders.

>> Apple
>> should pay him to stay away from PC users; he's a good argument to avoid
>> Macs entirely.
>>
>Wll, actually former Atari users have left me Mail thanking me for the info on
>the new low price powerful Mac in the past. I even got E-mail asking for info
>on the new Mac 630's.

Sorry, Peter, I didn't mean to imply that your information was missleading
or unwelcome. Your method of presentation ("HA! Look how much better Mac
is than Atari! What a peice of sh*t that Falcon thing is!") is what I, and
most people object to. Most of us are aware of the advantages and
disadvantages of both Mac and Atari, and we don't need or want you slinging
insults in an attempt to convince us we should have a Mac. I also don't
think Apple would appreciate your less than polite method, either.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3006. Re: The Lynx *FUTURE* is by reading this message

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 06:08:39 UTC
From: control@u.washington.edu
Message-ID: <30nnp7$1dh@news.u.washington.edu>
Source record: 16409
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.advocacy

this is really, really, really, sad. as in lame. i like my lynx, but what exactly is the point? do some math--let's say there are a thousand people out there who buy a new $40 lynx title. that would not cover bringing a game to market. atari, toys r us, etc are not stupid--they are in the business of making money. and the lynx is not going to start making money for anyone. atari is selling off the current stock of games because they want the cash; if they ever run out of a title it's not going to be coming back. sad but true. there are no lynx units in production, there are no cartridges. i don't like it, but it's real. face it.

M.C.

3007. Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 07:04:38 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <24950XMDCCYSHACBUYG@ars.ath.forthnet.gr>
Source record: 16405

IS>Once again, Apple Computer revamps the Quadra line with new models to give
IS>users more bang for the buck.

Apple reminds me of japanese car makers. They have a new model every 6
months...

IS>Apple intoduces the Quadra 630 series as well as its Performa and LC
IS>sibblings.
IS>The Quadra 630 uses a 33mhz. 040 with FPU(!) and is priced at $1279 for the
IS>4/250 configuration. This model has greater expansion than the now
IS>discontinued Q610 with four expansion slots.

Well, I am lucky not to have a Q610 then. I think the Q630 might be
changed after a while so I'll stick with my machine for the moment.

IS>Meanwhile the Falcon has not changed and has lost its price/performance by a
IS>wide range...

Yep, it hasn't changed a bit. Thats why I feel more secure with my
decision. If I want later I can upgrade it.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3008. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 07:04:39 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <24951UCRKRQVOPQFOSE@ars.ath.forthnet.gr>
Source record: 16406

IA>The problem is Scott, that Atari probably doesn't have $20 million to spend
IA>on Jag marketing and that makes all of the difference.

Yes, they probably haven't.

IA>I think that this time Atari really wants to market one of their products bu
IA>finally realizes that they can't afford to effectively.
IA>
IA>The Nintendo Saturn is due out soon. Nintendo has such an advantage already
IA>Atari is dead is sh*t doesn't start happening REAL soon.

Hey, never heard it before. Is it a new machine? And if you mean the
SEGA one, i thing it is late.

Michael.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3009. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 07:22:04 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.774861724@echo>
Source record: 16410

sinclap2954@cobra.uni.edu writes:

>> well I would not buy a 680xx based Apple Mac now... this is a wast of money.
>> If I would go for Apple I would buy a PowerPC.

>I would rather have the four slot box with Power PDS card than the PowerMac
>6100. The Mac 630 series are truly Multimedia machines with the optional low
>cost cards. These will be hot sellers.

sorry this option is crap, cause if you want true multimedia one should have
a fast memory... Anyway the Power 6100 has the better design.
The biggest disadvantage of this machines is the OS (from the developer side
of view not user side)...

>Apple does not stockpile cpu chips. Apple uses just in time inventory.
oh realy... I don't think so. They order batches of production runs and sell
then... And I think they should sell PowerPC Mac's...

>> BTW why do yout bash Atari users... try to bash on the far more DOS and
>> Windooze bozos...
>No, I dont bash anyone unless I am bashed...

oh sorry that I have posted this in ..apple.advocacy. :-))

Bye Wolfgang

3010. Re: **The Jag is a flop!**y

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 08:21:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <30nvhj$3vs@bognor.barclays.co.uk>
Source record: 16413

In article <1994Jul21.152438.29967@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> No, I have not currently used any Atari aplications. I don't know anyone who
|> still uses an Atari.
I'm lucky then I guess, I know about 10 people personally who use a variety of ST/TT/Falcon machines for everything from playing games to publishing magazines. Now you have confirmed what we have all suspected for some time ie you have no idea of the capabilities of Atari software, would you please confirm it cannot be a *fact* that Mac software is superior to Atari software in every way? If you actually sat down with something like a TT with a 50Mhz 68030 card, a 24bit high speed GFX card and some of the heavyweight Atari graphics or DTP software or even Music software, you may ge a hell of s surprise ie the Mac isn't the ultimate after all. While I will concede a killer TT isn't cheap, the software to run on it, is generally cheaper than Mac and of a higher calibre than you suspect.

|> I can say this as a fact that no Atari can match
|> Apple's current offering in terms of price/performance/software. The New Mac
|> 630's as with Apple's other offerings put the $1300 Falcon to shame.
As far as hardware goes, this is probably true.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3011. Re: **The Jag is a flop!**y

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 08:39:06 UTC
From: sys1@exnet.com
Message-ID: <CtC2p8.8o@exnet.com>
Source record: 16411

In article <1994Jul21.152438.29967@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>> Just answer the damned question Peter, which Atari applications have you seen?
>> How are you so *sure* they aren't up to scratch? Don't just keep giving us the
>> same old party line about how great Mac stuff is. Answer the question. WHAT ATARI
>> APPS HAVE YOU SEEN?
>
>No, I have not currently used any Atari aplications. I don't know anyone who
>still uses an Atari. I can say this as a fact that no Atari can match
>Apple's current offering in terms of price/performance/software. The New Mac
>630's as with Apple's other offerings put the $1300 Falcon to shame.

Ah, so he hasn't seen any, he doesn't even know of any one using an Atari
computers---and he still manages to call his opinions "fact"!

Ha Ha Ha Ha Ha Ha Ha Ha Ha Ha

He heh heh heh hehehehehehehe

Arrrgghehehehglglglglglglg..gl.gl.....gl........

THUD

Oh, god! If this was an academic paper or a business report it would
be thrown out for lacking actual, factual basis.

As it is it seems to be based around crystal ball gazing.

>>
>> |> -Peter
>> |> -Currently using a Q610.
>> Instead of a Brain....
>>
>>
>-Peter
>-Future owner of the low cost Q630.
current owner of a 3rd class brain.

3012. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 09:01:36 UTC
From: moran@bnr.ca
Message-ID: <30o1tg$36@bmerha64.bnr.ca>
Source record: 16412

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> If you are referring to the speed of the actual code of System 7, I can't
> really comment on that -- I don't know how efficient the code is. I can only
> state that System 7 seems pretty zippy to me, and that System 7.5 is reputed to
> be even faster.

Maybe you havent used a computer with a well designed, compact
OS before. You may well find that system 7 is fast but I am used to
running an efficient system and I find it annoyingly slow, even on
a 33Mhz 040 Mac. I dread to think what it would be like under
emulation on a PowerMac.

You might say that the Mac is running a higher rez screen etc
etc. But consider this, next to the Mac is an ICL PC. This is course
runs Windows/DOS so you might expect it to be even slower. Not so:

Mac : 33Mhz 040 PC: 66Mhz 486
SCSI HD IDE HD
800x600x256 1024x768x256

The Mac SHOULD outperform the PC on most tasks but the PC simply
BLOWS IT AWAY on everything - program speed, disk access, graphics
manipulation speed. The fact that the Mac loses out against a machine
with an IDE disk, higher rez graphics and Windoze shows just how
poor the system is.

> > 4mb enough to run two applications - you cant be serious!!!!

> I am very serious. If you remove unneccesary extensions and control panels
> (Closeview is a good example. It hogs 350K!) you can get your memory usage
> to a very reasonable number. My System uses only 1300K. With 4Mb of memory,
> that is enough to run two medium-sized applications. Right now I have
> ClarisWorks, JPEGView, Soundtrecker, Stuffit Lite, and the Finder running.
> That's four major applications, and I still have 3Mb free on my 8Mb machine.

I'd hardly count the Finder as an application - its an essential
part of the OS. Try running Microsoft Word and Mac draw and doing
anything useful on your machine.

> >On the Mac I use there is 8mb and you can just about run two medium apps
> >at once. Actually, its not very good at running them simultaneously
> >since the so called 'multitasking' is so pathetic. Having two tasks in
> >memory at once would be a better way to describe it.

> Have you ever used a Mac for more than five minutes? Can we try to keep
> this discussion reasonable, please?

yes i have - I'M USING IT RIGHT NOW TO TYPE THIS (via MacX). The
multitasking is PATHETIC. Try running a couple of programs at once
and (if you are doing something with both programs) the screen output
is dreadful, especially in the non-active window. On my Amiga I can
happily multitask away with much smoother results. I'd imagine that
the Falcon can do likewise. The Mac DOESNT HAVE PRE-EMPTIVE
multitasking - _thats_ why its multitasking performance is so
awful. The system works OK as a task sharer, but thats IT.

> >It's frankly incredible that a supposedly modern OS can be as clunky
> >and slow as System 7.

> System 7 is not clunky and slow.

No dynamic memory allocation and no premptive multitasking - clunky.
Slow, well I suppose if you're used to using Macs then you'll think
its fine but if you've used PCs or Amigas (or probably Falcons too) then
you'll most likely be very dissapointed with the performace penalty imposed
by the system. It actually seems to be worse than Windows and thats
saying something.

> > On my Amiga with 6mb of memory I can happily multitask 3 or 4 medium sized apps,
> >or even 10+ smaller ones with great efficiency.

> Wow, I'm doing that right now!

You've bought an Amiga?

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3013. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 12:24:16 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jul22.122416.16746@kodak.rdcs.kodak.com>
Source record: 16415

In article <30jgnm$8ac@bmerha64.bnr.ca>
moran@bnr.ca (Gavan Moran) writes:

> The PC is pretty crap too, but at least you can build a system
> quite cheaply, theres lots of software and shareware and most
> importantly it has LINUX which means I could run a complete UNIX
> and XWindow system of my own. Oh, and it also has DOOM!

Ok, now this is a reason to buy a computer, because it's the best
platform to run a favorite application.

> With 80Mhz DX2s now available and the Pentium set to fall
> in price , power for pound is still very good with the PC.
> Whats the point of spending money on a PowerMac when it
> DOESNT EVEN HAVE THE OS WRITTEN IN NATIVE CODE!?
>
Who cares? There's been a lot of meaningless debate on this issue, but
the bottom line is that the PwerMac is faster than 68k Macs. And it's
compatible with virtually all existing 68k software.

> As it is, I'll expand my Amiga a bit more as I can afford to,
> and whenever it comes time for a new machine I'll look at the
> options. If the Amiga technology contines and we see the much
> rumoured AAA chipset, I think thats the platform for me.

Don't hold your breath waiting for further computer developments from
eithaer atari or amiga.

> If not
> then the PC looks the most likely - an 80Mhz DX2 with 16 bit
> soundcard, doublespeed CDROM, SuperVGA etc etc would be nice.
> Of course, I dont think I'd want to spend big money on a
> system. With the Amiga I was able to build the system over a
> number of years, as I could afford it. If I had the money right
> now for a big system I'd rather spend it on a Stereo, holiday,
> beer etc.

PC architecture is beginning to look rather dated. Power PC technology
is moving rapidly towards the point where you buy a box, pick your OS
(OS/2, windows, mac/os), and load up your applications. If (and I
admit this is a very large if) IBM can make the PPC transition as
smooth as Apple has made it, Intel based systems will have the same
future as the amiga.

RevDrFreak

3014. Re: The Lynx *FUTURE* is by reading this messag

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 14:26:44 UTC
From: tmpmrd@eua.ericsson.se
Message-ID: <30okv4$6vj@euas20.eua.ericsson.se>
Source record: 16414

In article k4q@usenet.INS.CWRU.Edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>
> CAIN's
> A.C.T. Now
> Atari Community Together Now
>
> Lynx Letter Writing Campaign
>
> First Campaign Focus: Lynx Distribution
>
>
>Len Stys (aa399@cleveland.freenet.edu)
>A.C.T. Now Organizer
>
> Lots of stuff deleted

I know I am inviting a lot of flames but I have to say this!
I own an ST and browse through Atari groups once in a while because of that.
I am amazed at the way some people seem to think on these groups, in some letters one can see an almost religous feeling about Atari and their products.
I think a computer is a tool and sometimes a Toy, that's that. If a toy becomes outdated you discard it, if the manufacturer does not want to make bags for your outdated vaccleaner, you buy a new one. So what is all this fuss?
The ST was a good machine but it is outdated, the Falcon was Dead On Arrival. It was over priced comparing to the competetion(don't lecture me on how fabulous DSP and 24-bit sound is. I and %80 procent of people who use a computer don't need the bloody things, we want a decent computer with a fast processor with a nice price tag). Atari made a nitch nachine and went and handicaped it their usual incompetence in production and distribution.
The same is true about lynx, it is a dead product. No amount of letter writing will bring it back to life, do you know why?
Because no major software houses support it, and by the time that your letter writing makes the retailers carry it(fat chance) and enough are sold that the software houses are interested it will be totally obsolete.
Now the Jaguar has a chance, if the incompetence of Atari does not cripple it and sadly this is the most likely thing to happen!
I for my part will wait quite a while before I buy anything with an Atari logo on it, simply because the company has proved itself untrustworthy.
Pity it was Commodore and not atari who filed for bankrupcy and will end up having a new owner.
So give up people and get a life instead of praying to the Fuji-logo.

==========
|

Mehrdad Ravanbod School Of Computer Science | _ | _ _o__O
Royal Institute of Technology | _| | _| _/ 0
Stockholm Sweden |
------ |
Still looking for a pretentious quote.., you'll be dazzled when I find it!
==========

3015. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 16:32:50 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.774894770@sfu.ca>
Source record: 16416

moran@bnr.ca (Gavan Moran) writes:

> Maybe you havent used a computer with a well designed, compact
>OS before. You may well find that system 7 is fast but I am used to
>running an efficient system and I find it annoyingly slow, even on
>a 33Mhz 040 Mac. I dread to think what it would be like under
>emulation on a PowerMac.

It is actually fairly fast on a PPC. We like the features of system 7.
The original DOS was well designed and compact. It ran in less than 1K of
RAM and was all hand-coded machine language. I am still awed by the design;
it leaves almost no room for improvement from a coding point of view.

> You might say that the Mac is running a higher rez screen etc
>etc. But consider this, next to the Mac is an ICL PC. This is course
>runs Windows/DOS so you might expect it to be even slower. Not so:

> Mac : 33Mhz 040 PC: 66Mhz 486
> SCSI HD IDE HD
> 800x600x256 1024x768x256

> The Mac SHOULD outperform the PC on most tasks but the PC simply
>BLOWS IT AWAY on everything - program speed, disk access, graphics
>manipulation speed. The fact that the Mac loses out against a machine
>with an IDE disk, higher rez graphics and Windoze shows just how
>poor the system is.

The PC used in this comparison is faster than the mac. How big is the PC
drive compared to the mac drive? What video card does the PC/MAC have?
What software where you comparing?

> I'd hardly count the Finder as an application - its an essential
>part of the OS. Try running Microsoft Word and Mac draw and doing
>anything useful on your machine.

The finder is an application just like any other. It is not necessary to
have the finder running to use applications.

> yes i have - I'M USING IT RIGHT NOW TO TYPE THIS (via MacX). The
>multitasking is PATHETIC. Try running a couple of programs at once
>and (if you are doing something with both programs) the screen output
>is dreadful, especially in the non-active window. On my Amiga I can
>happily multitask away with much smoother results. I'd imagine that
>the Falcon can do likewise. The Mac DOESNT HAVE PRE-EMPTIVE
>multitasking - _thats_ why its multitasking performance is so
>awful. The system works OK as a task sharer, but thats IT.

Yes, system 7 multitasking is very poor. But you previously compared it to windows. You are saying: look how much faster my PC is and look how much better my amiga multitasks. You are comparing it to the advantages of two different platforms. That's like saying: look how much faster my cray is and look at the price of my 486sx25.

> No dynamic memory allocation and no premptive multitasking - clunky.
>Slow, well I suppose if you're used to using Macs then you'll think
>its fine but if you've used PCs or Amigas (or probably Falcons too) then
>you'll most likely be very dissapointed with the performace penalty imposed
>by the system. It actually seems to be worse than Windows and thats
>saying something.

Yes, yes, yes, bad multitasking and bad memory allocation. PCs that are not using NeXTStep, OS/2 and linux do not multitask better than the mac.

> You've bought an Amiga?

That's kindof funning. Both the joke and buying a dead platform.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3016. Terminal emulator program wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 16:45:00 UTC
From: Paul Prokopenko <pasha@glas.apc.org>
Message-ID: <46600001@glas>
Source record: 16420

Are there any 8-bit clean vt100 terminal emulator programs
available for Atari ST1040?

Prokopenko Paul (pasha@glas.apc.org)

PS: please, answer by mail to gouida@glas.apc.org

3017. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 17:40:03 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtCrqs.6oA@ecf.toronto.edu>
Source record: 16417

> Maybe you havent used a computer with a well designed, compact
>OS before. You may well find that system 7 is fast but I am used to
>running an efficient system and I find it annoyingly slow, even on
>a 33Mhz 040 Mac. I dread to think what it would be like under
>emulation on a PowerMac.

I was an Atari owner for ten years, and I use Unix almost every day.

> You might say that the Mac is running a higher rez screen etc
>etc. But consider this, next to the Mac is an ICL PC. This is course
>runs Windows/DOS so you might expect it to be even slower. Not so:
>
> Mac : 33Mhz 040 PC: 66Mhz 486
> SCSI HD IDE HD
> 800x600x256 1024x768x256
>
> The Mac SHOULD outperform the PC on most tasks but the PC simply
>BLOWS IT AWAY on everything - program speed, disk access, graphics
>manipulation speed. The fact that the Mac loses out against a machine
>with an IDE disk, higher rez graphics and Windoze shows just how
>poor the system is.

You're comparing a 33MHz 040 to a 66MHz 486. That's not fair.

>> > 4mb enough to run two applications - you cant be serious!!!!
>
>> I am very serious. If you remove unneccesary extensions and control panels
>> (Closeview is a good example. It hogs 350K!) you can get your memory usage
>> to a very reasonable number. My System uses only 1300K. With 4Mb of memory,
>> that is enough to run two medium-sized applications. Right now I have
>> ClarisWorks, JPEGView, Soundtrecker, Stuffit Lite, and the Finder running.
>> That's four major applications, and I still have 3Mb free on my 8Mb machine.
>
> I'd hardly count the Finder as an application - its an essential
>part of the OS. Try running Microsoft Word and Mac draw and doing
>anything useful on your machine.

I didn't include the Finder in my list -- there were four applications PLUS
the Finder. The fact is, 4Mb is enough to run two medium-sized applications
comfortably.

>the Falcon can do likewise. The Mac DOESNT HAVE PRE-EMPTIVE
>multitasking - _thats_ why its multitasking performance is so
>awful. The system works OK as a task sharer, but thats IT.

Exactly what Mac are you using? An LC??

> No dynamic memory allocation and no premptive multitasking - clunky.
>Slow, well I suppose if you're used to using Macs then you'll think
>its fine but if you've used PCs or Amigas (or probably Falcons too) then
>you'll most likely be very dissapointed with the performace penalty imposed
>by the system. It actually seems to be worse than Windows and thats
>saying something.

I have to wonder how you can say that with a straight face.

>> > On my Amiga with 6mb of memory I can happily multitask 3 or 4 medium
>> > sized apps, or even 10+ smaller ones with great efficiency.
>> Wow, I'm doing that right now!
> You've bought an Amiga?

No, I'm doing it on my Mac.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3018. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 20:55:15 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CtD0s4.940@nsc.nsc.com>
Source record: 16419

PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
>> 4mb enough to run two applications - you cant be serious!!!!
>
>I am very serious. If you remove unneccesary extensions and control panels
>(Closeview is a good example. It hogs 350K!) you can get your memory usage
>to a very reasonable number. My System uses only 1300K. With 4Mb of memory,
>that is enough to run two medium-sized applications. Right now I have
>ClarisWorks, JPEGView, Soundtrecker, Stuffit Lite, and the Finder running.
>That's four major applications, and I still have 3Mb free on my 8Mb machine.

You are taking a simple example. These are all very small programs. You
can not even load FoxPro into a 4 MB mac. There are lots of Mac apps,
(even word processors, spreadsheets, etc) that take up 2 or more MB each.
At 1300K, your system is very stripped down. Typically System 7 takes up
1200 to 2800 KB. In my experience most users have about a 2MB system.

>>On the Mac I use there is 8mb and you can just about run two medium apps
>>at once. Actually, its not very good at running them simultaneously
>>since the so called 'multitasking' is so pathetic. Having two tasks in
>>memory at once would be a better way to describe it.
>
>Have you ever used a Mac for more than five minutes? Can we try to keep
>this discussion reasonable, please?

I think you are just attacking Gavan here because you don't have anything
reasonable to say. The multitasking IS fairly pathetic. His statement
about 2 medium apps is overstated: in 8 MB you can run 2 large apps or
4+ medium apps, but it seems like you are the one who doesn't have a reasonable
understanding of the Mac here.

I often have trouble runing two applications on my 8MB mac. I would
however classify any app taking up more than 3MB "large" not medium.

>>It's frankly incredible that a supposedly modern OS can be as clunky
>>and slow as System 7.
>
>System 7 is not clunky and slow.

This is a metter of opinion obviously. I like using System 7 (usually,
it also has a lot of limitations). But it is very large for what it does,
and it is fairly slow. Of course on a Quadra (any variety), it runs
fairly fast. That is because of the horsepower of the 040. I often
feel my 33MHz 030 Mac is way to slow for the processor it has.

- mike

3019. Re: Apple profits (Hi Peter!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-22 21:07:49 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul22.160749.30017@cobra.uni.edu>
Source record: 16418

In article <16FF0E6E8S85.TOMM@cms.cc.wayne.edu>, TOMM@cms.cc.wayne.edu writes:
> In article <2vhecr$np1@msuinfo.cl.msu.edu>
> hopper_t@msupa.pa.msu.edu writes:
>
>>In article <2vgvmd$9m0@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk
>>writes:
>>>Couldn't help but notice in the June 94 issue of PC magazine that Apples
>>>profits for the last quarter fell 84% to 17.4m dollars. They might sell a lot
>>>but they don't make much from it......

I knew I could not resist to respond for long. This morning, Apple posted their third fiscal quarter earnings of $138.1 million versus a loss of $188 million a year ago and sales increased to $2.15 billion versus $1.8 billion a year ago.

Apple shipped over 200,000 PowerMacs in the quarter(much more than the Jagflop). And sales of the new PowerBOOK 5XX SERIES are strong.

As noted: Drake University in Des Moines Iowa is currently Apple's largest PowerMac customer. Two weeks ago, Drake took custody of over 1,100 PowerMac 7100's. These Macs will replace the older ones in each of the dorm rooms as well as administartive offices. It was a pretty site to open the Des Moines Register to look at a picture of stacks of PowerMacs.

>>
>>I hate to give Peter anything resembling support, but...
>>The drop is to be (and has been) suspected. With the rapid changes in the
>>Apple product line over the last year, a lot of people are waiting to see
>>what Apple will settle on. And of course, with the advent of PowerMacs,
>>people are waiting for more native software and to make sure that Apple
>>sticks with this architecture. I read that this year is expected to be one
>>of Apple's worst, but next year will be its best. We'll see...

Apple stated in today's earnings statement that there are 200 native apps available today.

>>
>>For now, I'm sticking with my MegaSTE. It's a better machine anyway. :-)

Your opinion and not shared by tens of millions..

>>
>>Regards,
>>Tom Hopper
>>hopper_t@msupa.pa.msu.edu
>>
> I noticed in last week's issue of Electronics News that APPLE stock was

> downgraded from HOLD to AVOID by one Wall Street analyst.

Apple's Stock was the most reported today with increased earnings and sales.

-Peter

3020. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 00:15:08 UTC
From: millert@grad.csee.usf.edu
Message-ID: <30pned$14h@mother.usf.edu>
Source record: 16422

Most Mac's have DRAM-based video.

And in 4 megs, you can comfortably run 10 progams at once, and you can actualyl run them fast if you're using Geneva.

3021. Re: The Lynx *FUTURE* is by reading this messag

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 00:30:27 UTC
From: millert@grad.csee.usf.edu
Message-ID: <30pob3$14h@mother.usf.edu>
Source record: 16425

I really hate it when people don't know how to wrap the text they post on the usenet.

Those long >80 character lines are annoying as hell.

3022. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 00:57:05 UTC
From: benkeen@aol.com
Message-ID: <30ppt1$csb@search01.news.aol.com>
Source record: 16427

In article <30gkp4$vr3@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:

>Once again Apple has pissed off a lot of users; all those people who bought
>the 610 when it was brand new 6 months ago. Very poor marketting, and like
>the IIsi will probably send a few users over to the PC. The 630 may
>*sound* like a good idea, but only if you want a dead machine; within four
>years it will be hard to find 680x0 software for it, and to upgrade will
>cost more than a new PowerMac. Anyone with any intelligence wouldn't buy
>it, and wouldn't sing it's praises. The PowerMac, on the other hand...
>well, we'll just have to wait and see if Apple survives the transition.

A) Well, if bringing out mew models is a thing that pisses you off, then I can see how you are happy with a company that has introduced 3 (three) new computers in the last 4 (four) years.

B) What's wrong with the IIsi? I'm typing on one now and I figure that when I got it (early '93) it was a good value for the money. ($1700 with Trinitron monitor, 3 MB RAM, 40 MB HD, Kbd, Mouse) Now, it would be worth about $1200, but that's depreciation for 'ya. Perhaps you mean the IIvx. Still, that IIvx is one of the two 030 Macs motherboard upgradeable to the PPC

3023. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 01:06:08 UTC
From: benkeen@aol.com
Message-ID: <30pqe0$d1k@search01.news.aol.com>
Source record: 16430

In article <Ct7Jvw.I8o@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

Falcon
(not to mention a 32-bit bus -- I've heard that the Falcon's bus is 16bit, but
I am not sure about that) as well as one with an integrated FPU would be much
more useful to the average person.
==========

The Falcon's bus is indeed 16 bit, but with some 32 bit paths inside it, I believe (to the vaunted DSP). I have the technical manual, so if anyone wants bits of it I could mail out copies if you send me an SASE. E-mail me for an address.

-Ben Keen

3024. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 01:11:03 UTC
From: benkeen@aol.com
Message-ID: <30pqn7$d4l@search01.news.aol.com>
Source record: 16431

In article <30i2js$pi7@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:

Anything without the AV label is going to lack a DSP. For anything less than pure number crunching, the Mac w/fpu is going to be about the same speed as a Falcon w/fpu, and in some cases (screen redraw vs. NVDI, for instance), the Mac will actually be quite a bit slower. My MSTE4 (16MHz 68000 w/cache) with Warp9 does screen redraws (windows open/close, scrolling, etc.) faster than a 25MHz 68040 Mac (Q610 or Q605). Too bad Sinclap can't read; only us smart Atarians will ever read this. ;-)
==========
Yes, but your redraws will be in ST high, which is 640x400x1. Most Macs run in a 640x480x8 (256 colors vs b&w) and therefore push out 8 times the video informaiton. Now most Quadra owners run their machines in 16 bit mode (what the Falcon calls True Color -- but it ain't-- that's 24 bit) which is 16 times the video information. So what you've got is "Atari: does *less* work faster." It is possible to run Macs in 1 bit mode, but most people don't because 8 bit is nicer looking and at tolerable speed. 8 bit mode on a Falcon, though, is perceptibly slow.

-Ben Keen

3025. Re: Wolfenstein 3D

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 01:21:03 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Bq9yDUH.ari2550@delphi.com>
Source record: 16421

Mike Draeger <draeger@lcc1.nsc.com> writes:

> They have over $20 million in spendable money. It is a question of if they
>want to spend that much for one big marketing blitz. (They should).

They have somewhere in the neighborhood of $35 in cash and marketable
securities to run the WHOLE SHOW. I highly doubt that they will spend
60% of it on advertising and marketing. It's not a matter of that they don't
want to, rather its that they can't as there are other expensives involved
in running a company.

They better get in gear fast - the X-mas season isn't too far away and many
major media such as magazines and TV commericals have long lead times and
production schedules, etc. This type of stuff can't be done overnight to
be effective.

Ooops - I meant $35 million (see above).

So what if the SEGA and NINTENDO machines aren't due our for another year?
If Atari blows X-mas, they are done for!

Ari

3026. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 01:30:44 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <JK2QT6M.ari2550@delphi.com>
Source record: 16423

I hate to agree with the "non-Atarians" in the audience, but I was never pleased with the Falcon's performance considering what it cost.

Now, when running standard ST apps, it ran them very well. However, all it really performs like is a super-STe. Most apps that require 256 and TC modes are slow as sh*t.

It still is (was) a good machine for the feature set - lots of ports, very good compatibility, excellent sound and gfx hardware, great OS front-end. However, it was priced $600 too high and too much of the promised software turned out to be vaporware.

As a result, I sold it and I'm happier even running DOS.

If someone ever made a PC-DOS shell that looked and worked like TOS 2.x and TOS 4.x, PCs wouldn't get such a bad rap...

Ari

3027. Re: SO MANY ATARI BASHERS HERE LYING out their "A**ES"

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 01:34:44 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <JK2zbSE.ari2550@delphi.com>
Source record: 16424

Scott:

Believe me, discovering the internet and FTP sites extended the usefulness of my STe and Falcon by a year! Like you, I am a college student and coughing up the $ for a commercial program I need is difficult when I can download dozens of free ones (at my school's expense) and then sample and register for the ones I really use.

That's how I plan to fill up the remaining 200 megs on my PC's hard drive!

Ari

3028. Re: The Lynx *FUTURE* is by reading this message

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 01:40:43 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Jq-SzED.ari2550@delphi.com>
Source record: 16426

Brad Bishop <bbishop@austin.ibm.com> writes:

>Atari lacks the knowledge to make a successful product.

Atari lacks the knowledge now and has for several years. However, they did have the know-how back in 1985-87, the ST's Golden Years. They failed because they abandoned the US market place and focused too much on short-term gains in Europe. They were also unwilling to deal with market changes so they got what they deserved...

Ari

3029. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 09:11:10 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <012130URXHOEXABMQYWH@ars.ath.forthnet.gr>
Source record: 16428

```
IA>They did release Deluxe Paint ST - the best GP art package for the ST by
IA>far!!!

As you said, they released it. They didn't develop it.
And it stayed in version 1.

Michael.
mipap@ars.ath.forthnet.gr

---------------------------------------------------------------------------
Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---------------------------------------------------------------------------
```

3030. Wasting Bandwidth.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 09:11:11 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <012129TLWYAFYCWOJIAW@ars.ath.forthnet.gr>
Source record: 16429

In c.s.a.a <Sinclap> writes:

< Staff about the Mac against Falcon deleted >

I haven't understand something. All the messages sinclap writes are
unedited. He is simply quotes the whole message and inserts his lines.
This is very annoying. Please stop replying messages this way.
We have computers to make our lives easier, not to mess things up.

{ Flame on }

Perhaps the mac lacks editors...

{ Flame off }

Ah! another thing...
I used to like Apple computers. After reading sinclap's messages i
stopped liking them.

Michael.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3031. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 14:50:58 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <30raoiINNesr@tom.rz.uni-passau.de>
Source record: 16432

In article <JK2QT6M.ari2550@delphi.com> Ari Feldman <ari2550@delphi.com> writes:
>I hate to agree with the "non-Atarians" in the audience, but I was never
>pleased with the Falcon's performance considering what it cost.

You should have bought an Amiga 1200, then, no SCSI, no DSP, no 16bit-Sound,
etc., but programmable video output an much cheaper. It was YOUR decision to
buy a Falcon, as it was mine. I changed my mind due to the serious I/O
problems my Falcon had ('device not responding' errors in HC mode all the
time (SCSI drive, tower case). I still wonder whether AHDI 6 or the hard-
ware was faulty).
So I got myself a TT, for this machine gives me - fairly fast JPEG decoding
- good comms package
- neat UUCP package
- good TeX version
- fast video output
- SCSI
also.

>Now, when running standard ST apps, it ran them very well. However, all it
>really performs like is a super-STe. Most apps that require 256 and TC modes
>are slow as sh*t.

A software problem. Get NVDI 2.5 and a registered (DSP-JEGging) version of
GEM-View (or any other software that uses the DSP for this task).

>It still is (was) a good machine for the feature set - lots of ports,
>very good compatibility, excellent sound and gfx hardware, great OS front-end.
>However, it was priced $600 too high and too much of the promised software
>turned out to be vaporware.

Well, most of the software already existed before the Falcon came out, many
programs have been expanded since, plus there are the Falcon only versions
of Cubase Audio etc.. What'd you expect? Lots of games? The machine was/is
too expensive to be successful in that market, and the ST already had lost
against the Amiga in the early 90s, just as the Amiga loses against the
clones now. I'd agree that the Falcon was overpriced soewhat, but not
$600!

[DOS]
I'd throw out DOS and use OS/2, but in that case I'd - need an ATI gfx board
- need 8 megs of RAM.
And I also want SCSI, not that crappy IDE -> PCI board or Adaptec 1542C

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /

```
- In the sky a mighty eagle doesn't care about what's illegal - \_
- On its wings the rainbow's light it's flying to eternity. - __)
```

3032. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 15:04:12 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <30rbhcINNfca@tom.rz.uni-passau.de>
Source record: 16433

In article <30pqn7$d4l@search01.news.aol.com> benkeen@aol.com (BenKeen) writes:
>In article <30i2js$pi7@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu
>writes:
>Yes, but your redraws will be in ST high, which is 640x400x1.

Where has he said that? Even if it was true, what would it imply? Would you please be reminded that used Crazy Dots High Colour boards w/NVDI 2.x sell for DM 450,- here, and I guess one could also run a Volksfarben 4000 inside a MSTE (shall I ask Mr. Skrodzki?).
[1 US$ equals 1,59 DMs this weekend]

>Most Macs
>run in a 640x480x8 (256 colors vs b&w) and therefore push out 8 times the
>video informaiton.

My TT (32 MHz 030, 32MHz 882) runs in 800x608x32K with the board mentioned above and NVDI 2.12. I use a heavily modified TOS with real-time redraws during window movements/sizing and slider actions. And all this is real fast.

>So what you've got is "Atari:
>does *less* work faster."

Yes, of course, as with my TT, right? 'Less' work, indeed.

>8
>bit mode on a Falcon, though, is perceptibly slow.

Nope. The VDI output is slow. Run NVDI 2.5 instead of the original output routines, and the Falcon will be noticeably faster than LC macs.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

3033. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 15:20:17 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CtEFxt.3A3@freenet.carleton.ca>
Source record: 16337

In a previous article, pischke@ecf.toronto.edu (PISCHKE DAVID) says:

>
>About the OS -- I have to disagree. This is probably going to end up
>turning into another CLI vs. GUI debate thread if we continue this, so let me
No. The Amiga has a GUI built in just like the Atari.

>
>> 4mb enough to run two applications - you cant be serious!!!!
>
>I am very serious. If you remove unneccesary extensions and control panels
>(Closeview is a good example. It hogs 350K!) you can get your memory usage
>to a very reasonable number. My System uses only 1300K. With 4Mb of memory,
hahahahha hohohoho hahahah hihihi
(are you actually trying to tell me that an OS that uses 1300K of RAM is
GOOD?)

>that is enough to run two medium-sized applications. Right now I have
>ClarisWorks, JPEGView, Soundtrecker, Stuffit Lite, and the Finder running.
>That's four major applications, and I still have 3Mb free on my 8Mb machine.

that is pitifull...

>
>System 7 is not clunky and slow.

IYHO

>
>> On my Amiga with 6mb of memory I can happily multitask 3 or 4 medium sized apps,
>>or even 10+ smaller ones with great efficiency.
>
>Wow, I'm doing that right now!

NO! I believe he said MULTITASK, not task-switch which is all YOU
can do. I believe that the Amiga folks have a REAL multitasking OS built
into ROMs. (real as in you run as many applications as you have memory for
and they all get processor time in the background)

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3034. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 18:24:52 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtEoHG.54M@ecf.toronto.edu>
Source record: 16434

In article <30pned$14h@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>Most Mac's have DRAM-based video.

I don't know about that. Some Macs (the Power Mac 6100/60, for example) *do*
have DRAM-based video, but most have shipped with separate video memory for
quite a while now. Also, the fact that Macs which ship now have 68040
processors and 32-bit data buses means that a 640x480x256 screen takes up
less bandwidth on them then on a Falcon.

>And in 4 megs, you can comfortably run 10 progams at once, and you can
>actualyl run them fast if you're using Geneva.

I've never used Geneva, I've only seen MultiTOS. From what I saw, it wasn't
to hot, but I've heard that there is a new version which is supposed to be
faster.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3035. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 22:19:31 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <p04xLSL.ari2550@delphi.com>
Source record: 16435

Thorsten Guenther <guenther@kirk.fmi.uni-passau.de> writes:

>etc., but programmable video output an much cheaper. It was YOUR decision to
>buy a Falcon, as it was mine. I changed my mind due to the serious I/O
>problems my Falcon had ('device not responding' errors in HC mode all the

No, it wasn't my choice to buy the Falcon. I acquired my Falcon in lieu of
owed to me due to a contract settlement I had made with an unnamed
ST software developer who couldn't pay me what they owed.

I already had an STe w/lots of software so I figured I'd accept the Falcon
system that was offered to me. They had made promises of getting into Jag
development and at the time - alot of Falcon specific software was supposed
to be coming out.

What I found was that there was very little Falcon specific software available.
The few apps that were tended to be very expensive or require a VGA display
that I could not afford.

I never had any I/O errors with it though...

One should not need to resort to add ons like NVDI and WARP-9 to make a
$1200 computer run video at a decent speed!

Ari

3036. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-23 23:28:01 UTC
From: benkeen@aol.com
Message-ID: <30s921$5cn@search01.news.aol.com>
Source record: 16436

In article <30rbhcINNfca@tom.rz.uni-passau.de>,
guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:

Yes, of course, as with my TT, right? 'Less' work, indeed.

>8
>bit mode on a Falcon, though, is perceptibly slow.

Nope. The VDI output is slow. Run NVDI 2.5 instead of the original output routines, and the Falcon will be noticeably faster than LC macs.

==========

I was just saying that comparing i bit video and 8 bit video is comparing apples and oranges.
As far as the Falcon goes, the video *is* slow. I agree that the video on an LC or LCII is also slow.

As far as the TT goes, it was a good price/performance value when it was brought out, but it is no longer. I use TTs at work managing databases, and they *are* pretty speedy. However, they are not as speedy as the average hi-end (486DX2/66 or 040 33MHz) DOS or Mac system. I haven't said that anything is junk, but that one can't say 'my Mega STE is faster than a PPC for video" when the PPC is doing 16 or 24 bit an the Mega is doing 1 bit. I am aware that the TT's video can be enhanced via the Crazy Dots or Cyrel cards. However, it is unfair to compare DOS or Mac average onboard video with a specialized add on card. Here in the states, Crazy Dots II costs about $700 and CyrelSunrise costs >$1000, which is too much for what you get.

-Ben Keen

3037. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-24 14:01:58 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Bo-SDie.ari2550@delphi.com>
Source record: 16338

<mipap@ars.ath.forthnet.gr> writes:

>As you said, they released it. They didn't develop it.
>And it stayed in version 1.
>

Yes, they did release it. If you haven't noticed, that's how many of the major software houses do business. Small comapnies typically do the actual development work and the major house does the publication and marketing for the product. This saves on costs, etc.

It's really a shame that such an excellent program as Delixe Paint stayed at version 1. I guess Artistech developement, the actual authors, didn't make as much money as they thought they could on the program.

However, from what I heard, the program actually sold quite well in Europe where it had become the standard gfx package for serious artists and game developers.

IF Deluxe Paint came out in a 256 color version for the Falcon, I would have kept that machine and not switched over to a DOS box. DP was the best gfx package I've ever used on any machine! It was a work of art.

Sure, it had several bugs, but it was amazing! I should know, I drew several thousand sprites and static screen images with it...

Ari

3038. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-24 14:12:30 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <JuwyT+W.ari2550@delphi.com>
Source record: 16339

PCs are a good choice for general purpose computing. As Gavan has said they have the software base and the hardware is dirt cheap.

There are other reasons I have moved over to a PC from my Atari as well. I need to be compatible with the clones both at school and at the corporation where I will *most* likely be working upon graduation.

Also, Atari owners will move over to a PC because of the existence of the fine GEMULATOR emulator and because DOS is so similar to TOS at the file and disk level that many users can easily exchange their data and adopt to the similar OS conventions, whether as programmers or as users.

Atari not only "borrowed" the PC disk format, it took many of the DOS functions (and function numbers) as well...

Macs are pretty and they have good software, but I still don't like them...

Ari

3039. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-24 16:59:56 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtGF7w.6zr@ecf.toronto.edu>
Source record: 16340

In article <CtEFxt.3A3@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>(are you actually trying to tell me that an OS that uses 1300K of RAM is
>GOOD?)

I guess you haven't run anything more powerful than AmigaDOS lately, then.

>>Wow, I'm doing that right now!
>
> NO! I believe he said MULTITASK, not task-switch which is all YOU
>can do. I believe that the Amiga folks have a REAL multitasking OS built
>into ROMs. (real as in you run as many applications as you have memory for
>and they all get processor time in the background)

Oh. I guess I'll have to tell all those applications that they aren't
getting processor time like I thought they were. I must have imagined it...

>--
>** Computer Systems Engineering Jack Kitowicz **
>** Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada jack@aurora.carleton.ca **

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3040. CAIN Atari Fun Fest 94 (includes computers!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-24 17:59:09 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <30ua5d$1j4@usenet.INS.CWRU.Edu>
Source record: 16341
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
CAIN Atari Fun Fest 94
----------------------

CLEVELAND, OHIO is within 500 miles of half the population in the United States
and a very LARGE population of Canada. It is a great place for an Atari Show
because most people aren't too far away!

The CAIN Atari Fun Fest 94 will be held in Kirtland, Ohio (very close to
Cleveland) and will allow Lynx and Jaguar owners to have a lot of fun!
There will even be a "Cleveland Lynx-Up" where Lynx owners can bring their
Lynx and game cards and comlynx with other players! Who says that you'll never
get the opportunity to comlynx???

Jaguars will be there to play and you might be lucky enough to take one
home with you (courtesy of Atari Corporation).

There will also be dealerships attending this show that will be more than
happy go give you great deals on game systems and game cartridges!

If you are an Atari computer gaming fanatic, not to worry! There will dealers
there to supply you with all your computer gaming needs...

Dealers:

If you are interested in selling your Atari merchandise, this is a fantastic
opportunity for you to do so! But you must register now! The tables are
being sold quickly! Contact the show organizers immediately!

User Groups:

Several tables have been set aside for user groups! If you are interested
in representing your user group, contact the show organizers! Since
user group tables are FREE, the user group tables are going quick so don't
delay or there may not be any tables left!

PLEASE distribute this on BBSs, networks, and at your user group meetings!
We want to have one heck of a gaming day! And a gaming day that might be
closer to you than you think!

CAIN Atari Fun Fest 94
----------------------

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
```

7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *
^

Free Admission!

What to See and Do!

The New Jaguar Game System!
Win a New Jaguar Game System from Atari Corporation!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)
8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

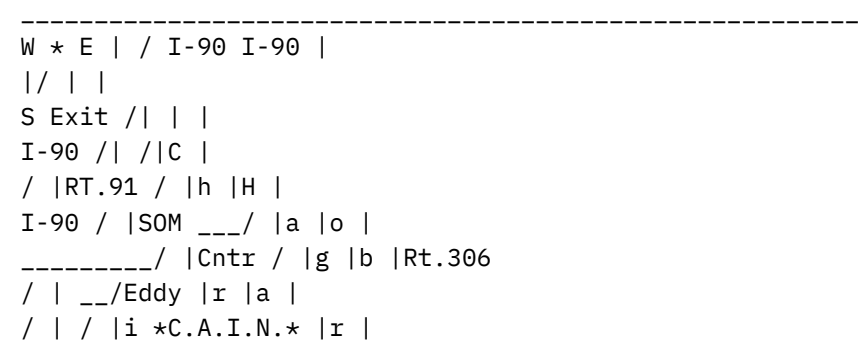
Table pricing per 8 foot table
$10.00 per table no electricity
$15.00 per table with one outlet
For more show or lodging info contact
Fred Horvat
P.O. Box 493
Chesterland, OH 44026-0493
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

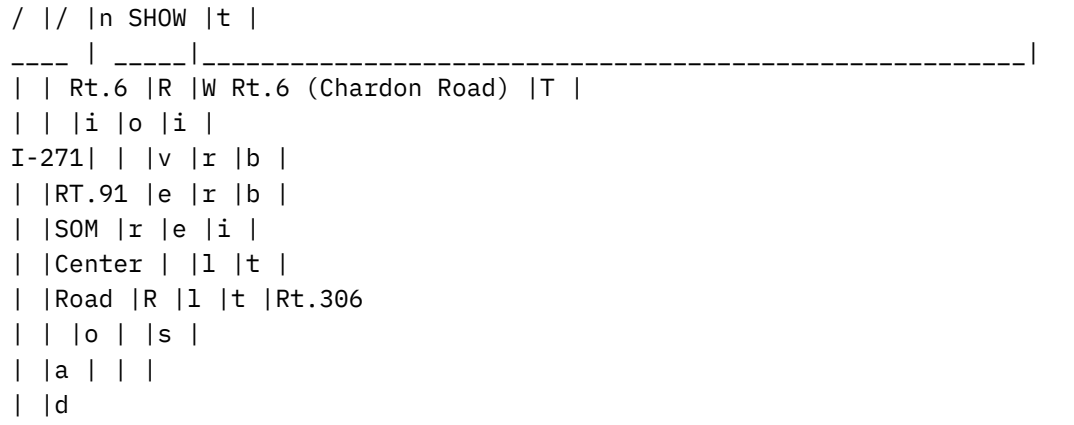
Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio

Map to all the Fun!

N





If coming I-271 South, keep going North then take I-91 West to Route 91. You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

If coming I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go West for several miles until you are at 7637 Chardon Road.

If coming I-90 West, keep going East then exit at Route 91. You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

--

3041. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 03:16:06 UTC
From: hamo@deakin.edu.au
Message-ID: <30vapm$49n@sol.ccs.deakin.edu.au>
Source record: 16342
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

David Cowan (davidc@vissci.demon.co.uk) wrote:
:
: I will admit, EA made a brilliant job of Dpaint ST - Much better than
: the Amiga or PC version. (Just a little buggy ,s'all).
:
: --
Good program, but they're hopeless in supporting it. I sent
my registration card away; and later when I had a problem with parts
of the program I tried to get in contact with them and their Australian
distributor, I didn't get any reply whatsoever. As a result, I'm in
a bit of bad mood with EA(and that's saying it nicely).
If they can't even help someone who forked out the dosh for
one of their programs, what good are they?

Hamo

P.S. DPaint ST was written by Artistech Developments, a bunch of
guys who were staunch Atari supporters, not by EA.

*
***
**** --
****** Jason Hamilton |
******* Starfleet Captain and Part Time Miracle Worker |
********* hamo@deakin.edu.au |
*** ** --
** *
*

3042. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 08:37:04 UTC
From: moran@bnr.ca
Message-ID: <30vtjg$1k4@bmerha64.bnr.ca>
Source record: 16343

Rev. Dr. Freak (rappleye@felix.kodak.com) wrote:
> In article <30jgnm$8ac@bmerha64.bnr.ca>

> > With 80Mhz DX2s now available and the Pentium set to fall
> > in price , power for pound is still very good with the PC.
> > Whats the point of spending money on a PowerMac when it
> > DOESNT EVEN HAVE THE OS WRITTEN IN NATIVE CODE!?
> >
> Who cares? There's been a lot of meaningless debate on this issue, but
> the bottom line is that the PwerMac is faster than 68k Macs. And it's
> compatible with virtually all existing 68k software.

It's NOT meaningless debate. The fact is that since Apple can't even
ship their OS in native code (a) ALL programs run a lot slower than they
need to and (b) The chances of other companies producing lots of
native code software can't be great if the manufacturer hasn't.

PowerMac advocactes seem to think that there is going to be a
rapid transition to native software - I don't think so. Why? because
there aren't a lot of development tools for generating PPC code.
Furthermore, many of the packages on the Mac will have been developed
with specific compilers and development systems, and porting them
across to a different system that does native code will take TIME.
Why do you think Apple don't have the OS native?

> Don't hold your breath waiting for further computer developments from
> eithaer atari or amiga.

I'm not. But the system I have right now meets my needs and I can
expand it a little further yet. When I reach the limits I'll probably
have to shift platforms. It's (just) possible we might yet see a AAA
machine so _if_ there's one about it'll probably be a strong
candidate for my cash.
>
> PC architecture is beginning to look rather dated. Power PC technology
> is moving rapidly towards the point where you buy a box, pick your OS
> (OS/2, windows, mac/os), and load up your applications. If (and I
> admit this is a very large if) IBM can make the PPC transition as
> smooth as Apple has made it, Intel based systems will have the same
> future as the amiga.

PC architecture has been dated for the last 8 or 9 years. Right from
day one the Amiga left it for dead. But since the platform is so
popular there has been a lot of development work done on it and it
still remains the most cost effective system for the money. It may
not have a great architecture but speed and costwise it delivers the

goods with a vast range of software able to take advantage of its power - unlike the PPC chip.

With really powerful PPC chips, it might be possible to just pick your OS and load your applications but with the current batch (and especially the 'affordable' 601) the performance of Intel and M68k software just does not justify the price tag of the machine. Fact: The powerpc is slower at running Mac software than existing machines that can be bought at the same price and the PC performance is pretty abysmal. You need 16 megs just to run the emulator and it cant even do a 386 which is disastrous for most modern software. The speed is very poor too. So when you buy a powermac you get a machine with lots of (so far) unfulfilled potential and the capabilities of a fast 020 and medium speed 286, not a great deal.

What pisses me off is the slick apple advertising campaign which implies that the PowerPc machines will be able to run all your existing PC and Mac software even better than you already do, which is just a blatant lie.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3043. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 08:53:04 UTC
From: moran@bnr.ca
Message-ID: <30vuhg$1k4@bmerha64.bnr.ca>
Source record: 16344

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
> moran@bnr.ca (Gavan Moran) writes:

> >a 33Mhz 040 Mac. I dread to think what it would be like under
> >emulation on a PowerMac.

> It is actually fairly fast on a PPC. We like the features of system 7.
> The original DOS was well designed and compact. It ran in less than 1K of
> RAM and was all hand-coded machine language. I am still awed by the design;
> it leaves almost no room for improvement from a coding point of view.

Then why is it so SLOW? When Jim drew was pissing around with
disassembling the OS when he was doing the Emplant card for the
Amiga, he commented on how poor the coding efficiency was in the
Mac OS. He remarked that the OS had to run thru' about 40K of
code every time it context switched,compared to about 800 bytes
or so on the Amiga. I can only assume that the OS has bloated out
with time and new revisions. On my Mac at work, the OS takes 4 megs
of user memory which is ridiculous. Even getting rid of a few
lesser used functions, the best we can do is 3 megs. ugh!

> > The Mac SHOULD outperform the PC on most tasks but the PC simply
> >BLOWS IT AWAY on everything - program speed, disk access, graphics
> >manipulation speed. The fact that the Mac loses out against a machine
> >with an IDE disk, higher rez graphics and Windoze shows just how
> >poor the system is.

> The PC used in this comparison is faster than the mac. How big is the PC
> drive compared to the mac drive? What video card does the PC/MAC have?
> What software where you comparing?

Damn right its faster! And it would cost about the same to but both
systems on the market. Which is faster, which has more software? The PC
of course. Thats why the Mac stands NO chance of capturing the business
market. The PC had a nice hi-res card with Windows acceleration, sure,
so how many accelerated cards does the Mac have and how much extra
do they cost on top of the basic config which already costs as much
as the PC with the card. BTW. The mac had a 160meg SCSI drive, the PC
a 200 meg IDE drive. The macs SCSI implementation must be AWFUL for it
to be beaten so easily by an IDE drive.

> to windows. You are saying: look how much faster my PC is and look how
> much better my amiga multitasks. You are comparing it to the advantages of
> two different platforms. That's like saying: look how much faster my cray
> is and look at the price of my 486sx25.

The fact is that the PC delivers better performance, on more software,
for the same price. The powermac actually delivers WORSE peformance on
existing software, and there aint a lot of native software available -
not even the OS! ha ha!

> Yes, yes, yes, bad multitasking and bad memory allocation. PCs that are not
> using NeXTStep, OS/2 and linux do not multitask better than the mac.

Yes, but PCs _CAN_ run Nextstep et al. With the Mac you have to run
System 7. (maybe BSD soon). People slag off OS/2 for its memory requirements
but compared to System 7 it looks like a very good proposition indeed.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3044. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 09:01:52 UTC
From: moran@bnr.ca
Message-ID: <30vv20$1k4@bmerha64.bnr.ca>
Source record: 16345

Ari Feldman (ari2550@delphi.com) wrote:
> IF Deluxe Paint came out in a 256 color version for the Falcon, I would have
> kept that machine and not switched over to a DOS box. DP was the best
> gfx package I've ever used on any machine! It was a work of art.
>
> Sure, it had several bugs, but it was amazing! I should know, I drew several
> thousand sprites and static screen images with it...
>

It's out with 256 colour support for the Amiga in the form of
Dpaint 4.5 AGA. Unfortunately, the days when it was an efficient,
tightly coded piece of software have gone. After version 3 on the
Amiga (which would be roughly equivalent to the ST version?) the
cding was taken over by different people and the program is
starting to look a little like PC 'bloatware'. Its still quite
powerful though. Programs like 'Brilliance' have taken over from
it on the Amiga now. AFAIK there is still no decent Bitmap paint
package on the PC. Having done some Windows programming, that doesnt
suprise me.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3045. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 13:21:13 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <310e89$tdu@msuinfo.cl.msu.edu>
Source record: 16346

In article <JuwyT+W.ari2550@delphi.com>, Ari Feldman <ari2550@delphi.com>
writes:
>
>
>PCs are a good choice for general purpose computing. As Gavan has said they
>have the software base and the hardware is dirt cheap.

"Cheap" being in terms of price and in terms of quality and support;
compare machines that have Apple's quality and support (Comaq is very
similar), and you see that low- and middle-end Macs run the same price or
cheaper (considering built in 8-bit stereo sound support, networking, etc.)
than the IBM clones.

>I need to be compatible with the clones both at school and at the corporation
>where I will *most* likely be working upon graduation.

This, Ari, is the best reason I have yet seen on the 'net for buying a PC;
it is also the main reason I get from customers for buying them. Most
people like the ease of use of a Mac better, but many need 100%
compatibility with their workplace.

>Also, Atari owners will move over to a PC because of the existence of the
>fine GEMULATOR emulator and because DOS is so similar to TOS at the
>file and disk level that many users can easily exchange their data and
>adopt to the similar OS conventions, whether as programmers or as users.

This will not be true within the year; Microsoft is replacing DOS/Windows
with a new OS that, from what I've read, will be almost identical to
System 7. It will, supposedly, be backwardly compatible with current
DOS/Windows, but for an Atari user that just means being able to transfer
your files, which you can do to either Mac or IBM anyway. It will be
interesting to see how all of this develops. BTW, I've read that upgrading
will cost in the neighborhood of US$500. No doubt that will drop quickly.

>Ari

Tom
hopper_t@msupa.pa.msu.edu

3046. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 13:51:02 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <775144262snz@vissci.demon.co.uk>
Source record: 16357
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <30vapm$49n@sol.ccs.deakin.edu.au>
hamo@deakin.edu.au "Jason Hamilton" writes:

> David Cowan (davidc@vissci.demon.co.uk) wrote:
> :
> : I will admit, EA made a brilliant job of Dpaint ST - Much better than
> : the Amiga or PC version. (Just a little buggy ,s'all).
> :
> Hamo
>
> P.S. DPaint ST was written by Artistech Developments, a bunch of
> guys who were staunch Atari supporters, not by EA.

Yeah, I know - they also went on to write Brilliance on the Amiga -
much better than DPaint, and felt incredibly like DPaint ST (Except
it had all the options that DPaint ST and Amiga should have had.

>

--

David Cowan Insert Clever SIG here !
---
davidc@vissci.demon.co.UK Visual Sciences Ltd
vissci@cix.compulink.co.UK Unit 12, Prospect III,
Dundee Technology Park
Dundee, Scotland
DD2 1SW

3047. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 15:08:39 UTC
From: fuhrman@cray-ymp.acm.stuorg.vt.edu
Message-ID: <310khn$23b@solaris.cc.vt.edu>
Source record: 16347

Gavan Moran (moran@bnr.ca) wrote:

: Then why is it so SLOW? When Jim drew was pissing around with
: disassembling the OS when he was doing the Emplant card for the
: Amiga, he commented on how poor the coding efficiency was in the
: Mac OS. He remarked that the OS had to run thru' about 40K of
: code every time it context switched,compared to about 800 bytes
: or so on the Amiga. I can only assume that the OS has bloated out
: with time and new revisions. On my Mac at work, the OS takes 4 megs
: of user memory which is ridiculous. Even getting rid of a few
: lesser used functions, the best we can do is 3 megs. ugh!

When Dave Small did the coding for Spectre GCR, he discovered
that the original source code was written in Pascal. The reason that
Spectre give about 30% more performance than a Mac Plus (which is
comparable) is that he wrote it in C. I could, of course, be wrong.

: Yes, but PCs _CAN_ run Nextstep et al. With the Mac you have to run
: System 7. (maybe BSD soon). People slag off OS/2 for its memory requirements
: but compared to System 7 it looks like a very good proposition indeed.

NetBSD has been ported to the Mac here at Virginia Tech. It's
called MacBSD. It will currently run on any 32-bit 68020 and
68030-based Macs (SE/30, Mac II, LCIII, etc.) as the 68040 does some
weird things with memory management they're trying to get around. If you
want more information, try http://acm.vt.edu/. They've a section devoted
to MacBSD.

--
Chris Fuhrman | Association for Computing Machinery
fuhrman@cray-ymp.acm.stuorg.vt.edu | Virginia Tech

3048. Re: Terminal emulator program wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 15:19:59 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <310l6v$smp@bognor.barclays.co.uk>
Source record: 16380

Try asking in comp.sys.atari.st. I'm sure there are loads.

--

```
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3049. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 15:51:35 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.775151495@sfu.ca>
Source record: 16348

moran@bnr.ca (Gavan Moran) writes:

> Then why is it so SLOW? When Jim drew was pissing around with
>disassembling the OS when he was doing the Emplant card for the
>Amiga, he commented on how poor the coding efficiency was in the
>Mac OS. He remarked that the OS had to run thru' about 40K of
>code every time it context switched,compared to about 800 bytes
>or so on the Amiga. I can only assume that the OS has bloated out
>with time and new revisions. On my Mac at work, the OS takes 4 megs
>of user memory which is ridiculous. Even getting rid of a few
>lesser used functions, the best we can do is 3 megs. ugh!

I never said that System 7 was fast or memory efficient. I'm saying that
the efficiency loss is worth the features of System 7.

> Damn right its faster! And it would cost about the same to but both
>systems on the market. Which is faster, which has more software? The PC
>of course. Thats why the Mac stands NO chance of capturing the business
>market. The PC had a nice hi-res card with Windows acceleration, sure,
>so how many accelerated cards does the Mac have and how much extra
>do they cost on top of the basic config which already costs as much
>as the PC with the card. BTW. The mac had a 160meg SCSI drive, the PC
>a 200 meg IDE drive. The macs SCSI implementation must be AWFUL for it
>to be beaten so easily by an IDE drive.

You are comparing a high-end clone with a mid-end mac. The PC has a
video card that would probably cost you $400 for your mac. The PC has
a larger hard disk and (generally) the larger the faster.

> The fact is that the PC delivers better performance, on more software,
>for the same price. The powermac actually delivers WORSE peformance on
>existing software, and there aint a lot of native software available -
>not even the OS! ha ha!

There are over one-hundred native commercial applicationds for the powermac.
Emulation is just a bridge until all the software used on a system is native.

WP: Word Perfect, Nisus Writer, Star Writer, Claris Works
DTP: Page Maker
VIDEO: Video Fusion, Premier, Morph
MODELLING: Stratavision, Mini-CAD, Archi-CAD
DRAWING: Photoshop
GAMES: Flying Nightmare, Pathways Into Darkness

This is about 10% of the software shipping for the PowerMac and they could
make for a very usable system by themselves.

> Yes, but PCs _CAN_ run Nextstep et al. With the Mac you have to run
>System 7. (maybe BSD soon). People slag off OS/2 for its memory requirements
>but compared to System 7 it looks like a very good proposition indeed.

Yes, you can run Nextstep. But it'll cost you $1000 more dollars and
destroy that application support that you covet. OS/2 does not offer
as good an interface as the mac, it lacks application support and
it is missing some features.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3050. CAIN Atari Fun Fest 94 ** NEW MAP & DIRECTIONS **

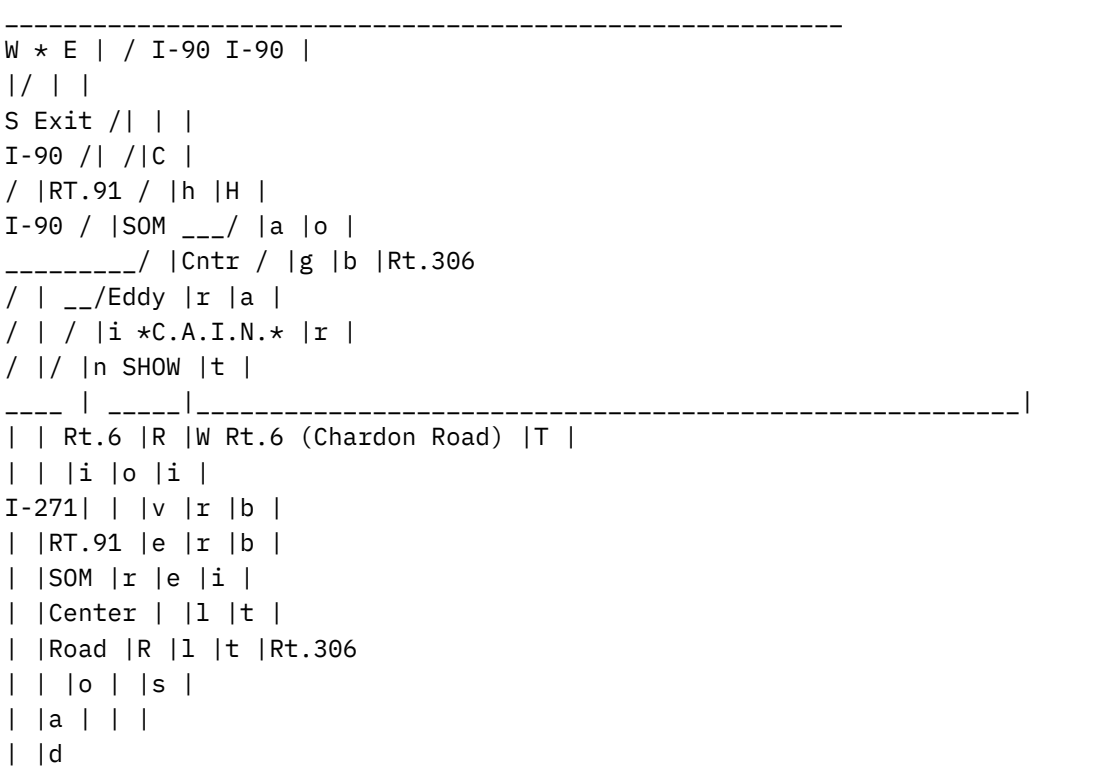
Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 16:49:03 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <310qdv$745@usenet.INS.CWRU.Edu>
Source record: 16349
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx,rec.games.video.classic,alt.games.video.classic,alt.atari.2600

Ok, the directions posted along with the CAIN Atari Fun Fest 94 Show Announcements (a few days ago) is inaccurate. These are not only more accurate but less confusing!

Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio

Map to all the Fun!



If traveling I-271 North, keep going North then take I-90 East to Route 91 (SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

--

3051. Re: **The Jag is a flop!**y

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 18:13:37 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul25.131337.30068@cobra.uni.edu>
Source record: 16350

In article <30nvhj$3vs@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Jul21.152438.29967@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> No, I have not currently used any Atari aplications. I don't know anyone who
> |> still uses an Atari.
> I'm lucky then I guess, I know about 10 people personally who use a variety of
> ST/TT/Falcon machines for everything from playing games to publishing magazines.
> Now you have confirmed what we have all suspected for some time ie you have no idea
> of the capabilities of Atari software, would you please confirm it cannot be a
> *fact* that Mac software is superior to Atari software in every way? If you actually
> sat down with something like a TT with a 50Mhz 68030 card, a 24bit high speed GFX
> card and some of the heavyweight Atari graphics or DTP software or even Music
> software, you may ge a hell of s surprise ie the Mac isn't the ultimate after all.
> While I will concede a killer TT isn't cheap, the software to run on it, is
> generally cheaper than Mac and of a higher calibre than you suspect.

Thats the whole point. I am sure there are some nice apps on the ST and TT
line, but are these machines still being sold today? The Falcon is way over
priced as well as underpowered. Next week, Performa 630's will be arriving at
the local consumer outlets. Aperforma 630 with monitor, keyboard, modem and a
software bundle(Clarisworks, Quicken and many other titles) can be had for
$1500 for the 4/250 config. Take the price difference between a Falcon(TT too)
and a Q605 or630 and the Mac will be cheaper by hundreds of dollars as well as
having a software bundle. Mac software in amny cases is cheaper as well as the
same as Atari prices if available.
>
> |> I can say this as a fact that no Atari can match
> |> Apple's current offering in terms of price/performance/software. The New Mac
> |> 630's as with Apple's other offerings put the $1300 Falcon to shame.
> As far as hardware goes, this is probably true.
> --
Thats the whole point..
> +---+
> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+
>

-Peter

3052. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 18:17:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul25.131732.30069@cobra.uni.edu>
Source record: 16351

In article <wz.774861724@echo>, wz@echo.chem.TU-Berlin.DE (Wolfgang Zweygart) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>> well I would not buy a 680xx based Apple Mac now... this is a wast of money.
>>> If I would go for Apple I would buy a PowerPC.
>
>>I would rather have the four slot box with Power PDS card than the PowerMac
>>6100. The Mac 630 series are truly Multimedia machines with the optional low
>>cost cards. These will be hot sellers.
>
> sorry this option is crap, cause if you want true multimedia one should have
> a fast memory... Anyway the Power 6100 has the better design.
> The biggest disadvantage of this machines is the OS (from the developer side
> of view not user side)...

You maybe correct on that now. I have seen new street prices on the PowerMac
6100 8/160 starting at $1225. So, the PM6100 is probably a better buy now than
the Mac 630 series.

>
>>Apple does not stockpile cpu chips. Apple uses just in time inventory.
> oh realy... I don't think so. They order batches of production runs and sell
> then... And I think they should sell PowerPC Mac's...
>
Apple's order just in time inventory components.

>>> BTW why do yout bash Atari users... try to bash on the far more DOS and
>>> Windooze bozos...
>>No, I dont bash anyone unless I am bashed...
>
> oh sorry that I have posted this in ..apple.advocacy. :-))
>
> Bye Wolfgang
>
>
-Peter

3053. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 18:22:17 UTC
From: millert@grad.csee.usf.edu
Message-ID: <310vsp$k8r@mother.usf.edu>
Source record: 16359

: You're comparing a 33MHz 040 to a 66MHz 486. That's not fair.

It's fair. On anything except a Mac, the two above processors would run at about the same speed. Per clock-cycle, the 68040 does twice as much as a 486. However, since you're talking about a Mac, the speed of the 040 is reduced to less than 1/4, so perhaps may not be fair.

3054. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 18:28:31 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31108f$k8r@mother.usf.edu>
Source record: 16360

PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
>> 4mb enough to run two applications - you cant be serious!!!!
>
>I am very serious. If you remove unneccesary extensions and control panels
>(Closeview is a good example. It hogs 350K!) you can get your memory usage
>to a very reasonable number. My System uses only 1300K. With 4Mb of memory,

Ooh, ooh, ohh! Your system uses ONLY 1300k. ONLY 1300k? Get the
cobwebs out of your head. My system, except for a few small extentions,
takes up NO memory! NONE! It's in ROM! I have just under 4 megs FREE
TO RUN PROGRAMS IN, unlike you with your stupid Mac that *WASTES* 1300k
just for the operating system.

And what's worse, NO OS should be that big. It just shows what lazy
moronic programmers they have at Apple who don't have a clue about
optimizing code for size... and as we're acutely aware, not speed either.

3055. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 18:36:31 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtIECv.FLF@ecf.toronto.edu>
Source record: 16352

In article <30vtjg$1k4@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> It's NOT meaningless debate. The fact is that since Apple can't even
>ship their OS in native code (a) ALL programs run a lot slower than they
>need to

Apple ported the most-used portions of the OS to native code. The fact is there is a great deal of code which will in fact result in slower performance if ported to PowerPC native code, because of the great deal of 68K software still out there. If you're running a 68K program and the portion of the OS you call is native, the context switch can result in slower performance than if that portion of the OS had been left in 68K code.

> and (b) The chances of other companies producing lots of
>native code software can't be great if the manufacturer hasn't.
> PowerMac advocactes seem to think that there is going to be a
>rapid transition to native software - I don't think so. Why? because
>there aren't a lot of development tools for generating PPC code.

According to Apple, there are now 200 pieces of native software out there, many of them big name software.

>Furthermore, many of the packages on the Mac will have been developed
>with specific compilers and development systems, and porting them
>across to a different system that does native code will take TIME.
>Why do you think Apple don't have the OS native?

There's the reason I gave above, of course, and also the reason that they'd probably rather work on making the next major revision of the OS all native than porting code which will soon be obsolete, anyway.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3056. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 18:40:27 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3110ur$k8r@mother.usf.edu>
Source record: 16361

Chris Fuhrman (fuhrman@cray-ymp.acm.stuorg.vt.edu) wrote:
: Gavan Moran (moran@bnr.ca) wrote:

: : Then why is it so SLOW? When Jim drew was pissing around with
: : disassembling the OS when he was doing the Emplant card for the
: : Amiga, he commented on how poor the coding efficiency was in the
: : Mac OS. He remarked that the OS had to run thru' about 40K of
: : code every time it context switched,compared to about 800 bytes
: : or so on the Amiga. I can only assume that the OS has bloated out
: : with time and new revisions. On my Mac at work, the OS takes 4 megs
: : of user memory which is ridiculous. Even getting rid of a few
: : lesser used functions, the best we can do is 3 megs. ugh!

: When Dave Small did the coding for Spectre GCR, he discovered
: that the original source code was written in Pascal. The reason that
: Spectre give about 30% more performance than a Mac Plus (which is
: comparable) is that he wrote it in C. I could, of course, be wrong.

Dave did not rewrite any of the Mac's OS. He did make patches to the ROM
so that the system would run with the Atari's hardware, but otherwise,
the majority of the system runs unmodified.

The reason the emulator runs to much faster (and more reliable too) is
the fact that the CPU is slightly faster (8mhz as opposed to 7.8mhz), but
even more significant is the far superior I/O structure of the Atari.
The Mac did (and for the most part still does) run all it's I/O through
the CPU. In the older Mac's even disk I/O was interrupt driven, rather
than DMA. The CPU in a Mac is massively slowed down by all the hardware
servicing it has to do constantly.

3057. Groups going to CAIN Atari Fun Fest 94 get map from me

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-25 20:00:30 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <3115ku$idb@usenet.INS.CWRU.Edu>
Source record: 16353
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.classic,alt.games.video.classic,alt.atari.2600

If you are attending the CAIN Atari Fun Fest 94 in a group (four or more people) then please send me your name and address and I will send you a flyer about the show and a Cleveland Area map and information on how to get to the show exactly.

If you are a member of a user group and believe that your user group members may be interested in attending this show, please contact me and I'll arrange to send you flyers and a Cleveland area map.

Please only request this information if you will be able to give these flyers and maps away to people interested in the show BEFORE the show. There is no use having a bunch of flyers with nobody to give them to!

Thank you.

Len

3058. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 08:31:05 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.775211465@echo>
Source record: 16354

sinclap2954@cobra.uni.edu writes:

>> well I would not buy a 680xx based Apple Mac now... this is a wast of money.
>> If I would go for Apple I would buy a PowerPC.

>You maybe correct on that now. I have seen new street prices on the PowerMac
>6100 8/160 starting at $1225. So, the PM6100 is probably a better buy now than
>the Mac 630 series.

sure it always was and is, because the PPC has the better future...

>Apple's order just in time inventory components.
and that's why they change them so often... That makes third party
components very expensive...

Bye Wolfgang

3059. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 08:46:55 UTC
From: moran@bnr.ca
Message-ID: <312ihv$e0e@bmerha64.bnr.ca>
Source record: 16355

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
> moran@bnr.ca (Gavan Moran) writes:

> I never said that System 7 was fast or memory efficient. I'm saying that
> the efficiency loss is worth the features of System 7.

The 'features' of system 7 don't even include proper memory
management or multitasking but do include taking up megabytes of
your RAM.

> >as the PC with the card. BTW. The mac had a 160meg SCSI drive, the PC
> >a 200 meg IDE drive. The macs SCSI implementation must be AWFUL for it
> >to be beaten so easily by an IDE drive.

> You are comparing a high-end clone with a mid-end mac. The PC has a
> video card that would probably cost you $400 for your mac. The PC has
> a larger hard disk and (generally) the larger the faster.

Sorry to have to tell you but a 66MHz PC is no longer 'high-end'.
Now a Pentium 90 which would be approx 2.5x faster again than this
PC, _would_ be high end. Oh, and of course you can also get 486s
in 80 and 100 Mhz flavours. Not to mention 60, 66, 90 and soon 100Mhz
Pentiums.
66Mhz is fast becoming the entry standard for PCs,
with 80Mhz chips at the same price coming from AMD and Cyrix. As
far as 68k based macs go, the only faster chip than the 33Mhz 040
is the 40Mhz 040 found in top-end Quadras and Centris'. Oh, and of
course theres the PowerMacs which run your existing software slower
than my 33Mhz Quadra of course.... So the Mac I have on my desk is
near the top of mainstream Mac performance whereas the PC is way
down the league.

The HD in the PC is only 40 megs larger, and of course is IDE,
so it should be slower than the SCSI model in the mac.

> > The fact is that the PC delivers better performance, on more software,
> >for the same price. The powermac actually delivers WORSE peformance on
> >existing software, and there aint a lot of native software available -
> >not even the OS! ha ha!

> There are over one-hundred native commercial applicationds for the powermac.
> Emulation is just a bridge until all the software used on a system is native.

> WP: Word Perfect, Nisus Writer, Star Writer, Claris Works
> DTP: Page Maker
> VIDEO: Video Fusion, Premier, Morph
> MODELLING: Stratavision, Mini-CAD, Archi-CAD

> DRAWING: Photoshop
> GAMES: Flying Nightmare, Pathways Into Darkness

I don't see an OS in that list... strange ;-)

And Atari and Amiga owners get laughed at when they cite a small
range of software! I don't see too much of this software advertised
and whats more, if you have downgraded to a PowerMac can you get
the native version of your existing apps (where a native version
actually exists that is) for just an upgrade fee or do you have
to splash out for a whole new package. BTW, are you saying that
all these apps are now 100% native? I heard that photoshop for
example has native drop in modules, but is still predominantly
68k code.

> > Yes, but PCs _CAN_ run Nextstep et al. With the Mac you have to run
> >System 7. (maybe BSD soon). People slag off OS/2 for its memory requirements
> >but compared to System 7 it looks like a very good proposition indeed.

> Yes, you can run Nextstep. But it'll cost you $1000 more dollars and
> destroy that application support that you covet. OS/2 does not offer
> as good an interface as the mac, it lacks application support and
> it is missing some features.

Now I've heard it all. System 7 is better than nextstep and OS/2..
Why? 'Because its on a Mac and I have one so it must be better than
all other operating systems...'

I'm interested in the Mac version of NextStep you mention. I used
it on the original NextCube and thought it to be one of the best
OS' I'd ever seen. Since the cube only had an 030 and still gave
good performance it should be able to deliver on the potential
of an 040 (unlike system 7). How much does it cost? Can you get an
educational discount?

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3060. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 08:53:44 UTC
From: moran@bnr.ca
Message-ID: <312iuo$e0e@bmerha64.bnr.ca>
Source record: 16356

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> In article <30vtjg$1k4@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> > It's NOT meaningless debate. The fact is that since Apple can't even
> >ship their OS in native code (a) ALL programs run a lot slower than they
> >need to

> Apple ported the most-used portions of the OS to native code. The fact is
> there is a great deal of code which will in fact result in slower performance
> if ported to PowerPC native code, because of the great deal of 68K software
> still out there. If you're running a 68K program and the portion of the OS you
> call is native, the context switch can result in slower performance than if
> that portion of the OS had been left in 68K code.

What? PowerPc code run slower than 68k code? Apple never mentioned
that in their slick advertising campaign.....

> According to Apple, there are now 200 pieces of native software out there,
> many of them big name software.

And according to the Magazine adverts theres very little. Apple
promised a lot of native software but haven't delivered. Take a look
at advertisers lists and see how many are shipping the '200 native apps'

> >across to a different system that does native code will take TIME.
> >Why do you think Apple don't have the OS native?

> There's the reason I gave above, of course, and also the reason that they'd
> probably rather work on making the next major revision of the OS all native
> than porting code which will soon be obsolete, anyway.

Oh, with all these 200 applications and the 'fact' that 'most Mac
software will be ported withing the next year or so` I shouldn't
think you'd NEED to worry about supporting 68k code.

System 7 is obsolete NOW, it doesn't need another OS revision
to make it look like the shoddy piece of work it is. Still, as
long as apple can continue to service the technically illiterate
section of the market I suppose they can get away with pushing
2nd rate OS' and hyping the PowerMac.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3061. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 12:31:45 UTC
From: moran@bnr.ca
Message-ID: <312vnh$jg1@bmerha64.bnr.ca>
Source record: 16358
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

David Cowan (davidc@vissci.demon.co.uk) wrote:
> In article <30vapm$49n@sol.ccs.deakin.edu.au>
> hamo@deakin.edu.au "Jason Hamilton" writes:
[deleted]
> > P.S. DPaint ST was written by Artistech Developments, a bunch of
> > guys who were staunch Atari supporters, not by EA.

> Yeah, I know - they also went on to write Brilliance on the Amiga -
> much better than DPaint, and felt incredibly like DPaint ST (Except
> it had all the options that DPaint ST and Amiga should have had.

I'm surprised they haven't done a Falcon version of Brilliance -
the machines have quite similar capabilities and a port should
be pretty simple.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3062. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 13:46:20 UTC
From: sys1@exnet.com
Message-ID: <CtJvLA.2o8@exnet.com>
Source record: 16365

In article <312ihv$e0e@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>Brian Quinlan (quinlan@kits.sfu.ca) wrote:
>> moran@bnr.ca (Gavan Moran) writes:
>
>> You are comparing a high-end clone with a mid-end mac. The PC has a
>> video card that would probably cost you $400 for your mac. The PC has
>> a larger hard disk and (generally) the larger the faster.
>
> Sorry to have to tell you but a 66MHz PC is no longer 'high-end'.
> 66Mhz is fast becoming the entry standard for PCs,

There are no standards on a PC. It might becoming more common, but
one of the big problems with the PC is that something that is common(ish)
does not make it standard.

I remember someone going on about how 24bit colour was the effective
``standard'' for PCs as it was so cheap. It isn't (of course) but just
as Mac users over estimate ease of use, so PC users under estimate the
the cost of their hardware.

>
> And Atari and Amiga owners get laughed at when they cite a small
>range of software! I don't see too much of this software advertised
>and whats more, if you have downgraded to a PowerMac can you get
>the native version of your existing apps (where a native version
>actually exists that is) for just an upgrade fee or do you have
>to splash out for a whole new package. BTW, are you saying that
>all these apps are now 100% native? I heard that photoshop for
>example has native drop in modules, but is still predominantly
>68k code.

Oh come on. All this is shortism. A new chip will take time to get
the native code, and in the mean time it still manages to run
a lot of existing software.

The reason PCs are such massive kludges is that there was never a break
in the line when the technology was significantly upgraded. Backwards
compatability was maintained at a hardware level when software emulation
would have been a good interim step.

>> > Yes, but PCs _CAN_ run Nextstep et al. With the Mac you have to run
>> >System 7. (maybe BSD soon). People slag off OS/2 for its memory requirements
>> >but compared to System 7 it looks like a very good proposition indeed.
>
>> Yes, you can run Nextstep. But it'll cost you $1000 more dollars and
>> destroy that application support that you covet. OS/2 does not offer

>> as good an interface as the mac, it lacks application support and
>> it is missing some features.
>
> Now I've heard it all. System 7 is better than nextstep and OS/2..
>Why? 'Because its on a Mac and I have one so it must be better than
>all other operating systems...'
>

Yeah :-/ that was a daft point. However, note, Ataris have loads of OSes
to choose from---so there is one reason (at least) to choose an Atari.

xave

3063. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 14:11:02 UTC
From: ken.stevens@srs.gov
Message-ID: <01HF60646QGI0038S7@Mailhub.srs.gov>
Source record: 16374

In article <312iuo$e0e@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) wrote:

> PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> > In article <30vtjg$1k4@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> > > It's NOT meaningless debate. The fact is that since Apple can't even
> > >ship their OS in native code (a) ALL programs run a lot slower than they
> > >need to
>
> > Apple ported the most-used portions of the OS to native code. The fact is
> > there is a great deal of code which will in fact result in slower
performance
> > if ported to PowerPC native code, because of the great deal of 68K software
> > still out there. If you're running a 68K program and the portion of
the OS you
> > call is native, the context switch can result in slower performance than if
> > that portion of the OS had been left in 68K code.
>
> What? PowerPc code run slower than 68k code? Apple never mentioned
> that in their slick advertising campaign.....
>
> > According to Apple, there are now 200 pieces of native software out there,
> > many of them big name software.
>
> And according to the Magazine adverts theres very little. Apple
> promised a lot of native software but haven't delivered. Take a look
> at advertisers lists and see how many are shipping the '200 native apps'
>
> > >across to a different system that does native code will take TIME.
> > >Why do you think Apple don't have the OS native?
>
> > There's the reason I gave above, of course, and also the reason that they'd
> > probably rather work on making the next major revision of the OS all native
> > than porting code which will soon be obsolete, anyway.
>
> Oh, with all these 200 applications and the 'fact' that 'most Mac
> software will be ported withing the next year or so` I shouldn't
> think you'd NEED to worry about supporting 68k code.
>
> System 7 is obsolete NOW, it doesn't need another OS revision
> to make it look like the shoddy piece of work it is. Still, as
> long as apple can continue to service the technically illiterate
> section of the market I suppose they can get away with pushing
> 2nd rate OS' and hyping the PowerMac.
>

> Gavan

The same way you hype what ever piece of garbage you use.

--
Ken Stevens | ken.stevens@srs.gov |

3064. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 14:41:56 UTC
From: brown@uk.co.gec-mrc
Message-ID: <4853@hercules>
Source record: 16377

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:

: You're comparing a 33MHz 040 to a 66MHz 486. That's not fair.

This is completely fair both run at 33MHz externally and 66MHz internally.

Paul Brown

3065. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 14:43:14 UTC
From: moran@bnr.ca
Message-ID: <3137e2$nr4@bmerha64.bnr.ca>
Source record: 16362

Timothy Miller (millert@grad.csee.usf.edu) wrote:
> PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
> >> 4mb enough to run two applications - you cant be serious!!!!
> > >
> > >I am very serious. If you remove unneccesary extensions and control panels
> > >(Closeview is a good example. It hogs 350K!) you can get your memory usage
> > >to a very reasonable number. My System uses only 1300K. With 4Mb of memory,

> Ooh, ooh, ohh! Your system uses ONLY 1300k. ONLY 1300k? Get the
> cobwebs out of your head. My system, except for a few small extentions,
> takes up NO memory! NONE! It's in ROM! I have just under 4 megs FREE
> TO RUN PROGRAMS IN, unlike you with your stupid Mac that *WASTES* 1300k
> just for the operating system.

Yes, on my Amiga too there is nearly all your memory free for
use. I 'lose' about 100K of chip and 250K of fastRAM when I
go to a workbench desktop - and thats with a number of extra
'trimmings', a vanilla WB would take even less memory.

> And what's worse, NO OS should be that big. It just shows what lazy
> moronic programmers they have at Apple who don't have a clue about
> optimizing code for size... and as we're acutely aware, not speed either.

On the Apple Mac I use, the OS takes >3Mb depending on how
many extensions you use. 3Mb is about the lowest you can get the
OS memory requirement and still have the machine do all you want.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3066. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 14:59:12 UTC
From: djs@jet.uk
Message-ID: <1994Jul26.145912.13759@jet.uk>
Source record: 16364

In <310khn$23b@solaris.cc.vt.edu> fuhrman@cray-ymp.acm.stuorg.vt.edu (Chris Fuhrman) writes:

> When Dave Small did the coding for Spectre GCR, he discovered
>that the original source code was written in Pascal. The reason that
>Spectre give about 30% more performance than a Mac Plus (which is
>comparable) is that he wrote it in C. I could, of course, be wrong.
Cobblers. Why is a C program automatically 30% faster than an equivalent Pascal program? It's not; it depends on how you code, and how good your compiler is. Results the other way around would be just as feasible.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3067. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 15:02:25 UTC
From: fuhrman@cray-ymp.acm.stuorg.vt.edu
Message-ID: <3138i1$593@solaris.cc.vt.edu>
Source record: 16363

Timothy Miller (millert@grad.csee.usf.edu) wrote:

: Dave did not rewrite any of the Mac's OS. He did make patches to the ROM
: so that the system would run with the Atari's hardware, but otherwise,
: the majority of the system runs unmodified.

I stand corrected. Looks like I was given some wrong information.
Oh, out of curiosity, I'm given to understand that the latest version of
Spectre will run Sys 7. Is this true?

: The reason the emulator runs to much faster (and more reliable too) is
: the fact that the CPU is slightly faster (8mhz as opposed to 7.8mhz), but
: even more significant is the far superior I/O structure of the Atari.
: The Mac did (and for the most part still does) run all it's I/O through
: the CPU. In the older Mac's even disk I/O was interrupt driven, rather
: than DMA. The CPU in a Mac is massively slowed down by all the hardware
: servicing it has to do constantly.

Hm. I didn't know that the original Mac ran at 7.8mhz although I
did know that Atari computers do I/O far more efficently than Macs and
PCs do. My MSTe seems far faster than my parent's Color Classic which
has a better CPU (68030 as opposed to 68000)... Thanks!

--
Chris Fuhrman | Association for Computing Machinery
fuhrman@cray-ymp.acm.stuorg.vt.edu | Virginia Tech

3068. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 16:09:20 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtK27K.CDn@ecf.toronto.edu>
Source record: 16366

In article <310vsp$k8r@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>
>: You're comparing a 33MHz 040 to a 66MHz 486. That's not fair.
>
>It's fair. On anything except a Mac, the two above processors would run
>at about the same speed. Per clock-cycle, the 68040 does twice as much
>as a 486. However, since you're talking about a Mac, the speed of the
>040 is reduced to less than 1/4, so perhaps may not be fair.
>

BZZZT! Wrong. The 68040 is *dual*-clock, not double-clocked. At most,
it can issue 33 million instructions/second.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3069. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 16:12:24 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtK2Cp.CI6@ecf.toronto.edu>
Source record: 16367

In article <31108f$k8r@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
>>> 4mb enough to run two applications - you cant be serious!!!!
>>
>>I am very serious. If you remove unneccesary extensions and control panels
>>(Closeview is a good example. It hogs 350K!) you can get your memory usage
>>to a very reasonable number. My System uses only 1300K. With 4Mb of memory,
>
>Ooh, ooh, ohh! Your system uses ONLY 1300k. ONLY 1300k? Get the
>cobwebs out of your head. My system, except for a few small extentions,
>takes up NO memory! NONE! It's in ROM! I have just under 4 megs FREE
>TO RUN PROGRAMS IN, unlike you with your stupid Mac that *WASTES* 1300k
>just for the operating system.

Yeah, and not only do you need programs in your AUTO folder to patch the buggy
OS in ROM, when it comes time to upgrade, you have to open up your computer.
I still remember having to bring my 1040ST in to get it upgraded to TOS 1.4.
No thanks...

>And what's worse, NO OS should be that big. It just shows what lazy
>moronic programmers they have at Apple who don't have a clue about
>optimizing code for size... and as we're acutely aware, not speed either.

I guess you haven't used any OS other than your precious TOS lately.
At least not one that offers more features than it...

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3070. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 16:16:19 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtK2J8.CnL@ecf.toronto.edu>
Source record: 16368

In article <3110ur$k8r@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>Dave did not rewrite any of the Mac's OS. He did make patches to the ROM
>so that the system would run with the Atari's hardware, but otherwise,
>the majority of the system runs unmodified.
>
>The reason the emulator runs to much faster (and more reliable too) is
>the fact that the CPU is slightly faster (8mhz as opposed to 7.8mhz), but
>even more significant is the far superior I/O structure of the Atari.
>The Mac did (and for the most part still does) run all it's I/O through
>the CPU. In the older Mac's even disk I/O was interrupt driven, rather
>than DMA. The CPU in a Mac is massively slowed down by all the hardware
>servicing it has to do constantly.
>

Actually, I always thought it had to do with the way video memory was accessed.
I read in an old STart that the ST was designed so that the CPU and video
access to memory were interleaved so that there were no clashes, whereas this
was not the case on the Macs.

The CPU in the Mac no longer has to do all the I/O itself.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3071. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 16:21:31 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtK2rw.Cwu@ecf.toronto.edu>
Source record: 16369

In article <3137e2$nr4@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> On the Apple Mac I use, the OS takes >3Mb depending on how
>many extensions you use. 3Mb is about the lowest you can get the
>OS memory requirement and still have the machine do all you want.

Wrong. My System takes up 1300K. Currently in my Extensions folder, I have:
9 Communications tools
5 Printer drivers
System Update 3.0
QuickTime
Sound Manager 3.0
Disinfectant
JPEGView JFIF Preview
QuickTime Windows Compressors

In my Control Panels folder I have all the standard control panels, plus
SuperClock. My System takes up 1300K, and it does everything I want it to
do. Even if I installed all the extensions I have -- that includes a CD
ROM driver, which I don't need -- it wouldn't take up 3Mb. What exactly
is it that you are using that causes you to take up 3Mb of memory on your
System???

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3072. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 16:26:53 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtK30u.D5K@ecf.toronto.edu>
Source record: 16370

In article <312ihv$e0e@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> The 'features' of system 7 don't even include proper memory
>management or multitasking but do include taking up megabytes of
>your RAM.

How can you say that System 7 doesn't include multitasking?

> And Atari and Amiga owners get laughed at when they cite a small
>range of software! I don't see too much of this software advertised
^^^
And I'm sure you read ALL the Mac magazines...

There are over 200 pieces of native software, according to Apple's third
quarter report.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3073. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 16:32:36 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtK3AD.DE9@ecf.toronto.edu>
Source record: 16371

In article <312iuo$e0e@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
>> Apple ported the most-used portions of the OS to native code. The fact is
>> there is a great deal of code which will in fact result in slower performance
>> if ported to PowerPC native code, because of the great deal of 68K software
>> still out there. If you're running a 68K program and the portion of the OS you
>> call is native, the context switch can result in slower performance than if
>> that portion of the OS had been left in 68K code.
>
> What? PowerPc code run slower than 68k code? Apple never mentioned
>that in their slick advertising campaign.....

Did you read what I said, you airhead? If Apple ports a routine to PowerPC
native code, and the performance gain is not enough to cancel the effect of
the context switch required by switching from 68K mode to PowerPC and back,
then nothing is gained, and in fact some speed is lost, by making the OS
totally native.

PowerPC code does NOT run slower than 68K code.

>> According to Apple, there are now 200 pieces of native software out there,
>> many of them big name software.
>
> And according to the Magazine adverts theres very little. Apple

Yeah, whenever I want hard-hitting, accurate news, I read the advertisements
in a magazine. Sure, buddy...

>promised a lot of native software but haven't delivered. Take a look
>at advertisers lists and see how many are shipping the '200 native apps'

Those 200 native programs are shipping *now*.

> Oh, with all these 200 applications and the 'fact' that 'most Mac
>software will be ported withing the next year or so` I shouldn't
>think you'd NEED to worry about supporting 68k code.

Duh! What will people run in the meantime?

> System 7 is obsolete NOW, it doesn't need another OS revision
>to make it look like the shoddy piece of work it is. Still, as

Yeah, what a shame Macs can't run a modern operating system like TOS.

>Gavan
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3074. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 17:16:35 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.775242995@sfu.ca>
Source record: 16372

moran@bnr.ca (Gavan Moran) writes:

> The 'features' of system 7 don't even include proper memory
>management or multitasking but do include taking up megabytes of
>your RAM.

I beleive that other features make up for the bad memory management and
mulitasking.

> Sorry to have to tell you but a 66MHz PC is no longer 'high-end'.
>Now a Pentium 90 which would be approx 2.5x faster again than this
>PC, _would_ be high end. Oh, and of course you can also get 486s
>in 80 and 100 Mhz flavours. Not to mention 60, 66, 90 and soon 100Mhz
>Pentiums.

A 66MHz 486 is still high-end. The majority of PC users are using 486/33
computers. You can compare the 66MHz 486 to a 40MHz 040. You can compare
the Pentium chips to the PPC chip with the closest clock-seed. And lets
not talk vapor. The 100MHz pentiums do not exist.

> 66Mhz is fast becoming the entry standard for PCs,
>with 80Mhz chips at the same price coming from AMD and Cyrix. As
>far as 68k based macs go, the only faster chip than the 33Mhz 040
>is the 40Mhz 040 found in top-end Quadras and Centris'. Oh, and of
>course theres the PowerMacs which run your existing software slower
>than my 33Mhz Quadra of course.... So the Mac I have on my desk is
>near the top of mainstream Mac performance whereas the PC is way
>down the league.

No, a 33MHz Quadra is not top-end. Only PPCs can be considered high-end.

> The HD in the PC is only 40 megs larger, and of course is IDE,
>so it should be slower than the SCSI model in the mac.

IDE is very similar in speed to SCSI. There used to be a difference but
that has eroded with time. Only 40Mb larger? That represents a 25%
increase in size for such a small drive.

> And Atari and Amiga owners get laughed at when they cite a small
>range of software! I don't see too much of this software advertised
>and whats more, if you have downgraded to a PowerMac can you get
>the native version of your existing apps (where a native version
>actually exists that is) for just an upgrade fee or do you have
>to splash out for a whole new package. BTW, are you saying that
>all these apps are now 100% native? I heard that photoshop for
>example has native drop in modules, but is still predominantly
>68k code.

Small for now. Unlike the Atari and Amiga the PPC has many developers
comitted to porting their products. The small library of native PPC
software (~100 commercial, ~30 shareware) can justify the purchase
of a PPC until for native software arrives. As long as your paint program,
your DTP program and your word processor are native your ok. You can
wait a few months for native games, com programs, shareware ,etc.
None of the packages I mentioned required you to purchase the entire
package. Many released the PPC version with additional features and
charged an upgrade fee. Some, Photoshop for example, offered the
upgrade for free. Photoshop is the only one that is not 100% native and
it still performs 300% faster than a 33MHz 040.

>> Yes, you can run Nextstep. But it'll cost you $1000 more dollars and
>> destroy that application support that you covet. OS/2 does not offer
>> as good an interface as the mac, it lacks application support and
>> it is missing some features.

> Now I've heard it all. System 7 is better than nextstep and OS/2..
>Why? 'Because its on a Mac and I have one so it must be better than
>all other operating systems...'

I never said (I left my text in so you could read it) that System 7 was
better than NeXTstep. I said that it is expensive and that there are
few applications for it. I never siad that System 7 was better than
OS/2. I said that System 7 has a better interface and more application
support.

> I'm interested in the Mac version of NextStep you mention. I used
>it on the original NextCube and thought it to be one of the best
>OS' I'd ever seen. Since the cube only had an 030 and still gave
>good performance it should be able to deliver on the potential
>of an 040 (unlike system 7). How much does it cost? Can you get an
>educational discount?

Where did I mention a Mac version of NextStep? Do you read my posts or just
skim them?

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3075. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 17:59:53 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.775245593@sfu.ca>
Source record: 16373

moran@bnr.ca (Gavan Moran) writes:

> What? PowerPc code run slower than 68k code? Apple never mentioned
>that in their slick advertising campaign.....

[crap deleted]

> System 7 is obsolete NOW, it doesn't need another OS revision
>to make it look like the shoddy piece of work it is. Still, as
>long as apple can continue to service the technically illiterate
>section of the market I suppose they can get away with pushing
>2nd rate OS' and hyping the PowerMac.

Gavan, how could you call others technically illiterate when you
don't seem to understand the concept of a context switch?

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3076. Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 20:55:28 UTC
From: John Churchill <bonehead@ccwf.cc.utexas.edu>
Message-ID: <313t80$89a@geraldo.cc.utexas.edu>
Source record: 16375

I don't understand Atari. I had a VCS when I was a kid. I had an Apple II and Commodore 64 later on. Then Amiga Lorraine came around and Commodore and Atari ripped the company to shreds. Tramiel quit Commodore and bought Atari with Commodore stock. The ST (Sam Tramiel) came out, which looked really cool. A guy I couldn't stand bought one and showed it off to me once, complete with TOS (Tramiel Operating System). Then I wanted a PC to play F19 Stealth Fighter on, and the salesman tried to sell me a Mega-2 because it had lots of ram. I bought a 286 instead, however, and played F19 a lot. Every once in a while I see an Atari commercial on TV. Then, about a year ago, I read in Fortune how Jack Tramiel ran Atari into the ground and wouldn't even allow a programmer to FedEx a package, thus losing a deal, because Jack is so stingy with money. Since it's privately held, nobody has any information on them, but apparently Atari sold $5 million of stuff in 1992, down from something like $400 million of stuff in 1982. By that estimate, it can be expected that about 10,000 hand-held game-boy thingies are in the marketplace, not really enough to build a market on. Now, Commodore goes bankrupt. What is happening to Atari? Are they just living off of the Tramiels' wealth? Have they stopped making personal computers altogether? I also read somewhere that software piracy killed the ST line, because all of the Commodore 64 pirates went and bought ST's, and immediately started pirating all the software, so nobody wanted to write for that platform anymore.

3077. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-26 21:43:17 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CtKHo6.EoL@nsc.nsc.com>
Source record: 16376

re: not fair to compare 33MHz 040 and 66MHz 486

That is not really true. The 33MHz 040 is also running at 66MHz
internally. I guess you did not realize that.

There is really no such think as a 66MHz 486. It is a 486 DX2 66,
which is 33MHz externally and 66MHz internally. The 33MHz 040 is also
66MHz internally, it is just Motorolla did not use that as a big
marketing item like Intel.

(You will notice that the new powerbook is listed as: 33/66Mhz 040 -
Apple decided to follows Intels lead)

As far as performance, however, a 33MHz 040 is faster than a 486 DX2 66
on most benchmarks. (SpecInt, SpecFp, etc). In real world applications
it is a little harder to compare. The 486DX2 is most likely running
DOS/Windows, so is hampered by a primarily 16bit OS (Windows DOES use some
32bit code, but not much). The 040 is running System 7, which is not
a terribly fast OS, but is 32bit. So who knows.

- mike

3078. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 00:41:47 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <p6zQzej.ari2550@delphi.com>
Source record: 16378

Gavan Moran <moran@bnr.ca> writes:

>I'm surprised they haven't done a Falcon version of Brilliance -
>the machines have quite similar capabilities and a port should
>be pretty simple.

Had they done so I would have put off selling my Falcon! I was waiting and waiting for a decent and relatively inexpensive painting program for the machine but it never came out. The closest I saw was a French program called D2M but as far as I could tell it wasn't cheap or available in English!

Sure, I heard Chagall was also good - but not cheap either and really needs a VGA display which I didn't have at the time...

True Paint is available and is inexpensive. While it runs on all of the F030's video modes it is slow and featureless!

Ari

3079. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 00:59:53 UTC
From: sammcgee@crl.com
Message-ID: <314bi9$gsk@crl5.crl.com>
Source record: 16379

Ari Feldman (ari2550@delphi.com) wrote:
: Gavan Moran <moran@bnr.ca> writes:
:
: >I'm surprised they haven't done a Falcon version of Brilliance -
: >the machines have quite similar capabilities and a port should
: >be pretty simple.
:
:
: Had they done so I would have put off selling my Falcon! I was waiting and
: waiting for a decent and relatively inexpensive painting program for the
: machine but it never came out. The closest I saw was a French program called
: D2M but as far as I could tell it wasn't cheap or available in English!
:
: Sure, I heard Chagall was also good - but not cheap either and really needs
: a VGA display which I didn't have at the time...
:
: True Paint is available and is inexpensive. While it runs on all of the F030's
: video modes it is slow and featureless!
:
: Ari
:
:

Did you try Rainbow, a super fast, feature-packed true color art program?

Whoops, you sold your Falcon, sorry. :)

Sam

3080. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 03:58:07 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtKz0w.IsB@ecf.toronto.edu>
Source record: 16381

```
In article <4853@hercules>, Paul Brown <brown@uk.co.gec-mrc> wrote:
>PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
>
>: You're comparing a 33MHz 040 to a 66MHz 486. That's not fair.
>
>This is completely fair both run at 33MHz externally and 66MHz internally.
>

Gack!!!

The 68040 is NOT clock-doubled like the DX2s are.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."
```

3081. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 08:57:20 UTC
From: moran@bnr.ca
Message-ID: <3157hg$pud@bmerha64.bnr.ca>
Source record: 16382

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
> moran@bnr.ca (Gavan Moran) writes:

> I beleive that other features make up for the bad memory management and
> mulitasking.

What features? It offers a fairly basic set of functions. No more
than MS Windows does and certainly not as much as a standard UNIX
system.

> > Sorry to have to tell you but a 66MHz PC is no longer 'high-end'.
> >Now a Pentium 90 which would be approx 2.5x faster again than this
> >PC, _would_ be high end. Oh, and of course you can also get 486s
> >in 80 and 100 Mhz flavours. Not to mention 60, 66, 90 and soon 100Mhz
> >Pentiums.

> A 66MHz 486 is still high-end. The majority of PC users are using 486/33
> computers. You can compare the 66MHz 486 to a 40MHz 040. You can compare
> the Pentium chips to the PPC chip with the closest clock-seed. And lets
> not talk vapor. The 100MHz pentiums do not exist.

As I pointed out in the post, there are a number of Faster chips
IN THE SAME PROCESSOR FAMILY. 75, 80 and 100MHz 486's and 60, 66 and
90 MHz Pentiums. The 486/66 is now a mid range performer in the
Intel x86 family. Thats a simple fact. Why do you find it so hard to
grasp? Just what are the majority of Mac users using? Is my 040 33MHz
mac better or worse than the 'majority' mac machine???

Oh, and I said the 100Mhz _soon_. Since we have 90Mhz models, I
don't think a 100Mhz version is _entirely_ unlikely, do you?

The only faster 040 chip in Macs is the 40Mhz model. And the
PPC runs 68k software (which is the vast majority of mac software)
slower than a 33Mhz 040 so I think I'm justified in saying that
the sluggish performance of my mac is near the top of current
mac performance.

> No, a 33MHz Quadra is not top-end. Only PPCs can be considered high-end.

> > The HD in the PC is only 40 megs larger, and of course is IDE,
> >so it should be slower than the SCSI model in the mac.

> IDE is very similar in speed to SCSI. There used to be a difference but
> that has eroded with time. Only 40Mb larger? That represents a 25%
> increase in size for such a small drive.

Large models do run faster, but we are talking VERY much larger
here, like of 300 megs and above. SCSI is a LOT faster than IDE,

at least it is on the Amiga , ST and PC. I can't be held responsible
for the poor hardware design of the macintosh SCSI subsystem.

> >to splash out for a whole new package. BTW, are you saying that
> >all these apps are now 100% native? I heard that photoshop for
> >example has native drop in modules, but is still predominantly
> >68k code.

> None of the packages I mentioned required you to purchase the entire
> package. Many released the PPC version with additional features and
> charged an upgrade fee. Some, Photoshop for example, offered the
> upgrade for free. Photoshop is the only one that is not 100% native and
> it still performs 300% faster than a 33MHz 040.

ie, many packages have offered some replacement PPC code to boost
speed in certain areas. Hardly full-blown PPC support.

Having to use a 33Mhz 040 mac every day I think it's not
difficult to offer 300% better performance.

> >> Yes, you can run Nextstep. But it'll cost you $1000 more dollars and
> >> destroy that application support that you covet. OS/2 does not offer
> >> as good an interface as the mac, it lacks application support and
> >> it is missing some features.

> > Now I've heard it all. System 7 is better than nextstep and OS/2..
> >Why? 'Because its on a Mac and I have one so it must be better than
> >all other operating systems...'

> I never said (I left my text in so you could read it) that System 7 was
> better than NeXTstep. I said that it is expensive and that there are
> few applications for it. I never siad that System 7 was better than
> OS/2. I said that System 7 has a better interface and more application
> support.

No, you implied that System 7 is superior to both OS/2 and NeXTstep
which is a load of crap. The only justification that could be gleaned
from your argument was that YOU had system 7 so it was better. Maybe
you can explain how system 7 has a better interface than Nextstep or
OS/2. More applications support, yes. But then DOS and Windows has
much more application support than System 7 and OS/2 can run DOS
and Windows. If you have a PC running nextstep, you can generally
just boot into DOS if desired.

> > I'm interested in the Mac version of NextStep you mention. I used
> >it on the original NextCube and thought it to be one of the best
> >OS' I'd ever seen. Since the cube only had an 030 and still gave
> >good performance it should be able to deliver on the potential
> >of an 040 (unlike system 7). How much does it cost? Can you get an
> >educational discount?

> Where did I mention a Mac version of NextStep? Do you read my posts or just
> skim them?

i
Oh, sorry. You said 'yes you can run NextStep but ....' and you
were previously talking in the context of the Mac so I assumed you
meant that you could get a Mac version. I guess it was just my
desperation to run a decent OS on my Mac. The facts coming out
in this thread would seem to indicate that its not just the sloppy
programming of System 7 that slows the mac down though, it seems
that poor hardware design also has a lot to do with the abysmal
performance.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3082. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 09:06:56 UTC
From: moran@bnr.ca
Message-ID: <31583g$qid@bmerha64.bnr.ca>
Source record: 16383

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> How can you say that System 7 doesn't include multitasking?

Sorry, _usable_ multitasking. You know, of the pre-emptive kind?
then again, you have a Mac. Maybe you don't know.....

> > And Atari and Amiga owners get laughed at when they cite a small
> >range of software! I don't see too much of this software advertised
> ^^^
> And I'm sure you read ALL the Mac magazines...

> There are over 200 pieces of native software, according to Apple's third
> quarter report.

And how many have you seen. It's in Apples interest to hype the
machine as much as possible. And boy, have they been hyping it.
Many apple powermac advocates seeem to be under the impression
that the machine will run mac and windows software better than
existing machines .. not true. Thanks to a slick campaign many
appear to be of the opinion that it can run all Windows software
.. not true again. The emulation is only 286. And you'll need
at least 13 megs of RAM to get a softPC to run.
Some stupid mac
owners seem to believe that you at least get a 20Mhz 040 out
of emulation - sorry, but the emulation is only of an 020. and
without and co-pro maths support....

In short, we have an entirely new platform with limited support
and some slowish emulation software provided to ease transition.
Not quite the slick new Mac that many seem to beleive.

Of course, the Mac tends to attract the computer illiterate
anyway, so i suppose it's quite easy for apple to hype their
new platform. I wonder how many people bought PowerMacs who
werent already Mac owners? And how many who didnt only bought
them because they thought the powermac could do a good PC
emulation?

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3083. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 09:30:30 UTC
From: moran@bnr.ca
Message-ID: <3159fm$r63@bmerha64.bnr.ca>
Source record: 16384

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> In article <312iuo$e0e@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> >> Apple ported the most-used portions of the OS to native code. The fact is
> >> there is a great deal of code which will in fact result in slower performance
> >> if ported to PowerPC native code, because of the great deal of 68K software
> >> still out there. If you're running a 68K program and the portion of the OS you
> >> call is native, the context switch can result in slower performance than if
> >> that portion of the OS had been left in 68K code.
> >
> > What? PowerPc code run slower than 68k code? Apple never mentioned
> >that in their slick advertising campaign.....

> Did you read what I said, you airhead? If Apple ports a routine to PowerPC
> native code, and the performance gain is not enough to cancel the effect of
> the context switch required by switching from 68K mode to PowerPC and back,
> then nothing is gained, and in fact some speed is lost, by making the OS
> totally native.

> PowerPC code does NOT run slower than 68K code.

No, you are saying it PERFORMS slower than 68K code in this case.
You are running your OS under emulation because you want to try to
squeeze the most performance from EMULATED 68k code. Apple push all
this stuff about the new PPC chips but fail to mention that in fact
you will be spending most of your time running 68k code under
emulation. If the excuse (of why the PPC doesnt even have a native
OS) that you put forward is true, then Apple are as good as admitting
that they don't expect to see a lot of native software soon.

Tell me this, would a completely Native OS be faster or slower?

Maybe apple should be forced to point out the powermacs performance
in 68k modes instead of trying to hype it by quoting POTENTIAL
performance as if it were commomplace.

> >> According to Apple, there are now 200 pieces of native software out there,
> >> many of them big name software.
> >
> > And according to the Magazine adverts theres very little. Apple

> Yeah, whenever I want hard-hitting, accurate news, I read the advertisements
> in a magazine. Sure, buddy...

Have you SEEN these 200 apps that Apple claim. The way most people
judge the amount of software available for a system is what they see
advertised mail order or in shops. If you can't buy the stuff, its
not a lot of good reading press releases from Apple.

> >promised a lot of native software but haven't delivered. Take a look
> >at advertisers lists and see how many are shipping the '200 native apps'

> Those 200 native programs are shipping *now*.

> > Oh, with all these 200 applications and the 'fact' that 'most Mac
> >software will be ported withing the next year or so` I shouldn't
> >think you'd NEED to worry about supporting 68k code.

> Duh! What will people run in the meantime?

Why those amazing '200 applications' of course......

> > System 7 is obsolete NOW, it doesn't need another OS revision
> >to make it look like the shoddy piece of work it is. Still, as

> Yeah, what a shame Macs can't run a modern operating system like TOS.

Actually, I think MiNT is under port for the Mac. Maybe a NATIVE
PowerMac version will deliver on some of the potential of the chip.

It's such a pity a potentially powerful architecture like the PPC
series is being primarily pushed by a company like apple whose
software and hardware engineering skills leave so much to be
desired. Maybe the new IBM PPCs (with the rumoured hardware
x86<->PPC translation) can deliver on the PPC dream....

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3084. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 09:34:21 UTC
From: moran@bnr.ca
Message-ID: <3159mt$r63@bmerha64.bnr.ca>
Source record: 16385

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
> moran@bnr.ca (Gavan Moran) writes:

> > System 7 is obsolete NOW, it doesn't need another OS revision
> >to make it look like the shoddy piece of work it is. Still, as
> >long as apple can continue to service the technically illiterate
> >section of the market I suppose they can get away with pushing
> >2nd rate OS' and hyping the PowerMac.

> Gavan, how could you call others technically illiterate when you
> don't seem to understand the concept of a context switch?

maybe PowerMac advocates should learn to understand the benefits
of having code written in the native machine language of a chip
vs burning power on emulating 68k code, before they tell the rest
of us what a great idea the PowerMac is.

Unfortunately for you, Amiga, Atari and even PC owners tend
to look below just the advertising gloss when they consider a
system. Thats why most mainstream PC/computing magazines are
giving the PPC such a hard time when they review it against
even 486/66 PC's, never mind Pentiums.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3085. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 09:39:08 UTC
From: moran@bnr.ca
Message-ID: <3159vs$r63@bmerha64.bnr.ca>
Source record: 16386

John Churchill (bonehead@ccwf.cc.utexas.edu) wrote:

[a lot of relevant stuff about C= and Ataris history deleted]

Atari management are definitely suspect, but you Atari owners
should consider yourself luck that you never had Ali or Gould
running your company. Didn't Tramiel preside over the success
of the C64? Maybe if Atari had got the Amiga chipset (as they
should have since they funded development) then Tramiel might
have been able to repeat the success of the C64 again.

Who can say?

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3086. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 12:26:14 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.1.000C6FF8@edi.ngate.uni-regensburg.de>
Source record: 16187

>and bought Atari with Commodore stock. The ST (Sam Tramiel) came out,

SixTeen

>it off to me once, complete with TOS (Tramiel Operating System). Then I

The Operating System

>altogether? I also read somewhere that software piracy killed the ST
>line, because all of the Commodore 64 pirates went and bought ST's, and
>immediately started pirating all the software, so nobody wanted to write
>for that platform anymore.

There is enough good software. New hardware after the ST was missing a long
time.

bye,
Rainer

3087. Dementia?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 15:44:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940727154401.L.J.Sak@sp0015.kub.nl>
Source record: 16188

Am I blind (no comment on that please) or can I just not find the LAZER
demo Dementia?

If anyone can help me on this one, please mail me!
I bless thee mortal :)

L.J.Sak@kub.nl,
Ludo

3088. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 16:31:03 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.775326663@sfu.ca>
Source record: 16195

moran@bnr.ca (Gavan Moran) writes:

> maybe PowerMac advocates should learn to understand the benefits
>of having code written in the native machine language of a chip
>vs burning power on emulating 68k code, before they tell the rest
>of us what a great idea the PowerMac is.

There is no benefit in having the OS written in 100% native code. Parts of the toolbox are left-overs from the Plus ere and are not used anymore. If these programs called natwive routines then the context switch would slow the program down.

> Unfortunately for you, Amiga, Atari and even PC owners tend
>to look below just the advertising gloss when they consider a
>system. Thats why most mainstream PC/computing magazines are
>giving the PPC such a hard time when they review it against
>even 486/66 PC's, never mind Pentiums.

You don't think that PC magazines are biased?

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3089. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 16:34:46 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.775326886@sfu.ca>
Source record: 16189

moran@bnr.ca (Gavan Moran) writes:

> What features? It offers a fairly basic set of functions. No more
>than MS Windows does and certainly not as much as a standard UNIX
>system.

- Drag and Drop
- Publish and Subscribe
- Direct file manipulation (with finder)
- Transparent file typing
- Scripting
...

>> A 66MHz 486 is still high-end. The majority of PC users are using 486/33
>> computers. You can compare the 66MHz 486 to a 40MHz 040. You can compare
>> the Pentium chips to the PPC chip with the closest clock-seed. And lets
>> not talk vapor. The 100MHz pentiums do not exist.

> As I pointed out in the post, there are a number of Faster chips
>IN THE SAME PROCESSOR FAMILY. 75, 80 and 100MHz 486's and 60, 66 and
>90 MHz Pentiums. The 486/66 is now a mid range performer in the
>Intel x86 family. Thats a simple fact. Why do you find it so hard to
>grasp? Just what are the majority of Mac users using? Is my 040 33MHz
>mac better or worse than the 'majority' mac machine???

True, and the 40MHz 040 is in the same familly as your Quadra. It would
seem that we have a difference of opinion as to the status of the 486/66.
No, I bet a 020 is the mean for mac, just as the 286/386 is probably the
mean for the PC.

> Oh, and I said the 100Mhz _soon_. Since we have 90Mhz models, I
>don't think a 100Mhz version is _entirely_ unlikely, do you?

Nope, and a 120MHz 601 is not '_entirely_ unlikely' either.

> The only faster 040 chip in Macs is the 40Mhz model. And the
>PPC runs 68k software (which is the vast majority of mac software)
>slower than a 33Mhz 040 so I think I'm justified in saying that
>the sluggish performance of my mac is near the top of current
>mac performance.

I don't think that you are justified in saying that since the PPC do
deliver superior performance on native apps.

> Large models do run faster, but we are talking VERY much larger
>here, like of 300 megs and above. SCSI is a LOT faster than IDE,
>at least it is on the Amiga , ST and PC. I can't be held responsible

>for the poor hardware design of the macintosh SCSI subsystem.

A 25% increase in size is substantially larger. SCSI is not faster than
IDE. SCSI-2 fast and wide async is faster than IDE. Your Quadra does
not have that but my PPC...

> ie, many packages have offered some replacement PPC code to boost
>speed in certain areas. Hardly full-blown PPC support.

No, only one package did that. The others where fully native.

> Having to use a 33Mhz 040 mac every day I think it's not
>difficult to offer 300% better performance.

That's your opinion.

> No, you implied that System 7 is superior to both OS/2 and NeXTstep
>which is a load of crap. The only justification that could be gleaned
>from your argument was that YOU had system 7 so it was better. Maybe
>you can explain how system 7 has a better interface than Nextstep or
>OS/2. More applications support, yes. But then DOS and Windows has
>much more application support than System 7 and OS/2 can run DOS
>and Windows. If you have a PC running nextstep, you can generally
>just boot into DOS if desired.

I don't think that NeXTstep is inferior to system 7. I have a NeXT Cube at
school. I'm using it right now. The interface is cool, the multi-tasking is
excellent (though I think edit should be multi-threaded), I've only
crashed it 3 times in the last 2 years and the programming environment
is awsum. But I would never buy a NeXT since the platform is dead. I could
run the OS on an intel machine but the app support is not there, I'd lose
all the cool NeXT hardware and I'd have to pay a lot for it. I don't like
OS/2. The interface doesn't appear to me. I get a lot of faults when running
windows programs and OS/2 programs are virtually non-existant.

> Oh, sorry. You said 'yes you can run NextStep but ....' and you
>were previously talking in the context of the Mac so I assumed you
>meant that you could get a Mac version. I guess it was just my
>desperation to run a decent OS on my Mac. The facts coming out
>in this thread would seem to indicate that its not just the sloppy
>programming of System 7 that slows the mac down though, it seems
>that poor hardware design also has a lot to do with the abysmal
>performance.

I said 'yes you can...' and you thought that meant that I could? You
aren't a very thorough reader. Your opinion is your own.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3090. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 18:54:50 UTC
From: sammcgee@crl.com
Message-ID: <316ahq$a3o@crl5.crl.com>
Source record: 16190

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
: moran@bnr.ca (Gavan Moran) writes:

: > What features? It offers a fairly basic set of functions. No more
: >than MS Windows does and certainly not as much as a standard UNIX
: >system.

: - Drag and Drop
: - Publish and Subs....

Funny, no mention of Atari, Falcon, etc.

I must be in the wrong group.

3091. Wolfenstein 3d - review/etc

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 19:36:21 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CtM6GM.A4A@nsc.nsc.com>
Source record: 16194

I just picked up Wolfenstein 3d for the jag, and am very happy with it.

Although DOOM would have been better, this is a very major step for the Jag. This is really the first third party game available. It is also one of the best games available.

Also, this game is available on Super Nintendo, and is a horrible horrible port on that machine.

On the Jag, it is better than the PC game.

So also it is significant because it is the first PC to Jaguar port, a market I think Atari should pursue. (If they can get the PC market to support it to some extent, there will be a lot more high quality games that just can not be found on other game consoles).

Anyhow: it is basically the PC game. The sound is good. (Probably equivalent to having a SB 16 or Pro Audio Spectrum, althogh the Jags sound does not suffer from the quality problems all the PC sound cards have). The graphics are slightly better than the PC version, although on a 27" TV of course, you loose some quality. Even so the game looks good on a 27" TV and would probably look super on a VGA monitor of S-VHS monitor. (The latter I know the Jag supports. I don't know about the VGA monitor, although I heard the Jag could do that as well).

The speed is very good. In fact it is too fast if you have played the PC game. I am almost used to it. (It is probably about 2 to 3 times as fast as on my PC, which is a 33MHz 386. And it is doing it with higher resolution (IBM version only uses 320x200!) and better color). (In short, it is faster than the PC version on a Pentium using a medium sized viewport (view size was adjustable in IBM version, not in Jag version: uses full screen).

It has all 6 scenarios (although I am not sure if you can choose them, or if you play one after another). It has 4 levels of difficulty.

Two problems I have found: saving a game (in one of 3 spots) requires only hitting 1 key, which makes it too likely to overright a saved game. (i.e. new players might hit these keys to see what they do and wipe out your saved game). Also, I have not found a way to switch to the knife except for running out of bullets. The option key cycles through the other weapons. I sometimes like to use the knife to kill dogs. >:-)

Blah, Blah, Blah. Anyhow it is nice, and represents one of the only good things that has up to now happened to the Jag. I have no idea what quantities it is being made in, but it is selling out everywhere. (Then again the jag sold out everywhere, but I don't know how many were

made. Obviously the numbers are so far small compared to the game giants).

The game represented an easier port than DOOm would, I am sure, although I have heard that DOOM will probably come out for the Jag. (CAIN people: maybe we should send letters to ID thanking them for developing this software and encouragine further development?)

Anyhow, thats it.

- mike

3092. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 19:59:31 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtM7J7.44v@ecf.toronto.edu>
Source record: 16191

In article <3159fm$r63@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> No, you are saying it PERFORMS slower than 68K code in this case.
>You are running your OS under emulation because you want to try to
>squeeze the most performance from EMULATED 68k code. Apple push all
>this stuff about the new PPC chips but fail to mention that in fact
>you will be spending most of your time running 68k code under
>emulation. If the excuse (of why the PPC doesnt even have a native
>OS) that you put forward is true, then Apple are as good as admitting
>that they don't expect to see a lot of native software soon.
>
> Tell me this, would a completely Native OS be faster or slower?

Why am I trying to argue with someone who doesn't even understand the concept
of a context switch? The most speed-critical parts of the OS have already
been ported.

>> > Oh, with all these 200 applications and the 'fact' that 'most Mac
>> >software will be ported withing the next year or so` I shouldn't
>> >think you'd NEED to worry about supporting 68k code.
>
>> Duh! What will people run in the meantime?
>
> Why those amazing '200 applications' of course......

What if your application hasn't been ported yet? What about all the shareware
and freeware that will either never be ported or won't be ported any time soon?
Do you expect Apple to release a new machine that will run NO software?

>It's such a pity a potentially powerful architecture like the PPC
>series is being primarily pushed by a company like apple whose
>software and hardware engineering skills leave so much to be
>desired.

I'm sure you're an expert in computer science and electrical engineering,
right?

>
>Gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully

```
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."
```

3093. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 21:46:30 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CtMCHI.ELz@nsc.nsc.com>
Source record: 16192

PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
>In article <3137e2$nr4@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
>> On the Apple Mac I use, the OS takes >3Mb depending on how
>>many extensions you use. 3Mb is about the lowest you can get the
>>OS memory requirement and still have the machine do all you want.
>
>Wrong. My System takes up 1300K. Currently in my Extensions folder, I have:
>9 Communications tools
>5 Printer drivers
>System Update 3.0
>QuickTime
>Sound Manager 3.0
>Disinfectant
>JPEGView JFIF Preview
>QuickTime Windows Compressors
>
>In my Control Panels folder I have all the standard control panels, plus
>SuperClock. My System takes up 1300K, and it does everything I want it to
>do. Even if I installed all the extensions I have -- that includes a CD
>ROM driver, which I don't need -- it wouldn't take up 3Mb. What exactly
>is it that you are using that causes you to take up 3Mb of memory on your
>System???

You have a very narrow view of this matter apparently. You are the exception. Very Very Very few systems take up 1300K. Most are about 2 to 3 MB.

I have only what I would consider essential, and it takes up 2.6MB. I am not complaining. I have enough memory that this is not a problem, but I have more than half of my extensions turned off because I don't want my system to take up 4MB!

(By the way, experiment: take out all the communications and printer drivers and see if your system size changes. Nope. That is what I thought. Don't count those as extensions, they have no resident code. Also most control panels do not take up memory. Use Now profile or startup manager to see what each item uses)

Things like ATM such down 330K. This extension can be very useful to some people. There are other hogs as well. Plus some applications (FoxPro, Now Contact, others) install extensions. (The FoxPro ones are not optional by the way).

I will bring a list of what extensions and control panels I use, if that would help you. But it is very easy to such down a lot of memory with System 7.

Also, why don't you move to the Mac groups? I use a mac, but also an IBM and an Atari. I don't think debating the merits of System 7 is really relevant to the Atari. There is NO DOUBT that System 7 has some inefficiencies in regards to speed and size. If you do not realize this, you do NOT understand the Mac and OSs in general. That does not mean it is a bad OS. Indeed it is very nice to use in comparison to Windows. Just don't confuse user friendliness with optimized and efficient code.

- mike

3094. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-27 23:53:13 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Rq+TDOx.ari2550@delphi.com>
Source record: 16193

Sam McGee <sammcgee@crl.com> writes:

>Did you try Rainbow, a super fast, feature-packed true color art program?
>
>Whoops, you sold your Falcon, sorry. :)
>

Yes, I saw Rainbow and wasn't that impressed from the demo I saw. I don't live in Europe so a lot of the goodies there don't get here.

Besides, I don't need a TC paint package just one that supports 16 & 256 color modes.

Besides, I'm not sorry I sold my Falcon. I sold it, bought a cheap PC clone, and had some money left over to pay bills. :)

Ari

3095. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-28 00:12:58 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CtMJ9M.K8H@nsc.nsc.com>
Source record: 16196

Atari is a PUBLIC corporation. It is not (and has not been since about 85)
a private company.

- mike

(They still make computers and the Jaguar video console. I don't know if
they will continue to make computers or not. The jaguar is doing OK so
far, but not spectacular.)

3096. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-28 02:56:20 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3176ok$hjl@msuinfo.cl.msu.edu>
Source record: 16197

Just a small correction:

In article <Rainer.Riedl.1.000C6FF8@edi.ngate.uni-regensburg.de>, Rainer.
Riedl@edi.ngate.uni-regensburg.de (Rainer Riedl) writes:
>>and bought Atari with Commodore stock. The ST (Sam Tramiel) came out,
>
>SixTeen

Sixteen/Thirty-two, referring to the sixteen bit data bus and thirty-two
bit address bus of the Motorola 68000.

>bye,
> Rainer

Later,
Tom
hopper_t@msupa.pa.msu.edu

3097. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-28 04:00:31 UTC
From: John Churchill <bonehead@ccwf.cc.utexas.edu>
Message-ID: <317agv$t7r@geraldo.cc.utexas.edu>
Source record: 16198

In article <Rainer.Riedl.1.000C6FF8@edi.ngate.uni-regensburg.de> Rainer Riedl, Rainer.Riedl@edi.ngate.uni-regensburg.de writes:
>>and bought Atari with Commodore stock. The ST (Sam Tramiel) came out,
>
>SixTeen
>
>>it off to me once, complete with TOS (Tramiel Operating System). Then I
>
>The Operating System

ST does stand for Sam Tramiel, president of Atari, and TOS does stand for Tramiel Operating System. This was from a 1985 interview with Jack himself (a rather egotistical person) in a trade journal (Byte, I think), so get with it. Also, a recent financial analysis by an underwriter mentioned that Tramiel was successful with the C-64 by being a price leader, but his efforts to do the same with Atari failed miserably because of a significant paradigm shift in the personal computer market. Adam Osborne, in his book, "Thriving on Chaos" (1984, I think), spoke very highly of Tramiel after he left Commodore (and before taking over Atari), and said that Jack knew something about the market that nobody else did. I wonder what he thinks about him now.

3098. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-28 09:06:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <317sek$b74@bognor.barclays.co.uk>
Source record: 16219

```
In article <quinlan.775326886@sfu.ca>, quinlan@kits.sfu.ca (Brian Quinlan) writes:
|> - Drag and Drop
|> - Publish and Subscribe
|> - Direct file manipulation (with finder)
|> - Transparent file typing
|> - Scripting
Can we have these in English ie what do they mean?

--
+-----------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

3099. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-28 09:11:13 UTC
From: moran@bnr.ca
Message-ID: <317snh$a9u@bmerha64.bnr.ca>
Source record: 16200

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
> moran@bnr.ca (Gavan Moran) writes:

> > maybe PowerMac advocates should learn to understand the benefits
> >of having code written in the native machine language of a chip
> >vs burning power on emulating 68k code, before they tell the rest
> >of us what a great idea the PowerMac is.

> There is no benefit in having the OS written in 100% native code. Parts of the
> toolbox are left-overs from the Plus ere and are not used anymore. If these
> programs called natwive routines then the context switch would slow the
> program down.

The only situation where there is 'no benefit' in having the OS in
native code is one where you are going to be spending your time running
a lot of 68k software under emulation. If this is the case, then in
fact you are only getting a small fraction of the potential of your
PPC chip. A pretty silly situation, and frankly if you are running 68K
code then you'd be better off with a REAL 68k mac. Now, apple are hyping
the speed and power of the PPC chip but they fail to mention that it
doesn't deliver this speed and power on existing software.

Look at this situation,

Motorola make the PPC chips, a tremendously powerful series of
chips.
Apple make the first PPC machines, BUT (a) They expect that
users will mostly run 68k software under emulation (thus burning
off a lot of CPU power) and (b) Put the machines into an
architecture not actually designed around the chips (the whole
system is designed around an earlier motorola risc chip, I think
it was the 88000 or something like that...) again compromising
performance.

End result: Although the PPC chips show great promise and potential
the actualt results are limited by apples poor design.

The real breakthrough will come if IBM can come up trumps
with their PPC machines, the ones with the rumoured 80x86
hardware translation. Then the way will be open to port software
to windows NT and 80x86 compatibility will become a thing of the
past.

> > Unfortunately for you, Amiga, Atari and even PC owners tend
> >to look below just the advertising gloss when they consider a
> >system. Thats why most mainstream PC/computing magazines are
> >giving the PPC such a hard time when they review it against

> >even 486/66 PC's, never mind Pentiums.

> You don't think that PC magazines are biased?

By PC magazines, I meant buisiness oriented computing magazines.
By default, this means PC since the business world is mainly PC
(about 80% or so). There is no doubt a bit of inherent PC bias
since thats what platform they know best, but most PC mags do
give the mac fair reviews. However, Apple have squarely targetted
the PC with their advertising, making a big deal of the PowerMacs
supposed PC/Windows compatibility. So are many Mac advocates,
claiming you can just pick your platform and run it one the
PowerMac.

Now, with all this hype from apple the magazines have started
to review the PowerMac along with things like 486 clones. The result
is that people are now seeing that the PC emulation is AWFUL (286 only)
and that for current software its SLOWER than existing 040 Macs.
They do point out that native software would be faster but also
that theres not much of it about.

The simple fact is that Apple got a tremendous amount of hype
when it first came out - about being super powerful and able to
run a wide range of platforms, but when people actually look
at it under an analytical light, it fails miserably to deliver
on all the Apple promises.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3100. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-28 09:19:54 UTC
From: moran@bnr.ca
Message-ID: <317t7q$a9u@bmerha64.bnr.ca>
Source record: 16199

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> In article <3159fm$r63@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> > Tell me this, would a completely Native OS be faster or slower?

> Why am I trying to argue with someone who doesn't even understand the concept
> of a context switch? The most speed-critical parts of the OS have already
> been ported.

I know all about context switching. What I don't understand is why
people would want to buy a powerful machine and then burn off all
its power emulating another chip. The fact is that a native OS would
be faster. Unless of course you are going to be running mainly 68k
code, in which case WHY ON EARTH DID YOU BUY A POWER PC BASED MACHINE?

> >> > Oh, with all these 200 applications and the 'fact' that 'most Mac
> >> >software will be ported withing the next year or so` I shouldn't
> >> >think you'd NEED to worry about supporting 68k code.
> > >
> >> Duh! What will people run in the meantime?
> > >
> > > Why those amazing '200 applications' of course......

> What if your application hasn't been ported yet? What about all the shareware
> and freeware that will either never be ported or won't be ported any time soon?
> Do you expect Apple to release a new machine that will run NO software?

Exactly, powermac buyers are caught in a halfway house. Not that
you'd know this from the way Apple are marketting the machine.
You'd almost think that everything would run faster and in the near
future everything would be faster again....

> >It's such a pity a potentially powerful architecture like the PPC
> >series is being primarily pushed by a company like apple whose
> >software and hardware engineering skills leave so much to be
> >desired.

> I'm sure you're an expert in computer science and electrical engineering,
> right?

I do have an honours degree in IT and a Masters in Electronics..

But you don't have to be an expert to see that Apple have never
made state of the art platforms. From the Apple II (which was
quickly bettered by the Atari 800) to the Macinstosh (which was
easily beaten by the ST and later the Amiga) to a PPC platform
now which doesn't take advantage of the full capabilities of
the chip.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3101. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-28 12:35:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <3188mn$fm6@bognor.barclays.co.uk>
Source record: 16220

In article <317agv$t7r@geraldo.cc.utexas.edu>, John Churchill
<bonehead@ccwf.cc.utexas.edu> writes:
|> ST does stand for Sam Tramiel, president of Atari, and TOS does stand for
|> Tramiel Operating System. This was from a 1985 interview with Jack
|> himself (a rather egotistical person) in a trade journal (Byte, I think),
In that case they changed their mind because everytime I have seen comment from
the Trameils of Atari in general, it's always ST=Sixteen/ThirtyTwo and TT =
ThirtyTwo./ThirtyTwo. Plus there is no T Tramiel so where does TT come from?
Ditto on TOS, Atari have always said it's The Operating System whenever I have
seen them mention it.

I'm not saying Sam didn't say the above, he just changed his mind.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3102. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-28 15:33:04 UTC
From: aspect@cats.ucsc.edu
Message-ID: <318j3g$m4b@darkstar.UCSC.EDU>
Source record: 16201

In <317agv$t7r@geraldo.cc.utexas.edu> John Churchill <bonehead@ccwf.cc.utexas.edu> writes:

>ST does stand for Sam Tramiel, president of Atari, and TOS does stand for
>Tramiel Operating System. This was from a 1985 interview with Jack

BZZZZTTT you lose.

JT may have said those things, but the official is that ST stands for
Sixteen/Thirty-two and TOS stands for The OS...

Maybe Jack has a sense of humor?

~Chris

3103. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-28 17:55:28 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.775418128@sfu.ca>
Source record: 16202

moran@bnr.ca (Gavan Moran) writes:

> The only situation where there is 'no benefit' in having the OS in
>native code is one where you are going to be spending your time running
>a lot of 68k software under emulation. If this is the case, then in
>fact you are only getting a small fraction of the potential of your
>PPC chip. A pretty silly situation, and frankly if you are running 68K
>code then you'd be better off with a REAL 68k mac. Now, apple are hyping
>the speed and power of the PPC chip but they fail to mention that it
>doesn't deliver this speed and power on existing software.

Their is a a benefit in having the majority of the OS running in native mode.
Apple estimates that 90% of the OS calls made by modern programs are to
native routines. A modern program probably does not call 'Create'. This routine
has been obsolete for the last five? years. The new call is 'FSSCreate'. Since
only programs made five years ago use 'Create' and if they haven't been
updated in that long they probably won't be ported to PPC, why force a
context switch my writting it in 601 assembly? The PPC oprograms are
newer and thus use the modern routine 'FSSCreate'. It's 'FSSCreate' that should
be native. There is NO BENIFIT in porting 'Create'. However, 90% of the
modern routines are native (though I don't think 'FSSCreate' is).

> Motorola make the PPC chips, a tremendously powerful series of
>chips.
> Apple make the first PPC machines, BUT (a) They expect that
>users will mostly run 68k software under emulation (thus burning
>off a lot of CPU power) and (b) Put the machines into an
>architecture not actually designed around the chips (the whole
>system is designed around an earlier motorola risc chip, I think
>it was the 88000 or something like that...) again compromising
>performance.

What it comes down to is that the PPC compares favorable to the Pentium
when running native apps. I think that the only app native to both that
ran faster on the Pentium was Word Perfect.

> End result: Although the PPC chips show great promise and potential
>the actualt results are limited by apples poor design.

It's results that matter and the PPC is fast.

> The real breakthrough will come if IBM can come up trumps
>with their PPC machines, the ones with the rumoured 80x86
>hardware translation. Then the way will be open to port software
>to windows NT and 80x86 compatibility will become a thing of the
>past.

Maybe, but it could also go like OS/2. Since it runs so well on PPC why write a PPC only version? That's what windows developers thought about OS/2.

> By PC magazines, I meant buisiness oriented computing magazines.
>By default, this means PC since the business world is mainly PC
>(about 80% or so). There is no doubt a bit of inherent PC bias
>since thats what platform they know best, but most PC mags do
>give the mac fair reviews. However, Apple have squarely targetted
>the PC with their advertising, making a big deal of the PowerMacs
>supposed PC/Windows compatibility. So are many Mac advocates,
>claiming you can just pick your platform and run it one the
>PowerMac.

Apple marketing is a pack of morons.

> Now, with all this hype from apple the magazines have started
>to review the PowerMac along with things like 486 clones. The result
>is that people are now seeing that the PC emulation is AWFUL (286 only)
>and that for current software its SLOWER than existing 040 Macs.
>They do point out that native software would be faster but also
>that theres not much of it about.

I agree with everthing that you've said except that there are a lot of PPC apps out. Enought that you could easily spend 90% of your time running native apps.

> The simple fact is that Apple got a tremendous amount of hype
>when it first came out - about being super powerful and able to
>run a wide range of platforms, but when people actually look
>at it under an analytical light, it fails miserably to deliver
>on all the Apple promises.

Did apple promise fast 80x86 emmulation, did they promise that the 680x0 emulation would be faster than a 68040? No. They promised that the native programs would be faster than the 68040 and it is.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3104. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 06:06:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <31a68j$gel@usenet.INS.CWRU.Edu>
Source record: 16203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In a previous article, thommy@cs.tu-berlin.de (Thomas Bahls) says:

>Hi!
>
> I really like this list, but there are several people missing.
> Never heard about Julien Reschke (Profibuch, SCSItools), Andreas
> Kromke (NVDI), Uwe Seimet (many interesting stuff), Wilfried Behne
> (NVDI) and many many more?
>
> Hey wake up, we have e-mail in Europe, too ;-)
>

Hey, if you Europeans want to be placed on this list, YOU have to do the
waking up!

Users will not be placed on the list unless the maintainer (myself)
receives e-mail from the person.

Why do I do this? I don't want to get bitched at by people because they
are on a Who's Who list when they want to remain as silent as possible.
Some people like it that their e-mail address isn't well-known.

Another reason is because ALL the people on the list KNOW that they are on
the list. If a situation would change concerning their status or e-mail
address, they realize they are on the list and contact me.

If you want to be placed on the Who's Who list then give me information about
yourself. If you want a favorite developer of yours to be placed on
this list, tell them so they can write me.

Len

>

--

3105. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 08:18:54 UTC
From: moran@bnr.ca
Message-ID: <31ae1e$nja@bmerha64.bnr.ca>
Source record: 16205

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

> >ST does stand for Sam Tramiel, president of Atari, and TOS does stand for
> >Tramiel Operating System. This was from a 1985 interview with Jack

> BZZZZTTT you lose.

> JT may have said those things, but the official is that ST stands for
> Sixteen/Thirty-two and TOS stands for The OS...

Its hard to say, at the time the STs came out many thought
that ST stood for Sam Tramiel but it was denied by Jack and
he stated it was Sixteen Thirtytwo. Who knows. I am pretty
sure though, that TOS did mean 'Tramiel Operating System` ..
it was certainly used by most magazines at the time.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3106. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 08:36:46 UTC
From: moran@bnr.ca
Message-ID: <31af2u$nja@bmerha64.bnr.ca>
Source record: 16204

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
> moran@bnr.ca (Gavan Moran) writes:

> > Motorola make the PPC chips, a tremendously powerful series of
> >chips.
> > Apple make the first PPC machines, BUT (a) They expect that
> >users will mostly run 68k software under emulation (thus burning
> >off a lot of CPU power) and (b) Put the machines into an
> >architecture not actually designed around the chips (the whole
> >system is designed around an earlier motorola risc chip, I think
> >it was the 88000 or something like that...) again compromising
> >performance.

> What it comes down to is that the PPC compares favorable to the Pentium
> when running native apps. I think that the only app native to both that
> ran faster on the Pentium was Word Perfect.

I don't think its enough to simply have good performance. You
also need the software to utilize this performance. The computer
market is a software driven market , its software compatability
thats forced the unfortunate Intel x86 dominance and this fact
hasn't changed with the advent of the PPC chips. If you want
out and out performance why not go for a DEC Alpha machine, or a
SPARC? There have always been better machines around than the PC,
when the Amiga and ST were first released they were both a LOT
better than any PC and a hell of a lot cheaper.

> > End result: Although the PPC chips show great promise and potential
> >the actualt results are limited by apples poor design.

> It's results that matter and the PPC is fast.

See above

> > The real breakthrough will come if IBM can come up trumps
> >with their PPC machines, the ones with the rumoured 80x86
> >hardware translation. Then the way will be open to port software
> >to windows NT and 80x86 compatibility will become a thing of the
> >past.

> Maybe, but it could also go like OS/2. Since it runs so well on PPC why
> write a PPC only version? That's what windows developers thought about
> OS/2.

Yes, thats a danger but if PPC becomes widespread enough and
a Windows NT version becomes available for it then it will be
worth manufacturers time to port their products to NT in order

to gain performance advantages. This is good news for other
chips too - the Alpha and MIPS spring to mind here. And the
market gets to dump DOS and Windows.

> >give the mac fair reviews. However, Apple have squarely targetted
> >the PC with their advertising, making a big deal of the PowerMacs
> >supposed PC/Windows compatibility. So are many Mac advocates,
> >claiming you can just pick your platform and run it one the
> >PowerMac.

> Apple marketing is a pack of morons.

Apple marketting is excellent! The Mac has always been slickly
marketted and presented. My gripe with them is that they often
severly bend th truth to sell macs - the PPC advertising being
a case in point. I know all marketting depts. do this to an
extent but Apple are particularly guilty here.

> > Now, with all this hype from apple the magazines have started
> >to review the PowerMac along with things like 486 clones. The result
> >is that people are now seeing that the PC emulation is AWFUL (286 only)
> >and that for current software its SLOWER than existing 040 Macs.
> >They do point out that native software would be faster but also
> >that theres not much of it about.

> I agree with everthing that you've said except that there are a lot
> of PPC apps out. Enought that you could easily spend 90% of your
> time running native apps.

If the Apps you want are native, then its certainly worth
getting a PPC machine.

> > The simple fact is that Apple got a tremendous amount of hype
> >when it first came out - about being super powerful and able to
> >run a wide range of platforms, but when people actually look
> >at it under an analytical light, it fails miserably to deliver
> >on all the Apple promises.

> Did apple promise fast 80x86 emmulation, did they promise that the
> 680x0 emulation would be faster than a 68040? No. They promised that
> the native programs would be faster than the 68040 and it is.

The marketting campaign does imply that the PowerMac will run
ALL your software better. It pushes the 'PPC is Ultra Fast' line
and then majors on its ability to run PC software, implying that
your PC software will also run with the same excellent level of
performance. Same goes for Mac 68k software compatibility.

Many people do fall for this (many Mac advocates too it seems)
and the result is that PC mags are pointing out the capabilities
of PowerMacs when they try to run PC software. Its a hard
judgement, but Apple have put the PowerMac competing against the
PC on its own turf and magazines have a duty to inform their

readers of the truth.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3107. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 13:53:48 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <31b1lc$t2g@infa.central.susx.ac.uk>
Source record: 16208

Rainer Riedl (Rainer.Riedl@edi.ngate.uni-regensburg.de) wrote:
: >and bought Atari with Commodore stock. The ST (Sam Tramiel) came out,

: SixTeen

Someone who knows there facts(!).

: >it off to me once, complete with TOS (Tramiel Operating System). Then I

: The Operating System

: >altogether? I also read somewhere that software piracy killed the ST
: >line, because all of the Commodore 64 pirates went and bought ST's, and
: >immediately started pirating all the software, so nobody wanted to write
: >for that platform anymore.

: There is enough good software. New hardware after the ST was missing a long
: time.

: bye,
: Rainer

3108. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 18:00:11 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CtprCB.5I2@nsc.nsc.com>
Source record: 16212

Rainer Riedl <Rainer.Riedl@edi.ngate.uni-regensburg.de> wrote:
>>and bought Atari with Commodore stock. The ST (Sam Tramiel) came out,
>SixTeen

This is ludicrous! It never stood for SixTeen! It stood for
Sixteen-Thirty-two, because of its 68000 architecture, which is 32 bits
internally with a 16 bit bus!

(You were close I guess!)

>>it off to me once, complete with TOS (Tramiel Operating System). Then I
>The Operating System

Both were used. Tramiel Operating System was the original name. They
changed it to The later.

>>altogether? I also read somewhere that software piracy killed the ST
>>line, because all of the Commodore 64 pirates went and bought ST's, and
>>immediately started pirating all the software, so nobody wanted to write
>>for that platform anymore.
>
>There is enough good software. New hardware after the ST was missing a long
>time.

3109. Re: SIGMA Card : Back or dead ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 18:18:41 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.775505921@sfu.ca>
Source record: 16206

moran@bnr.ca (Gavan Moran) writes:

> I don't think its enough to simply have good performance. You
>also need the software to utilize this performance. The computer
>market is a software driven market , its software compatability
>thats forced the unfortunate Intel x86 dominance and this fact
>hasn't changed with the advent of the PPC chips. If you want
>out and out performance why not go for a DEC Alpha machine, or a
>SPARC? There have always been better machines around than the PC,
>when the Amiga and ST were first released they were both a LOT
>better than any PC and a hell of a lot cheaper.

True, software is important and that is why apple is pushing developers to
port their apps. Apple itself is planing to have an almost totally
native OS by 8.0. I was thinking about getting a SGI before I bought my
PPC but it was to expenive and so was the software.

>> Maybe, but it could also go like OS/2. Since it runs so well on PPC why
>> write a PPC only version? That's what windows developers thought about
>> OS/2.

> Yes, thats a danger but if PPC becomes widespread enough and
>a Windows NT version becomes available for it then it will be
>worth manufacturers time to port their products to NT in order
>to gain performance advantages. This is good news for other
>chips too - the Alpha and MIPS spring to mind here. And the
>market gets to dump DOS and Windows.

Well, asumming the 'we will port when the market is big enough. we bill buy
when the software is available' doesn't prevail than IBM have do well.

> Apple marketting is excellent! The Mac has always been slickly
>marketted and presented. My gripe with them is that they often
>severly bend th truth to sell macs - the PPC advertising being
>a case in point. I know all marketting depts. do this to an
>extent but Apple are particularly guilty here.

That, I think, is bad in the long run. When I bought my PPC I forgot about
running IBM programs and realized that my 680x0 apps would run slower.
But, in my case I use many native apps so it doesn't matter. Many users
may have bought PPCs thinking that everthing would be faster. Sure,
Apple sold a computer now but that may hurt their futur market.

> The marketting campaign does imply that the PowerMac will run
>ALL your software better. It pushes the 'PPC is Ultra Fast' line
>and then majors on its ability to run PC software, implying that
>your PC software will also run with the same excellent level of

>performance. Same goes for Mac 68k software compatibility.

An implication is not a statement but I take your point.

> Many people do fall for this (many Mac advocates too it seems)
>and the result is that PC mags are pointing out the capabilities
>of PowerMacs when they try to run PC software. Its a hard
>judgement, but Apple have put the PowerMac competing against the
>PC on its own turf and magazines have a duty to inform their
>readers of the truth.

It's sad but true that most computer users don't have a clue and that major
corporations don't help them any.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3110. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 18:22:02 UTC
From: benkeen@aol.com
Message-ID: <31bhca$j4i@search01.news.aol.com>
Source record: 16207

In article <4853@hercules>, brown@uk.co.gec-mrc (Paul Brown) writes:

: You're comparing a 33MHz 040 to a 66MHz 486. That's not fair.

This is completely fair both run at 33MHz externally and 66MHz internally.

Paul Brown
==========
ALL of a clock doubled 486 runs at twice the bus speed. Only the
pipelines of a 040 run at twice the bus speed - the rest of the chip
(caches, FPU, ALU) run at the regular bus speed.

-Ben Keen

3111. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 18:27:07 UTC
From: benkeen@aol.com
Message-ID: <31bhlr$j7s@search01.news.aol.com>
Source record: 16211

In article <31583g$qid@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
writes:

Some stupid mac
owners seem to believe that you at least get a 20Mhz 040 out
of emulation - sorry, but the emulation is only of an 020. and
without and co-pro maths support....
==========
The emulation is of a LC040. Apple is encouraging developers to treat it
like an 020, but there is really no significant difference. And as far as
math goes, heavy floating point software is likely to be the first thing
to port anyway. Most non-FP intensive stuff only uses integer math,
anyway.

-Ben Keen

3112. Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 20:04:54 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31bnd6$gl0@mother.usf.edu>
Source record: 16209

One thing's absolutely for certain about Atari computers....

They're damn near impossible to get repaired.

My local dealer can't repair it... he'd send it back to Atari.

I can't send it to a different dealer because Atari won't reimburse them for the repair.

Atari tells me that the repair will take 3 to 4 weeks. That's absurd. Besides, we know they're liars... it'll take more like 2 to 3 months!

I do work on my computer. I can do without sound (that's what's broken) for a little while, but since there is only a month left for my warrantee, I have to get it repaired within that time.

Atari won't give me a loaner machine either, nor will they just replace the defective one.

Plus, it's going to cost me an arm and a leg to get it to them.

What a crock.

3113. Re: Terminal emulator program wanted

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-29 20:21:35 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31bocf$gl0@mother.usf.edu>
Source record: 16210

Paul Prokopenko (pasha@glas.apc.org) wrote:
: Are there any 8-bit clean vt100 terminal emulator programs
: available for Atari ST1040?

: Prokopenko Paul (pasha@glas.apc.org)

: PS: please, answer by mail to gouida@glas.apc.org

ANSITerm is a very nice VT100/VT102/ANSI terminal program. It's probably the fastest around and it does 16-color ANSI on a stock ST. It also works wonderfully with UNIX.

3114. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-30 14:36:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94211.103635STIRRE31@MAINE.MAINE.EDU>
Source record: 16213

I'm facing the same situation, Tim. I figured that I could send it to any Atari dealer because Atari just pays for all warranty work. Wrong. I contacted the dealer I bought it from. They told me that they didn't have the part in stock and that I should just send it to Atari (couldn't they order the part now?!). Atari told me that I needed a receipt (woops, I guess my warranty card isn't good enough) and that it would take 2-3 weeks to fix once in the warehouse. All for a broken microphone port.... I am pondering whether I should just pay for the work to get it done locally or actually send it to Atari....
-scott tirrell

3115. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-30 15:01:40 UTC
From: sys1@exnet.com
Message-ID: <CtrDqw.wA@exnet.com>
Source record: 16217

In article <31ae1e$nja@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
>
>> >ST does stand for Sam Tramiel, president of Atari, and TOS does stand for
>> >Tramiel Operating System. This was from a 1985 interview with Jack
>
>> BZZZZTTT you lose.
>
>> JT may have said those things, but the official is that ST stands for
>> Sixteen/Thirty-two and TOS stands for The OS...
>
> Its hard to say, at the time the STs came out many thought
>that ST stood for Sam Tramiel but it was denied by Jack and
>he stated it was Sixteen Thirtytwo. Who knows. I am pretty
>sure though, that TOS did mean 'Tramiel Operating System` ..
>it was certainly used by most magazines at the time.

I hear the TOS was a robust, stable and completely debugged OS until the
T was changed from `The" to `Tramiel' when it just gained 2^34 bugs.:>

Personally I think ST stood for Sammy Trammy, and TT for Tommy Trammy.
I think it was swapped around in hindsight, when such egotism became
frowned apon.
>
>Gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3116. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-31 01:12:12 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <ZOyyLPU.ari2550@delphi.com>
Source record: 16214

Yes, video access is part of the reason the original ST series ran up to 20% faster than the MAC and MAC+. It also had to do with the ST's DMA controller. While it wasn't as comphrehensive a device as on other systems, it did (does) allow for fast floppy and HD access. Old Mac drives were variable speed and controlled by the CPU much like the PCjr's 8088 used to control its drives.

ST video access is a form of local bus in terms of performance. The ST's processor runs slightly faster as well.

3117. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-31 04:43:28 UTC
From: dpj@delphi.com
Message-ID: <ZayxrxQ.dpj@delphi.com>
Source record: 16215

Timothy Miller <millert@grad.csee.usf.edu> writes:

>One thing's absolutely for certain about Atari computers....
>
>They're damn near impossible to get repaired.
>
>My local dealer can't repair it... he'd send it back to Atari.
>
>I can't send it to a different dealer because Atari won't reimburse them
>for the repair.

Blame your dealer; it's not Atari's fault. If your dealer can't do repairs, he should have told you this when buying the machine. He should have told you that if anything goes wrong, he'll have to send it to Atari which will take time. Have your dealer give you a loaner while he sends it off to be repaired.

-Dana

3118. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-07-31 04:48:03 UTC
From: dpj@delphi.com
Message-ID: <RazSjZb.dpj@delphi.com>
Source record: 16216

<STIRRE31@MAINE.MAINE.EDU> writes:

>I'm facing the same situation, Tim. I figured that I could
>send it to any Atari dealer because Atari just pays for all
>warranty work. Wrong. I contacted the dealer I bought it
>from. They told me that they didn't have the part in stock
>and that I should just send it to Atari (couldn't they order
>the part now?!). Atari told me that I needed a receipt (woops, I
>guess my warranty card isn't good enough) and that it would
>take 2-3 weeks to fix once in the warehouse. All for a broken
>microphone port.... I am pondering whether I should just pay for
>the work to get it done locally or actually send it to Atari....

Again, have the dealer order the part. When it's in, bring in
your machine or send it back to the dealer. It _should_ take
less time than sending it to Atari.

The problem is that there aren't many dealers around any longer
(like this is something new!). Making this matter worse is the fact that
many of them can't/won't do repairs. There's not much we can do
if something goes wrong, warrantee or not.

-Dana

3119. Want some computer gaming fun? CAIN Atari Fun Fest 94

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 03:51:11 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <31hrff$2ma@usenet.INS.CWRU.Edu>
Source record: 16218
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

This will be the last Usenet posting about this show besides the complete dealer/vendor, developer, user group listing which will be posted on Thursday.

CAIN Atari Fun Fest 94

Are you bored of playing the same old games?

Do you have an Atari Jaguar, Lynx, ST, TT, Falcon030, 800, XL, XE, XEGS, 7800, 5200, or 2600?

If you have any one of these systems, you can get games for it at the CAIN Atari Fun Fest 94.

CAIN Atari Fun Fest 94 is being held on Sunday, August 7, 1994 at Kirtland, Ohio (near Cleveland). CAIN Atari Fun Fest 94 will be fun for the entire family. You'll get an opportunity to see the JAGUAR 64-BIT Interactive Multimedia System and the latest entertainment titles for it. You'll even get to see video games played like they have never been played before! And that is through Lynx portable video game systems all linked together. This incredible multi-player action will blow your mind away!

The new Atari Falcon030 computer will be there along with the ST and 8-Bit computers!

There will be prizes to win and you might even be one of the lucky people to take home a Jaguar 64-BIT system or a Tempest 2000 cartridge (courtesy of Atari Corporation)! There will be many prizes raffled off such as gift certificates and games of all sorts! Everyone that attends will get a chance to win!

CAIN Atari Fun Fest 94 is the Atari -=- FUN -=- show of the year! Don't miss it! Bring the entire family down! Get great deals! See the latest technology! And have a lot of fun!

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *

^

Free Admission!

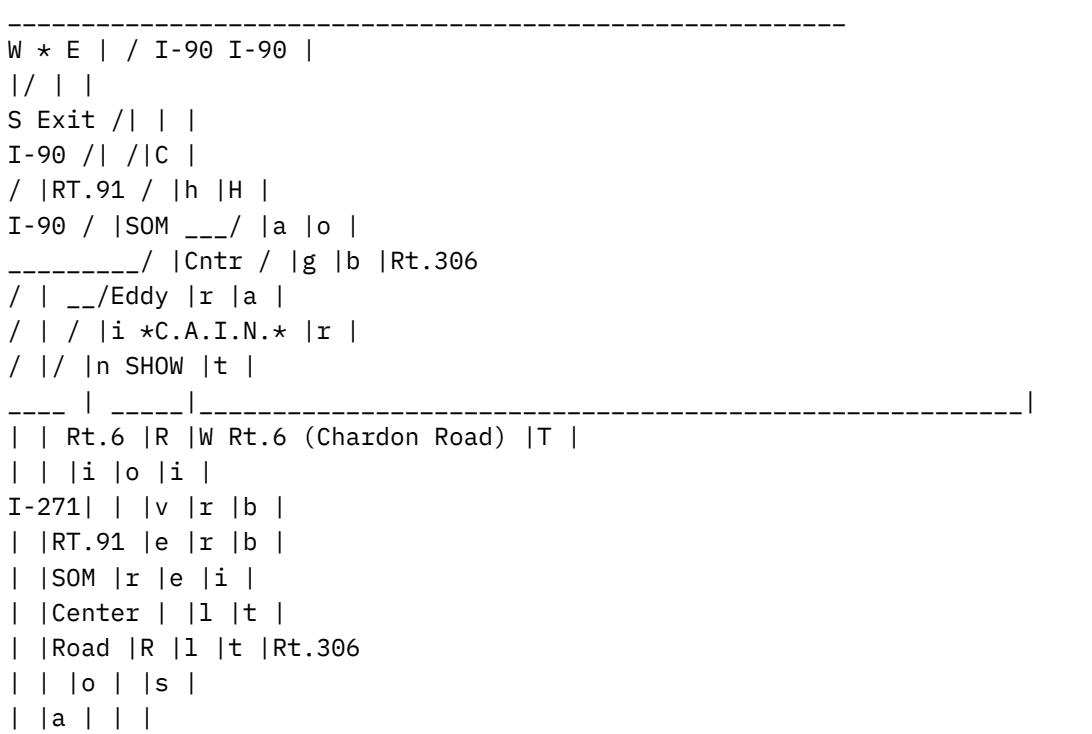
What to See and Do!

The New Jaguar Game System!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)
8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

Fred Horvat
P.O. Box 493
Chesterland, OH 44026-0493
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio


N
W * E
/ I-90
I-90
|/
S Exit /|
I-90 /|
/ |RT.91 / |SOM
___/ |Cntr / |Eddy
/ | / |i *C.A.I.N.* |n SHOW
/ |/ |
/ |C |h |a |o |g |b |r |a |r |t |
I-90
Rt.306
Rt.6 |R |W Rt.6 (Chardon Road) |T |i |o |i |v |r |b |e |r |b |SOM |r |e |i |Center | |l |t |Road |R |l |t |Rt.306
| |o | |s |a | | |

| |d

If traveling I-271 North, keep going North then take I-90 East to Route 91 (SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

Confirmed Vendors/User Groups
-=-=-=-=-=-=-=-=-=-=-=-=-=-
Updated: 07/24/94

User Groups

2600 Connection
CACUG (Cleveland Atari Classics User Group)
CVACC (Cuyahoga Valley Atari Computer Club)
NEOSTAG (North East Ohio ST Atari Group)
CAIN (Central Atari Information Network User Group)

Dealers

AAA Video 1 table power
Dr. Bob + Bob Rakocy 1 table
FMH Games 1 table power
It's All Relative 1 table power + 1 table
Jeff's Atari Outpost 1 table power + 1 table
Stor Tech 1 table
The Computer Shoppe 1 table power + 3 tables
Toad Computer 1 table power + 2 tables

The dealers listed are only the dealers that have paid or are in the process of paying. We anticipate more dealers to participate...stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Tempest 2000 Contest
-=-=-=-=-=-=-=-=-=-

Jeff Morin from Jeff's Atari Action Outpost is sponsoring a Jaguar Tempest 2000 contest at the CAIN Atari Fun Fest '94. Winner will receive a $100.00 gift certificate good for any item(s) from their table or catalog!

Door Prizes at CAIN Atari Fun Fest 94
-=-
Updated: 07/19/94

Below is a list of confirmed door prizes for the CAIN Atari Fun Fest '94. The method for distributing the door prizes has not been determined yet. Stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Atari Corporation - 3 Jaguar Systems.
- 3 Tempest 2000 cartridges

FMH Games - Atari 2600 console
- New Atari 2600/5200/7800/8-bit cartridges

Jeff's Atari Action Outpost - 2 $50.00 Gift certificates good for table or catalog
1 $100.00 Gift certificate to winner of
Tempest 2000 contest winner good for table or
catalog

Toad Computers - To be announced.

Online CAIN Atari Fun Fest 94 Section
-=-

In order to keep the Atari community up-to-date on the CAIN Atari Fun Fest, the Cleveland Free-Net Atari SIG has established a special section for this show. This section is located on the Atari SIG. To get to this special section, please choose the number next to the "Your Choice ==>" prompt at the bottom of each menu.

<<< THE ATARI SIG >>>
(go atari)

1 About the Atari SIG
2 SIG Menu Outline
3 Atari News...
4 General Bulletin Board
5 8-Bit Computers Support Area...
6 16/32-Bit Computers Support Area...
7 Portfolio Support Area...
8 Lynx Support Area...
9 Jaguar Support Area...
10 Wanted & For Sale Board
11 Voting Booth...
12 Atari Library...
===>13 CAIN Online Newsroom...
14 Help-Line (Q & A)
15 SIG Directory Services...
---
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 13

<<< CAIN ONLINE NEWSROOM >>>

1 About CAIN Online Newsroom
2 Newsletter Format

```
3 Staff & Articles in Need
4 Deadline for Articles
5 Discussion Board
6 CAIN Newsletters
===> 7 CAIN Atari Fun Fest 94...
8 Atari News
9 Atari Show Announcements
10 Rumor Mill
-----------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 7

<<< CAIN ATARI FUN FEST 94 >>>

1 About CAIN Atari Fun Fest 94
2 INFO: Dealer Prices & Contact Information
3 INFO: User Group Information
4 INFO: Cleveland Lynx-Up Information
5 INFO: Map to CAIN Atari Fun Fest 94
6 D/L: Flyers to Capture/Download
===> 7 **^** Bulletin Board **^**
8 WHO: Atari Corp. Status
9 WHO: Dealer Confirmed/Contacted
10 WHO: User Groups Confirmed/Contacted
11 MARKETING: Publications Running Advertisements
12 MARKETING: BBS Advertisements Posted
13 MARKETING: Places Flyers Posted/Distributed
14 MARKETING: Users Sent E-Mail
-----------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 7

Option number 7 has all the up to date information as we get it.
Check #7 often!

THANK YOU & WE HOPE TO SEE YOU THERE!
```

3120. Good Falcon games/demos

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 09:18:54 UTC
From: ma10004@phx.cam.ac.uk
Message-ID: <31ielu$k2@lyra.csx.cam.ac.uk>
Source record: 16221

Are there any decent games/demos, especially games out now
for the Falcon that can run on a VGA monitor? I bought my
Falcon about eight months ago and upgraded my Lattice C, but
after a few months I stopped keeping track of any new releases...
do these new releases actually exist?

Mark

3121. Re: Good Falcon games/demos

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 10:26:17 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31iik9$15l@bognor.barclays.co.uk>
Source record: 16222

In article <31ielu$k2@lyra.csx.cam.ac.uk>, ma10004@phx.cam.ac.uk (Mark Adami) writes:
|> Are there any decent games/demos, especially games out now
|> for the Falcon that can run on a VGA monitor? I bought my
|> Falcon about eight months ago and upgraded my Lattice C, but
|> after a few months I stopped keeping track of any new releases...
|> do these new releases actually exist?
There are loads of demos but nothing too startling. There are a few Falcon only
games like IShar1 & 2 and Transartica. Ishar 3 may be coming out in Falcon only
version. There are a fair few PD games including Starball, a nice pinball game
that plays well on the Falcon.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3122. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 12:37:29 UTC
From: brown@uk.co.gec-mrc
Message-ID: <4906@hercules>
Source record: 16225

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <4853@hercules>, Paul Brown <brown@uk.co.gec-mrc> wrote:
: >PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: >
: >: You're comparing a 33MHz 040 to a 66MHz 486. That's not fair.
: >
: >This is completely fair both run at 33MHz externally and 66MHz internally.
: >

: Gack!!!

: The 68040 is NOT clock-doubled like the DX2s are.

: --
: David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
: ___ _____ "Engineering is the art of moulding materials we do not fully
: |__ |) | | | understand into shapes we cannot fully analyse and preventing
: |__ |\ | |/\| the public from realising the full extent of our ignorance."

What does Gack!!! mean.

OK OK 68040 are not clock doubled, they do infact take in a processor
clock and a bus clock, now a 33MHz 68040 uses a 33MHz Bus clock and a 66MHz
Processor Clock and obviously this is nothing like a DX2 chip (NOT!)

Paul Brown.

3123. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 16:03:51 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.1.0010109A@edi.ngate.uni-regensburg.de>
Source record: 16223

>>>and bought Atari with Commodore stock. The ST (Sam Tramiel) came out,
>>SixTeen

> This is ludicrous! It never stood for SixTeen! It stood for
>Sixteen-Thirty-two, because of its 68000 architecture, which is 32 bits
>internally with a 16 bit bus!

Mea culpa, mea culpa, mea maxima culpa!

That was what I meant, sorry.

bye,
Rainer

3124. Re: Good Falcon games/demos

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 16:46:47 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <31j8tn$iui@scapa.cs.ualberta.ca>
Source record: 16224

Iain.Laskey@barclays.co.uk writes:

>In article <31ielu$k2@lyra.csx.cam.ac.uk>, ma10004@phx.cam.ac.uk (Mark Adami) writes:
>|> Are there any decent games/demos, especially games out now
>|> for the Falcon that can run on a VGA monitor? I bought my
>|> Falcon about eight months ago and upgraded my Lattice C, but
>|> after a few months I stopped keeping track of any new releases...
>|> do these new releases actually exist?
>There are loads of demos but nothing too startling. There are a few Falcon only
>games like IShar1 & 2 and Transartica. Ishar 3 may be coming out in Falcon only
>version. There are a fair few PD games including Starball, a nice pinball game
>that plays well on the Falcon.
>--

Demos??? Well unfortunately MOST demos are for RGB only- but there are a few
that work on VGA- the most recent (and best) demo that works on VGA is the
knockout demo. Make sure you read the epilepsy (sp?) warning at the start
though. ;)

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

3125. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 21:09:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug1.160919.30297@cobra.uni.edu>
Source record: 16226

In article <31583g$qid@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
>> How can you say that System 7 doesn't include multitasking?
>
> Sorry, _usable_ multitasking. You know, of the pre-emptive kind?
> then again, you have a Mac. Maybe you don't know.....
>
>> > And Atari and Amiga owners get laughed at when they cite a small
>> >range of software! I don't see too much of this software advertised
>> ^^^
>> And I'm sure you read ALL the Mac magazines...
>
>> There are over 200 pieces of native software, according to Apple's third
>> quarter report.
>
> And how many have you seen. It's in Apples interest to hype the
> machine as much as possible. And boy, have they been hyping it.
> Many apple powermac advocates seeem to be under the impression
> that the machine will run mac and windows software better than
> existing machines .. not true. Thanks to a slick campaign many
> appear to be of the opinion that it can run all Windows software
> .. not true again. The emulation is only 286. And you'll need
> at least 13 megs of RAM to get a softPC to run.

Apple never made the claim that 68XXX software would be faster on the
PowerMacs. Apple made the claim that 030 Mac users who upgraded to PowerMacs
early would have the same performance level upto a 040-25mhz. And Mac
Magazines have pointed that out.

MacWorld-Boston will show case the over 200 PowerMac Apps. You will beable to
purchase with your hearts desire..

The PowerMacs that are bundled with SoftPC come standard with 16 megs of ram.
Even these configurations are still cheaper than A4000/040.

Or you can get a Houdini board for under $400 that gives you 486 speed.

It's absurb that a Toaster system needs at least 10 megs to run efficiently.
Why does A Toaster tie up the Amiga? I thought the Amiga is multitasking
system.

> Some stupid mac
> owners seem to believe that you at least get a 20Mhz 040 out
> of emulation - sorry, but the emulation is only of an 020. and
> without and co-pro maths support....
>

> In short, we have an entirely new platform with limited support
> and some slowish emulation software provided to ease transition.
> Not quite the slick new Mac that many seem to beleive.
>

I take it you have not seen one..
If your at MacWorld-Boston tommorrow, you will see otherwise. Apple supports
their users unlike a certain bankrupt company. This bankrupt firm was planning
an AAA machine WITHOUT THE APPS!!!!!

> Of course, the Mac tends to attract the computer illiterate
> anyway, so i suppose it's quite easy for apple to hype their
> new platform. I wonder how many people bought PowerMacs who
> werent already Mac owners? And how many who didnt only bought
> them because they thought the powermac could do a good PC
> emulation?

The majority of Mac users do not careless about Windows/Dos compatibility.
Well my brother has a Houdini/Q660AV setup. Has the best of both worlds.
Works very well.

Define illiterate? I know lots of users who are pros at Excell, Word and other
businness apps. Oh I forgot they dont program, so their illiterate.

I could not care about programming. I have better uses with my time..

>
> Gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter
-Not going to MacWorld-Boston this year

3126. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 21:14:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug1.161420.30298@cobra.uni.edu>
Source record: 16227

In article <3159vs$r63@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> John Churchill (bonehead@ccwf.cc.utexas.edu) wrote:
>
> [a lot of relevant stuff about C= and Ataris history deleted]
>
> Atari management are definitely suspect, but you Atari owners
> should consider yourself luck that you never had Ali or Gould
> running your company. Didn't Tramiel preside over the success
> of the C64? Maybe if Atari had got the Amiga chipset (as they
> should have since they funded development) then Tramiel might
> have been able to repeat the success of the C64 again.

Don't forget to ad, that the Amiga stopped advancing in hardware-software/
price-performance. Todays Amigas suck in comparison to Apple's current
offerings. Evidense:The public. The public was not dumb to buy a machine
that was only capable of formatting a disk and playing a Atari 2600 style game!
>
> Who can say?
>
> Gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter
-Not going to MacWorld-Boston this year

3127. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 21:16:57 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug1.161657.30299@cobra.uni.edu>
Source record: 16228

In article <94211.103635STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> I'm facing the same situation, Tim. I figured that I could
> send it to any Atari dealer because Atari just pays for all
> warranty work. Wrong. I contacted the dealer I bought it
> from. They told me that they didn't have the part in stock
> and that I should just send it to Atari (couldn't they order
> the part now?!). Atari told me that I needed a receipt (woops, I
> guess my warranty card isn't good enough) and that it would
> take 2-3 weeks to fix once in the warehouse. All for a broken
> microphone port.... I am pondering whether I should just pay for
> the work to get it done locally or actually send it to Atari....

Another reason to buy a Mac..Shesh, you were advocating the Atari line to new
users even though Atari is not trustworthy..

> -scott tirrell

-Peter
-Not going to MacWorld-Boston this year

3128. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 22:06:24 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94213.180624STIRRE31@MAINE.MAINE.EDU>
Source record: 16232

Hmmmm.... that's a good idea. Of course, the dealer told me
that it would take less time to send the system to Atari then
to send it to themand have them get the part. On the other
hand, I may not need a new part. Perhaps it is just a loose
soldering job? I have no idea. I don't know how the dealer
would know either. My gripe is that I cannot get any dealer
to do warranty work. Atari should pay any dealer for warranty
work, IMO. Or, what would be wrong with this? I bought it
from this dealer because they gave me a good deal on a trade
in but I'd rather get it repaired somewhere closer.
-scott tirrell

3129. Re: Good Falcon games/demos

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 22:11:01 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94213.181101STIRRE31@MAINE.MAINE.EDU>
Source record: 16233

Dave,
What is the filename of the knockout demo and where can I get a
copy? Thanks.
-scott tirrell

3130. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-01 23:29:45 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94213.192945STIRRE31@MAINE.MAINE.EDU>
Source record: 16229

Why is Atari untrustworthy? They said they would fix it if I sent it in to them. What is wrong with that arrangement? I just do not wish to be without a computer for that long. If I had a Macintosh I could not just go to my local Mac dealer (there is none) and I certainly would not want to entrust my machine to the boneheads at my campus Mac retailer (who charge incredibly high prices for repair work once the warranty is gone).
Yes, I would still advocate an Atari to users. I just got the Toad Catalog chock full of software and hardware for the Atari (including TTs, Mega STes, STacys and, of course, Falcons).
-scott tirrell

3131. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 00:39:06 UTC
From: benkeen@aol.com
Message-ID: <31k4ja$2h6@search01.news.aol.com>
Source record: 16231

In article <4906@hercules>, brown@uk.co.gec-mrc (Paul Brown) writes:

OK OK 68040 are not clock doubled, they do infact take in a processor
clock and a bus clock, now a 33MHz 68040 uses a 33MHz Bus clock and a
66MHz
Processor Clock and obviously this is nothing like a DX2 chip (NOT!)
===

Only the pipes of an 040 are clock-doubled. The FPU, ALU, caches, and
everything else is executing on the bus clock. Now, you can call that
clock doubled if you want, but considering that all of a clock-multiplied
486 is running at n times the bus clock, the distinction seems to be
irrelevant in the case of the 040.

Besides, if the 040, which has been around for 3 or so years, has been
clock doubled all this time and noone ever knew it before, Motorola needs
to hire some new marketing staff.

-Ben Keen

3132. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 01:47:58 UTC
From: dpj@delphi.com
Message-ID: <pU-xb9u.dpj@delphi.com>
Source record: 16230

<STIRRE31@MAINE.MAINE.EDU> writes:

>would know either. My gripe is that I cannot get any dealer
>to do warranty work. Atari should pay any dealer for warranty
>work, IMO. Or, what would be wrong with this? I bought it
>from this dealer because they gave me a good deal on a trade
>in but I'd rather get it repaired somewhere closer.

I agree that a dealer should do warranty work _and_ Atari should honor
that warranty regardless of the point of purchase. However, I still
feel that the dealer should inform customers whether or not they do
repairs, warranty work, etc. Also, as customers, we should ask those
same questions!

-Dana

3133. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 03:36:06 UTC
From: aspect@cats.ucsc.edu
Message-ID: <31kev6$lqa@darkstar.UCSC.EDU>
Source record: 16235

In <1994Aug1.160919.30297@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>MacWorld-Boston will show case the over 200 PowerMac Apps. You will beable to
>purchase with your hearts desire..

beable beable beable...

>Define illiterate? I know lots of users who are pros at Excell, Word and other
>businness apps. Oh I forgot they dont program, so their illiterate.

>I could not care about programming. I have better uses with my time..

Gee, a question that indirectly answers itself...

>-Peter
>-Not going to MacWorld-Boston this year

~Chris

Oh, you mean COMPUTER illiterate!!!!!

3134. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 03:38:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <31kf4c$lrh@darkstar.UCSC.EDU>
Source record: 16236

In <1994Aug1.161420.30298@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Don't forget to ad, that the Amiga stopped advancing in hardware-software/
>price-performance. Todays Amigas suck in comparison to Apple's current
>offerings. Evidense:The public. The public was not dumb to buy a machine
>that was only capable of formatting a disk and playing a Atari 2600 style game!

WTF are you talking about Pete????

~Chris

>-Peter
>-Not going to MacWorld-Boston this year
>-Not exactly a walking ad for the University of Indiana...

3135. Re: Whatever happened to the company called Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 03:39:36 UTC
From: aspect@cats.ucsc.edu
Message-ID: <31kf5o$lrp@darkstar.UCSC.EDU>
Source record: 16237

Iowa. Apologies to anyone from Indiana. I'm stupid. :)

~Chris

3136. Gemulator.... any feedback?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 04:08:46 UTC
From: dav <burnight@delphi.com>
Message-ID: <5i4QTfm.burnight@delphi.com>
Source record: 16234

Has any one had any feedback on the gemulator? A friend, ex atarian now
using a clone, purchased gemulator and after bout a week he is ready to
send it back... seems like it doesn't work very well and he can't
get it to print out Pagestream files (among other problems)
I would like some feedback from others who may have had or have heard
of experiences with the gemulator
Thanks.... (Email me)

3137. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 05:26:13 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Ctw73p.Ap7@ecf.toronto.edu>
Source record: 16238

```
In article <4906@hercules>, Paul Brown <brown@uk.co.gec-mrc> wrote:
>What does Gack!!! mean.
>
>OK OK 68040 are not clock doubled, they do infact take in a processor
>clock and a bus clock, now a 33MHz 68040 uses a 33MHz Bus clock and a 66MHz
>Processor Clock and obviously this is nothing like a DX2 chip (NOT!)

A 68040 running at 33MHz can issue instructions at a rate of 33 million
instructions/sec, maximum -- NOT 66 million.

>
>Paul Brown.
>

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."
```

3138. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 08:34:04 UTC
From: moran@bnr.ca
Message-ID: <31l0ds$okg@bmerha64.bnr.ca>
Source record: 16239

sinclap2954@cobra.uni.edu wrote:

> Apple never made the claim that 68XXX software would be faster on the
> PowerMacs. Apple made the claim that 030 Mac users who upgraded to PowerMacs
> early would have the same performance level upto a 040-25mhz. And Mac
> Magazines have pointed that out.

Their adverts imply that a PowerMac is just plain faster for EVERYTHING.

> MacWorld-Boston will show case the over 200 PowerMac Apps. You will beable to
> purchase with your hearts desire..

> The PowerMacs that are bundled with SoftPC come standard with 16 megs of ram.
> Even these configurations are still cheaper than A4000/040.

So what? We were discussing the overall performance for price compared
to existing macs. Of course, since my humble A1200 with 020 manages to
feel more fluid than a Mac Quadra with 040 then its a fair bet that
an 040 Amiga will be nicer to use than a PowerMac running software under
emulation.

> Or you can get a Houdini board for under $400 that gives you 486 speed.

> It's absurb that a Toaster system needs at least 10 megs to run efficiently.
> Why does A Toaster tie up the Amiga? I thought the Amiga is multitasking
> system.

I take it you are referring to the gripes expressed about the OS
taking lots of memory on a Mac. The fact that a rendering program takes
10 megs is neither here nor there. The Video Toaster is a specialised
video product - any Amigas running it are invariably _dedicated_ to that
task. As usual, you've just spouted a load of crap in trying to compare
an operating system with an application. Still, it's only to be expected
from you so we have to make allowances.

> > Of course, the Mac tends to attract the computer illiterate
> > anyway, so i suppose it's quite easy for apple to hype their
> > new platform. I wonder how many people bought PowerMacs who
> > werent already Mac owners? And how many who didnt only bought
> > them because they thought the powermac could do a good PC
> > emulation?

> The majority of Mac users do not careless about Windows/Dos compatibility.
> Well my brother has a Houdini/Q660AV setup. Has the best of both worlds.
> Works very well.

And of course you can get a bridgeboard for the Amiga or a number
of products for the Atari. Oh, and of course both the Amiga and Atari

can do an excellent emulation of the mac. So if your Mac is so
wonderful and superior to these platforms, how is it that we can
simply get an emu and run all those mac applications on our machines
and usually at a higher speed than the equivalent mac model?

And yes, it windows and dos compatibility isn't important then
you probably did buy a Mac. After all, most mac owners are the sort
who aren't exactly clued in on the computer business.

> Define illiterate? I know lots of users who are pros at Excell, Word and other
> businness apps. Oh I forgot they dont program, so their illiterate.

> I could not care about programming. I have better uses with my time..

Yep, you probably wouldn't be able to grasp the concepts involved. No
doubt you cant fathom Unix or DOS either. I'm glad you've found a computer
thats simple enough for your simple intellect to come to terms with.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3139. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 09:44:37 UTC
From: brown@uk.co.gec-mrc
Message-ID: <4914@hercules>
Source record: 16246

BenKeen (benkeen@aol.com) wrote:
: In article <4853@hercules>, brown@uk.co.gec-mrc (Paul Brown) writes:

: : You're comparing a 33MHz 040 to a 66MHz 486. That's not fair.

: This is completely fair both run at 33MHz externally and 66MHz internally.

: Paul Brown
: ==
: _ALL_ of a clock doubled 486 runs at twice the bus speed. Only the
: pipelines of a 040 run at twice the bus speed - the rest of the chip
: (caches, FPU, ALU) run at the regular bus speed.

: -Ben Keen

Hmmm

If the pipeline runs at 66Mhz and the ALU runs at 33MHz do they rely on
every other instruction not passing through the ALU??

Surely the BUS controller part of the 486 runs at 33MHz at some stage.

How does a 33MHz cache keep a 66MHz pipeline filled.

Paul Brown

3140. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-02 10:54:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31l8kf$h12@bognor.barclays.co.uk>
Source record: 16256

In article <1994Aug1.160919.30297@cobra.uni.edu>, sinclap2954@cobra.uni.edu
|> It's absurb that a Toaster system needs at least 10 megs to run efficiently.
|> Why does A Toaster tie up the Amiga? I thought the Amiga is multitasking
|> system.
You clearly have no understanding of what a Toaster is or what it does. It is designed to produce broadcast quality grahics and animation. This requires huge amounts of RAM and storage and frankly, I'm amazed it does what it does in only 10Mb. I'm no Amiga lover but the Toaster is a very nice piece of kit which whether you like it or not, proves there is most definetly life outside the PC/Mac arena.

|> If your at MacWorld-Boston tommorrow, you will see otherwise. Apple supports
|> their users unlike a certain bankrupt company. This bankrupt firm was planning
|> an AAA machine WITHOUT THE APPS!!!!!
How many bankrupt firms do you know that support their products? Get real.

As for your comment aboout Amigas producing 2600 like games.... I think you need therapy because whatever world you inhabit, it isn't the same one as the rest of us.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3141. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 02:06:00 UTC
From: dpj@delphi.com
Message-ID: <RuyTDd4.dpj@delphi.com>
Source record: 16240

<STIRRE31@MAINE.MAINE.EDU> writes:

>Why is Atari untrustworthy? They said they would fix it if I sent
>it in to them. What is wrong with that arrangement? I just do
>not wish to be without a computer for that long. If I had a

I don't know what Atari's feeling on this is. It _could_ be that dealers used to complain that they were losing warrantee work to non-POS dealers - so Atari stated they wouldn't honor those. I don't know.

Personally, I think a warrantee is a warrantee and it should be honored by the parent company regardless of where the machine was bought.

As to beign without your machine for that long, I can understand that! Are you going to the CT show at the end of the month? There's a dealer who will be there that does on-the-spot repairs. If yours is a minor repair, you'd be in luck and have it back the same day. At the least, you could learn what was wrong with it and go from there.

-Dana

3142. CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 02:06:34 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Ru6xbPy.ari2550@delphi.com>
Source record: 16241

I just finished reading several messages on the net regarding the news that CodeHead Software is no longer actively releasing or developing new ST software. Wow, this is a shock. They have been one of the anchors of domestic Atari software development for many years. It's really a shame. You know that things are getting real bad when even the *stars* of the market call it quits.

Domestic ST developers = endangered species

Ari

3143. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 03:21:46 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.775884106@sfu.ca>
Source record: 16242

Iain.Laskey@barclays.co.uk writes:

>|> - Drag and Drop

Drag a file onto an applications icon and the application loads up and opens
that document.

>|> - Publish and Subscribe

A way of hot linking documents from diffent programs. A change in the published
document will show up in the document that subscribes it automatically.

>|> - Direct file manipulation (with finder)

Moving a file to a folder really moves/copies that file. TOS has it, finger
has it but it's still clumsy in windows.

>|> - Transparent file typing

MacOS mantains file types without resorting to extension mapping.

>|> - Scripting

The usual plus a twist. You can script normal file manipulation but also script
actual programs. For example to view jpegs I drag the icons of the pictures
onto the icon of this compiled script:

```
on open fileList
tell application "JPEGView"
activate
slide show fileList B
with images from disk, filenames, no errors,
recursive scan, user control,
offscreen drawing and hidden windoids without shuffling,
looping, screen saver, hidden controls and auto comments
end tell
end open
```

An automated grading scheme could be made something like this:

```
display dialog "Enter you name and student number:"
default answer "" buttons {"OK"} default button "OK"

set fname to text returned of result

display dialog "In what year was juggling invented: "
default answer "" buttons {"OK"} default button "OK"

set jdate to text returned of result
```

```
tell application "Scriptable Text Editor"
set selection to
("In what year was juggling invented: " & jdate)
save document 1 in file ("Quizes:" & fname & " Quiz")
/* more questions here */
save document 1
quit saving ask
end tell
```

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3144. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 04:03:24 UTC
From: aspect@cats.ucsc.edu
Message-ID: <31n4uc$4s6@darkstar.UCSC.EDU>
Source record: 16243

In <quinlan.775884106@sfu.ca> quinlan@kits.sfu.ca (Brian Quinlan) writes:

>Iain.Laskey@barclays.co.uk writes:

>>|> - Drag and Drop

TOS has had it since 2.0

>>|> - Publish and Subscribe

Only really useful over networks. If STs were a larger presence in the
business world, it'd be there... Given the market right now, I'm not
surprised it isn't.

>>|> - Direct file manipulation (with finder)

Of course, Apple has only had this for a short time... There was apparently
a BIG stink when the real HFS (Hierarchical FIle System) was introduced
about Sys 4 wasn't it? THat's right, before then, folders were just virtual
directories and all your files sat functionally in one huge directory...

And, with the FIle Manager under Windows, it's got it too...

And also, Aliases don't copy the original file... When I drag a desktop
Icon on my Falcon to another drive or the trash, it will copy the original
file, or prompt me if I want to delete the original or just remove the icon.

>>|> - Transparent file typing

That's not a feature, it's an annoying as hell limitation.

>>|> - Scripting

Is this really implemented in the Mac OS yet??? It wasn't as recently as Sys
7.1. I hear 7.5 or 8.0 might have it...
And, it is doable on the ST, just most programs would not support it because
it requires an outside batch processing program (I've seen them) and it
requires that the applications executed accepts command line parameters,
which newer ones do, but not all.

And, really, isn't the point of the Mac to get away from nasty command-line
and batch file driven DOD yuckies and do it all with nice windows and buttons?
Oh, that's right. the point WAS to get away from it. THe point now is to
sell machines to everyone, which means trying to do everything, and not really
succeeding, either...

~Chris
>--
>--

>Brian Quinlan
>quinlan@sfu.ca
>"...but people also thought that the world was flat"

3145. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 08:19:52 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <31njv8$d5o@canopus.cc.umanitoba.ca>
Source record: 16244

In <Ru6xbPy.ari2550@delphi.com> Ari Feldman <ari2550@delphi.com> writes:

>I just finished reading several messages on the net regarding the news that
>CodeHead Software is no longer actively releasing or developing new ST
>software. Wow, this is a shock. They have been one of the anchors of
>domestic Atari software development for many years. It's really a shame.
>You know that things are getting real bad when even the *stars* of the
>market call it quits.
>
>Domestic ST developers = endangered species

Really? I cannot believe that... where on the net did you read this?
--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$

3146. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 09:03:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31nmh7$h12@bognor.barclays.co.uk>
Source record: 16255

In article <quinlan.775884106@sfu.ca>, quinlan@kits.sfu.ca (Brian Quinlan) writes:
|> Iain.Laskey@barclays.co.uk writes:
|>
|> >|> - Drag and Drop
|>
|> Drag a file onto an applications icon and the application loads up and opens
|> that document.
Ataris do that.

|> >|> - Publish and Subscribe
|>
|> A way of hot linking documents from diffent programs. A change in the published
|> document will show up in the document that subscribes it automatically.
Understood. Windows apps do that.

|> >|> - Direct file manipulation (with finder)
|>
|> Moving a file to a folder really moves/copies that file. TOS has it, finger
|> has it but it's still clumsy in windows.
AGreed.

|> >|> - Transparent file typing
|>
|> MacOS mantains file types without resorting to extension mapping.
Useful. There is a 3rd party Atari prog that does the same thing but it would be
nice to have it built in.

|> >|> - Scripting
|>
|> The usual plus a twist. You can script normal file manipulation but also script
|> actual programs. For example to view jpegs I drag the icons of the pictures
|> onto the icon of this compiled script:
|>
Sounds good.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3147. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 09:06:04 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31nmls$h12@bognor.barclays.co.uk>
Source record: 16254

In article <31n4uc$4s6@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|> >>|> - Publish and Subscribe
|>
|> Only really useful over networks. If STs were a larger presence in the
|> business world, it'd be there... Given the market right now, I'm not
|> surprised it isn't.
I'd disagree here. It's very nice to have a document in a WP that holds stats data and graphs derived from a DB. If you can automatically update the data each time the document is opened, it saves alot of hassle, network or otherwise.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3148. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 18:41:16 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Ctz2Kt.BJp@ecf.toronto.edu>
Source record: 16245

In article <31n4uc$4s6@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>Iain.Laskey@barclays.co.uk writes:
>
>>>|> - Drag and Drop
>
>TOS has had it since 2.0

Macintosh Drag and Drop is more advanced than the limited implementation
TOS offers (which isn't even supported by all applications -- there were
quite a few programs I had on my Mega STe with TOS 2.05 that would NOT open
a file when you double-clicked on it or dragged it to their icon.)

Macintosh Drag and Drop allows you directly drag a selection from one
document window to another, without using the Edit menu to cut and paste.

>>>|> - Publish and Subscribe
>
>Only really useful over networks. If STs were a larger presence in the
>business world, it'd be there... Given the market right now, I'm not
>surprised it isn't.

Publish and Subscribe is pretty useful, not just over networks...
but I thought MultiTOS had something like Publish and Subscribe, or am I
mistaken?

>>>|> - Direct file manipulation (with finder)
>
>Of course, Apple has only had this for a short time... There was apparently
>a BIG stink when the real HFS (Hierarchical FIle System) was introduced
>about Sys 4 wasn't it? THat's right, before then, folders were just virtual
>directories and all your files sat functionally in one huge directory...

What does that have to do with direct file manipulation? If I'm not mistaken,
he was referring to the Finder, in which your windows always represent the
current state of your disk, unlike the Program Manager in Windows, for example.

>And, with the FIle Manager under Windows, it's got it too...
>
>And also, Aliases don't copy the original file... When I drag a desktop
>Icon on my Falcon to another drive or the trash, it will copy the original
>file, or prompt me if I want to delete the original or just remove the icon.

Aliases are different that the desktop icons in TOS. The desktop icons in TOS
are more limited in that they are simply another icon for the same file --
not a different file which points to the original file, like Mac aliases.
They are two different things. I don't think the Mac has anything like TOS

desktop icons. Every icon on a Mac represents a distinct file or device --
aliases may point to an original file, but they are physically separate files
from the original. This is in contrast to TOS, where file icons on the desktop
are not separate files (on the Mac, for example, when you move a file to the
desktop, the actual file is moved there, whereas TOS simply creates a new icon
for it. TOS desktop icons are like limited versions of aliases).

>>>|> - Transparent file typing
>
>That's not a feature, it's an annoying as hell limitation.

You bet it's a feature. None of this "Install Application" business...
How is it a limitation? The only problem I can see arises when you download
files from a DOS machine, but even then, all you have to do is use a simple
Shareware program to properly type the file.

>>>|> - Scripting
>
>Is this really implemented in the Mac OS yet??? It wasn't as recently as Sys
>7.1. I hear 7.5 or 8.0 might have it...

It has been available separately for a while, but will become part of the
standard System as of System 7.5, which will be released in a month or so.

>And, it is doable on the ST, just most programs would not support it because
>it requires an outside batch processing program (I've seen them) and it
>requires that the applications executed accepts command line parameters,
>which newer ones do, but not all.
>
>And, really, isn't the point of the Mac to get away from nasty command-line
>and batch file driven DOD yuckies and do it all with nice windows and buttons?
>Oh, that's right. the point WAS to get away from it. THe point now is to
>sell machines to everyone, which means trying to do everything, and not really
>succeeding, either...

Scripting is different that the antiquated DOS-style batch processing
you are thinking of. AppleScript is in a way, like a giant Macro language
which lets you script applications that support it. AppleScript is not a
command line interface. You have obviously never seen or used AppleScript.

> ~Chris

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3149. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 21:15:18 UTC
From: aspect@cats.ucsc.edu
Message-ID: <31p1d6$cj4@darkstar.UCSC.EDU>
Source record: 16247

In <Ctz2Kt.BJp@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>Macintosh Drag and Drop is more advanced than the limited implementation
>TOS offers (which isn't even supported by all applications -- there were
>quite a few programs I had on my Mega STe with TOS 2.05 that would NOT open
>a file when you double-clicked on it or dragged it to their icon.)

You are right it isn't supported. Blame the application writers then...
And I don't like dragging between applications. I usually like it when
dragging a selection out of the workplace cancels the drag. Is it really so
hard to use a menu or hit a keystroke???

>Publish and Subscribe is pretty useful, not just over networks...
>but I thought MultiTOS had something like Publish and Subscribe, or am I
>mistaken?

I don't know. There's so little real docs for MTOS as it is...

>desktop icons. Every icon on a Mac represents a distinct file or device --
>aliases may point to an original file, but they are physically separate files
>from the original. This is in contrast to TOS, where file icons on the desktop
>are not separate files (on the Mac, for example, when you move a file to the
>desktop, the actual file is moved there, whereas TOS simply creates a new icon
>for it. TOS desktop icons are like limited versions of aliases).

THe actual file is not moved to the desktop... the file is moved to the
"Desktop FOlder" which is NOT direct file manipulation by any means... same
as the trash being put into the trash directory... I prefer the TOS way.
The only thing Aliases are really good for is putting on the desktop or into
your Apple menu. Apple ALiases are really bad hacks, and I hate that they
are considered separate files...

>You bet it's a feature. None of this "Install Application" business...
>How is it a limitation? The only problem I can see arises when you download
>files from a DOS machine, but even then, all you have to do is use a simple
>Shareware program to properly type the file.

No, the problem is that if you have application X which writes a type of
file, and your friend has application Y which reads the same type of file,
but is a different application, the whole "transparent file typing" thing
gets really reamed as your friend is told that he does not have application
X and so must manually load the file. If you bothj have applications
successfully installed under TOS, then you can exchange files much easier
bnetween applications. Then there's the fact that if there's a file type
that is, say, almost text, and you just want to read it, you have almost
no way to even load it, since all file types are masked "transparently" by an
application, you cannot ever override it to force an application to load a

file. DOes this make sense? I do this a lot, and nearly beat up my work
mac several times for this...

>you are thinking of. AppleScript is in a way, like a giant Macro language
>which lets you script applications that support it. AppleScript is not a
>command line interface. You have obviously never seen or used AppleScript.

DOS is a scripting language. any Unix shell is a scripting language. The
only difference is in Apple's Marketing department.

~Chris

>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance."

3150. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 22:11:59 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CtzCC0.I2s@ecf.toronto.edu>
Source record: 16249

In article <31p1d6$cj4@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>You are right it isn't supported. Blame the application writers then...
>And I don't like dragging between applications. I usually like it when
>dragging a selection out of the workplace cancels the drag. Is it really so
>hard to use a menu or hit a keystroke???

Drag and Drop is not a replacement for the Edit menu (a universal clipboard
is included in TOS, but is not supported by more than a handful of
applications. Almost every Mac application supports the clipboard) Drag and
drop is available *in addition to* the regular methods of cut and paste.

>THe actual file is not moved to the desktop... the file is moved to the
>"Desktop FOlder" which is NOT direct file manipulation by any means... same
>as the trash being put into the trash directory... I prefer the TOS way.

OK, I can see your point. The Desktop and the Trash are two exceptions.

>The only thing Aliases are really good for is putting on the desktop or into
>your Apple menu.

That's not true. You can keep files physically separate but group them
together for a certain project by using aliases. It's also handy to place
an alias of a file on a server on your desktop. If you don't want to use
aliases, no one is forcing you, but even if aliases were no good for anything
other than putting in your Apple menu or on your desktop, I still would want
them.

I wonder if you're discounting their usefulness just because TOS doesn't have
something like them...

> Apple ALiases are really bad hacks, and I hate that they
>are considered separate files...

How, pray tell, are they "really bad hacks?"
As for aliases being separate files, not phantom icons on the desktop, that
means that they can be accessed from within applications other than the
Finder. It also means that, in effect, you can have a file in many places
at once, unlike in TOS where you can have a file in two places -- its original
home and the desktop.

>No, the problem is that if you have application X which writes a type of
>file, and your friend has application Y which reads the same type of file,
>but is a different application, the whole "transparent file typing" thing
>gets really reamed as your friend is told that he does not have application
>X and so must manually load the file.

These are two separate things -- there are file types and file creators.
The file type indicates the type of information in the file. (GIF, text,
etc.) The creator indicates the application that created the file. Yes,
your friend will have to either use the Open... command from within his
application or drag it to the application icon manually, but such a rare
incovenience is a small price to pay for having something as time-saving
as transparent file-typing. Macintosh Easy Open fixes this. When you
double-click on a file whose creator is not present, it offers you a list of
applications which can handle that type of file. It also has built-in
translators. Macintosh Easy Open has already been released and will become
part of the standard System distribution in System 7.5.

>bnetween applications. Then there's the fact that if there's a file type
>that is, say, almost text, and you just want to read it, you have almost
>no way to even load it, since all file types are masked "transparently" by an
>application, you cannot ever override it to force an application to load a
>file. DOes this make sense? I do this a lot, and nearly beat up my work
>mac several times for this...

I'm not sure what you mean... if application X created a file, presumably
it can read that same file...
There are several shareware/freeware and commercial utilities that let you
change a file type manually. Again, I don't see how this would be a problem
unless you are dealing with a file downloaded from a non-Mac machine.

>>you are thinking of. AppleScript is in a way like a giant Macro language
>>which lets you script applications that support it. AppleScript is not a
>>command line interface. You have obviously never seen or used AppleScript.
>
>DOS is a scripting language. any Unix shell is a scripting language. The
>only difference is in Apple's Marketing department.

DOS is a command line interface. A Unix shell is a command line interface.
AppleScript is not a command line. Although you can script applications in
a similar way to DOS or a Unix shell, it is *not* a CLI.

> ~Chris

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3151. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-03 23:59:09 UTC
From: aspect@cats.ucsc.edu
Message-ID: <31pb0d$er1@darkstar.UCSC.EDU>
Source record: 16251

In <CtzCC0.I2s@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>DOS is a command line interface. A Unix shell is a command line interface.
>AppleScript is not a command line. Although you can script applications in
>a similar way to DOS or a Unix shell, it is *not* a CLI.

No, the DOS command line is a one command at a time script interpreter. A Batch file is a full script interpreted as such. A Unix shell can interpret commands one at a time or as a batch, just like DOS, including multiple parameter checking, interactive input/output, etc. It's nothing new at all. Apple just wants you to think it is... DOS and Unix are damn powerful, but very clunky. Applescript can be the same, but given it's by Apple, I bet they'll forget the damn powerful part and just make it Damn clunky. That's the Apple way...

>> ~Chris

>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance."

3152. Specs of the Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 01:55:17 UTC
From: eli@ripco.com
Message-ID: <CtzMo5.FrC@rci.ripco.com>
Source record: 16253

The title says it all.

--
<< Eli Lehrer >>
<<eli@ripco.com>>

3153. Re: Good Falcon games/demos

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 03:12:16 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <31pmag$tf@scapa.cs.ualberta.ca>
Source record: 16250

<STIRRE31@MAINE.MAINE.EDU> writes:

>Dave,
>What is the filename of the knockout demo and where can I get a
>copy? Thanks.
>-scott tirrell

It's called knockout.zip. Or maybe knockout.001 and knockout.002 or
knockout1.zip and knockout2.zip.
'
I think it's available from ftp.uni-kl.de or maybe ftp.tu-clausthal.de

Hope this helps. Just look in the Falcon demo areas.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

3154. The future of Atari Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 05:25:07 UTC
From: myrddine@aol.com
Message-ID: <31pu3j$oum@search01.news.aol.com>
Source record: 16248

Hello

I would like to engage in a little mental excercise here.

If Atari were to attempt to re-enter the Personal Computer market in a meaningful way, how should they do it?

What type of platform and architecture should a new design follow? CPU type? Bus architecture?

What type of OS (personal choice here would be a Mach based system that would look like NeXT: NeXT Lite?)? Should there be a TOS compatibility layer?

Anyway, just interested in what people think

Thanx

Steven Leary
MyrddinE@aol.com

3155. Re: Specs of the Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 09:59:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31qe67$bvj@bognor.barclays.co.uk>
Source record: 16266

In article <CtzMo5.FrC@rci.ripco.com>, eli@ripco.com (Eli Lehrer) writes:
|> The title says it all.
No it doesn't. Do you mean what are the specs of the Falcon?
16Mhz 68030 optional 68882 co-pro
1,4 or 14Mb RAM. Virtual RAM optional via 3rd party software.
Moto 56001 DSP chip,
The audio is so full of stuff I can't remember it all. Basically great audio.
Res is fully programmable. I've had 1400x1000 on my monitor via Blowup 030.
2 joysticks, SCSI 2 connection, 2 extra joystick/analogue ports, serial, parallel
ports.
1.44Mb floppy, built in (optional) 2.5inch IDE drive
|> --
|> << Eli Lehrer >>
|> <<eli@ripco.com>>

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3156. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 12:08:42 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug4.120843.3903@bay.cc.kcl.ac.uk>
Source record: 16252

In article <Ctz2Kt.BJp@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
! In article <31n4uc$4s6@darkstar.UCSC.EDU>,
! Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
! >>Iain.Laskey@barclays.co.uk writes:
! >
! >>>|> - Drag and Drop
!
!Macintosh Drag and Drop allows you directly drag a selection from
!one document window to another, without using the Edit menu to cut
!and paste.

You're out of date. MultiTOS does all of this. And it's completely
integrated into the GEMevent tube.

! Aliases are different that the desktop icons in TOS. The desktop icons in TOS
! are more limited in that they are simply another icon for the same file --
! not a different file which points to the original file, like Mac aliases.
! They are two different things. I don't think the Mac has anything like TOS
! desktop icons. Every icon on a Mac represents a distinct file or device --
! aliases may point to an original file, but they are physically separate files
! from the original. This is in contrast to TOS, where file icons on the desktop
! are not separate files (on the Mac, for example, when you move a file to the
! desktop, the actual file is moved there, whereas TOS simply creates a new icon
! for it. TOS desktop icons are like limited versions of aliases).

This could just about be an advantage if you wanted to have one program call
another somehow, but in terms of the user doing anything there is no
difference between a system interpreting a click on an icon as an action to
be carried out using that icon, and the system understanding that it is to
use a different object for the operation.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3157. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 12:57:40 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94216.085740STIRRE31@MAINE.MAINE.EDU>
Source record: 16275

Dana,
Yes, I am going to the CT show. I didn't know that there would
be a dealer there doing repairs. I know East Hartford Computer
Repairs did that last year but they were not on this year's list
of attendees (I thought). Toad told me that they could do the
job for $40-50 and I am thinking about just sending it to them.
Who is doing repairs this year? Do you know how I can get in touch
with them? Thanks for any info!
-scott tirrell
-stirre31@maine.maine.edu

3158. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 15:25:15 UTC
From: mann@austin.wireline.slb.com
Message-ID: <31r18r$bq4@maggie.austin.wireline.slb.com>
Source record: 16261

1. It should have the power PC chip
2. It should run TOS
3. It should also run WindowsNT
4. It should have the new game chip set built in so it can easily run
the new Atari games.
5. It should be priced at least competitively.
6. It should have a built in DSP
7. It should have fancy built in sound capability like the new sound blaster

3159. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 16:47:30 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug4.114730.30401@cobra.uni.edu>
Source record: 16258

In article <31pu3j$oum@search01.news.aol.com>, myrddine@aol.com (Myrddin E) writes:
> Hello
>
> I would like to engage in a little mental excercise here.
>
> If Atari were to attempt to re-enter the Personal Computer market in a
> meaningful way, how should they do it?
>
> What type of platform and architecture should a new design follow? CPU
> type? Bus architecture?
>
> What type of OS (personal choice here would be a Mach based system that
> would look like NeXT: NeXT Lite?)? Should there be a TOS compatibility
> layer?
>
> Anyway, just interested in what people think

Atari should stay out of the computer market..

>
> Thanx

By the way, anyone seen the September issue of MacUser. Much better writeup on
the new Quadra630.
>
> Steven Leary
> MyrddinE@aol.com

-Peter
-Not going to MacWorld-Boston this year

3160. Re: Specs of the Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 17:38:02 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <31r91q$e37@lyra.csx.cam.ac.uk>
Source record: 16264

eli@ripco.com (Eli Lehrer) writes:

>The title says it all.

No it doesn't!!
What *about* the specs of the Falcon???
Do you want them? Have you got them? A new game title??

>--
>< Eli Lehrer >>
><<eli@ripco.com>>

Sorry about that,
:) :) :) <--just in case!

Phil
[E-mail pd@mole.bio.cam.ac.uk]

3161. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 17:50:54 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug4.175054.3917@bay.cc.kcl.ac.uk>
Source record: 16265

In article <CtzCC0.I2s@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
!
! That's not true. You can keep files physically separate but group them
! together for a certain project by using aliases. It's also handy to place
! an alias of a file on a server on your desktop. If you don't want to use
! aliases, no one is forcing you, but even if aliases were no good for anything
! other than putting in your Apple menu or on your desktop, I still would want
! them.
!
! I wonder if you're discounting their usefulness just because TOS doesn't have
! something like them...

Run MultiTOS, use the minixFS filesystem rather than the TOS one and
get symbolic and hard links. There's the underlying functionality.
Now run a replacement desktop (which is hardly uncommon) and hey
presto you have aliases. But who really needs them ?

! >>you are thinking of. AppleScript is in a way like a giant Macro language
! >>which lets you script applications that support it. AppleScript is not a
! >>command line interface. You have obviously never seen or used AppleScript.
! >
! >DOS is a scripting language. any Unix shell is a scripting language. The
! >only difference is in Apple's Marketing department.
!
! DOS is a command line interface. A Unix shell is a command line interface.
! AppleScript is not a command line. Although you can script applications in
! a similar way to DOS or a Unix shell, it is *not* a CLI.

Yes, it's a sort of cross between an event collector and a CLI. You can
use events as inputs, and generate events as outputs, but basically
it has the functionality of a CLI. Remarkably like the GEMrecorder
class in GEM++ ...

Simon.

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3162. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 17:52:34 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <31r9t2$e9v@lyra.csx.cam.ac.uk>
Source record: 16267

sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:
>In article <CtzCC0.I2s@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>! That's not true. You can keep files physically separate but group them
>! together for a certain project by using aliases. It's also handy to place
>! an alias of a file on a server on your desktop.
>! I wonder if you're discounting their usefulness just because TOS doesn't have
>! something like them...

Oooh! Sounds like flamebait to me! :)

>Run MultiTOS, use the minixFS filesystem rather than the TOS one and
>get symbolic and hard links. There's the underlying functionality.
>Now run a replacement desktop (which is hardly uncommon) and hey
>presto you have aliases. But who really needs them ?

The best use I can think of for aliases or links is on a multi user system
and have links in each users directories to common files stored in one
place, to avoid wasting disk space by having lots of copies of the same
file.
I can't really see the point of having them on a single user system. All
it would save is changing directory a few times.
If you want to group files together for a project would it really save
much time making aliases for these instead of just copying them into one
folder?

My personal view is that Macs are purely for the benefit of computer
illiterate people. They are easy to use for a beginner. If you want to
get the most out of a system, ie push it's performance to the limits, you
will get much more out of other systems which have not got all this "user
friendliness" to get in the way. Of course, once you get used to one
thing you don't like changing over to something different, however good
it may be.

>Simon.
>____
>\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
>/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
>~~~~~~

Phil
[E-mail pd@mole.bio.cam.ac.uk]

3163. Re: Specs of the Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 18:29:29 UTC
From: sammcgee@crl.com
Message-ID: <31rc29$d2g@crl5.crl.com>
Source record: 16268

Good point. My Falcon is getting dirty too, although I wouldn't call it Specs. What's a good cleaning procedure?

3164. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 21:27:11 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776035631@sfu.ca>
Source record: 16260

sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:

>Yes, it's a sort of cross between an event collector and a CLI. You can
>use events as inputs, and generate events as outputs, but basically
>it has the functionality of a CLI. Remarkably like the GEMrecorder
>class in GEM++ ...

AppleScript is fairly powerful. As types it has strings, sets, integers, reals and rationals. It allows you to reference each type from it's most logical form to it's underlying machine representation. AppleScript is object-oriented and uses polymorphism for opening, quiting, printing and starting applications. It also features exception handling and for, while and repeat loops. AppleScript is very robust and powerful. You will notice that AppleScript uses exception handling which isn't a finalised standard in C++. AppleScript can interact with other applications or directly with the user. If AppleScript proves inadequate/inefficient for a certain task it can call upon external code resources. The only thing that stops me from doing everything in AppleScript is the lack of toolbox support, the inefficient compiler (did I mention that AppleScripts are compiled into executables?) and the lack of user defined types. Did I forget that you can build scripts by recording your actions and letting it build the source code?

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3165. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-04 22:24:29 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.776039069@txfs1.hfb.se>
Source record: 16262

In <31r18r$bq4@maggie.austin.wireline.slb.com> mann@austin.wireline.slb.com (Dave Mann) writes:

>1. It should have the power PC chip

Yes, and the JAGUAR chip-set.

>2. It should run TOS

NO, It should run MultiTOS!

>3. It should also run WindowsNT

Why would we want to run WindowsNT???

>4. It should have the new game chip set built in so it can easily run
> the new Atari games.

If you mean the JAGUAR chip-set, YES!

>5. It should be priced at least competitively.

Jepp...

>6. It should have a built in DSP

It would propably have a DSP to be compatible with existing FALCON code.

>7. It should have fancy built in sound capability like the new sound blaster

Which NEW soundblaster... The FALCON sound is still better then ANY I heard
on a PeeCee... And I would love to hear what the JAGUAR is capable of!

Short: A ATARI with PPC, JAGUAR chip-set, MultiTOS (Maybe with X ported!),
a deacent casing, 8 MEG RAM, 500 MEG HD... and a price about 1500$
(With ATARI I mean a computer wich have the things that other ATARIs have
such as MIDI, SCSI...)

That is what we would like to see from our local ATARI dealer!

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
Finger me for my public PGP-Key _/ _/ _/ _/ _/ _/ _/ _/ F-030

3166. CAIN Atari Fun Fest 94 -- Final vendor listing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-05 02:16:29 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <31s7du$pq6@usenet.INS.CWRU.Edu>
Source record: 16257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx,alt.atari.2600

```
CAIN Atari Fun Fest 94 Confirmed Vendors/User Groups
-=-=-=
```

The dealer listing is very close to being final. All dealers listed have stated that they will be at the show.

More developers may attend.

Tempest 2000 Contest
-=-=-=-=-=-=-=-=-=-

Jeff Morin from Jeff's Atari Action Outpost is sponsoring a Jaguar Tempest 2000 contest at the CAIN Atari Fun Fest '94. Winner will receive a $100.00 gift certificate good for any item(s) from their table or catalog!

Door Prizes at CAIN Atari Fun Fest 94
-=-
Updated: 07/19/94

Below is a list of confirmed door prizes for the CAIN Atari Fun Fest '94. The method for distributing the door prizes has not been determined yet. Stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Atari Corporation - 3 Jaguar Systems.
- 3 Tempest 2000 cartridges

FMH Games - Atari 2600 console
- New Atari 2600/5200/7800/8-bit cartridges

Jeff's Atari Action Outpost - 2 $50.00 Gift certificates good for table or catalog
1 $100.00 Gift certificate to winner of
Tempest 2000 contest winner good for table or
catalog

Toad Computers - To be announced.

CAIN Atari Fun Fest 94 is the Atari -=- FUN -=- show of the year! Don't miss it! Bring the entire family down! Get great deals! See the latest technology! And have a lot of fun!

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *
^

Free Admission!

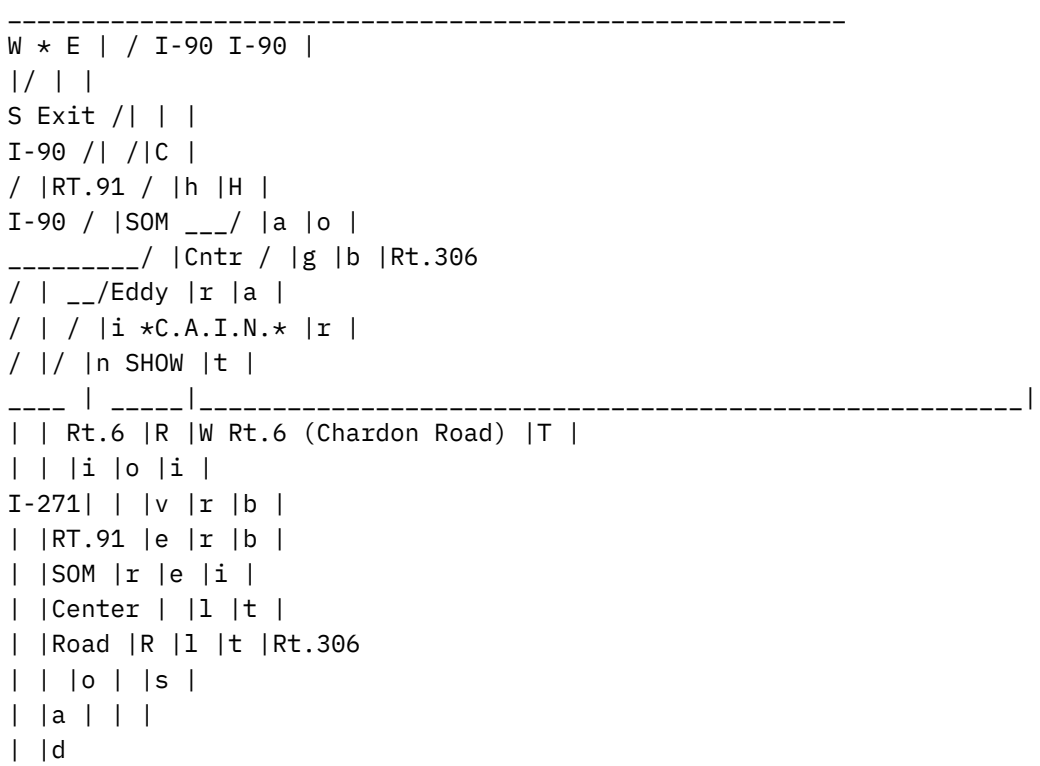
What to See and Do!

The New Jaguar Game System!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)
8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

Fred Horvat
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio

N



If traveling I-271 North, keep going North then take I-90 East to Route 91 (SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will gWest for several

miles until you are at 7637 Chardon Road.

Hope to see you there!

--

3167. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-05 06:22:16 UTC
From: djs@jet.uk
Message-ID: <1994Aug5.062216.18226@jet.uk>
Source record: 16259

In <1994Aug4.114730.30401@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Atari should stay out of the computer market..
And sinclap should stay out of here if he can't be any more constructive.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3168. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-05 10:41:22 UTC
From: sys1@exnet.com
Message-ID: <Cu25p0.G0@exnet.com>
Source record: 16263

In article <31r18r$bq4@maggie.austin.wireline.slb.com> mann@austin.wireline.slb.com (Dave Mann) writes:
>1. It should have the power PC chip

I would prefer an 060 chip because even though it is the end of that line
it is still exceptional. A second/third processor option would be nice.
Transputers would be nice.

>2. It should run TOS

YEP!

>3. It should also run WindowsNT

Hmmm---didn't microsoft bring us Edlin?

>4. It should have the new game chip set built in so it can easily run
> the new Atari games.

Yep.

>5. It should be priced at least competitively.

I think most Atari stuff has OK price/performance

>6. It should have a built in DSP

if it had a powerPC chip it would already have certian DSP abilities. I
would like one anyway.

>7. It should have fancy built in sound capability like the new sound blaster

OK.

xavier

3169. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-05 16:20:31 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31tosf$42o@mother.usf.edu>
Source record: 16271

dpj@delphi.com wrote:
: Timothy Miller <millert@grad.csee.usf.edu> writes:
:
: >One thing's absolutely for certain about Atari computers....
: >
: >They're damn near impossible to get repaired.
: >
: >My local dealer can't repair it... he'd send it back to Atari.
: >
: >I can't send it to a different dealer because Atari won't reimburse them
: >for the repair.
:
:
: Blame your dealer; it's not Atari's fault. If your dealer can't do
: repairs, he should have told you this when buying the machine. He
: should have told you that if anything goes wrong, he'll have to send
: it to Atari which will take time. Have your dealer give you a loaner
: while he sends it off to be repaired.
:
: -Dana

No. You don't understand. I've talked to several dealers and they can't repair under warranty. Well, they can, but Atari won't reimburse them for the parts... even if you take it to the dealer you bought it from.

This is a recent change from the way Atari used to do it.

3170. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-05 16:22:33 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31tp09$42o@mother.usf.edu>
Source record: 16273

Dave Mann (mann@austin.wireline.slb.com) wrote:
: 1. It should have the power PC chip
: 2. It should run TOS
: 3. It should also run WindowsNT
: 4. It should have the new game chip set built in so it can easily run
: the new Atari games.
: 5. It should be priced at least competitively.
: 6. It should have a built in DSP
: 7. It should have fancy built in sound capability like the new sound blaster

No WindowsNT. No WIndowsNT. No WindowsNT. No WindowsNT.

3171. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-05 17:34:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug5.123432.30447@cobra.uni.edu>
Source record: 16276

In article <31l8kf$h12@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Aug1.160919.30297@cobra.uni.edu>, sinclap2954@cobra.uni.edu
> |> It's absurb that a Toaster system needs at least 10 megs to run efficiently.
> |> Why does A Toaster tie up the Amiga? I thought the Amiga is multitasking
> |> system.
> You clearly have no understanding of what a Toaster is or what it does. It is
> designed to produce broadcast quality grahics and animation. This requires huge
> amounts of RAM and storage and frankly, I'm amazed it does what it does in only
> 10Mb. I'm no Amiga lover but the Toaster is a very nice piece of kit which
> whether you like it or not, proves there is most definetly life outside the
> PC/Mac arena.

I was being starcastic(sp) to prove a point. I know very well what a Toaster
is. I was an Amiga user at one time. A friend owns a Toaster, very nice
indeed. A Toaster with Lightwave to be very useful requires more than 10 megs
of ram to show its power. The same point could be made with Photoshop,
Pagemaker, QuarkExpress, Premiere and so on. None of these Apps are available
on the ST and Amiga platform. But, than the Mac platform is criticised because
these Apps need more memory to show its power. However, there are tons of
useful apps that can run affectively on a four meg configuration. I have been
able to use WriteNow, Zterm, Personal organizer/calendar and another App all
running at the same time.
>
> |> If your at MacWorld-Boston tommorrow, you will see otherwise. Apple supports
> |> their users unlike a certain bankrupt company. This bankrupt firm was planning
> |> an AAA machine WITHOUT THE APPS!!!!!
> How many bankrupt firms do you know that support their products? Get real.
>
> As for your comment aboout Amigas producing 2600 like games.... I think you need
> therapy because whatever world you inhabit, it isn't the same one as the rest of
> us.
>

Amiga games at one time were awesome but are not unique today. I have seen
games for Windows as well as the Mac that put Amiga games to shame. Most
Amigas are low res ones and not to many games are in hi res(at least 600/400).
>
> --
> +---+
> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+
>

-Peter

3172. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-05 20:58:35 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug5.205836.3924@bay.cc.kcl.ac.uk>
Source record: 16272

In article <quinlan.776035631@sfu.ca>, quinlan@kits.sfu.ca (Brian Quinlan) writes:
! sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:
!
! >Yes, it's a sort of cross between an event collector and a CLI. You can
! >use events as inputs, and generate events as outputs, but basically
! >it has the functionality of a CLI. Remarkably like the GEMrecorder
! >class in GEM++ ...
!
! As types it has strings, sets, integers, reals and rationals.

It has types... why not have this as transparent (eg: perl, tcl) ?

! It allows you to reference each type from it's most logical
! form to it's underlying machine representation.

So it has types, but it doesn't care if you use them...

! AppleScript is object-oriented and uses polymorphism for opening,
! quiting, printing and starting applications.

OO is no big deal - who cares? Now beanbags are polymorphic... Not
sure which applications are ... I assume you mean it can handle lots
of types of apps, or maybe even all types of apps. So, it just sends
an event to the application, and gets the app to do the hard work
then ? Sounds pretty simple when it's expressed like that...

! It also features exception handling and for, while and repeat loops.

So show me a CLI that doesn't.

! AppleScript can interact with other applications or directly with
! the user.

Hmm, seems the same as above.

! If AppleScript proves inadequate/inefficient for a certain task
! it can call upon external code resources.

It can run programs then... Or maybe even start an overlay.

! The only thing that stops me from doing everything in
! AppleScript is the lack of toolbox support, the inefficient compiler
! (did I mention that AppleScripts are compiled into executables?)

Now that's useful. A macro recorder is pretty boring, even one with
loops, but the facility to speed things up is useful.

! and the lack of user defined types. Did I forget that you can build
! scripts by recording your actions and letting it build the source

! code?

What was that I said about a GEMrecorder class ?
I don't think applescript is a big thing. Yes it may be useful, but I remember the equivalent appearing on the ST scene a long time ago. GEM has had the ability to record events from the start, you can even have the mouse wandering around the screen if you want. It can be sort of neat to see things happening (ie: menus dropping, windows opening, apps starting etc. etc.), but you'd have to have a very repetitive life for it to be useful.

As far as I can see, it's a cross between a CLI and an event recorder/ dispatcher, but I think I already said that.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3173. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-06 01:09:44 UTC
From: draeger@lcc1.nsc.com
Message-ID: <Cu39w9.8Iz@nsc.nsc.com>
Source record: 16269

>>DOS is a command line interface. A Unix shell is a command line interface.
>>AppleScript is not a command line. Although you can script applications in
>>a similar way to DOS or a Unix shell, it is *not* a CLI.
>
>No, the DOS command line is a one command at a time script interpreter. A
>Batch file is a full script interpreted as such. A Unix shell can interpret
>commands one at a time or as a batch, just like DOS, including multiple
>parameter checking, interactive input/output, etc. It's nothing new at all.
>Apple just wants you to think it is... DOS and Unix are damn powerful, but
>very clunky. Applescript can be the same, but given it's by Apple, I bet
>they'll forget the damn powerful part and just make it Damn clunky. That's
>the Apple way...

UNIX is "clunky"? DOS is "damn powerful"? I have trouble with both
statements.

UNIX is very powerful, not clunky at all, and very hard to use for beginners.
(Maybe you mean "sophisticated" or "difficult" when you say clunky).

DOS is not very powerful. In fact it's scripting capabilities are fairly
horrible. It is easier to use that UNIX, but also more clunky. (i.e.
I interpret clunky to mean it takes more commands and more work to do
what you want). There are a lot of simple things that to do in DOS
you would need to write a program, but you *should* be able to do in the
batch file.

Applescript is fairly bizaar. It uses a somewhat english-like language.
(Things like "Tell Microsoft Word . . .").

Applescript does a lot of wierd things that could be very powerful. You
can have applescript tell a scriptable program to open a document and
print it, or to sort a certain database, etc. This sort of functionality
is not really possible in UNIX or DOS. On the other hand, you loose all
the normal CLI stuff. Applescript essentially just lest you tell
applications to do stuff. There are not currently many "applets" or
small programs to use in the Applescript language. (There are some).

Isn't this an Atari newsgroup? The CLI supported by NEODESK is not too
bad. But overall, scripting on an ST isn't a real amazing thing. (At least
what I have done). However, if you run a shell in MiNT, you can get a
lot of cool UNIX like stuff).

tCW

3174. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-06 13:12:55 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94218.091255STIRRE31@MAINE.MAINE.EDU>
Source record: 16270

Peter,
Why do you keep bragging about running a word processor, a comm program, and a organizer at the same time? We can do this on the Falcon easily (with MTOS, Geneva, or Mag!c). In fact, you could be doing this on a 4 meg ST, a computer from 1985, and you would have saved quite a bit of money on your computer purchase. Also, you're right (for once) that the Atari doesn't have Pagemaker or Photoshop. I guess that's why we have to settle for Calamus, Pagestream, DAs Layout, Studio Photo, True Image, and DAs Picture. You have stated before that you have not used an Atari so why make claims that you could never back up? The Atari has wonderful software.
-scott tirrell

3175. Re: Specs of the Falcon

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-06 17:52:28 UTC
From: eli@ripco.com
Message-ID: <Cu4KBH.9B1@rci.ripco.com>
Source record: 16274

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:

: >The title says it all.

: No it doesn't!!

Ok, I guess I was a little unclear. I am interested in the overall
specifications of the standard models of Falcons. (i.e. sort of CPU and speed,
sort of graphics etc.).

--
<< Eli Lehrer >>
<<eli@ripco.com>>

3176. Re: Atari Repairs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-06 21:53:14 UTC
From: dpj@delphi.com
Message-ID: <5M-R08S.dpj@delphi.com>
Source record: 16277

Scott,

East Hartford will be there again this year. I don't have Tom Allard's number handy, but I could look it up if you want to contact him prior to the show.

-Dana

3177. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-06 22:27:59 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3212pg$fh6@darkstar.UCSC.EDU>
Source record: 16278

By "clunky" I mean compared to a GUI. I have to do more to tell a CLI to do something than I have to tell a GUI (most of the more comes from remembering which switch, error checking my typing, typing it over again when I don't catch a mistake, etc.) ANd, with input/output redirection you can do most of the "telling an application to do something" if it supports it.

As it is, I think, and have thought since I first heard about it, that Applescript will be vastly underused and will probably fade. And, I am very happy that Apple is doing it. The more money they throw at silly projects (Newton, Voice recognition) the less they have for other things, and the more likely that they'll dump their collective selves in a hole, do the world a big favor, and go out of business. :)

~Chris

3178. Wolf 3-D for JAG for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-07 12:40:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.377.249.0N96689B@teaminfinity.com>
Source record: 16279

Selling unopened brand new copy of Wolf 3-D for $60 or Best offer.
Got an extra one, obviously do not need two. This game is really quite
spectacular I can assure you !!! Also have an extra unopened Tempest
2000, also excellent game !!!!

Will trade either for RAIDEN AND either Trevor McFur or Dino Dudes

game.guru@TeamInfinity.com (JAGUAR DEVELOPERS)

3179. Wolf 3-D for JAG for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-07 12:40:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.378.249.0N96689C@teaminfinity.com>
Source record: 16280

Selling unopened brand new copy of Wolf 3-D for $60 or Best offer.
Got an extra one, obviously do not need two. This game is really quite
spectacular I can assure you !!! Also have an extra unopened Tempest
2000, also excellent game !!!!

Will trade either for RAIDEN AND either Trevor McFur or Dino Dudes

game.guru@TeamInfinity.com (JAGUAR DEVELOPERS)

3180. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-07 20:08:48 UTC
From: "Charles F. Johnson" <cfj@delphi.com>
Message-ID: <Z80REio.cfj@delphi.com>
Source record: 16281

Before this rumor goes any further, here are the facts.

FACTS:

1. CodeHead has NOT "left the market".

2. CodeHead no longer has regular office hours.

3. Messages left on our answering machine will be returned as soon as possible.

4. Our office manager Tomas is no longer working for us. There is no longer enough business to employ any office workers.

5. CodeHead is not developing any new software at present. This fact has been true for well over a year now.

We don't want to give anyone the impression that we are a thriving business. We've always been very upfront about our activities. However, we have not closed our doors either, and all of our products are still for sale. Bear in mind that many smaller Atari software companies have operated this way for years.

-- John Eidsvoog & Charles F. Johnson

3181. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-08 02:20:01 UTC
From: benkeen@aol.com
Message-ID: <3244oh$rbg@search01.news.aol.com>
Source record: 16282

In article <31l0ds$okg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
writes:

So what? We were discussing the overall performance for price compared
to existing macs. Of course, since my humble A1200 with 020 manages to
feel more fluid than a Mac Quadra with 040 then its a fair bet that
an 040 Amiga will be nicer to use than a PowerMac running software under
emulation.
==========
Your personal opinions won't convince anyone of anything.

-Ben Keen

3182. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-08 02:24:05 UTC
From: benkeen@aol.com
Message-ID: <324505$rfi@search01.news.aol.com>
Source record: 16283

In article <31n4uc$4s6@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu
(Christopher Taylor Oates) writes:

Of course, Apple has only had this for a short time... There was
apparently
a BIG stink when the real HFS (Hierarchical FIle System) was introduced
about Sys 4 wasn't it? THat's right, before then, folders were just
virtual
directories and all your files sat functionally in one huge directory...

And, with the FIle Manager under Windows, it's got it too...
==========
HFS? Been around since the 512KE and the Plus. 1986, buddy. And the Finder functioned under MFS the same way as it functions under HFS. It was only in load/save dialog boxes that there was a flat-file structure.

File Manager in Windzoe ain't the same thing. For one, you have to launch a separate process <for lack of a better term> to manipulate files.

-Ben Keen

3183. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-08 08:25:16 UTC
From: moran@bnr.ca
Message-ID: <324q5d$cvg@bmerha64.bnr.ca>
Source record: 16284

BenKeen (benkeen@aol.com) wrote:
> In article <31l0ds$okg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
> writes:

> So what? We were discussing the overall performance for price compared
> to existing macs. Of course, since my humble A1200 with 020 manages to
> feel more fluid than a Mac Quadra with 040 then its a fair bet that
> an 040 Amiga will be nicer to use than a PowerMac running software under
> emulation.
> ======================================
> Your personal opinions won't convince anyone of anything.

So its the end of the .advocacy groups then? Tell us something we DONT
know.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3184. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-08 13:49:30 UTC
From: sabretth@xmission.com
Message-ID: <sabretth-080894074942@slc17.xmission.com>
Source record: 16285

In article <324q5d$cvg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) wrote:

> BenKeen (benkeen@aol.com) wrote:
> > In article <31l0ds$okg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
> > writes:
>
> > So what? We were discussing the overall performance for price compared
> > to existing macs. Of course, since my humble A1200 with 020 manages to
> > feel more fluid than a Mac Quadra with 040 then its a fair bet that
> > an 040 Amiga will be nicer to use than a PowerMac running software under
> > emulation.
> > ======================================
> > Your personal opinions won't convince anyone of anything.
>
> So its the end of the .advocacy groups then? Tell us something we DONT
> know.
>
> Gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

My Question is... Who is going to produce this 040 Amiga? It sure as hell
isn't going to be Commodore!

Kelly Dumont

On The Threshold of a Dream...

3185. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-08 14:19:58 UTC
From: moran@bnr.ca
Message-ID: <325eue$ogn@bmerha64.bnr.ca>
Source record: 16286

Kelly Dumont (sabretth@xmission.com) wrote:
> In article <324q5d$cvg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) wrote:

> > BenKeen (benkeen@aol.com) wrote:
> > > In article <31l0ds$okg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
> > > writes:
> > >
> > > feel more fluid than a Mac Quadra with 040 then its a fair bet that
> > > an 040 Amiga will be nicer to use than a PowerMac running software under

> --

> My Question is... Who is going to produce this 040 Amiga? It sure as hell
> isn't going to be Commodore!

Try 'Amiga incorporated' (If the management at C= UK are successful in
their bid for C= international). Besides, theres a fair number of 040 A4000s
already out there, 3rd party companies are making 040 cards for the 4000/030
and you can still buy from existing stocks of A4000/040s if you are lucky.

Anyway, you don't NEED an 040 to catch up with Quadra 'performance'. Just
get an old ST or A500 and you can enjoy a similar level of day to day useability.

Gavan.

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3186. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-08 15:19:11 UTC
From: avesperm@powerup.com.au
Message-ID: <325idf$sgc@grissom.powerup.com.au>
Source record: 16289

Ari Feldman (ari2550@delphi.com) wrote:
:
: I just finished reading several messages on the net regarding the news that
: CodeHead Software is no longer actively releasing or developing new ST
: software. Wow, this is a shock. They have been one of the anchors of
: domestic Atari software development for many years. It's really a shame.
: You know that things are getting real bad when even the *stars* of the
: market call it quits.

I am not displeased. Their vector grabbing code is at worst not-legal,
and I have had all sorts of problems getting their stuff to run with
other 'legal' programs.

Solution: Throw all my codehead software away. Now my system runs fine..

Sorry for the flames, but I've had a longstanding gripe with their vector
theiving techniques...

Dancer
--

| /----\ |GAT -d++()(--)>!d H s++: g+ p1+ !au a-? w+++(--)
| / // \ |v---(-)*(++) c+++@>$ U?++++$>B++++$>S++++$ P+(-) L- 3-
| | // //| |E--- N++(+++) K W---() M(+) V--@ -po+(--@)(++@) Y+ t(+++@)
| | // // | |!5 !j r+++()>$ G+ tv(-) b+++ !D B(-) e u++(*)
| \/ // / |h++(-)(---)>*$ f+(?) r--@(+++@) n----(--) y+++(++@)>*>**
| \----/ |---
| | avesperm@enterprise.powerup.com.au (that OZ place)

| Communal Mailbox: Enter 'pvtdancer' on a blank line to direct mail to
| myself only. (no leading spaces). My mailagent will get it right.

3187. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-08 16:49:46 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug8.114946.30506@cobra.uni.edu>
Source record: 16287

In article <3212pg$fh6@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
> By "clunky" I mean compared to a GUI. I have to do more to tell a CLI to
> do something than I have to tell a GUI (most of the more comes from
> remembering which switch, error checking my typing, typing it over again when
> I don't catch a mistake, etc.) ANd, with input/output redirection you can
> do most of the "telling an application to do something" if it supports it.
>
> As it is, I think, and have thought since I first heard about it, that
> Applescript will be vastly underused and will probably fade. And, I am
> very happy that Apple is doing it. The more money they throw at silly
> projects (Newton, Voice recognition) the less they have for other things, and
> the more likely that they'll dump their collective selves in a hole, do the
> world a big favor, and go out of business. :)

You mean a $200 M-peg board comming out this September doing full motion video, 24 bit color. Apple's R&D wants again brings out value like the $1200 33mhz with fpu, 040. The Falcon can't compete with this beast.

No, its Atari that will be out of business because the Jagflop flopped. Users are staying with Nintendo and Sega and are not buying the Jagflop.

>
> ~Chris

-Peter
-Macworld-Boston was awesome - Plenty of Native apps available

3188. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-08 16:53:54 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug8.115354.30507@cobra.uni.edu>
Source record: 16288

In article <3244oh$rbg@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
> In article <31l0ds$okg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
> writes:
>
> So what? We were discussing the overall performance for price compared
> to existing macs. Of course, since my humble A1200 with 020 manages to
> feel more fluid than a Mac Quadra with 040 then its a fair bet that
> an 040 Amiga will be nicer to use than a PowerMac running software under
> emulation.

The 040 Amiga costs many times more than the $1200 33mz.040 Quadra 630(PCI mac upgradeable). Add an extra $200 this comming September for the M-peg card doing full motion video and 24 bit color. No Amiga can touch this beast in it's price range.

> ==
> Your personal opinions won't convince anyone of anything.
>
> -Ben Keen

-Peter

3189. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-08 19:28:24 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94220.152824STIRRE31@MAINE.MAINE.EDU>
Source record: 16290

Peter,
How do you know anything about MacWorld-Boston? You didn't go,
remember?
-scott tirrell

3190. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 08:31:29 UTC
From: moran@bnr.ca
Message-ID: <327et1$s8p@bmerha64.bnr.ca>
Source record: 16294

sinclap2954@cobra.uni.edu wrote:
> In article <3244oh$rbg@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
> > In article <31l0ds$okg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
> > writes:
> >
> > So what? We were discussing the overall performance for price compared
> > to existing macs. Of course, since my humble A1200 with 020 manages to
> > feel more fluid than a Mac Quadra with 040 then its a fair bet that
> > an 040 Amiga will be nicer to use than a PowerMac running software under
> > emulation.

> The 040 Amiga costs many times more than the $1200 33mz.040 Quadra 630(PCI mac
> upgradeable). Add an extra $200 this comming September for the M-peg card
> doing full motion video and 24 bit color. No Amiga can touch this beast in
> it's price range.

Peter, noone in the Atari or Amiga usergroups gives a FUCK how competitive
the price of a Mac is. People with Ataris or Amigas have them because they
are _home_ computers - real 'Personal Computers'. The Mac is primarily aimed
at a buisiness market and guess what? When you put it up against it's main
business computer rival, the PC, it starts to look very lame indeed. Thats
why the PCs have stomped all over it. If you want to argue about the pros
of a Mac then go to an IBMPC .advocacy group. Of course, then you
wouldn't be able to claim it had better software support, more sales or
cheaper hardware. Which I suppose is why you always annoy the Amiga and Atari
groups. Just get a life....

BTW As with most of your posts, the new material to quote ratio was very
low. Try to improve the substance of your posts if you insist on polluting
these groups. Having endured over a year of your inane 'Apple price list
posts' I think most people have formed the impression that you are just
a mindless dickhead.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3191. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 08:58:50 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <327gga$mev@bognor.barclays.co.uk>
Source record: 16308

In article <94220.152824STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Peter,
|> How do you know anything about MacWorld-Boston? You didn't go,
|> remember?
|> -scott tirrell
He's living in a slightly modified version of reality so it's no problem for him to go and not go at the same time.

Can we talk about Apple serial ports and how Apple only guarantee them up to 9600 baud? My apparantly crap Falcon goes to 150,000 or somesuch daft speed. Yeah! Let's start a my serial speed is faster than yours thread.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3192. Extra JAGUAR WOLF 3-D up for grabs (Sale or Trade)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 12:32:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.379.249.0N9668C2@teaminfinity.com>
Source record: 16291

We have an extra Wolf 3D (JAGUAR Kick Butt version) hard to find.
Will sell for $55. Or will trade for RAIDEN AND either (Dino
Dudes OR Trevor McFur) Or will trade for RAIDEN + $25
Also have an extra Tempest 2000, same deal as above. Both deals are OBO

We are Jaguar Developers and sometimes get extra product.
Both Tempest 2000 and Wolfenstien 3D are brand new still Shrink
wrapped.
game.guru@teamInfinity.com

TEAM INFINITY P.O. BOX 952 Greenbelt, MD 20770 (Check or Money Order)

3193. Extra JAGUAR WOLF 3-D up for grabs (Sale or Trade)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 12:32:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.380.249.0N9668C3@teaminfinity.com>
Source record: 16292

We have an extra Wolf 3D (JAGUAR Kick Butt version) hard to find.
Will sell for $55. Or will trade for RAIDEN AND either (Dino
Dudes OR Trevor McFur) Or will trade for RAIDEN + $25
Also have an extra Tempest 2000, same deal as above. Both deals are OBO

We are Jaguar Developers and sometimes get extra product.
Both Tempest 2000 and Wolfenstien 3D are brand new still Shrink
wrapped.
game.guru@teamInfinity.com

TEAM INFINITY P.O. BOX 952 Greenbelt, MD 20770 (Check or Money Order)

3194. Extra JAGUAR WOLF 3-D up for grabs (Sale or Trade)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 12:32:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.381.249.0N9668C4@teaminfinity.com>
Source record: 16293

We have an extra Wolf 3D (JAGUAR Kick Butt version) hard to find.
Will sell for $55. Or will trade for RAIDEN AND either (Dino
Dudes OR Trevor McFur) Or will trade for RAIDEN + $25
Also have an extra Tempest 2000, same deal as above. Both deals are OBO

We are Jaguar Developers and sometimes get extra product.
Both Tempest 2000 and Wolfenstien 3D are brand new still Shrink
wrapped.
game.guru@teamInfinity.com

TEAM INFINITY P.O. BOX 952 Greenbelt, MD 20770 (Check or Money Order)

3195. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 12:44:47 UTC
From: bjgrier@bnr.ca
Message-ID: <327tnv$gbq@nrtphaa9.nt.com>
Source record: 16295

```
In article <1994Aug8.115354.30507@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <3244oh$rbg@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
|> > In article <31l0ds$okg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
|> > writes:
|> >
|> > So what? We were discussing the overall performance for price compared
|> > to existing macs. Of course, since my humble A1200 with 020 manages to
|> > feel more fluid than a Mac Quadra with 040 then its a fair bet that
|> > an 040 Amiga will be nicer to use than a PowerMac running software under
|> > emulation.
|>
|> The 040 Amiga costs many times more than the $1200 33mz.040 Quadra 630(PCI mac
|> upgradeable). Add an extra $200 this comming September for the M-peg card
|> doing full motion video and 24 bit color. No Amiga can touch this beast in
|> it's price range.
|>
|> > =======================================
|> > Your personal opinions won't convince anyone of anything.
|> >
|> > -Ben Keen
|>
|> -Peter
|>

Unfortunately no Apple will touch the performance of that Amiga either. :)

Brian

--

Disclaimer: The opinions expressed are mine not those of .

_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
| Research Triangle Park, NC | have REAL computing work to do. |
|____________________________________|_____________________________________|
```

3196. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 12:47:48 UTC
From: djs@jet.uk
Message-ID: <1994Aug9.124748.28654@jet.uk>
Source record: 16310

In <327et1$s8p@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>...that you are just a mindless dickhead.
No, let's get this straight, Gavan. He's not _just_ a mindless dickhead,
he's also a little shit and a complete twat too.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3197. Atari 8-Bit Computers: Pointer to FAQ's

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 16:29:05 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <328ash$o7s@usenet.INS.CWRU.Edu>
Source record: 16298

```
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

============================================================

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

============================================================
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu
```

3198. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 20:26:08 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug9.152608.30576@cobra.uni.edu>
Source record: 16296

In article <94220.152824STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Peter,
> How do you know anything about MacWorld-Boston? You didn't go,
> remember?
> -scott tirrell

I was at MacWorld-Boston two years ago. IT was overwhelming, to many choices.
What booth to visit first became nerve racking.

-Peter

3199. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 20:32:18 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug9.153218.30577@cobra.uni.edu>
Source record: 16297

In article <327et1$s8p@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> sinclap2954@cobra.uni.edu wrote:
>> In article <3244oh$rbg@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
>> > In article <31l0ds$okg@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
>> > writes:
>> >
>> > So what? We were discussing the overall performance for price compared
>> > to existing macs. Of course, since my humble A1200 with 020 manages to
>> > feel more fluid than a Mac Quadra with 040 then its a fair bet that
>> > an 040 Amiga will be nicer to use than a PowerMac running software under
>> > emulation.
>
>> The 040 Amiga costs many times more than the $1200 33mz.040 Quadra 630(PCI mac
>> upgradeable). Add an extra $200 this comming September for the M-peg card
>> doing full motion video and 24 bit color. No Amiga can touch this beast in
>> it's price range.
>
> Peter, noone in the Atari or Amiga usergroups gives a FUCK how competitive
> the price of a Mac is. People with Ataris or Amigas have them because they
> are _home_ computers - real 'Personal Computers'. The Mac is primarily aimed
> at a buisiness market and guess what? When you put it up against it's main
> business computer rival, the PC, it starts to look very lame indeed. Thats
> why the PCs have stomped all over it. If you want to argue about the pros
> of a Mac then go to an IBMPC .advocacy group. Of course, then you
> wouldn't be able to claim it had better software support, more sales or
> cheaper hardware. Which I suppose is why you always annoy the Amiga and Atari
> groups. Just get a life....
>
Really? Many ST owners leaving E-mail with their jaws hanging that this Mac
costs this low? Many ST oweners have ditched their poor excuse of a machine.
Many Amiga owners as well have ditched their poor excuse and have upgraded
because they got tired of just running an OS that allowed you to formatt a disk
and play an Atari 2600 style game..

> BTW As with most of your posts, the new material to quote ratio was very
> low. Try to improve the substance of your posts if you insist on polluting
> these groups. Having endured over a year of your inane 'Apple price list
> posts' I think most people have formed the impression that you are just
> a mindless dickhead

Your just pissy, that know one(almost) is buying your crap about a machine that
is a poor excuse.
>
> Gavan
> --

> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter\

3200. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-09 23:50:10 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3294ni$ho5@darkstar.UCSC.EDU>
Source record: 16299

Peter, I think you are lying through what few teeth you have with all of this crap about "people leaving you wemail telling you how happy they are"

WHy not post a few addresses and let those who emailed you speak for themselves? Eh? Yes, I am calling your bluff. I did this with THanatos too, and you know what? he never replied...

~Chris

3201. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 00:27:54 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <3296ua$m5f@scapa.cs.ualberta.ca>
Source record: 16301

sinclap2954@cobra.uni.edu writes:

>Really? Many ST owners leaving E-mail with their jaws hanging that this Mac
>costs this low? Many ST oweners have ditched their poor excuse of a machine.
>Many Amiga owners as well have ditched their poor excuse and have upgraded
>because they got tired of just running an OS that allowed you to formatt a disk
>and play an Atari 2600 style game..

Oh.. hah.. nice comeback. Think of that by yourself?

>> BTW As with most of your posts, the new material to quote ratio was very
>> low. Try to improve the substance of your posts if you insist on polluting
>> these groups. Having endured over a year of your inane 'Apple price list
>> posts' I think most people have formed the impression that you are just
>> a mindless dickhead

I can't speak for peter personally, but his posts seem to confirm that. Just
what did he mean by playing an Atari 2600 "style" game?? Could be tempest
2000, for that matter. Is he implying there's something wrong with "pong"??
;)

>Your just pissy, that know one(almost) is buying your crap about a machine that
>is a poor excuse.

Hmmmm, nope, I'm going to restrain myself.. I'm not going to say anything here.
(except for this, of course)..

>-Peter\

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

3202. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 01:01:04 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5a4Ssgw.ari2550@delphi.com>
Source record: 16300

Sorry if it sounded like I was jumping the gun on the CodeHead's death - however, I was just relaying what I had heard and I did take care to mention that the CodeHeads were not developing any new software in my previous message.

I probably made the mistake of assuming that this in itself meant the end of CodeHead Software - which from Charles F. Johnson's post, it isn't.

Still, it doesn't sound too good...and honestly I can't blame you guys as you are talented programmers and the Atari market just can't support you anymore.

3203. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 06:07:38 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug10.010738.30590@cobra.uni.edu>
Source record: 16307

In article <3294ni$ho5@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
> Peter, I think you are lying through what few teeth you have with all of this
> crap about "people leaving you wemail telling you how happy they are"

So you can harrass them..and bombard their E-mail.
>
> WHy not post a few addresses and let those who emailed you speak for
> themselves? Eh? Yes, I am calling your bluff. I did this with THanatos too,
> and you know what? he never replied...
>

Okay. To those who have talked through E-mail, give me your permission to post your address.

> ~Chris

-Peter

3204. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 08:19:55 UTC
From: moran@bnr.ca
Message-ID: <32a2jb$j1i@bmerha64.bnr.ca>
Source record: 16306

sinclap2954@cobra.uni.edu wrote:
> In article <327et1$s8p@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> > Peter, noone in the Atari or Amiga usergroups gives a FUCK how competitive
> > the price of a Mac is. People with Ataris or Amigas have them because they
> > are _home_ computers - real 'Personal Computers'. The Mac is primarily aimed
> > at a buisiness market and guess what? When you put it up against it's main
> > business computer rival, the PC, it starts to look very lame indeed. Thats
> > why the PCs have stomped all over it. If you want to argue about the pros
> > of a Mac then go to an IBMPC .advocacy group. Of course, then you
> > wouldn't be able to claim it had better software support, more sales or
> > cheaper hardware. Which I suppose is why you always annoy the Amiga and Atari
> > groups. Just get a life....
> >
> Really? Many ST owners leaving E-mail with their jaws hanging that this Mac
> costs this low? Many ST oweners have ditched their poor excuse of a machine.
> Many Amiga owners as well have ditched their poor excuse and have upgraded
> because they got tired of just running an OS that allowed you to formatt a disk
> and play an Atari 2600 style game..
>

Many ST and Amiga owners _have_ sadly ditched their machines due to
the incompetance of the companies which make them, however they're NOT
moving to the Mac. It's the PC which is getting the disaffected Atari and
Amiga market. Frankly, the only possible reason for getting a Mac is that
you are too stupid to understand how to use a real machine or OS.

> > BTW As with most of your posts, the new material to quote ratio was very
> > low. Try to improve the substance of your posts if you insist on polluting
> > these groups. Having endured over a year of your inane 'Apple price list
> > posts' I think most people have formed the impression that you are just
> > a mindless dickhead

> Your just pissy, that know one(almost) is buying your crap about a machine that
> is a poor excuse.

Maybe I shouldn't have asked you to add more material to your
posts - now I see why you mostly just requote others.

If you won't get a life at least get a dictionary.....

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3205. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 09:43:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32a7gb$pr0@bognor.barclays.co.uk>
Source record: 16311

For the record, I've used several sorts of Mac at work. I don't like the OS. They are too slow given the processor they have, the serial speed sucks, the networking software is flaky, the stupid floppy system sucks. The basic hardware is cheap but the software isn't, neither is the overall cost of ownership.

--

```
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3206. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 12:21:59 UTC
From: moran@bnr.ca
Message-ID: <32agp7$qd9@bmerha64.bnr.ca>
Source record: 16304

Iain.Laskey@barclays.co.uk wrote:
> For the record, I've used several sorts of Mac at work. I don't like the OS.
> They are too slow given the processor they have, the serial speed sucks, the
> networking software is flaky, the stupid floppy system sucks. The basic
> hardware is cheap but the software isn't, neither is the overall cost of
> ownership.
> --

I use a Mac at work too (I'm using one to type this post) and I
agree completely with your comments. When I got a 33Mhz 040 Quadra
650 to use I thought "great! A 33Mhz 040 machine will really kick ass!"
but the speed of use is very dissapointing. Also, although it has 8
megs its not really enough - 16 would be a lot more useful.

Appletalk is pretty dodgy, it's caused extra hassle since everything
else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
until we got a structured cabling system in.

Any Atari or Amiga user wanting to use all the apps that idiots like
Sincrap are always blagging about only has to get a suitable emulator
and they can run them ON THEIR OWN MACHINE.

Apart from the personal machine issue, this is what Macdorks always
seem to fail to understand - you can run mac software on an Amiga or Atari
simply by getting an emulator which in many cases will enable your
machine to run substantially faster than the 'emulated' mac (unlike the
PPC emulations which run SLOWER than existing macs). It was pointed
out that the emplant on the 25Mhz 4000/040 only gave 20Mhz 040 mac
performance, but then the 4000/040 as shipped by commodore has a
pretty awful memory setup which slows it considerably. I'd say that
an Amiga with 40Mhz 3rd party 040 card will outperform ANY Mac for
running 68k mac software, even more so if you use one of the 3rd party
gfx cards like Retina.

If Mac owners want to impress Atari or Amiga owners then they will
need to show that owning a Mac will mean:

Having a better OS (System 7 - ha ha ha)
Being more efficient with resources (3 megs for OS is a no no)
Offering decent multitasking (back to system 7 again)
Offering better programming tools (on a Mac??????)
Offering better os documentation (this just gets better....)
Having more decent games (ever see a Mac run Stardust?)
Being a better platform for
FSF software like GNU C++ (The FSF don't much like the mac)
Having more affordable software (I don't think so....)

Being a better platform for
learning about computing (you'll learn FA about computers
by using a Mac)
Having a more flexible machine for
the home (ever try plugging a mac into a tv?)
Having an affordable platform you can
upgrade as you can afford (don't even LOOK at anything less
than a 25Mhz 040 with 8megs RAM
and a monitor capable of 800x600
if you want a Mac)

Lets see if sincrap can point out mac superiority in any of these fields...

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3207. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 14:28:35 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32ao6j$pol@msuinfo.cl.msu.edu>
Source record: 16302

In article <327gga$mev@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk
writes:
>In article <94220.152824STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.
>EDU> writes:
>|> Peter,
>|> How do you know anything about MacWorld-Boston? You didn't go,
>|> remember?
>|> -scott tirrell
>He's living in a slightly modified version of reality so it's no problem
>for him to go and not go at the same time.

Maybe he's just not "there" enough to collapse his own wave function?
Now we can give Schroedinger's cat a name - Peter!
;-)

Tom
hopper_t@msupa.pa.msu.edu

3208. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 14:38:54 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32aopu$pol@msuinfo.cl.msu.edu>
Source record: 16303

In article <32a7gb$pr0@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk
writes:
>For the record, I've used several sorts of Mac at work. I don't like the OS.
>They are too slow given the processor they have, the serial speed sucks, the
>networking software is flaky, the stupid floppy system sucks. The basic
>hardware is cheap but the software isn't, neither is the overall cost of
>ownership.

Software is rediculously expensive, unless you can get an educational
discount, but that's true for most IBM software too. The difference with
IBMs being that there's a lot of cheap software available, while there
isn't much cheap stuff for the Mac.

I'd also like to add that for normal screen redraws (the grow box and
shrink box, esp.) my 68000 MSTE is as fast as or faster than an 25MHz 040
Mac. This when comparing the two in 2-bit (black and white) graphics
modes, with Warp9 v3.75 installed on the MSTE. I'd love to see how a
Falcon with NVDI compares. If Apple really wants to be competitive with
Microsoft, they should spend a year optimizing their code; I figure if they
optimized only 20% of the OS, even low end Macs would run as fast as high
end PCs. But maybe that's the whole point; if they did that then they
might not take in as much money, since people wouldn't buy as many of the
more expensive Macs.

FWIW,
Tom
hopper_t@msupa.pa.msu.edu

>--
>+---+
>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+
>

3209. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 15:03:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32aq80$pr0@bognor.barclays.co.uk>
Source record: 16305

```
In article <32aopu$pol@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
|> modes, with Warp9 v3.75 installed on the MSTE. I'd love to see how a
|> Falcon with NVDI
Mail me at the address below and I'll post you some numbers from GEMbench...

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---------------------------------------------------+
```

3210. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 17:41:03 UTC
From: renfro@bnr.ca
Message-ID: <32b3ff$n1l@crchh610.bnr.ca>
Source record: 16315

In article <32a2jb$j1i@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
>sinclap2954@cobra.uni.edu wrote:
>> In article <327et1$s8p@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>>
>
> Many ST and Amiga owners _have_ sadly ditched their machines due to
>the incompetance of the companies which make them, however they're NOT
>moving to the Mac. It's the PC which is getting the disaffected Atari and
>Amiga market. Frankly, the only possible reason for getting a Mac is that
>you are too stupid to understand how to use a real machine or OS.
>
Well I'm in the process of adding a DOS system, but I haven't switched
over. I found a very cheap motherboard at a clearance sale and decided
it would be fun to build a system. My main interest at this time is to
try out some new games (wing commander type games in particular). I still
use my Falcon and Mega for anything serious and will continue doing so
as long as they meet the need.

So far I don't see anything better about the DOS system other than the
massive support by everyone and there brother meaning I have more choices
than I know how deal with in terms of what hardware and software to buy.
I guess this is a good thing, but I can't afford to buy it all anyway so
it is not helping me do anything more than I can already do with my Ataris.

As for Mac, well I use one at work and really have no interest in coming
home to one.

RandyH

3211. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 18:59:09 UTC
From: eli@ripco.com
Message-ID: <CuC22L.D3q@rci.ripco.com>
Source record: 16309

Despite what Apple _wishes_ the Mac is not, never has been and, in all
probability never will be a bussiness computer. Right now, about 75% of
Macs are sold to the education market. While I would never use a Mac myself
and would only rarely recomend one to friend, I do have to admit that this
does make some sense. For some kinds of multimedia applications (specificaly
ones that are used for teaching) Macs probably present better price performace.
Low-end wordprocessing, (i.e. papers for school) is another thing Macs are
good at. While I would want a PC for DTP work, a bottom of the line Mac
delivers as good or better performance for churning out a simple paper and,
given educational discounts costs less. This is a large niche which the Mac
can and should fill. The ST/TT/Mega/Falcon, is unfortunatly, dead.
I do not own an atari computer but I am thinking of buying a used one.
Personaly, I think, that in their day, the ST and Amiga should have both
beat out the Mac. The amiga, it seems, suffered from lousy marketing while
the Atari line seemed to have been destroyed because nobody would take
a computer from "that old videogame company" seriously.
Ok, I'll stop rambling.

-
<< Eli Lehrer >>
<<eli@ripco.com>>

3212. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 19:45:23 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776547923@sfu.ca>
Source record: 16313

hopper_t@msupa.pa.msu.edu writes:

>Software is rediculously expensive, unless you can get an educational
>discount, but that's true for most IBM software too. The difference with
>IBMs being that there's a lot of cheap software available, while there
>isn't much cheap stuff for the Mac.

The cheap IBM software tends to both cheap in price and in quality.

>I'd also like to add that for normal screen redraws (the grow box and
>shrink box, esp.) my 68000 MSTE is as fast as or faster than an 25MHz 040
>Mac. This when comparing the two in 2-bit (black and white) graphics
>modes, with Warp9 v3.75 installed on the MSTE. I'd love to see how a
>Falcon with NVDI compares. If Apple really wants to be competitive with
>Microsoft, they should spend a year optimizing their code; I figure if they
>optimized only 20% of the OS, even low end Macs would run as fast as high
>end PCs. But maybe that's the whole point; if they did that then they
>might not take in as much money, since people wouldn't buy as many of the
>more expensive Macs.

I hope that when Apple introduces the new micro-kernal based OS in 1996 the
efficiency will sky-rocket. I hope that right now apple is designing the hell
out of the micro-kernal OS and they will use two full years to get it to work.
I still think that Apple should release intermediate upgrades like 7.5 and 8.0
to ensure that developers will only have to make small changed to be 9.0
compliant.

N.B. 8.0 and 9.0 where arbitrary assignments that I chose.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3213. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-10 23:29:20 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug10.182920.30596@cobra.uni.edu>
Source record: 16312

In article <5a4Ssgw.ari2550@delphi.com>, Ari Feldman <ari2550@delphi.com> writes:
>
> Sorry if it sounded like I was jumping the gun on the CodeHead's death -
> however, I was just relaying what I had heard and I did take care
> to mention that the CodeHeads were not developing any new software in my
> previous message.
>
> I probably made the mistake of assuming that this in itself meant the
> end of CodeHead Software - which from Charles F. Johnson's post, it isn't.
>
> Still, it doesn't sound too good...and honestly I can't blame you guys as
> you are talented programmers and the Atari market just can't support you
> anymore.

If they were smart, they would move into the Mac market..

>
>

-Peter

3214. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 04:56:16 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776580976@sfu.ca>
Source record: 16314

sinclap2954@cobra.uni.edu writes:

>If they were smart, they would move into the Mac market..

Peter, do you have any concept of reality? Why would they move to the Macs
15% market when they could move to the intel 80% market.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3215. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 06:41:04 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug11.014104.30601@cobra.uni.edu>
Source record: 16318

In article <32agp7$qd9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> Iain.Laskey@barclays.co.uk wrote:
>> For the record, I've used several sorts of Mac at work. I don't like the OS.
>> They are too slow given the processor they have, the serial speed sucks, the
>> networking software is flaky, the stupid floppy system sucks. The basic
>> hardware is cheap but the software isn't, neither is the overall cost of
>> ownership.
>> --
>
> I use a Mac at work too (I'm using one to type this post) and I
> agree completely with your comments. When I got a 33Mhz 040 Quadra
> 650 to use I thought "great! A 33Mhz 040 machine will really kick ass!"
> but the speed of use is very dissapointing. Also, although it has 8
> megs its not really enough - 16 would be a lot more useful.
>
> Appletalk is pretty dodgy, it's caused extra hassle since everything
> else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
> until we got a structured cabling system in.

File sharing through AppleTalk is a breeze. Sounds like you fucked up on your
end.

>
> Any Atari or Amiga user wanting to use all the apps that idiots like
> Sincrap are always blagging about only has to get a suitable emulator
> and they can run them ON THEIR OWN MACHINE.

Making excuses that you do not have decent apps.
>
> Apart from the personal machine issue, this is what Macdorks always
> seem to fail to understand - you can run mac software on an Amiga or Atari
> simply by getting an emulator which in many cases will enable your
> machine to run substantially faster than the 'emulated' mac (unlike the
> PPC emulations which run SLOWER than existing macs). It was pointed
> out that the emplant on the 25Mhz 4000/040 only gave 20Mhz 040 mac
> performance, but then the 4000/040 as shipped by commodore has a
> pretty awful memory setup which slows it considerably. I'd say that
> an Amiga with 40Mhz 3rd party 040 card will outperform ANY Mac for
> running 68k mac software, even more so if you use one of the 3rd party
> gfx cards like Retina.
>

So your going to spend $1500 for an A4000/030 plus $1500 for a decent 040 board
plus memory and additional HD space. Plus $600 for Emplant and roms.
I would hope your $3000 plus setup would out perform $1200 Q630.

> If Mac owners want to impress Atari or Amiga owners then they will
> need to show that owning a Mac will mean:
>
> Having a better OS

Your OS is only capable of formatting a disk and playing an Atari 2600 style
game. The Amiga OS does not do much with the ease of System 7 does.

> Being more efficient with resources (3 megs for OS is a no no)

Hi powered apps which is lacking on the Amigaflop and STflop reqire more memory
like the Toaster does. Thats why the Mac comes standard with 8 megs of ram.
Adding a an additional eight megs and ramdoubler would still be cheaper than
A4000 set up.
> Offering decent multitasking (back to system 7 again)

You mean formatting a disk and playing an Atari 2600 style game at the same
time. I am using my bro's new Duo 230($899 from MacWarehouse) which is using
the Chinese version of System 7(Chinese characters). Very impressive. Can the
Amiga os do that. My A1200 did not have that option.

> Offering better programming tools (on a Mac??????)

I suppose you do not get a MacWarehouse catalog.

> Offering better os documentation (this just gets better....)

Selling point, eh?

> Having more decent games (ever see a Mac run Stardust?)

Subscribe to MacGames, you will be surprise. Lots of shipping native games
at MacWorld.

> Being a better platform for
> FSF software like GNU C++ (The FSF don't much like the mac)
>

Like this is a selling point to the hundres of million of non programmers.

Having more affordable software (I don't think so....)

I suggest you get the MacWarehouse catalog.

> Being a better platform for
> learning about computing (you'll learn FA about computers
> by using a Mac)

What does that mean? Being proficient in the workings of Apps.

> Having a more flexible machine for
> the home (ever try plugging a mac into a tv

Your scraping the bottom of the bucket. With Apple's new inexpensive video
card, that can be done.

?)
> Having an affordable platform you can
> upgrade as you can afford (don't even LOOK at anything less
> than a 25Mhz 040 with 8megs RAM
> and a monitor capable of 800x600
> if you want a Mac)
>

You can't get anything less an 040 - 25mhz, except for the Performa 550. The Mac platform is a lot more affordable than the Amiga one.

Q605 logic board upgrades cost $599 for LCII and III users. The New PPC proocessor upgrade board costs $599 to Q630, LC475, Q605, LC575, P550, P575 and so on.

The PowerBooks will get $900 replacement PPC logic board upgrades.

> Lets see if sincrap can point out mac superiority in any of these fields...
>

One thing you left out is serious apps. Oh, I forgot this is a programming machine. You have high expectations that anyone who wants to own a PC has to be dedicating to programming. It's like me to say that I think people should vote when they turn 18.

Wake up and smell your arm pit and get back to reality.
> Gavan
>
NEXT!

> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3216. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 06:46:59 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug11.014659.30602@cobra.uni.edu>
Source record: 16320

In article <32aopu$pol@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
> In article <32a7gb$pr0@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk
> writes:
>>For the record, I've used several sorts of Mac at work. I don't like the OS.
>>They are too slow given the processor they have, the serial speed sucks, the
>>networking software is flaky, the stupid floppy system sucks. The basic
>>hardware is cheap but the software isn't, neither is the overall cost of
>>ownership.

I suggest you get your head out of your ass! GET A MacWarehouse catalog. Also
checkout in what you get with your $900 Q605 4/160. The Cpu comes loaded with
ClarisWorks, Quicken, and many other titles too long to list. All in all
about $800 worth.
>
> Software is rediculously expensive, unless you can get an educational
> discount, but that's true for most IBM software too. The difference with
> IBMs being that there's a lot of cheap software available, while there
> isn't much cheap stuff for the Mac.
>

Read above...

> I'd also like to add that for normal screen redraws (the grow box and
> shrink box, esp.) my 68000 MSTE is as fast as or faster than an 25MHz 040
> Mac. This when comparing the two in 2-bit (black and white) graphics
> modes, with Warp9 v3.75 installed on the MSTE. I'd love to see how a
> Falcon with NVDI compares. If Apple really wants to be competitive with
> Microsoft, they should spend a year optimizing their code; I figure if they
> optimized only 20% of the OS, even low end Macs would run as fast as high
> end PCs. But maybe that's the whole point; if they did that then they
> might not take in as much money, since people wouldn't buy as many of the
> more expensive Macs.

Are you running comparable apps? Hey My Apple IIC ran faster than the ST.

Define expensive Macs? Do you mean a $1200 Q630(33mhz.040)?
>
> FWIW,
> Tom
> hopper_t@msupa.pa.msu.edu
>
>>--

-Peter

```
>>+-------------------------------------------------------------+
>>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>>+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
>>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>>+-------------+-----------------------------------------------+
>>
```

3217. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 06:54:05 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug11.015405.30603@cobra.uni.edu>
Source record: 16319

```
In article <32a2jb$j1i@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> sinclap2954@cobra.uni.edu wrote:
>> In article <327et1$s8p@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>> > Peter, noone in the Atari or Amiga usergroups gives a FUCK how competitive
>> > the price of a Mac is. People with Ataris or Amigas have them because they
>> > are _home_ computers - real 'Personal Computers'. The Mac is primarily aimed
>> > at a buisiness market and guess what? When you put it up against it's main
>> > business computer rival, the PC, it starts to look very lame indeed. Thats
>> > why the PCs have stomped all over it. If you want to argue about the pros
>> > of a Mac then go to an IBMPC .advocacy group. Of course, then you
>> > wouldn't be able to claim it had better software support, more sales or
>> > cheaper hardware. Which I suppose is why you always annoy the Amiga and Atari
>> > groups. Just get a life....
>> >
>> Really? Many ST owners leaving E-mail with their jaws hanging that this Mac
>> costs this low? Many ST oweners have ditched their poor excuse of a machine.
>> Many Amiga owners as well have ditched their poor excuse and have upgraded
>> because they got tired of just running an OS that allowed you to formatt a disk
>> and play an Atari 2600 style game..
>>
>
> Many ST and Amiga owners _have_ sadly ditched their machines due to
> the incompetance of the companies which make them, however they're NOT
> moving to the Mac. It's the PC which is getting the disaffected Atari and
> Amiga market. Frankly, the only possible reason for getting a Mac is that
> you are too stupid to understand how to use a real machine or OS.

NEWS>
Group: comp.sys.atari.st, Item 52249 (Range: #47287 - #52249, Unread: 566)
Subject: Re: The Future Of Atari Compu
From: dtarico@OCF.Berkeley.EDU (Douglas Frank Tarico), U.C. Berkeley Open
Comput
Date: 10 Aug 94 15:08:42 -0500

>
>Just a note for anyone seriously considering working on an Atari emulator for
>the Mac; Every person I know that used to be an Atarian moved to the MAC
>platform, not the PC platform. I'm sure this is not true for everyone, but it
>certainly is true among my old group of Atari-friends, so hopefully there
would
>be a market of sorts for this product...
>

I agree, as I have moved from Atari to Mac myself. In some ways, switching
from an ST to a PC would be a "downgrade" IMHO. If there was an ST emulator
```

for the Mac, I would buy it.

Doug
.

>
>> > BTW As with most of your posts, the new material to quote ratio was very
>> > low. Try to improve the substance of your posts if you insist on polluting
>> > these groups. Having endured over a year of your inane 'Apple price list
>> > posts' I think most people have formed the impression that you are just
>> > a mindless dickhead

Read above..

>
>> Your just pissy, that know one(almost) is buying your crap about a machine that
>> is a poor excuse.
>
> Maybe I shouldn't have asked you to add more material to your
> posts - now I see why you mostly just requote others.
>
> If you won't get a life at least get a dictionary.....
>
> Gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3218. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 08:20:08 UTC
From: moran@bnr.ca
Message-ID: <32cmvo$7d3@bmerha64.bnr.ca>
Source record: 16321

sinclap2954@cobra.uni.edu wrote:
> In article <32agp7$qd9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> >
> > Appletalk is pretty dodgy, it's caused extra hassle since everything
> > else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
> > until we got a structured cabling system in.

> File sharing through AppleTalk is a breeze. Sounds like you fucked up on your
> end.

As usual you completely failed to grasp the post. Maybe I was being too
technical for you? AS I SAID, its caused hassle since its proprietary (and
therefore incompatible with the more standard TCP/IP) and also its slow and
grabs large chunks of your memory bandwidth. I wasn't talking about ease
of filesharing.

> >
> > Any Atari or Amiga user wanting to use all the apps that idiots like
> > Sincrap are always blagging about only has to get a suitable emulator
> > and they can run them ON THEIR OWN MACHINE.

> Making excuses that you do not have decent apps.

We HAVE decent apps, it's just that we can run ALL your Mac apps
if we like _as well_. Saying the Mac has such and such an app and we
should all buy macs is pointless because (a) The sort of apps the Mac
has are generally of little use to home computer hobbyists and (b)
if we really want to run it we just get an emulator and run it, no hassle.

> So your going to spend $1500 for an A4000/030 plus $1500 for a decent 040 board
> plus memory and additional HD space. Plus $600 for Emplant and roms.
> I would hope your $3000 plus setup would out perform $1200 Q630.

My $700 A1200 setup outperforms a Q630.

> > If Mac owners want to impress Atari or Amiga owners then they will
> > need to show that owning a Mac will mean:
> >
> > Having a better OS

> Your OS is only capable of formatting a disk and playing an Atari 2600 style
> game. The Amiga OS does not do much with the ease of System 7 does.
>

Duh. _try_ and come up with some real points instead of your useless
drivel.

> > Being more efficient with resources (3 megs for OS is a no no)

> Hi powered apps which is lacking on the Amigaflop and STflop reqire more memory
> like the Toaster does. Thats why the Mac comes standard with 8 megs of ram.
> Adding a an additional eight megs and ramdoubler would still be cheaper than
> A4000 set up.

Standard 8 megs? not around here they dont. And if you NEED to put 8 megs
in just to make up for a memory hogging OS you are throwing money down the
drain.

> > Offering decent multitasking (back to system 7 again)

> You mean formatting a disk and playing an Atari 2600 style game at the same
> time. I am using my bro's new Duo 230($899 from MacWarehouse) which is using
> the Chinese version of System 7(Chinese characters). Very impressive. Can the
> Amiga os do that. My A1200 did not have that option.

Good grief! Do you _ever_ comne up with coherent arguments?

{rest of Sincraps crap 'arguements' deleted}

> One thing you left out is serious apps. Oh, I forgot this is a programming
> machine. You have high expectations that anyone who wants to own a PC has to
> be dedicating to programming. It's like me to say that I think people should
> vote when they turn 18.

I suppose Lightwave, Real 3d , Scala etc arent serious? If you mean
things like industy word pros, databases etc then the logical machine to
get for these is a PC......

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
G.Moran@NIREY002.northern.co.uk | - The Highlander.

3219. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 09:57:19 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <32cslv$dlc@lyra.csx.cam.ac.uk>
Source record: 16316

sinclap2954@cobra.uni.edu writes:
>In article <32agp7$qd9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>> Being more efficient with resources (3 megs for OS is a no no)

>Hi powered apps which is lacking on the Amigaflop and STflop reqire more memory
>like the Toaster does. Thats why the Mac comes standard with 8 megs of ram.
>Adding a an additional eight megs and ramdoubler would still be cheaper than
>A4000 set up.

Apps _can_ use lots of memory. The OS shouldn't.

>> Offering decent multitasking (back to system 7 again)

>You mean formatting a disk and playing an Atari 2600 style game at the same
>time. I am using my bro's new Duo 230($899 from MacWarehouse) which is using
>the Chinese version of System 7(Chinese characters). Very impressive. Can the
>Amiga os do that. My A1200 did not have that option.

Now just how much use is having the system font in Chinese!!?!
Unless of course you are Chinese, but I'm sure English/American is going
to be enough for 99.99% of users.
And just what is a 2600 style game?

>> Having a more flexible machine for
>> the home (ever try plugging a mac into a tv

>Your scraping the bottom of the bucket. With Apple's new inexpensive video
^^
>card, that can be done.

You can talk!

>One thing you left out is serious apps. Oh, I forgot this is a programming
>machine.

Where the hell did you get the idea it is just for programming!?!
If you want "serious" apps try Calamus or Pagestream for DTP. I'm sure
there are lots of others, I just haven't ever used them, so I can't
comment on them.

>> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

>-Peter

Phil
[E-mail pd@mole.bio.cam.ac.uk]

3220. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 10:01:10 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <32cst6$dqi@lyra.csx.cam.ac.uk>
Source record: 16317

sinclap2954@cobra.uni.edu writes:
>I suggest you get your head out of your ass! GET A MacWarehouse catalog. Also
>checkout in what you get with your $900 Q605 4/160. The Cpu comes loaded with
>ClarisWorks, Quicken, and many other titles too long to list. All in all
>about $800 worth.

If they are giving away $800 worth of software away free, they must be
making a huge profit normally. This is what is meant by expensive
software. Much more expensive than it needs to be.

Phil
[E-mail pd@mole.bio.cam.ac.uk]

3221. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 13:43:33 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32d9u5$ovi@msuinfo.cl.msu.edu>
Source record: 16138

In article <1994Aug11.014659.30602@cobra.uni.edu>, sinclap2954@cobra.uni.
edu writes:
>In article <32aopu$pol@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:

>> Software is rediculously expensive, unless you can get an educational
>> discount, but that's true for most IBM software too. The difference with
>> IBMs being that there's a lot of cheap software available, while there
>> isn't much cheap stuff for the Mac.
>
>Read above...

Don't be stupid, Peter. I didn't say that top-of-the-line apps cost much
more for Macs than they do for PCs. I said that if you want to get a task
done, you can do it on a PC with a $10 DOS app, or on a Mac with a $50+
app. Try reading more carefully next time.

>> I'd also like to add that for normal screen redraws (the grow box and
>> shrink box, esp.) my 68000 MSTE is as fast as or faster than an 25MHz 040
>> Mac. This when comparing the two in 2-bit (black and white) graphics
>> modes, with Warp9 v3.75 installed on the MSTE. I'd love to see how a
>> Falcon with NVDI compares. If Apple really wants to be competitive with
>> Microsoft, they should spend a year optimizing their code; I figure if they
>> optimized only 20% of the OS, even low end Macs would run as fast as high
>> end PCs. But maybe that's the whole point; if they did that then they
>> might not take in as much money, since people wouldn't buy as many of the
>> more expensive Macs.
>
>Are you running comparable apps? Hey My Apple IIC ran faster than the ST.

Compare basic Finder screen redraws to GEM Desktop redraws, or any basic
opperation like opening and closing windows! The 68000, 16MHz MegaSTE with
Warp9 installed is as fast as or faster than a 25MHz 040 Mac. And just so
you don't forget, Sinclap, and start raving about difference in bit planes,
I compared them both in 2-bit color mode.

>Define expensive Macs? Do you mean a $1200 Q630(33mhz.040)?

Try a 33MHz 030 Mac for $1100 (with monitor and software). If Apple really
had their heads screwed on tight, they'd have those inexpensive Macs
running as fast as a 486DX2 66 for average opperations like word
processing, small spreadsheats, databases, mail lists, etc. The average
home user could get two or three times the bang for their buck if Apple
would optimize their OS, or let someone else do it for them, and this would
mark Macintoshes as the home computer of choice. For more computationally
intensive applications, people could still go with the 040s or with the
PPCs, but they wouldn't - and shouldn't - *need* them just to get decent

performance out of a Mac.

FWIW,
Tom
hopper_t@msupa.pa.msu.edu

>
>-Peter

3222. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 18:37:18 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94223.143718STIRRE31@MAINE.MAINE.EDU>
Source record: 16322

Pete,
If so many more people are switching from Ataris to Macs instead
of IBMs (as your messege implies) then why is there an Atari
emulator (actually two that I know of) for the IBM yet none
for the Mac. Oh wait.... it is probably because the Mac couldn't
handle it :-). On the other hand, Spectre 3.1 is out and
available.... of course, I would much rather use Atari software
anyway....
-scott tirrell

3223. Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 22:42:28 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CuE72t.Epq@ecf.toronto.edu>
Source record: 16326

>> Appletalk is pretty dodgy, it's caused extra hassle since everything
>> else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
>> until we got a structured cabling system in.

You are confusing AppleTalk and LocalTalk. If you want TCP/IP, then MacTCP
is available; it will become part of the standard System Software as of
System 7.5.

>> Any Atari or Amiga user wanting to use all the apps that idiots like
>> Sincrap are always blagging about only has to get a suitable emulator
>> and they can run them ON THEIR OWN MACHINE.
>> Apart from the personal machine issue, this is what Macdorks always
>> seem to fail to understand - you can run mac software on an Amiga or Atari
>> simply by getting an emulator which in many cases will enable your
>> machine to run substantially faster than the 'emulated' mac (unlike the
>> PPC emulations which run SLOWER than existing macs). It was pointed
>> out that the emplant on the 25Mhz 4000/040 only gave 20Mhz 040 mac
>> performance, but then the 4000/040 as shipped by commodore has a
>> pretty awful memory setup which slows it considerably. I'd say that
>> an Amiga with 40Mhz 3rd party 040 card will outperform ANY Mac for
>> running 68k mac software, even more so if you use one of the 3rd party
>> gfx cards like Retina.

I thought Atari advocates claimed that they didn't need a Mac because of all
the great software they had?
I don't know about any Amiga emulators, but for the Atari, the only emulator
is Spectre GCR, which emulates a Mac Plus. It doesn't do colour, and it is
incompatible with System 7, which means it's pretty useless. There is a lot
of software which either requires System 7 or loses functionality if it's
not there.

Can you produce any benchmarks to substantiate your claim that an Amiga
emulating a Mac is faster than the equivalent Mac?

>> If Mac owners want to impress Atari or Amiga owners then they will
>> need to show that owning a Mac will mean:
>>
>> Having a better OS
>> Being more efficient with resources (3 megs for OS is a no no)

Like TOS? When you install MultiTOS, SpeedoGDOS and all the other programs
that will provide the Falcon with the same functionality as System 7, your
OS memory requirements will be pretty high. (Some functions, such as
QuickTime, don't even exist on the Atari!) I'd hardly call TOS efficient --
this is the OS that requires programs such as NVDI and Warp 9 to get it up
to an acceptable speed.

As for System 7.5 taking up 3Mb of memory ... it doesn't, not unless you have a bunch of extensions loaded that hog memory. I'd say that most Mac users have System configurations which take less than 2.5Mb of memory.

>> Offering better programming tools (on a Mac??????)
>> Offering better os documentation (this just gets better....)

This is an outright lie. Don't try to fool me on this one -- I *have* the Atari Developer kit, and it is garbage. Half the documentation is outdated material from the original Digital Research version of GEM. They provide Alcyon C as a language!

Contrast this to the widely available Inside Macintosh series, which is excellent.

>> Having more decent games (ever see a Mac run Stardust?)

You must be kidding ... games, on the Atari?? Are there still companies that make games for the Atari?

>> Having more affordable software (I don't think so....)

You have to learn to shop around... I paid more than $200 for Calligrapher, and I got a slow, buggy program with bad documentation. Is that what constitutes "affordable?"

>> Being a better platform for
>> learning about computing (you'll learn FA about computers
>> by using a Mac)

What is this supposed to mean?

>> Having a more flexible machine for
>> the home (ever try plugging a mac into a tv

This is idiotic. Have you ever tried displaying 640x480 on a television? Nobody in their right mind wants to waste their TV by using it as a very-low-quality display for their computer! That went out with the demise of the 8-bits.

>> Having an affordable platform you can
>> upgrade as you can afford (don't even LOOK at anything less
>> than a 25Mhz 040 with 8megs RAM
>> and a monitor capable of 800x600
>> if you want a Mac)

You are unclear as to your meaning. I can upgrade my Mac if I want to. There are tons of accelerators, cards, software, etc. out there.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3224. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 22:49:43 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CuE7Ew.Ex7@ecf.toronto.edu>
Source record: 16327

In article <32cmvo$7d3@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> As usual you completely failed to grasp the post. Maybe I was being too
>technical for you? AS I SAID, its caused hassle since its proprietary (and
>therefore incompatible with the more standard TCP/IP) and also its slow and
>grabs large chunks of your memory bandwidth. I wasn't talking about ease
>of filesharing.

AppleTalk != Localtalk. An Appletalk connection can be TCP/IP, Ethernet,
LocalTalk, or Tokentalk, to name a few.

> We HAVE decent apps, it's just that we can run ALL your Mac apps
>if we like _as well_. Saying the Mac has such and such an app and we
>should all buy macs is pointless because (a) The sort of apps the Mac
>has are generally of little use to home computer hobbyists and (b)
>if we really want to run it we just get an emulator and run it, no hassle.

You must be kidding -- of little use to computer hobbyists? What could you
possibly be talking about? Software like ClarisWorks, Quicken, WordPerfect,
MacDraw, or any of the thousands of other pieces of software suitable for home
users?

>> So your going to spend $1500 for an A4000/030 plus $1500 for a decent 040 board
>> plus memory and additional HD space. Plus $600 for Emplant and roms.
>> I would hope your $3000 plus setup would out perform $1200 Q630.
>
> My $700 A1200 setup outperforms a Q630.

I will grant you the fact that the A1200's coprocessor chips speed it up,
but there is *NO* way -- ABSOLUTELY NO WAY -- that a 16MHz 68020 can outperform
a 33MHz 68040 with FPU.

>> One thing you left out is serious apps. Oh, I forgot this is a programming
>> machine. You have high expectations that anyone who wants to own a PC has to
>> be dedicating to programming. It's like me to say that I think people should
>> vote when they turn 18.
>
> I suppose Lightwave, Real 3d , Scala etc arent serious? If you mean
>things like industy word pros, databases etc then the logical machine to
>get for these is a PC......
>

i
I cannot comment on those Applications since I have never heard of them.
I assume they are graphics applications...

>Gavan
>--

>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> G.Moran@NIREY002.northern.co.uk | - The Highlander.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3225. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 23:08:01 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CuE89D.FGp@ecf.toronto.edu>
Source record: 16323

>Don't be stupid, Peter. I didn't say that top-of-the-line apps cost much
>more for Macs than they do for PCs. I said that if you want to get a task
>done, you can do it on a PC with a $10 DOS app, or on a Mac with a $50+
>app. Try reading more carefully next time.

What $10 DOS applications are there? No shareware, please...

>>> I'd also like to add that for normal screen redraws (the grow box and
>>> shrink box, esp.) my 68000 MSTE is as fast as or faster than an 25MHz 040
>>> Mac. This when comparing the two in 2-bit (black and white) graphics
>>> modes, with Warp9 v3.75 installed on the MSTE. I'd love to see how a
>>> Falcon with NVDI compares. If Apple really wants to be competitive with
>>> Microsoft, they should spend a year optimizing their code; I figure if they
>>> optimized only 20% of the OS, even low end Macs would run as fast as high
>>> end PCs. But maybe that's the whole point; if they did that then they
>>> might not take in as much money, since people wouldn't buy as many of the
>>> more expensive Macs.
>Compare basic Finder screen redraws to GEM Desktop redraws, or any basic
>opperation like opening and closing windows! The 68000, 16MHz MegaSTE with
>Warp9 installed is as fast as or faster than a 25MHz 040 Mac. And just so
>you don't forget, Sinclap, and start raving about difference in bit planes,
>I compared them both in 2-bit color mode.

First of all, in the above quote you first claim "2-bit black and white"
(which makes no sense, as 2-bit colour would be a 4-colour display) then you
claim "2-bit colour." Which is it?

Second of all, your difference is unfair because GEM uses byte-aligned
monospaced fonts, which can be drawn quicker. the Finder uses proportional,
variable-sized fonts. Try this instead: Using your MSTe in 640x400x1 and
a 25MHz Mac in 640x480x1, redraw two reasonably similar screens filled with
various sizes and styles of proportional fonts, and some graphics. Then
see which is faster.

Third of all, certain visual effects on the Mac, such as scrolling and
the zoomrects upon opening and closing a window, are timed so that they take
the same amount of time regardless of the computer you are running. THis
was included because when the Mac II came out, the 68020 in it was so much
faster than the previous 68000 that text whizzed by too fast to read when
it was scrolled, and other visual effects went by too fast to see.

Fourth of all, you had to buy a separate program to get decent performance out
of your MSTe. I had an MSTe, and I know for a fact that it is unusable without
Warp 9 because of the slowness.

>Try a 33MHz 030 Mac for $1100 (with monitor and software). If Apple really
>had their heads screwed on tight, they'd have those inexpensive Macs
>running as fast as a 486DX2 66 for average opperations like word
>processing, small spreadsheats, databases, mail lists, etc. The average
>home user could get two or three times the bang for their buck if Apple
>would optimize their OS, or let someone else do it for them, and this would
>mark Macintoshes as the home computer of choice. For more computationally
>intensive applications, people could still go with the 040s or with the
>PPCs, but they wouldn't - and shouldn't - *need* them just to get decent
>performance out of a Mac.

If an optimised OS is what will makes a computer the home computer of choice,
and if TOS is as optimised as you claim, then how come the Falcon isn't
selling like hotcakes?
And where can you find a 33MHz 68030 Mac any more?

> FWIW,
> Tom
> hopper_t@msupa.pa.msu.edu

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3226. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 23:13:06 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug11.181306.30636@cobra.uni.edu>
Source record: 16328

In article <32cmvo$7d3@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> sinclap2954@cobra.uni.edu wrote:
>> In article <32agp7$qd9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>> >
>> > Appletalk is pretty dodgy, it's caused extra hassle since everything
>> > else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
>> > until we got a structured cabling system in.
>
>> File sharing through AppleTalk is a breeze. Sounds like you fucked up on your
>> end.
>
> As usual you completely failed to grasp the post. Maybe I was being too
> technical for you? AS I SAID, its caused hassle since its proprietary (and
> therefore incompatible with the more standard TCP/IP) and also its slow and
> grabs large chunks of your memory bandwidth. I wasn't talking about ease
> of filesharing.

The Amiga must be a breeze for operating a network, than despite the lack of a
built in ethernet port and system software. So how does the above difficulties
have to do with individual users? It's not like I have a network system at
home.

>
>
>> >
>> > Any Atari or Amiga user wanting to use all the apps that idiots like
>> > Sincrap are always blagging about only has to get a suitable emulator
>> > and they can run them ON THEIR OWN MACHINE.
>
>> Making excuses that you do not have decent apps.
>
> We HAVE decent apps, it's just that we can run ALL your Mac apps
> if we like _as well_. Saying the Mac has such and such an app and we
> should all buy macs is pointless because (a) The sort of apps the Mac
> has are generally of little use to home computer hobbyists and (b)
> if we really want to run it we just get an emulator and run it, no hassle.
>

Define computer hobbyist? Add an emulator to an already expensive machine.
The Mac Dos compatible Q610 costs $1300. You remember the 486 Houdini board?
I don't know why amigas are expensive. If the overprice A4000/040 came down to
a grand, I would consider a Toaster set up.
>
>> So your going to spend $1500 for an A4000/030 plus $1500 for a decent 040 board
>> plus memory and additional HD space. Plus $600 for Emplant and roms.

>> I would hope your $3000 plus setup would out perform $1200 Q630.
>
> My $700 A1200 setup outperforms a Q630.

I don't think so if you are running a 100K shareware on your A1200 versus
photoshop on the Quadra.

>
>> > If Mac owners want to impress Atari or Amiga owners then they will
>> > need to show that owning a Mac will mean:
>> >
>> > Having a better OS
>
>> Your OS is only capable of formatting a disk and playing an Atari 2600 style
>> game. The Amiga OS does not do much with the ease of System 7 does.
>>
>
> Duh. _try_ and come up with some real points instead of your useless
> drivel.

Thats all you can do with it. This OS has nothing in it. Can your OS switch
from Chinese native to US and back forth. The Mac is indeed a very global.

>
>> > Being more efficient with resources (3 megs for OS is a no no)
>
>> Hi powered apps which is lacking on the Amigaflop and STflop reqire more memory
>> like the Toaster does. Thats why the Mac comes standard with 8 megs of ram.
>> Adding a an additional eight megs and ramdoubler would still be cheaper than
>> A4000 set up.
>
> Standard 8 megs? not around here they dont. And if you NEED to put 8 megs
> in just to make up for a memory hogging OS you are throwing money down the
> drain.

In the US it is. Compare features on the Mac OS versus 2.X on the amiga. The
Toaster locks up the Amiga OS. You can't multitask when running the Toaster.

>
>> > Offering decent multitasking (back to system 7 again)
>
>> You mean formatting a disk and playing an Atari 2600 style game at the same
>> time. I am using my bro's new Duo 230($899 from MacWarehouse) which is using
>> the Chinese version of System 7(Chinese characters). Very impressive. Can the
>> Amiga os do that. My A1200 did not have that option.
>
> Good grief! Do you _ever_ comne up with coherent arguments?
>
>
> {rest of Sincraps crap 'arguements' deleted}
>
>

>> One thing you left out is serious apps. Oh, I forgot this is a programming
>> machine. You have high expectations that anyone who wants to own a PC has to
>> be dedicating to programming. It's like me to say that I think people should
>> vote when they turn 18.
>
> I suppose Lightwave, Real 3d , Scala etc arent serious? If you mean
> things like industy word pros, databases etc then the logical machine to
> get for these is a PC......

You mean a mac...
>
> Gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3227. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 23:17:17 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug11.181717.30638@cobra.uni.edu>
Source record: 16331

In article <32cslv$dlc@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
> sinclap2954@cobra.uni.edu writes:
>>In article <32agp7$qd9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>>> Being more efficient with resources (3 megs for OS is a no no)
>
>>Hi powered apps which is lacking on the Amigaflop and STflop reqire more memory
>>like the Toaster does. Thats why the Mac comes standard with 8 megs of ram.
>>Adding a an additional eight megs and ramdoubler would still be cheaper than
>>A4000 set up.
>
> Apps _can_ use lots of memory. The OS shouldn't.

Your forgetting that System 7 does more and has more features. Can you toggle between Chinese native and US language native?

>
>>> Offering decent multitasking (back to system 7 again)
>
>>You mean formatting a disk and playing an Atari 2600 style game at the same
>>time. I am using my bro's new Duo 230($899 from MacWarehouse) which is using
>>the Chinese version of System 7(Chinese characters). Very impressive. Can the
>>Amiga os do that. My A1200 did not have that option.
>
> Now just how much use is having the system font in Chinese!!?!
> Unless of course you are Chinese, but I'm sure English/American is going
> to be enough for 99.99% of users.
> And just what is a 2600 style game?
>

The OS is completely Chinese native. I am not Chinese. My brother studied Chinese and he recently spent a year in China.

>>> Having a more flexible machine for
>>> the home (ever try plugging a mac into a tv
>
>>Your scraping the bottom of the bucket. With Apple's new inexpensive video
> ^^
>>card, that can be done.
>
> You can talk!
>
>>One thing you left out is serious apps. Oh, I forgot this is a programming
>>machine.
>

> Where the hell did you get the idea it is just for programming!?!
> If you want "serious" apps try Calamus or Pagestream for DTP. I'm sure
> there are lots of others, I just haven't ever used them, so I can't
> comment on them.

Those bug infested apps.

>
>>> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
>
>>-Peter
>
> Phil

> [E-mail pd@mole.bio.cam.ac.uk]
>

-Peter

3228. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 23:19:02 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug11.181902.30640@cobra.uni.edu>
Source record: 16332

In article <32cst6$dqi@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
> sinclap2954@cobra.uni.edu writes:
>>I suggest you get your head out of your ass! GET A MacWarehouse catalog. Also
>>checkout in what you get with your $900 Q605 4/160. The Cpu comes loaded with
>>ClarisWorks, Quicken, and many other titles too long to list. All in all
>>about $800 worth.
>
> If they are giving away $800 worth of software away free, they must be
> making a huge profit normally. This is what is meant by expensive
> software. Much more expensive than it needs to be.

You may have a point. However, software on the Mac is cheap.

>
> Phil
> [E-mail pd@mole.bio.cam.ac.uk]

-peter

3229. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-11 23:22:19 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug11.182219.30641@cobra.uni.edu>
Source record: 16333

In article <94223.143718STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Pete,
> If so many more people are switching from Ataris to Macs instead
> of IBMs (as your messege implies) then why is there an Atari
> emulator (actually two that I know of) for the IBM yet none
> for the Mac. Oh wait.... it is probably because the Mac couldn't
> handle it :-). On the other hand, Spectre 3.1 is out and
> available.... of course, I would much rather use Atari software
> anyway....

Are you referring that the Mac does not have an IBM Emulator? Does the $400
486 Houdini board come to mind? Mac users have no need for an ST emulator.

> -scott tirrell

-Peter

3230. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 02:38:28 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32enb4$12np@msuinfo.cl.msu.edu>
Source record: 16324

In article <1994Aug11.182219.30641@cobra.uni.edu>, sinclap2954@cobra.uni.
edu writes:
>In article <94223.143718STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.
>EDU> writes:
>> Pete,
>> If so many more people are switching from Ataris to Macs instead
>> of IBMs (as your messege implies) then why is there an Atari
>> emulator (actually two that I know of) for the IBM yet none
>> for the Mac. Oh wait.... it is probably because the Mac couldn't
>> handle it :-).

>Are you referring that the Mac does not have an IBM Emulator? Does the $400
>486 Houdini board come to mind? Mac users have no need for an ST emulator.

Read again, Peter. I understand Scott's post to mean that if so many more
people are switching from Atari to Mac instead of to IBM, why isn't there
an Atari emulator for the Mac? There is certainly a market for one in the
PC world, and I know I would be (and several other people are) interested
in one if I switch from Atari to Mac, so why hasn't anyone made one for
Mac? Lack of market, perhaps? Could it be that more people are switching
from Atari to IBM than from Atari to Mac?

And you're wrong about Mac users not needing an ST emulator. If I buy a
Mac with a $400 ST emulator, I could save myself several hundred dollars in
software (I wouldn't have to buy Pagemaker, or a graphics program, or a
label maker, or a chess game, or...).

You may have no need of an Atari emulator, but then you've already admitted
to not knowing the first thing about Atari software, how well it works, how
inexpensive it is, or anything else about anything that doesn't say "For
Macintosh."

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>> -scott tirrell
>
>-Peter
>
>

3231. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 03:17:16 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32epjs$12ih@msuinfo.cl.msu.edu>
Source record: 16325

In message <CuE89D.FGp@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

In response to my post,

>What $10 DOS applications are there? No shareware, please...

I could list 40 or 50 of them, if I went to a local computer store and wrote down titles, but suffice it to say that almost the entire "My Software" series runs in the $10 to $20 range, plus tons of word processors, label makers, address books, invoice makers, resume kits, etc. And those titles which used to sell for $40 or $50 which are now sold in software bins for $5 (some of it actually good stuff) could be listed by the truck load.

In response to "first" and "second," I was talking about black and white modes on each computer, excuse the confusion. I still don't see why things like opening and closing windows should take longer on an 040 Mac than on a 68000 MSTE.

>Third of all, certain visual effects on the Mac, such as scrolling and
>the zoomrects upon opening and closing a window, are timed so that they
>take the same amount of time regardless of the computer you are running.
>THis was included because when the Mac II came out, the 68020 in it was
>so much faster than the previous 68000 that text whizzed by too fast to
>read when it was scrolled, and other visual effects went by too fast to
>see.

Well that explains some of it. Apple would rather a speedy PowerMac look and feel just like a pokey Mac 256? That's my kind of computer, all right. Make me wait to open a window just so we all have time to reflect on the good ol' days...

>Fourth of all, you had to buy a separate program to get decent
>performance out of your MSTe. I had an MSTe, and I know for a fact that
>it is unusable without Warp 9 because of the slowness.

Very true, but my point is that the seperate program (for which no counterpart exists on the Mac) makes my computer faster than most Macs for the everyday, basic use (word processing, telecomm, some DTP, and programming) that I put it to. This shouldn't be possible, not when the 040 Mac is running at something like 30 times the MIPS (if I remember right, the 68000 is about 0.8MIPS, and the 68040 is about 24MIPS).

>If an optimised OS is what will makes a computer the home computer of
>choice, and if TOS is as optimised as you claim, then how come the Falcon
>isn't selling like hotcakes?

This question is irrelevant (Atari never really marketed the Falcon, so why would anyone buy it?). The point was not that Falcons should be selling, but that the average home- or small bussiness-user should be able to get speed performance of a 486DX2 66 out of an 030 Mac, which would cost close to $1000 LESS than the Intel-based machine. This alone would be a major selling feature (at least for most of the people I know). For high-end graphics, CAD, or any really computationally-intensive application, a machine with raw computational speed would be needed, but for the average user, 3D modelling isn't a big priority. Not having to wait to scroll through a multipage document, on the other hand, is a priority; the less time it takes, the better the person will like the machine (I've sold lots of Macs doing such comparisons).

>And where can you find a 33MHz 68030 Mac any more?

Ever heard of Performa or LC 460, 600 or 550? These are still selling, and the former two are current models in the Macintosh line.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3232. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 04:31:34 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug11.233134.30650@cobra.uni.edu>
Source record: 16329

In article <32enb4$12np@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
> In article <1994Aug11.182219.30641@cobra.uni.edu>, sinclap2954@cobra.uni.
> edu writes:
>>In article <94223.143718STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.
>>EDU> writes:
>>> Pete,
>>> If so many more people are switching from Ataris to Macs instead
>>> of IBMs (as your messege implies) then why is there an Atari
>>> emulator (actually two that I know of) for the IBM yet none
>>> for the Mac. Oh wait.... it is probably because the Mac couldn't
>>> handle it :-).
>
>>Are you referring that the Mac does not have an IBM Emulator? Does the $400
>>486 Houdini board come to mind? Mac users have no need for an ST emulator.
>
> Read again, Peter. I understand Scott's post to mean that if so many more
> people are switching from Atari to Mac instead of to IBM, why isn't there
> an Atari emulator for the Mac? There is certainly a market for one in the
> PC world, and I know I would be (and several other people are) interested
> in one if I switch from Atari to Mac, so why hasn't anyone made one for
> Mac? Lack of market, perhaps? Could it be that more people are switching
> from Atari to IBM than from Atari to Mac?

Do you know for sure that more people are switching to the PC? Have facts to
back it up?

As for the Atari Emulator, ask Dave Small to develop one if there is a market.

>
> And you're wrong about Mac users not needing an ST emulator. If I buy a
> Mac with a $400 ST emulator, I could save myself several hundred dollars in
> software (I wouldn't have to buy Pagemaker, or a graphics program, or a
> label maker, or a chess game, or...).
>

Than why would you buy a Mac than? What would you run? As for Desktop
Publishing, the $49 Aldus Home Publisher is excellent. If your needs are met
by these Mac programs and new versions of your Atari library are not comming,
than you may have to make the switch eventualy.

> You may have no need of an Atari emulator, but then you've already admitted
> to not knowing the first thing about Atari software, how well it works, how
> inexpensive it is, or anything else about anything that doesn't say "For
> Macintosh."
>
> Regards,

> Tom
> hopper_t@msupa.pa.msu.edu
>
>>> -scott tirrell
>>
>>-Peter
>>
>>

-Peter

3233. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 04:48:08 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug11.234808.30652@cobra.uni.edu>
Source record: 16330

In article <32epjs$12ih@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
> In message <CuE89D.FGp@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE
> DAVID) writes:
>
> In response to my post,
>
>>What $10 DOS applications are there? No shareware, please...
>
> I could list 40 or 50 of them, if I went to a local computer store and
> wrote down titles, but suffice it to say that almost the entire "My
> Software" series runs in the $10 to $20 range, plus tons of word
> processors, label makers, address books, invoice makers, resume kits, etc.
> And those titles which used to sell for $40 or $50 which are now sold in
> software bins for $5 (some of it actually good stuff) could be listed by
> the truck load.

I could list software that I bought for $12.99 from MacWarehouse that are
listed upto $99.00.

DayMaker 3.0 in the catalog is $79 but bought for $12.99.
Super Seven Utilities $12.99
T/maker clip Art $12.99

I could list many more. Whats the catch? Everytime you order from MacWarehouse
regardless of amount of order, you are eligible for a list of software selling
at promotional price of $12.99. Can even order a box of $5.00 disks to get the
deal. The List changes daily.

>
>
> In response to "first" and "second," I was talking about black and white
> modes on each computer, excuse the confusion. I still don't see why
> things like opening and closing windows should take longer on an 040 Mac
> than on a 68000 MSTE.
>
>>Third of all, certain visual effects on the Mac, such as scrolling and
>>the zoomrects upon opening and closing a window, are timed so that they
>>take the same amount of time regardless of the computer you are running.
>>THis was included because when the Mac II came out, the 68020 in it was
>>so much faster than the previous 68000 that text whizzed by too fast to
>>read when it was scrolled, and other visual effects went by too fast to
>>see.
>
> Well that explains some of it. Apple would rather a speedy PowerMac look
> and feel just like a pokey Mac 256? That's my kind of computer, all

> right. Make me wait to open a window just so we all have time to reflect
> on the good ol' days...
>
Have you seen a PowerMac running Native software? Its not pokey my son.
Two-ten times faster than any 33mhz, 040 mac dude..

>>Fourth of all, you had to buy a separate program to get decent
>>performance out of your MSTe. I had an MSTe, and I know for a fact that
>>it is unusable without Warp 9 because of the slowness.
>
> Very true, but my point is that the seperate program (for which no
> counterpart exists on the Mac) makes my computer faster than most Macs for
> the everyday, basic use (word processing, telecomm, some DTP, and
> programming) that I put it to. This shouldn't be possible, not when the
> 040 Mac is running at something like 30 times the MIPS (if I remember
> right, the 68000 is about 0.8MIPS, and the 68040 is about 24MIPS).
>

Your machine is a four bit color low res.door stop.

>>If an optimised OS is what will makes a computer the home computer of
>>choice, and if TOS is as optimised as you claim, then how come the Falcon
>>isn't selling like hotcakes?
>
> This question is irrelevant (Atari never really marketed the Falcon, so
> why would anyone buy it?). The point was not that Falcons should be
> selling, but that the average home- or small bussiness-user should be able
> to get speed performance of a 486DX2 66 out of an 030 Mac, which would
> cost close to $1000 LESS than the Intel-based machine. This alone would
> be a major selling feature (at least for most of the people I know). For
> high-end graphics, CAD, or any really computationally-intensive
> application, a machine with raw computational speed would be needed, but
> for the average user, 3D modelling isn't a big priority. Not having to
> wait to scroll through a multipage document, on the other hand, is a
> priority; the less time it takes, the better the person will like the
> machine (I've sold lots of Macs doing such comparisons).
>
>>And where can you find a 33MHz 68030 Mac any more?
>
> Ever heard of Performa or LC 460, 600 or 550? These are still selling,
> and the former two are current models in the Macintosh line.
>

The Performa 550 is the only 030 in Apple's current desktop line. This can be
had for $1599 at your local Wal-Mart. Imagine a Machine with a fast 030, 160
meg HD, dual speed cdrom, 26dpi trintron monitor, 16 bit color and sound with
bundled software and cdrom titles costs only $300 more than a Falcon without
monitor, cdrom drive and software. If you were a consumer which one would you
buy?

> Regards,
> Tom

> hopper_t@msupa.pa.msu.edu

-Peter

3234. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 07:28:42 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32f8ba$15l3@msuinfo.cl.msu.edu>
Source record: 16137

In article <1994Aug11.233134.30650@cobra.uni.edu>,
sinclap2954@cobra.uni.edu writes:
>In article <32enb4$12np@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu
>writes:
>
>> And you're wrong about Mac users not needing an ST emulator. If I buy a
>> Mac with a $400 ST emulator, I could save myself several hundred
>>dollars in software (I wouldn't have to buy Pagemaker, or a graphics
>>program, or a label maker, or a chess game, or...).
>>
>Than why would you buy a Mac than? What would you run? As for Desktop
>Publishing, the $49 Aldus Home Publisher is excellent. If your needs are
>met by these Mac programs and new versions of your Atari library are not
>comming, than you may have to make the switch eventualy.

Of course I would "have to make the switch eventualy." But I'm sure that I, like most Atari users, don't particularly relish the thought of shelling out a bunch of cash for programs when the old ones do just fine. I would switch to Mac for a few very specific reasons, and make certain that I had software to satisfy those reasons, but if the rest of my Atari software was still satisfactory, I wouldn't want to replace my entire software library if I could just buy an (ultimately cheaper) emulator to run it. My comms package works great; my label makers are just fine; lots of software doesn't need to be replaced, even if I switch to a Mac. Replacing the comms software alone would cost at least a hundred dollars. You see my drift? I might buy a Mac, but even if I have the money to replace all of my software, why spend it if there were a less expensive alternative?

Getting back to the point all this stemmed from, what is the ratio of Atari->IBM to Atari->Mac converts? It would seem that, given the Atari emulators on the IBMs satisfy the above paragraph, you would expect that if there were so many Atari->Mac converts there would also be an Atari emulator on the Mac. There isn't, so either there is a gaping hole in the market, or the market just isn't as big. Which means there are more people who switch from Atari to IBM than from Atari to Mac. I don't have figures, but this was all speculation from the start, and you had seemed to miss the point of it. I hope this clears things up.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3235. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 08:43:26 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32fcne$nil@bognor.barclays.co.uk>
Source record: 16334

In article <1994Aug11.182219.30641@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> In article <94223.143718STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> > Pete,
|> > If so many more people are switching from Ataris to Macs instead
|> > of IBMs (as your messege implies) then why is there an Atari
|> > emulator (actually two that I know of) for the IBM yet none
|> > for the Mac. Oh wait.... it is probably because the Mac couldn't
|> > handle it :-). On the other hand, Spectre 3.1 is out and
|> > available.... of course, I would much rather use Atari software
|> > anyway....
|>
|> Are you referring that the Mac does not have an IBM Emulator? Does the $400
|> 486 Houdini board come to mind? Mac users have no need for an ST emulator.
Then why is their such a buzz of excitement about MacMiNT, the Mac port of MiNT
AKA the current ST OS?

|> > -scott tirrell
|>
|> -Peter
|>
|>

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3236. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 09:06:58 UTC
From: moran@bnr.ca
Message-ID: <32fe3i$r5b@bmerha64.bnr.ca>
Source record: 16335

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> >> Appletalk is pretty dodgy, it's caused extra hassle since everything
> >> else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
> >> until we got a structured cabling system in.

> You are confusing AppleTalk and LocalTalk. If you want TCP/IP, then MacTCP
> is available; it will become part of the standard System Software as of
> System 7.5.

No I'm not. Appletalk is a protocol that runs over the network. It's
seperate from TCP/IP and works in a completely different way. If offers
something like a max rate of 384K/sec. Unfortunately, as well as being
incompatible with TCP/IP it's also rather an inneficient user of bandwidth.
(fits in with the rest of the Mac system in that respect). Until we
segregated the Apple workgroups on a hub the Appletalk traffic was
causing major problems for other network users. You can of course get
TCP/IP but you must still use Appletalk for sharing volumes, printers etc.

and yes, yes system 7.5. Looks like its not only MS Windoze users who
have to look constantly to the next release of their OS.

> >> Any Atari or Amiga user wanting to use all the apps that idiots like
> >> Sincrap are always blagging about only has to get a suitable emulator
> >> and they can run them ON THEIR OWN MACHINE.

> >> PPC emulations which run SLOWER than existing macs). It was pointed
> >> out that the emplant on the 25Mhz 4000/040 only gave 20Mhz 040 mac
> >> performance, but then the 4000/040 as shipped by commodore has a
> >> pretty awful memory setup which slows it considerably. I'd say that
> >> an Amiga with 40Mhz 3rd party 040 card will outperform ANY Mac for
> >> running 68k mac software, even more so if you use one of the 3rd party
> >> gfx cards like Retina.

> I thought Atari advocates claimed that they didn't need a Mac because of all
> the great software they had?

I can't speak for Atari owners but I'd imagine that like Amiga owners they
are happy with the software available for what they want to do. For a home
user , ability to run industry standard software is of minimal benefit. Of
course, if I _really_ wanted to run the industry standard software I would
get a PC compatible as THEY are the industry standard.

> I don't know about any Amiga emulators, but for the Atari, the only emulator
> is Spectre GCR, which emulates a Mac Plus. It doesn't do colour, and it is
> incompatible with System 7, which means it's pretty useless. There is a lot
> of software which either requires System 7 or loses functionality if it's
> not there.

The Amiga has AMAX and Emplant. Both run system 7, the Emplant will do it in colour up to whatever resolution your Amiga/gfx card will support. Emplant will also multitask mac and amiga simultaneously. Plus it offers localtalk ports if required.

> Can you produce any benchmarks to substantiate your claim that an Amiga
> emulating a Mac is faster than the equivalent Mac?

A recent review of Emplant on an A4000/040 25Mhz showed that using Mac benchmarks, it was slightly faster than a 20Mhz 040 Quadra. However, the 040 card in the 4000 is another C= screwup and 3rd party replacement and piggy back cards will speed this up from 150% onwards. When they first review AMAX they showed that on a 25Mhz A3000 it outperformed a Mac with the same speed/processor at everything but gfx redraw. Drop a retina board in and you get faster gfx than a 'real' mac.

> >> If Mac owners want to impress Atari or Amiga owners then they will
> >> need to show that owning a Mac will mean:
> >>
> >> Having a better OS
> >> Being more efficient with resources (3 megs for OS is a no no)

> Like TOS? When you install MultiTOS, SpeedoGDOS and all the other programs
> that will provide the Falcon with the same functionality as System 7, your
> OS memory requirements will be pretty high. (Some functions, such as
> QuickTime, don't even exist on the Atari!) I'd hardly call TOS efficient --
> this is the OS that requires programs such as NVDI and Warp 9 to get it up
> to an acceptable speed.

I was thinking more of AmigaDOS. It whips System 7 in every respect thats important to me and other home users. The Falcon has MiNT which is a unix-a-like OS. I'd take that over system 7 any day too, though I'm not impressed with the GEM GUI.

> As for System 7.5 taking up 3Mb of memory ... it doesn't, not unless you have
> a bunch of extensions loaded that hog memory. I'd say that most Mac users
> have System configurations which take less than 2.5Mb of memory.

My mac at work hovers around 2.9 - 3.0 meg ram for the system. Even 2.5 meg is unacceptable for the home user - why pay for RAM that you're never going to get to use????

> >> Offering better programming tools (on a Mac??????)
> >> Offering better os documentation (this just gets better....)

> This is an outright lie. Don't try to fool me on this one -- I *have* the
> Atari Developer kit, and it is garbage. Half the documentation is outdated
> material from the original Digital Research version of GEM. They provide
> Alcyon C as a language!

Apple have never released the full OS details of the Mac. They've kept it a closed system. As usual, they use the courts to enforce their proprietary architecture. Theres full OS and Hardware Docs for the Amiga, at least, in the ROM Kernal manuals et al. Plus both the Amiga and Atari have lots of 3rd

Party compilers available which are better than any I have seen for the Mac: Lattice/SAS C, Manx C. Not to mention the latest in the GCC C++ compiler. Oh, and user-orientated programming languages like STOS/AMOS and Blitz Basic just don't exist for the Mac.

> Contrast this to the widely available Inside Macintosh series, which is
> excellent.

> >> Having more decent games (ever see a Mac run Stardust?)

> You must be kidding ... games, on the Atari?? Are there still companies that
> make games for the Atari?

The Atari games market is weak, but still there. The Amiga market is strong with excellent titles available. Many home users enjoy playing games and its another good reason to get a home computer.

> >> Having more affordable software (I don't think so....)

> You have to learn to shop around... I paid more than $200 for Calligrapher,
> and I got a slow, buggy program with bad documentation. Is that what
> constitutes "affordable?"

Most of the much vaunted Mac software is tagetted at business with prices to match. Atari and Amiga software is made for the home user and is priced accordingly. Mac software is generally a LOT more expensive.

> >> Being a better platform for
> >> learning about computing (you'll learn FA about computers
> >> by using a Mac)

> What is this supposed to mean?

People like to play around with their machines - pushing them to the limit, learning the OS. Most 'experts' in business these days learned about computing on their home machines.

If you can't understand that, then it's no wonder Mac advocates constantly completely miss the point when posting their price listings. If you are not interested in programming/hobbyist computing then go post your crap in PC groups which will be more than interested to hear your claims of 'more software' and cheaper machines......

> >> Having a more flexible machine for
> >> the home (ever try plugging a mac into a tv

> This is idiotic. Have you ever tried displaying 640x480 on a television?
> Nobody in their right mind wants to waste their TV by using it as a very-low-
> quality display for their computer! That went out with the demise of the
> 8-bits.

Not idiotic at all. What home user in their right mind is just going to spend thousands on a Mac/PC setup with keyboard/box/monitor? Amigas and Ataris have low end machines which are compact units which can be plugged into a TV . Much more friendly to the home user. They can of course be

upgraded later if the user requires and they have the funds. As usual,
Mac advocates miss out the fundamental point that Atari and Amiga are
HOME COMPUTERS - aimed at the individual home user rather than your
corporations. I wouldn't tell business users to get an Atari or Amiga -
that would be just as stupid as your attempts to tell us to get a Mac.

> >> Having an affordable platform you can
> >> upgrade as you can afford (don't even LOOK at anything less
> >> than a 25Mhz 040 with 8megs RAM
> >> and a monitor capable of 800x600
> >> if you want a Mac)

> You are unclear as to your meaning. I can upgrade my Mac if I want to. There
> are tons of accelerators, cards, software, etc. out there.

As I say above, you can buy an Atari or Amiga as a low-end config and still
get real use out of it. Then upgrade it as your needs grow. The Mac is so
poorly designed you MUST buy a top-end config to be usable. Not a problem
for businesses, but a major disincentment for home users.

I really don't understand how Mac owners can be so blind. The Mac is
a corporate and business machine, its competing against the tide of PC
compatibles. It **will** lose as its such a minority machine in a
market that wants compatibility. As a buisness machine it has less
software and support than the PC.

As a home machine, it is laughable. Its expensive and the software is
oreiented to corporate use. It doesnt have any of the properties that
typical home users would want.

As such, its caught between two stools with Apple trying frantically
to sell the Machine by slashing prices and introducing over-hyped PowerMac
boxes. Go on Apple, see if you can keep your grip on the 20% of the market
you hold. I'll enjoy gloating when I see Apple go down.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3237. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 09:14:27 UTC
From: moran@bnr.ca
Message-ID: <32fehj$r5b@bmerha64.bnr.ca>
Source record: 16336

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> In article <32cmvo$7d3@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> > As usual you completely failed to grasp the post. Maybe I was being too
> >technical for you? AS I SAID, its caused hassle since its proprietary (and
> >therefore incompatible with the more standard TCP/IP) and also its slow and
> >grabs large chunks of your memory bandwidth. I wasn't talking about ease
> >of filesharing.

> AppleTalk != Localtalk. An Appletalk connection can be TCP/IP, Ethernet,
> LocalTalk, or Tokentalk, to name a few.

NO! Appletalk is a network protocol. Jeez, a mac owner who doesn't even
know about the technical aspects of his own machine comes to a group that
comprises mainly technical minded people and tries to spoof about technical
details to them.

No wonder Mac owners have a reputation as being computer-illiterate idiots
who cant handle more than one mousebutton.........

> You must be kidding -- of little use to computer hobbyists? What could you
> possibly be talking about? Software like ClarisWorks, Quicken, WordPerfect,
> MacDraw, or any of the thousands of other pieces of software suitable for home
> users?

and priced for professional users.....

> >> So your going to spend $1500 for an A4000/030 plus $1500 for a decent 040 board
> >> plus memory and additional HD space. Plus $600 for Emplant and roms.
> >> I would hope your $3000 plus setup would out perform $1200 Q630.
> >
> > My $700 A1200 setup outperforms a Q630.

> I will grant you the fact that the A1200's coprocessor chips speed it up,
> but there is *NO* way -- ABSOLUTELY NO WAY -- that a 16MHz 68020 can outperform
> a 33MHz 68040 with FPU.

For the things *I* want it to do, it does. You've missed the point again.....

> > I suppose Lightwave, Real 3d , Scala etc arent serious? If you mean
> >things like industy word pros, databases etc then the logical machine to
> >get for these is a PC......
> >

> i
> I cannot comment on those Applications since I have never heard of them.
> I assume they are graphics applications...

Yes, graphics and MultiMedia apps. You haven't heard of them, you probably don't want or need them, fine. Try and understand that most people here don't want or need your Mac applications. Even if we did, we'd get an emulator and be able to run them just fine on our machines.

If you can't post things that are relevant to this newsgroup then don't post at all. If I wanted a Mac pricelist I'd pick up a computer catalogue. (This mainly applies to Sincrap who constantly just posts quotes and prices, here and in amiga.advoacy too...)

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3238. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 09:29:05 UTC
From: moran@bnr.ca
Message-ID: <32ffd1$r5b@bmerha64.bnr.ca>
Source record: 16139

sinclap2954@cobra.uni.edu wrote:
> In article <32cmvo$7d3@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> > sinclap2954@cobra.uni.edu wrote:
> >> In article <32agp7$qd9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> >> >
> >> > Appletalk is pretty dodgy, it's caused extra hassle since everything
> >> > else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
> >> > until we got a structured cabling system in.
> > >
> > >> File sharing through AppleTalk is a breeze. Sounds like you fucked up on your
> >> end.
> > >
> > > As usual you completely failed to grasp the post. Maybe I was being too
> > > technical for you? AS I SAID, its caused hassle since its proprietary (and
> > > therefore incompatible with the more standard TCP/IP) and also its slow and
> > > grabs large chunks of your memory bandwidth. I wasn't talking about ease
> > > of filesharing.

> The Amiga must be a breeze for operating a network, than despite the lack of a
> built in ethernet port and system software. So how does the above difficulties
> have to do with individual users? It's not like I have a network system at
> home.

At last! A sensible comment! How many people DO have a network setup at home?

The key here is ***** H O M E ******** . All the 'advantages' enjoyed by the
Mac over the Amiga and Atari only apply for corporate use. For H.O.M.E. use,
the Amiga and Atari are much better bets..... Maybe we're starting to get
through that thick skull of yours. Whats it composed of? Compressed Mac
Warehouse catalogues?????

> >> Making excuses that you do not have decent apps.
> > >
> > > We HAVE decent apps, it's just that we can run ALL your Mac apps
> > > if we like _as well_. Saying the Mac has such and such an app and we
> > > should all buy macs is pointless because (a) The sort of apps the Mac
> > > has are generally of little use to home computer hobbyists and (b)
> > > if we really want to run it we just get an emulator and run it, no hassle.
> > >

> Define computer hobbyist? Add an emulator to an already expensive machine.
> The Mac Dos compatible Q610 costs $1300. You remember the 486 Houdini board?
> I don't know why amigas are expensive. If the overprice A4000/040 came down to
> a grand, I would consider a Toaster set up.
> >

I'd only buy an emulator if I needed to. As a home user, I don't need to
but I do know amiga users who used a Mac and work and would like to be able
to use software to do work from home also. Since they already had good Amiga
systems, for only a couple of hundred extra they could have full macintosh
(dis)functionality. We already have systems we like, its just that WE have
the option to use all Mac software for a couple of hundred bucks if we so
desire. (which personally, using a Mac at work, I DONT)

> >> So your going to spend $1500 for an A4000/030 plus $1500 for a decent 040 board
> >> plus memory and additional HD space. Plus $600 for Emplant and roms.
> >> I would hope your $3000 plus setup would out perform $1200 Q630.
> >
> > My $700 A1200 setup outperforms a Q630.

> I don't think so if you are running a 100K shareware on your A1200 versus
> photoshop on the Quadra.

Why would I need to run photoshop at Home? The comparitively inexpensive
ADPro, ImageFX and others are enough for my needs.

> >> > Having a better OS
> >
> >> Your OS is only capable of formatting a disk and playing an Atari 2600 style
> >> game. The Amiga OS does not do much with the ease of System 7 does.
> >>
> >
> > Duh. _try_ and come up with some real points instead of your useless
> > drivel.

> Thats all you can do with it. This OS has nothing in it. Can your OS switch
> from Chinese native to US and back forth. The Mac is indeed a very global.

My OS (AmigaDOS) has full locale support built in. I can switch the whole system
between any one of several supported languages with a menu selection. Chinese
however is not one ;-) I suppose that since the mac can do this, I can just
set my Mac Quadra at work to do it? Tell me Peter, what menu selections must
I make to do this? I haven't seen the option on any of the Apple menus .. I mean,
it is built in to the OS isn't it? I suppose I'll have trouble figuring out all
the chinese characters that will appear on my screen but I'm sure I'll manage.

Come on, tell me how. I genuinely do want to see this feature thats built into
the Mac Quadra that I use. I knew that those 3 megs of RAM going to the OS had
to be used for something, and now I know that they will let me see the
desktop in Chinese.....

> >
> >> > Being more efficient with resources (3 megs for OS is a no no)
> >
> >> Hi powered apps which is lacking on the Amigaflop and STflop reqire more memory
> >> like the Toaster does. Thats why the Mac comes standard with 8 megs of ram.
> >> Adding a an additional eight megs and ramdoubler would still be cheaper than
> >> A4000 set up.
> >
> > Standard 8 megs? not around here they dont. And if you NEED to put 8 megs

> > in just to make up for a memory hogging OS you are throwing money down the
> > drain.

> In the US it is. Compare features on the Mac OS versus 2.X on the amiga. The
> Toaster locks up the Amiga OS. You can't multitask when running the Toaster.
i
Whats this got to do with OS resource efficiency???????

> > I suppose Lightwave, Real 3d , Scala etc arent serious? If you mean
> > things like industy word pros, databases etc then the logical machine to
> > get for these is a PC......

> You mean a mac...

No, I mean a PC. It _is_ the industry standard machine with the most apps
and 80% of the business market after all.....

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3239. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 14:40:39 UTC
From: daryl@wizard.adept.ih.att.com
Message-ID: <DARYL.94Aug12094039@wizard.adept.ih.att.com>
Source record: 16140

If so many more people are switching from Ataris to Macs instead
of IBMs (as your messege implies) then why is there an Atari
emulator (actually two that I know of) for the IBM yet none
for the Mac.
...
-scott tirrell

Probably because the developer is a real PC fanatic.

I would pay for a MAC ST emulator but ONLY if it did midi.

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

3240. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 15:13:20 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94224.111320STIRRE31@MAINE.MAINE.EDU>
Source record: 16141

Pete,
You miss my point. You seem to want people to believe that
Atari users are switching to the Mac in droves (those thousannds
of e-mail messages you have, right?). If this is so, why is it
that IBMs have Atari emulators but Macs do not? It is probably
because there is a market for Atari emulators in the IBM world.
Are you saying that all those ex-Atari owners want to throw out
all their old software? Oh.... I forgot.... Mac software is so
inexpensive :-). Might as well buy Pagemaker to replace that
copy of Calamus, right?
In another messege you state something like: "those buggy apps."
What bugs do Calamus ad Pagestream have? I am sure DMC would like
to hear your problems so that they can fix them.
-scott tirrell

3241. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 15:22:06 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94224.112206STIRRE31@MAINE.MAINE.EDU>
Source record: 16142

Tom,
First of all, as far as emulators go, I think that the argument from Atari users is "why tell us about all the Mac apps when we can run them anyway?" For me, though, I'd take Atari apps over Mac equivelents anyway (less expensive!).
Also, MultiTOS is a pre-emptive multitasking operating system whereas System 7 is cooperative. Compare resources between System 7 and Geneva for a fair comparison. Also, MultiTOS is not needed to use my system. In single-tasking mode I can cut down OS memory usage to nearly nothing giving me all of my memory. Can I do this with a Mac if I want to run one memory-hungry program?
All this talk about NVDI is quite unfair (I do not have it for my Falcon, BTW). If I want to word process I just throw the resolution into 640 x 480 x 2. Why would I need 256 colors to word process?! The Falcon in monochrome is speedy!
Yes, there are great games for even the Falcon. Look at Multi-briques, Transartica, Ishar (1 to 3), Starball, Street Fighter 2, Oxyd. Let's face it.... even the older Atari games blow away new Mac action games (Llamatron anyone?). Of course, you can play great repetitive CD-ROM games like 7th Guest (lucky dog :-)).
-scott tirrell

3242. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 16:11:54 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94224.121154STIRRE31@MAINE.MAINE.EDU>
Source record: 16143

Pete,
One big mistake that you make is that you claim the Falcon comes
with no software. How about Atariworks, SAM, D2D, Breakout,
Landmines, MultiTOS, SpeedoGDOS? Or do these not count?
You're right, BTW, about what computer consumers will buy.
It doesn't mean that it is a smart choice, IMO. BTW, how
much memory does this Mac have? Remember, you said that Macs
come with 8 megs of RAM standard so I am assuming that it does.
-scott tirrell

3243. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 17:04:01 UTC
From: eli@ripco.com
Message-ID: <CuFM2q.M6D@rci.ripco.com>
Source record: 16151

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
: sinclap2954@cobra.uni.edu writes:

: >If they were smart, they would move into the Mac market..

: Peter, do you have any concept of reality? Why would they move to the Macs
: 15% market when they could move to the intel 80% market.

Actualy, the Mac market share is more like 10% and the Intel share more like
90% About 80% of macs are used in education (school owned, owed by full time
students or full time teachers). ST and Amiga together make up 1 or 2% with
a current market share of some fraction of 1% for the ST and nothing for
the amiga. I have not seen an ST except when I almost bought one about
five years ago.
--
<< Eli Lehrer >>
<<eli@ripco.com>>

3244. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 17:05:20 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CuFM4w.2BL@ecf.toronto.edu>
Source record: 16152

In article <32epjs$12ih@msuinfo.cl.msu.edu>,
<hopper_t@msupa.pa.msu.edu> wrote:
>In response to "first" and "second," I was talking about black and white
>modes on each computer, excuse the confusion. I still don't see why
>things like opening and closing windows should take longer on an 040 Mac
>than on a 68000 MSTE.

I think I explained why in my second point, which you deleted -- as I said,
try timing redraws of two screens filled with multi-style, multi-size
proportional fonts and graphics on your MSTe and Mac, instead of comparing
byte-aligned monospaced text on your MSTe and multiple proportional fonts and
graphics on the Mac.

>>Third of all, certain visual effects on the Mac, such as scrolling and
>>the zoomrects upon opening and closing a window, are timed so that they
>>take the same amount of time regardless of the computer you are running.
>>THis was included because when the Mac II came out, the 68020 in it was
>>so much faster than the previous 68000 that text whizzed by too fast to
>>read when it was scrolled, and other visual effects went by too fast to
>>see.
>
>Well that explains some of it. Apple would rather a speedy PowerMac look
>and feel just like a pokey Mac 256? That's my kind of computer, all
>right. Make me wait to open a window just so we all have time to reflect
>on the good ol' days...

Would you rather have your computer operate so fast that you can't see what
you're doing?

>
>>Fourth of all, you had to buy a separate program to get decent
>>performance out of your MSTe. I had an MSTe, and I know for a fact that
>>it is unusable without Warp 9 because of the slowness.
>
>Very true, but my point is that the seperate program (for which no
>counterpart exists on the Mac) makes my computer faster than most Macs for
>the everyday, basic use (word processing, telecomm, some DTP, and
>programming) that I put it to. This shouldn't be possible, not when the
>040 Mac is running at something like 30 times the MIPS (if I remember
>right, the 68000 is about 0.8MIPS, and the 68040 is about 24MIPS).

My contention is that the Atari seems faster (and I don't believe that it does)
only because of the extreme simplicity of what is being drawn.

>This question is irrelevant (Atari never really marketed the Falcon, so
>why would anyone buy it?). The point was not that Falcons should be

>selling, but that the average home- or small bussiness-user should be able
>to get speed performance of a 486DX2 66 out of an 030 Mac, which would
>cost close to $1000 LESS than the Intel-based machine.

Why do Atari advocates seem to think that software optimisation can solve
the problems of the world? No matter how much you optimise your software,
there is a limit to how fast you can make your algorithm. Making a 33MHz 030
run at the speed of a 66MHz 486DX2 is next to impossible.

>Ever heard of Performa or LC 460, 600 or 550? These are still selling,
>and the former two are current models in the Macintosh line.

I was under the impression that there were no 68030 Macs left except for
certain PowerBooks.

>
>Regards,
>Tom
>hopper_t@msupa.pa.msu.edu

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3245. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 19:31:44 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32gin0$12jl@msuinfo.cl.msu.edu>
Source record: 16144

In article <CuFM4w.2BL@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>In article <32epjs$12ih@msuinfo.cl.msu.edu>,
> <hopper_t@msupa.pa.msu.edu> wrote:

Okay, I follow you on the writing text to the screen. Proportional spaced fonts undoubtedly write faster on an 040 Mac than on a 68000 Atari.

>>>Third of all, certain visual effects on the Mac, such as scrolling and
>>>the zoomrects upon opening and closing a window, are timed so that they
>>>take the same amount of time regardless of the computer you are running.
>>>THis was included because when the Mac II came out, the 68020 in it was
>>>so much faster than the previous 68000 that text whizzed by too fast to
>>>read when it was scrolled, and other visual effects went by too fast to
>>>see.
>>
>>Well that explains some of it. Apple would rather a speedy PowerMac look
>>and feel just like a pokey Mac 256? That's my kind of computer, all
>>right. Make me wait to open a window just so we all have time to reflect
>>on the good ol' days...
>
>Would you rather have your computer operate so fast that you can't see what
>you're doing?

If I don't need to see what the screen is doing (like the zoom rects), then sure, why not speed them up, or eliminate them all together if you wouldn't see them anyway? What little processor time they take could be better applied to more necessary tasks. For instance, opening a directory window takes a fair amount of time; there are times when I know where the file that I want to open is, but I have to wait for even a small window to draw before the Finder will register a double click. By optimizing the process, we would be able to work a little faster and with few pauses caused by the OS.

>>
>>>Fourth of all, you had to buy a separate program to get decent
>>>performance out of your MSTe. I had an MSTe, and I know for a fact that
>>>it is unusable without Warp 9 because of the slowness.
>>
>>Very true, but my point is that the seperate program (for which no
>>counterpart exists on the Mac) makes my computer faster than most Macs for
>>the everyday, basic use (word processing, telecomm, some DTP, and
>>programming) that I put it to. This shouldn't be possible, not when the
>>040 Mac is running at something like 30 times the MIPS (if I remember
>>right, the 68000 is about 0.8MIPS, and the 68040 is about 24MIPS).

>
>My contention is that the Atari seems faster (and I don't believe that it does)
>only because of the extreme simplicity of what is being drawn.

True in some instances, I think, but not all.

>>This question is irrelevant (Atari never really marketed the Falcon, so
>>why would anyone buy it?). The point was not that Falcons should be
>>selling, but that the average home- or small bussiness-user should be able
>>to get speed performance of a 486DX2 66 out of an 030 Mac, which would
>>cost close to $1000 LESS than the Intel-based machine.
>
>
>Why do Atari advocates seem to think that software optimisation can solve
>the problems of the world? No matter how much you optimise your software,
>there is a limit to how fast you can make your algorithm. Making a 33MHz 030
>run at the speed of a 66MHz 486DX2 is next to impossible.

It depends on what you're doing. MSDOS or Windows really bog a processor
down. For most home users, the everyday tasks they do are not heavily
dependent on the processor's raw speed, but on the OS's handling of those
tasks. i.e. scrolling through documents, launching apps, opening windows,
etc. I didn't mean to imply that an 030 Mac could be optimized to perform
the same number of MIPS as a 486DX2. What I did mean was that if the Mac's
OS was optimized, it would compare favorably, from the perspective of the
average home or small bussiness buyer, to PC systems costing a thousand
dollars more. This would obviously increase Apple's market share, at least
until Microsoft got around to optimizing their OS in response.

>>Ever heard of Performa or LC 460, 600 or 550? These are still selling,
>>and the former two are current models in the Macintosh line.
>
>I was under the impression that there were no 68030 Macs left except for
>certain PowerBooks.

Regards,
Tom
hopper_t@msupa.pa.msu.edu
>
>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance."

3246. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 19:32:57 UTC
From: millert@grad.csee.usf.edu
Message-ID: <32gip9$nrs@mother.usf.edu>
Source record: 16145

I'm curious... does Mac do Hebrew? And if it does, does it change the orientation of its drop-down menus to right-to-left? Does it change the orientation of the window gadgets?

Interesting to note, Atari's have Hebrew letters in the system font.

3247. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 19:44:57 UTC
From: millert@grad.csee.usf.edu
Message-ID: <32gjfp$nrs@mother.usf.edu>
Source record: 16146

A friend of mine iw working on writing a Game for his Atari. When he finished the first version, it was great and could do about 15fps on the graphics it was doing, even though no use would possibly push that speed limit (it's a maze game).

Nevertheless, he spent some time and the code probably does in excess of 60fps, even though it doesn't need it (yet).

You'll NEVER find a Mac programmer putting that kind of effort into his program. If he can get it to work at 3fps and sell it for $400, then he's done with it.

That's what's so great about Atari software. The developers actually care about writing good code and aren't lazy Mac and PC morons who tell you to get a faster machine because they can't program worth shit.

3248. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 21:59:59 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CuFzrz.CJn@ecf.toronto.edu>
Source record: 16153

In article <32gin0$12jl@msuinfo.cl.msu.edu>,
<hopper_t@msupa.pa.msu.edu> wrote:
>True in some instances, I think, but not all.

The Finder/Desktop -- the example you gave -- was an example of this. The last version of GDOS I used -- FSM/GDOS -- was abysmally slow and a memory hog. You could see the lines being drawn on the screen character by character. I haven't used SpeedoGDOS, so I don't know if this has been fixed. Warp 9 didn't speed up FSM/GDOS any.

>It depends on what you're doing. MSDOS or Windows really bog a processor
>down. For most home users, the everyday tasks they do are not heavily
>dependent on the processor's raw speed, but on the OS's handling of those
>tasks. i.e. scrolling through documents, launching apps, opening windows,
>etc. I didn't mean to imply that an 030 Mac could be optimized to perform
>the same number of MIPS as a 486DX2. What I did mean was that if the Mac's
>OS was optimized, it would compare favorably, from the perspective of the
>average home or small bussiness buyer, to PC systems costing a thousand
>dollars more. This would obviously increase Apple's market share, at least
>until Microsoft got around to optimizing their OS in response.

You probably won't like to hear this, but rumours are that System 7.5 (Due out in a month) has been optimised and is quite a bit speedier. I do not claim that System 7.1 has be optimised as much as possible -- but then again, neither has TOS!

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3249. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-12 22:02:51 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CuFzwr.CMp@ecf.toronto.edu>
Source record: 16147

In article <32gjfp$nrs@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>You'll NEVER find a Mac programmer putting that kind of effort into his
>program. If he can get it to work at 3fps and sell it for $400, then
>he's done with it.

Flame bait!!

>That's what's so great about Atari software. The developers actually
>care about writing good code and aren't lazy Mac and PC morons who tell
>you to get a faster machine because they can't program worth shit.

Are you sure about that? Can you say "Word Up 3.0," "Calligrapher," or
"Wordflair II?" Talk about slow, buggy programs...

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3250. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 02:07:59 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32h9tv$138t@msuinfo.cl.msu.edu>
Source record: 16149

In article <CuFzrz.CJn@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
>In article <32gin0$12jl@msuinfo.cl.msu.edu>,
> <hopper_t@msupa.pa.msu.edu> wrote:
>>True in some instances, I think, but not all.
>
>The Finder/Desktop -- the example you gave -- was an example of this. The
>last version of GDOS I used -- FSM/GDOS -- was abysmally slow and a memory hog.
>You could see the lines being drawn on the screen character by character. I
>haven't used SpeedoGDOS, so I don't know if this has been fixed. Warp 9 didn't
>speed up FSM/GDOS any.

Yes, this has always been a problem with Atari's GDOS; it's why Codehead came out with G+Plus. From what I've heard, SpeedoGDOS 5 doesn't slow the system down.

>>It depends on what you're doing. MSDOS or Windows really bog a processor
>>down. For most home users, the everyday tasks they do are not heavily
>>dependent on the processor's raw speed, but on the OS's handling of those
>>tasks. i.e. scrolling through documents, launching apps, opening windows,
>>etc. I didn't mean to imply that an 030 Mac could be optimized to perform
>>the same number of MIPS as a 486DX2. What I did mean was that if the Mac's
>>OS was optimized, it would compare favorably, from the perspective of the
>>average home or small bussiness buyer, to PC systems costing a thousand
>>dollars more. This would obviously increase Apple's market share, at least
>>until Microsoft got around to optimizing their OS in response.
>
>You probably won't like to hear this, but rumours are that System 7.5 (Due
>out in a month) has been optimised and is quite a bit speedier. I do not
>claim that System 7.1 has be optimised as much as possible -- but then again,
>neither has TOS!

Yes, I've heard these rumors also, and that System 8 (due out in a year or so, I think) will be even more optimized (and completely PPC native!). Of course, they're so large that you probably won't be able to run them effectively on a 030 (read: inexpensive) Mac, but I look forward with hope to finding out how much work Apple has put into its code.

Of course, Microsoft has said that Chicago has been optimized enough that it will be able to emulate older machines/OSes as fast as or faster than the originals. Or so rumor has it. I personally dislike Microsoft and hope this isn't so, but we'll see...

Regards,
Tom
hopper_t@msupa.pa.msu.edu

```
>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance."
```

3251. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 07:12:51 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776761971@sfu.ca>
Source record: 16154

eli@ripco.com (Eli Lehrer) writes:

>: Peter, do you have any concept of reality? Why would they move to the Macs
>: 15% market when they could move to the intel 80% market.

>Actualy, the Mac market share is more like 10% and the Intel share more like
>90% About 80% of macs are used in education (school owned, owed by full time
>students or full time teachers). ST and Amiga together make up 1 or 2% with
>a current market share of some fraction of 1% for the ST and nothing for
>the amiga. I have not seen an ST except when I almost bought one about
>five years ago.

I thought that the mac accounted for about 12.5 of computer sales. I know that
this is not the 'market' but it should be indicative of the number of users
willing to buy new software.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3252. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 07:16:22 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776762182@sfu.ca>
Source record: 16148

moran@bnr.ca (Gavan Moran) writes:

> I can't speak for Atari owners but I'd imagine that like Amiga owners they
>are happy with the software available for what they want to do. For a home
>user , ability to run industry standard software is of minimal benefit. Of
>course, if I _really_ wanted to run the industry standard software I would
>get a PC compatible as THEY are the industry standard.

What happens if I can run both good home software and Word and Excel to provide
industry standard software. You can do this on the mac.

> A recent review of Emplant on an A4000/040 25Mhz showed that using
>Mac benchmarks, it was slightly faster than a 20Mhz 040 Quadra. However,
>the 040 card in the 4000 is another C= screwup and 3rd party replacement
>and piggy back cards will speed this up from 150% onwards. When they
>first review AMAX they showed that on a 25Mhz A3000 it outperformed a Mac
>with the same speed/processor at everything but gfx redraw. Drop a retina
>board in and you get faster gfx than a 'real' mac.

So faster means 80% of the speed? If you buy a new piggy back card for your
Amiga and it speeds your computer up by 150% then you are at the speed of
a 30MHz 040 mac. Then you need a new board for gfx redraw. I think that
a A4000 + Emplant + Piggy Back + Gfx card would be more expensive than a
mac with a 33MHz 040. You would really NEED to run amiga software to make
this worth it.

> I was thinking more of AmigaDOS. It whips System 7 in every respect thats
>important to me and other home users.The Falcon has MiNT which is a unix-a-like
>OS. I'd take that over system 7 any day too, though I'm not impressed with the
>GEM GUI.

You mean some other home users. Many home users, like me, like the features
of system 7 for home use.

> My mac at work hovers around 2.9 - 3.0 meg ram for the system. Even 2.5 meg
>is unacceptable for the home user - why pay for RAM that you're never going to
>get to use????

Many people would disagree with you.

> Apple have never released the full OS details of the Mac. They've kept it
>a closed system. As usual, they use the courts to enforce their proprietary
>architecture. Theres full OS and Hardware Docs for the Amiga, at least, in the
>ROM Kernal manuals et al. Plus both the Amiga and Atari have lots of 3rd
>Party compilers available which are better than any I have seen for the Mac:
>Lattice/SAS C, Manx C. Not to mention the latest in the GCC C++ compiler.
>Oh, and user-orientated programming languages like STOS/AMOS and Blitz Basic

>just don't exist for the Mac.

I don't know what you mean by never releasing the full OS details of the Mac. Do you want source code or what? What do you means by them using the courts to enforce their 'propriety architecture'. I also do not know what you mean by 'full OS and Hardware Docs'. What would 'full OS and Hardware Docs' consist of exactly? Source code? Schematic diagrams? As far as I know there are 3 commercial c/c++ compilers for the macintosh. Two of the compilers offer graphical interface builders and application frameworks and I don't know about the third. GCC C exists for the mac but I can't comment on it since I've never used a freeware compiler before.

> The Atari games market is weak, but still there. The Amiga market is strong
>with excellent titles available. Many home users enjoy playing games and its
>another good reason to get a home computer.

True, but the mac probably has more games than the Amiga and the Atari.

> Most of the much vaunted Mac software is tagetted at business with prices
>to match. Atari and Amiga software is made for the home user and is priced
>accordingly. Mac software is generally a LOT more expensive.

What about software like Claris works. For $199 you get everything that you need for home use.

> People like to play around with their machines - pushing them to the limit,
>learning the OS. Most 'experts' in business these days learned about computing
>on their home machines.

How do you push a computer to it's limit? Learning the OS is fine, I know a lot about system 7. I don't see how your last comment is relevant.

> If you can't understand that, then it's no wonder Mac advocates constantly
>completely miss the point when posting their price listings. If you are not
>interested in programming/hobbyist computing then go post your crap in PC
>groups which will be more than interested to hear your claims of 'more
>software' and cheaper machines......

I'm interested in programming. I really like programming my mac. What does a hobbyist do with their computer besides program anyway?

> Not idiotic at all. What home user in their right mind is just going to
>spend thousands on a Mac/PC setup with keyboard/box/monitor? Amigas and
>Ataris have low end machines which are compact units which can be plugged
>into a TV . Much more friendly to the home user. They can of course be
>upgraded later if the user requires and they have the funds. As usual,
>Mac advocates miss out the fundamental point that Atari and Amiga are
>HOME COMPUTERS - aimed at the individual home user rather than your
>corporations. I wouldn't tell business users to get an Atari or Amiga -
>that would be just as stupid as your attempts to tell us to get a Mac.

I would rather have a good monitor than a fast CPU. Any home user/programming/ hobbyist is going to be glaring a his screen for hours on end wondering why his loop isn't working since he unrolled it. A good screen, I find .26mm

dot-pitch adequate, is important if you are trying to minimize eye strain.
Oh, my mac does have RCA jacks in the back so I can use it as a display or
watch TV on my monitor. I do the latter far more than the former.

> As I say above, you can buy an Atari or Amiga as a low-end config and still
>get real use out of it. Then upgrade it as your needs grow. The Mac is so
>poorly designed you MUST buy a top-end config to be usable. Not a problem
>for businesses, but a major disincentment for home users.

As long as you buy a make with at least one slot then you can upgrade it. As
for poor designed, didn't you say '040 card in the 4000 is another
C= screwup'? It seems that C= are designed poorly but what, specifically, is
wrong with the design of the mac?

> As a home machine, it is laughable. Its expensive and the software is
>oreiented to corporate use. It doesnt have any of the properties that
>typical home users would want.

It has a user friendly OS and cheap work packages.

> As such, its caught between two stools with Apple trying frantically
>to sell the Machine by slashing prices and introducing over-hyped PowerMac
>boxes. Go on Apple, see if you can keep your grip on the 20% of the market
>you hold. I'll enjoy gloating when I see Apple go down.

The mac has less than 20% of the market. Apple expects to acheive 20% of the
market in two years.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3253. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 09:40:14 UTC
From: aspect@cats.ucsc.edu
Message-ID: <32i4du$sh9@darkstar.UCSC.EDU>
Source record: 16150

In <quinlan.776762182@sfu.ca> quinlan@kits.sfu.ca (Brian Quinlan) writes:
>What about software like Claris works. For $199 you get everything that you
>need for home use.

Interesting. Why is the WIndows version $100 cheaper??

Answer: Because Mac users are _still_ willing to stupidly pay more for the
same thing??

So much for cheap Mac software...

p,.s. you get Quicken with the Windows Claris WOrks too...

~Chris
>---
>Brian Quinlan
>quinlan@sfu.ca
>"...but people also thought that macs were good computers"

3254. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 18:30:55 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.133055.30682@cobra.uni.edu>
Source record: 16156

```
In article <32fcne$nil@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Aug11.182219.30641@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> In article <94223.143718STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> |> > Pete,
> |> > If so many more people are switching from Ataris to Macs instead
> |> > of IBMs (as your messege implies) then why is there an Atari
> |> > emulator (actually two that I know of) for the IBM yet none
> |> > for the Mac. Oh wait.... it is probably because the Mac couldn't
> |> > handle it :-). On the other hand, Spectre 3.1 is out and
> |> > available.... of course, I would much rather use Atari software
> |> > anyway....
> |>
> |> Are you referring that the Mac does not have an IBM Emulator? Does the $400
> |> 486 Houdini board come to mind? Mac users have no need for an ST emulator.
> Then why is their such a buzz of excitement about MacMiNT, the Mac port of MiNT
> AKA the current ST OS?

What is Mac Mint?

>
> |> > -scott tirrell
> |>
> |> -Peter
> |>
> |>
>
> --
> +-----------------------------------------------------------------+
> |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
> +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
> |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
> +-------------+-------------------------------------------------+
>

-Peter
```

3255. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 18:54:39 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.135439.30683@cobra.uni.edu>
Source record: 16157

In article <32fe3i$r5b@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
>> >> Appletalk is pretty dodgy, it's caused extra hassle since everything
>> >> else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
>> >> until we got a structured cabling system in.
>
>> You are confusing AppleTalk and LocalTalk. If you want TCP/IP, then MacTCP
>> is available; it will become part of the standard System Software as of
>> System 7.5.
>
> No I'm not. Appletalk is a protocol that runs over the network. It's
> seperate from TCP/IP and works in a completely different way. If offers
> something like a max rate of 384K/sec. Unfortunately, as well as being
> incompatible with TCP/IP it's also rather an inneficient user of bandwidth.
> (fits in with the rest of the Mac system in that respect). Until we
> segregated the Apple workgroups on a hub the Appletalk traffic was
> causing major problems for other network users. You can of course get
> TCP/IP but you must still use Appletalk for sharing volumes, printers etc.
>
> and yes, yes system 7.5. Looks like its not only MS Windoze users who
> have to look constantly to the next release of their OS.
>
>
>> >> Any Atari or Amiga user wanting to use all the apps that idiots like
>> >> Sincrap are always blagging about only has to get a suitable emulator
>> >> and they can run them ON THEIR OWN MACHINE.
>
>> >> PPC emulations which run SLOWER than existing macs). It was pointed
>> >> out that the emplant on the 25Mhz 4000/040 only gave 20Mhz 040 mac
>> >> performance, but then the 4000/040 as shipped by commodore has a
>> >> pretty awful memory setup which slows it considerably. I'd say that
>> >> an Amiga with 40Mhz 3rd party 040 card will outperform ANY Mac for
>> >> running 68k mac software, even more so if you use one of the 3rd party
>> >> gfx cards like Retina.

Gee, you have to replace the A4000' 040 board with the warp one. You have to pay for C='s screw up. An over price $2500 Amiga 4000/040 with sufficient memory and HD space needs a $1000 plus Warp board to get it right. I was scrounging through AmigaWorld at the news stand today. Boy its getting smaller despite costing $3.95. Can this wapping $3500 Amiga outperform a $1600 Powermac 61000 running native apps? I think not...

>
>> I thought Atari advocates claimed that they didn't need a Mac because of all
>> the great software they had?

>
> I can't speak for Atari owners but I'd imagine that like Amiga owners they
> are happy with the software available for what they want to do. For a home
> user , ability to run industry standard software is of minimal benefit. Of
> course, if I _really_ wanted to run the industry standard software I would
> get a PC compatible as THEY are the industry standard.
>

The Major Mac Apps are industry standard. Ever heard of cross platform?

>> I don't know about any Amiga emulators, but for the Atari, the only emulator
>> is Spectre GCR, which emulates a Mac Plus. It doesn't do colour, and it is
>> incompatible with System 7, which means it's pretty useless. There is a lot
>> of software which either requires System 7 or loses functionality if it's
>> not there.
>
> The Amiga has AMAX and Emplant. Both run system 7, the Emplant will do it
> in colour up to whatever resolution your Amiga/gfx card will support. Emplant
> will also multitask mac and amiga simultaneously. Plus it offers localtalk
> ports if required.
>
>
>> Can you produce any benchmarks to substantiate your claim that an Amiga
>> emulating a Mac is faster than the equivalent Mac?
>
> A recent review of Emplant on an A4000/040 25Mhz showed that using
> Mac benchmarks, it was slightly faster than a 20Mhz 040 Quadra. However,
> the 040 card in the 4000 is another C= screwup and 3rd party replacement
> and piggy back cards will speed this up from 150% onwards. When they
> first review AMAX they showed that on a 25Mhz A3000 it outperformed a Mac
> with the same speed/processor at everything but gfx redraw. Drop a retina
> board in and you get faster gfx than a 'real' mac.
>

Anything that Jim Drew is worth a grain of salt. apparently Jim was using his
old bag of tricks by setting the Amiga/Emplant to 2 bit color mode and the mac
to it's full color capabilities. My brother had a A4000/Emplant system, he
said it is dog slow and buggy. For the cost of Emplant and roms, a Q605 can be
had.

>
>> >> If Mac owners want to impress Atari or Amiga owners then they will
>> >> need to show that owning a Mac will mean:
>> >>
>> >> Having a better OS
>> >> Being more efficient with resources (3 megs for OS is a no no)
>
>> Like TOS? When you install MultiTOS, SpeedoGDOS and all the other programs
>> that will provide the Falcon with the same functionality as System 7, your
>> OS memory requirements will be pretty high. (Some functions, such as
>> QuickTime, don't even exist on the Atari!) I'd hardly call TOS efficient --

>> this is the OS that requires programs such as NVDI and Warp 9 to get it up
>> to an acceptable speed.
>
> I was thinking more of AmigaDOS. It whips System 7 in every respect thats
> important to me and other home users. The Falcon has MiNT which is a unix-a-like
> OS. I'd take that over system 7 any day too, though I'm not impressed with the
> GEM GUI.
>
>> As for System 7.5 taking up 3Mb of memory ... it doesn't, not unless you have
>> a bunch of extensions loaded that hog memory. I'd say that most Mac users
>> have System configurations which take less than 2.5Mb of memory.
>
> My mac at work hovers around 2.9 - 3.0 meg ram for the system. Even 2.5 meg
> is unacceptable for the home user - why pay for RAM that you're never going to
> get to use????
>

The Duo 230($899 from macWarehouse plus $3.00 for over night Airborne shipping)
I am using takes 1.3 megs and when using Chinese Native 2.7 megs.

>> >> Offering better programming tools (on a Mac??????)
>> >> Offering better os documentation (this just gets better....)
>
>> This is an outright lie. Don't try to fool me on this one -- I *have* the
>> Atari Developer kit, and it is garbage. Half the documentation is outdated
>> material from the original Digital Research version of GEM. They provide
>> Alcyon C as a language!
>
> Apple have never released the full OS details of the Mac. They've kept it
> a closed system. As usual, they use the courts to enforce their proprietary
> architecture. Theres full OS and Hardware Docs for the Amiga, at least, in the
> ROM Kernal manuals et al. Plus both the Amiga and Atari have lots of 3rd
> Party compilers available which are better than any I have seen for the Mac:
> Lattice/SAS C, Manx C. Not to mention the latest in the GCC C++ compiler.
> Oh, and user-orientated programming languages like STOS/AMOS and Blitz Basic
> just don't exist for the Mac.
>
>
>> Contrast this to the widely available Inside Macintosh series, which is
>> excellent.
>
>> >> Having more decent games (ever see a Mac run Stardust?)
>
>> You must be kidding ... games, on the Atari?? Are there still companies that
>> make games for the Atari?
>
> The Atari games market is weak, but still there. The Amiga market is strong
> with excellent titles available. Many home users enjoy playing games and its
> another good reason to get a home computer.

I think not. Amiga game development has slowed dowm. Most games are for the
low res A500 and A2000. I know, I had a A1200. Amiga games use to be great,
but not true today.

>
>> >> Having more affordable software (I don't think so....)
>
>> You have to learn to shop around... I paid more than $200 for Calligrapher,
>> and I got a slow, buggy program with bad documentation. Is that what
>> constitutes "affordable?"
>
> Most of the much vaunted Mac software is tagetted at business with prices
> to match. Atari and Amiga software is made for the home user and is priced
> accordingly. Mac software is generally a LOT more expensive.

As usual, you are full of shit. Get a MacWarehouse catalog...

>
>
>> >> Being a better platform for
>> >> learning about computing (you'll learn FA about computers
>> >> by using a Mac)
>
>> What is this supposed to mean?
>
> People like to play around with their machines - pushing them to the limit,
> learning the OS. Most 'experts' in business these days learned about computing
> on their home machines.
>
> If you can't understand that, then it's no wonder Mac advocates constantly
> completely miss the point when posting their price listings. If you are not
> interested in programming/hobbyist computing then go post your crap in PC
> groups which will be more than interested to hear your claims of 'more
> software' and cheaper machines......
>
>> >> Having a more flexible machine for
>> >> the home (ever try plugging a mac into a tv
>
>> This is idiotic. Have you ever tried displaying 640x480 on a television?
>> Nobody in their right mind wants to waste their TV by using it as a very-low-
>> quality display for their computer! That went out with the demise of the
>> 8-bits.
>
> Not idiotic at all. What home user in their right mind is just going to
> spend thousands on a Mac/PC setup with keyboard/box/monitor? Amigas and
> Ataris have low end machines which are compact units which can be plugged
> into a TV . Much more friendly to the home user. They can of course be
> upgraded later if the user requires and they have the funds. As usual,
> Mac advocates miss out the fundamental point that Atari and Amiga are
> HOME COMPUTERS - aimed at the individual home user rather than your
> corporations. I wouldn't tell business users to get an Atari or Amiga -
> that would be just as stupid as your attempts to tell us to get a Mac.

>

Gavan you are an idiot. I suppose those Atari and C= machines are still
selling in great numbers. You don't know what home users want.. Your still
thinking of the early '80's. The Mac Performa line is intended for the home
market. The Local Wal-Marts have the Performa 500 series that come bundled with
lots of programs and cdrom titles.

>
>> >> Having an affordable platform you can
>> >> upgrade as you can afford (don't even LOOK at anything less
>> >> than a 25Mhz 040 with 8megs RAM
>> >> and a monitor capable of 800x600
>> >> if you want a Mac)
>
>> You are unclear as to your meaning. I can upgrade my Mac if I want to. There
>> are tons of accelerators, cards, software, etc. out there.
>
> As I say above, you can buy an Atari or Amiga as a low-end config and still
> get real use out of it. Then upgrade it as your needs grow. The Mac is so
> poorly designed you MUST buy a top-end config to be usable. Not a problem
> for businesses, but a major disincentment for home users.
>

I suppose the $599 PPC pds card is too expensive?

> I really don't understand how Mac owners can be so blind. The Mac is
> a corporate and business machine, its competing against the tide of PC
> compatibles. It **will** lose as its such a minority machine in a
> market that wants compatibility. As a buisness machine it has less
> software and support than the PC.
>

The Mac is also a home machine. Ever heard of the widely successful Performa
line?

> As a home machine, it is laughable. Its expensive and the software is
> oreiented to corporate use. It doesnt have any of the properties that
> typical home users would want.

You are that clueless. Apple has sold gazzilions of Performas to the home in
1993 as well as '94' Because the performs has exceeded sales forcast, Apple
will increase the number outlets by another 6000 in the USA. This is according
to Apple USA.

>
> As such, its caught between two stools with Apple trying frantically
> to sell the Machine by slashing prices and introducing over-hyped PowerMac
> boxes. Go on Apple, see if you can keep your grip on the 20% of the market
> you hold. I'll enjoy gloating when I see Apple go down.

Only in your wet dreams...
>

> Gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3256. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 18:59:50 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.135950.30684@cobra.uni.edu>
Source record: 16158

```
In article <32ffd1$r5b@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> sinclap2954@cobra.uni.edu wrote:
>> In article <32cmvo$7d3@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>> > sinclap2954@cobra.uni.edu wrote:
>> >> In article <32agp7$qd9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>> >> >
>> >> > Appletalk is pretty dodgy, it's caused extra hassle since everything
>> >> > else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
>> >> > until we got a structured cabling system in.
>> >>
>> >> File sharing through AppleTalk is a breeze. Sounds like you fucked up on your
>> >> end.
>> >
>> > As usual you completely failed to grasp the post. Maybe I was being too
>> > technical for you? AS I SAID, its caused hassle since its proprietary (and
>> > therefore incompatible with the more standard TCP/IP) and also its slow and
>> > grabs large chunks of your memory bandwidth. I wasn't talking about ease
>> > of filesharing.
>
>> The Amiga must be a breeze for operating a network, than despite the lack of a
>> built in ethernet port and system software. So how does the above difficulties
>> have to do with individual users? It's not like I have a network system at
>> home.
>
> At last! A sensible comment! How many people DO have a network setup at home?
>
> The key here is ***** H O M E ******** . All the 'advantages' enjoyed by the
> Mac over the Amiga and Atari only apply for corporate use. For H.O.M.E. use,
> the Amiga and Atari are much better bets..... Maybe we're starting to get
> through that thick skull of yours. Whats it composed of? Compressed Mac
> Warehouse catalogues?????
>
>> >> Making excuses that you do not have decent apps.
>> >>
>> > We HAVE decent apps, it's just that we can run ALL your Mac apps
>> > if we like _as well_. Saying the Mac has such and such an app and we
>> > should all buy macs is pointless because (a) The sort of apps the Mac
>> > has are generally of little use to home computer hobbyists and (b)
>> > if we really want to run it we just get an emulator and run it, no hassle.
>> >
>
>> Define computer hobbyist? Add an emulator to an already expensive machine.
>> The Mac Dos compatible Q610 costs $1300. You remember the 486 Houdini board?
>> I don't know why amigas are expensive. If the overprice A4000/040 came down to
```

>> a grand, I would consider a Toaster set up.
>> >
>
> I'd only buy an emulator if I needed to. As a home user, I don't need to
> but I do know amiga users who used a Mac and work and would like to be able
> to use software to do work from home also. Since they already had good Amiga
> systems, for only a couple of hundred extra they could have full macintosh
> (dis)functionality. We already have systems we like, its just that WE have
> the option to use all Mac software for a couple of hundred bucks if we so
> desire. (which personally, using a Mac at work, I DONT)
>
>> >> So your going to spend $1500 for an A4000/030 plus $1500 for a decent 040 board
>> >> plus memory and additional HD space. Plus $600 for Emplant and roms.
>> >> I would hope your $3000 plus setup would out perform $1200 Q630.
>> >
>> > My $700 A1200 setup outperforms a Q630.
>
>> I don't think so if you are running a 100K shareware on your A1200 versus
>> photoshop on the Quadra.
>
> Why would I need to run photoshop at Home? The comparitively inexpensive
> ADPro, ImageFX and others are enough for my needs.
>
>> >> > Having a better OS
>> >
>> >> Your OS is only capable of formatting a disk and playing an Atari 2600 style
>> >> game. The Amiga OS does not do much with the ease of System 7 does.
>> >>
>> >
>> > Duh. _try_ and come up with some real points instead of your useless
>> > drivel.
>
>> Thats all you can do with it. This OS has nothing in it. Can your OS switch
>> from Chinese native to US and back forth. The Mac is indeed a very global.
>
> My OS (AmigaDOS) has full locale support built in. I can switch the whole system
> between any one of several supported languages with a menu selection. Chinese
> however is not one ;-) I suppose that since the mac can do this, I can just
> set my Mac Quadra at work to do it? Tell me Peter, what menu selections must
> I make to do this? I haven't seen the option on any of the Apple menus .. I mean,
> it is built in to the OS isn't it? I suppose I'll have trouble figuring out all
> the chinese characters that will appear on my screen but I'm sure I'll manage.

It's an extension of the US. Contact Apple Pacific.
>
> Come on, tell me how. I genuinely do want to see this feature thats built into
> the Mac Quadra that I use. I knew that those 3 megs of RAM going to the OS had
> to be used for something, and now I know that they will let me see the
> desktop in Chinese.....
>

When I toggle back, 1.3 megs for stanadard and 2.7 when the Chinese extension
is on.
>
>
>> >
>> >> > Being more efficient with resources (3 megs for OS is a no no)
>> >
>> >> Hi powered apps which is lacking on the Amigaflop and STflop reqire more memory
>> >> like the Toaster does. Thats why the Mac comes standard with 8 megs of ram.
>> >> Adding a an additional eight megs and ramdoubler would still be cheaper than
>> >> A4000 set up.
>> >
>> > Standard 8 megs? not around here they dont. And if you NEED to put 8 megs
>> > in just to make up for a memory hogging OS you are throwing money down the
>> > drain.
>
Still have lots of memory. What do you mean throwing money down the drain? A
32 meg Mac Quadra is still cheaper than a A4000/040 with out the Warp board..

>> In the US it is. Compare features on the Mac OS versus 2.X on the amiga. The
>> Toaster locks up the Amiga OS. You can't multitask when running the Toaster.
> i
> Whats this got to do with OS resource efficiency???????
>
>> > I suppose Lightwave, Real 3d , Scala etc arent serious? If you mean
>> > things like industy word pros, databases etc then the logical machine to
>> > get for these is a PC......

Those programs require a memory investment Gavan.

>
>> You mean a mac...
>
> No, I mean a PC. It _is_ the industry standard machine with the most apps
> and 80% of the business market after all.....
>
> Gavan
>
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3257. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 19:02:27 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.140228.30685@cobra.uni.edu>
Source record: 16159

In article <DARYL.94Aug12094039@wizard.adept.ih.att.com>, daryl@wizard.adept.ih.att.com (55000-Daryl Monge(ih1439)392) writes:

> If so many more people are switching from Ataris to Macs instead
> of IBMs (as your messege implies) then why is there an Atari
> emulator (actually two that I know of) for the IBM yet none
> for the Mac.

Are you sure that I said that the majority is going to the IBM? I said Many not majority. Anyways, the real numbers are not known anyways.

> ...
> -scott tirrell
>
> Probably because the developer is a real PC fanatic.
>
> I would pay for a MAC ST emulator but ONLY if it did midi.
>
> Daryl Monge AT&T Bell Labs
> EMAIL: daryl@adept.att.com VOICE: 708-713-4696
> GEnie: D.MONGE
> PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

-Peter

3258. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 19:06:21 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776804781@sfu.ca>
Source record: 16162

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Interesting. Why is the WIndows version $100 cheaper??

>Answer: Because Mac users are _still_ willing to stupidly pay more for the
>same thing??

>So much for cheap Mac software...

Are you sure that's the street price? The educational price for Claris Works is $99 for the mac and I suspect that you are quoting the educational price for the Windows version. Yes Quicken is bundled with Claris Works; on the Macintosh Performa models the two are bundled with the computer.

Side Note: Why are you flaming me? We where having a rational discussion here when you started using the word 'stupid'. And I've NEVER seem anyone mangle someone else's sig.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3259. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 19:06:24 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.140624.30686@cobra.uni.edu>
Source record: 16160

In article <94224.111320STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Pete,
> You miss my point. You seem to want people to believe that
> Atari users are switching to the Mac in droves (those thousannds
> of e-mail messages you have, right?). If this is so, why is it
> that IBMs have Atari emulators but Macs do not? It is probably
> because there is a market for Atari emulators in the IBM world.
> Are you saying that all those ex-Atari owners want to throw out
> all their old software? Oh.... I forgot.... Mac software is so
> inexpensive :-). Might as well buy Pagemaker to replace that
> copy of Calamus, right?
> In another messege you state something like: "those buggy apps."
> What bugs do Calamus ad Pagestream have? I am sure DMC would like
> to hear your problems so that they can fix them.

I never said thousands of E-mail addresses. I got at lest 20 E-mail messages
inquiring for info. As for Pagestream, its very buggy. My brother had a
A1000-A4000 and stated that Pagestream is buggy. I not aware that calmus is
buggy. I understand that Calmus has been ported to Windows NT.

> -scott tirrell

-Peter

3260. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 19:11:27 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.141127.30687@cobra.uni.edu>
Source record: 16161

In article <94224.112206STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Tom,
> First of all, as far as emulators go, I think that the argument
> from Atari users is "why tell us about all the Mac apps when we
> can run them anyway?" For me, though, I'd take Atari apps over
> Mac equivelents anyway (less expensive!).
> Also, MultiTOS is a pre-emptive multitasking operating system
> whereas System 7 is cooperative. Compare resources between
> System 7 and Geneva for a fair comparison. Also, MultiTOS
> is not needed to use my system. In single-tasking mode I can
> cut down OS memory usage to nearly nothing giving me all of
> my memory. Can I do this with a Mac if I want to run one
> memory-hungry program?
> All this talk about NVDI is quite unfair (I do not have it for
> my Falcon, BTW). If I want to word process I just throw the
> resolution into 640 x 480 x 2. Why would I need 256 colors to
> word process?! The Falcon in monochrome is speedy!

Making excuses that the Falcon is not speedy in 256 color? 16 bit color is the
standard on the Mac. You can switch to Black and white mode if its desired.
As for memory hungry programs on the Mac, eight megs is the standard and
coupled with Ram Doubler, its not an issue anymore.

> Yes, there are great games for even the Falcon. Look at
> Multi-briques, Transartica, Ishar (1 to 3), Starball, Street
> Fighter 2, Oxyd. Let's face it.... even the older Atari
> games blow away new Mac action games (Llamatron anyone?). Of
> course, you can play great repetitive CD-ROM games like
> 7th Guest (lucky dog :-)).
> -scott tirrell

There are great games on the Mac. Look at rebel assault(cdrom), Falcon and F18.
I suggest you get INside Mac Games.

-Peter

3261. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 19:20:54 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.142054.30688@cobra.uni.edu>
Source record: 16163

In article <94224.121154STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Pete,
> One big mistake that you make is that you claim the Falcon comes
> with no software. How about Atariworks, SAM, D2D, Breakout,
> Landmines, MultiTOS, SpeedoGDOS? Or do these not count?
> You're right, BTW, about what computer consumers will buy.
> It doesn't mean that it is a smart choice, IMO. BTW, how
> much memory does this Mac have? Remember, you said that Macs
> come with 8 megs of RAM standard so I am assuming that it does.

I jumped the gun on standard memory. A 605 4/160 software bundle(Claris Works, Quicken) costs $900 plus $150 for four meg board. Add Ram doubler for $50 you have a 16 meg system. this price is cheaper than the $1300 Falcon 4/80. I understand you realy need 14 megs to run MultiTos correctly. Source: Current notes when the falcon was previewed.

Atariworks does not compare to ClarisWorks which is constantly being improved.

Can you get a Falcon Performa at the Local Wal-Mart and Best Buy? Perorma 550 at $1599 puts the $1300 Falcon with out Cdrom, 26 dpi trinitron monitor, eight cdrom titles to shame. Plus Apple has a 800 number for warranty support like sending out a technician and or picking up your machine. Plus there will be a PPC board. What about the Falcon: last of the atari line and no support. If you call up Atari for repairs, Sam Tramiel will laught at you and say Sucker!!

> -scott tirrell

-Peter

3262. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 19:22:06 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.142206.30689@cobra.uni.edu>
Source record: 16164

In article <32gip9$nrs@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
> I'm curious... does Mac do Hebrew? And if it does, does it change the
> orientation of its drop-down menus to right-to-left? Does it change the
> orientation of the window gadgets?
>
> Interesting to note, Atari's have Hebrew letters in the system font.

Yes, I believe so. Call Apple's 800 support line.

>

-Peter

3263. The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 19:33:30 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.143330.30690@cobra.uni.edu>
Source record: 16155
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Who ever takes over C= should think about starting production on the A4000. To lower production costs and have more units on the market, the A4000 should come with out the processor and HD. The price should be $700. This would alow for easy custominization and lower the entry price for a Toaster system.

-Peter

3264. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 21:06:35 UTC
From: watt0012@gold.tc.umn.edu
Message-ID: <watt0012.776811995@gold>
Source record: 16174
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1994Aug13.143330.30690@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Who ever takes over C= should think about starting production on the A4000. To
>lower production costs and have more units on the market, the A4000 should come
>with out the processor and HD. The price should be $700. This would alow for
>easy custominization and lower the entry price for a Toaster system.

Considering that a 1200 could have been had for $300 with a processor, I
think your number is high. Figure that a 1200 less the 020 and plus a better
case should be around $400. Add a 060 processor and a nice-sized SCSI HD
and the 4000 might even be a competitive machine, eh?
--
Andrew Wattenhofer Mechanical Engineering
watt0012@gold.tc.umn.edu University of Minnesota, Twin Cities

3265. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 23:06:39 UTC
From: aspect@cats.ucsc.edu
Message-ID: <32jjlv$3iv@darkstar.UCSC.EDU>
Source record: 16165

In <quinlan.776804781@sfu.ca> quinlan@kits.sfu.ca (Brian Quinlan) writes:

>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Are you sure that's the street price? The educational price for Claris Works
>is $99 for the mac and I suspect that you are quoting the educational price
>for the Windows version. Yes Quicken is bundled with Claris Works; on the
>Macintosh Performa models the two are bundled with the computer.

Yep. I've seen that price in at least 3 different places (Fry's, Egghead, and
some other place...) I don't know what the .edu price is...

>Side Note: Why are you flaming me? We where having a rational discussion here
>when you started using the word 'stupid'. And I've NEVER seem anyone mangle
>someone else's sig.

Okay, I'm sorry. It wasn't meant to be a serious attack against you... I'm
just a little touchy over the historical presence of Sinclap and Thanatos and
the like... Bad memories I guess... I won't do it again if it's a problem.

~Chris
>--
>--
>Brian Quinlan
>quinlan@sfu.ca
>"...but people also thought that the world was flat"

3266. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 23:38:15 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776821095@sfu.ca>
Source record: 16167

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Yep. I've seen that price in at least 3 different places (Fry's, Egghead, and
>some other place...) I don't know what the .edu price is...

Are they the most recent version? Do they come with complete documentation?
Is the store overstocked? Is it some sort of promotion? It's hard for me to
beleive that a good product with a complete manual and retails mark-up can
make a profit at $99 dollars.

>Okay, I'm sorry. It wasn't meant to be a serious attack against you... I'm
>just a little touchy over the historical presence of Sinclap and Thanatos and
>the like... Bad memories I guess... I won't do it again if it's a problem.

Well, it does bother me when a complete stranger calls me stupid. As for
Sinclap, call him what you will. He would be only getting what he gives.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3267. Ooh, so mature, sinflop!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-13 23:45:44 UTC
From: aspect@cats.ucsc.edu
Message-ID: <32jlv8$3oi@darkstar.UCSC.EDU>
Source record: 16166

Wow. I mail Sinflop's article back to him where he quoted 7 pages and added two lines of actual text...

so, I go to my newsreader and what's there? 4 messages from the flop himself! one is a big 24k apple powerPC ad, and the other three are titles "I can play, too!" and is apparently him mailing the 8k article back to me... Of course, the first mail didn't have the article included... It figures he'd fail the first time around...

Wow. Nice going. Why not get that teeming throng of your fans to mail me too? Oh, I forget, they're only in your dreams...

"Oh thank you Sinflop for showing me the light about Apple computers!"

har har...

~Chris

3268. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-14 02:00:24 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.210024.30697@cobra.uni.edu>
Source record: 16169

In article <32i4du$sh9@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <quinlan.776762182@sfu.ca> quinlan@kits.sfu.ca (Brian Quinlan) writes:
>>What about software like Claris works. For $199 you get everything that you
>>need for home use.
>
> Interesting. Why is the WIndows version $100 cheaper??
>
> Answer: Because Mac users are _still_ willing to stupidly pay more for the
> same thing??
>
> So much for cheap Mac software...

As usual you are an idiot. The mac Performas and the Powerbook 150 come with ClarisWorks. Qudara and other Powerbooks, you have the option of Buying ClarisWorks for $69.00.

If you are a student, the back to school bundles include Word and Excell free.

So much for scarce Atari software still in the first version..
>
> p,.s. you get Quicken with the Windows Claris WOrks too...
>
> ~Chris
>>---
>>Brian Quinlan

-Peter

>>quinlan@sfu.ca
>>"...but people also thought that macs were good computers"

3269. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-14 02:01:50 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.210150.30698@cobra.uni.edu>
Source record: 16170
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <watt0012.776811995@gold>, watt0012@gold.tc.umn.edu (Andrew J Wattenhofer) writes:
> In <1994Aug13.143330.30690@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>Who ever takes over C= should think about starting production on the A4000. To
>>lower production costs and have more units on the market, the A4000 should come
>>with out the processor and HD. The price should be $700. This would alow for
>>easy custominization and lower the entry price for a Toaster system.
>
> Considering that a 1200 could have been had for $300 with a processor, I
> think your number is high. Figure that a 1200 less the 020 and plus a better
> case should be around $400. Add a 060 processor and a nice-sized SCSI HD
> and the 4000 might even be a competitive machine, eh?

How much should it cost?

> --
> Andrew Wattenhofer Mechanical Engineering
> watt0012@gold.tc.umn.edu University of Minnesota, Twin Cities

-Peter

3270. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-14 02:06:08 UTC
From: dpj@delphi.com
Message-ID: <pMyx8jo.dpj@delphi.com>
Source record: 16168

Re: Falcon vs. Macintosh
From: <sinclap2954@cobra.uni.edu>
Date: 13 Aug 94 13:54:39 -0500 (Page 1 of 18)
Responding to: <32fe3i$r5b@bmerha64.bnr.ca>

Is this really necessary? Quoting 18 pages of messages to make a few
points? Sheesh......

3271. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-14 02:13:57 UTC
From: barrett@iastate.edu
Message-ID: <32jul5$r6i@news.iastate.edu>
Source record: 16171
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Aug13.143330.30690@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>Who ever takes over C= should think about starting production on the A4000. To
>lower production costs and have more units on the market, the A4000 should come
>with out the processor and HD. The price should be $700. This would alow for
>easy custominization and lower the entry price for a Toaster system.

Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)

+++++++
++++ Marc Barrett -MB-
++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
+ Always remember - there's nothing worse anymore - than the AMIGA

3272. Re: Lots of Reasons not to buy a Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-14 02:15:29 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.211529.30700@cobra.uni.edu>
Source record: 16172
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.advocacy

In article <9408131821.AA05288@idcube.idsoftware.com>, ddt@idcube.idsoftware.com (David Taylor) writes:
> 65,000 is inaccurate (low). I believe that it has sold more units
> than 3DO and in less time. I do agree that its future is cloudy,
> but "Jagflop" is a bad exageration. The games so far are selling
> at least 30k units, with Tempest 2000, the current leader, being
> sold to almost every machine out there. If you're making only
> $3/cart (which is low), even 30k units is almost $100k.

The 65,000 came from Atari. 3do sales are much higher like 150,000 at last count.

>
> I think what may be holding up some developers is the fairly involved
> architecture of the Jag. Your code can be very parallelized between
> quite obscenely powerful processors (except for the 68k), and I
> still have trouble believing they're charging only $250 for it.
> But I think the current development tools and suggested development
> platforms available haven't yet matched the Jag's power. Parallel
> code on a hetero MPU can be painful to develop. The debugger is
> definitely doesn't rise to the challenge, and the current C compiler
> only compiles 68k code which generally is slow enough to make you
> really sad when you see the unoptimized GPU and DSP speeds.
>

Quit making excuses for Atari. Atari lacks the resources to properly support the jagflop.

> But I think Atari has a better opportunity to win out over all the
> competition right now. They're the first hot architecture. The
> SEGA beefed-up jaguar clone (Saturn) is going to come out much
> later, and so is the Ultra 64. Atari has the chance to smack 'em
> pretty good. They have months more experience with the development
> issues, what works, what doesn't. Much improved development
> environments are already underway.

Atari has lost the window of opportunity to sway Nintendo and Sega users. Both of these firms are each sellling millions of consoles each year and maintaining their customer base. So you think Nintendo and Sega have had not the months of experince of developing their next consoles. You are deluding yourseld. Both of these firms have billions in sales each year. Both spend more on R&D than Atari's entire sales many times over. When these new consoles come out, both firms will be launching on all cylinders of marketing and development. The Jag will be pushed to the sidelines. This is the truth...

>
> =-ddt->
>

-Peter

3273. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-14 04:12:54 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug13.231254.30702@cobra.uni.edu>
Source record: 16173
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32jul5$r6i@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:
> In article <1994Aug13.143330.30690@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Who ever takes over C= should think about starting production on the A4000. To
>>lower production costs and have more units on the market, the A4000 should come
>>with out the processor and HD. The price should be $700. This would alow for
>>easy custominization and lower the entry price for a Toaster system.
>
> Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
> keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)

Considering who ever takes over production will most likely have limited
resources for manufacturing. Since the cpu daughter board is widely reported
as a kludge and with other third party options, this would be a good idea.

>
>
> +++++++
> ++++ Marc Barrett -MB-
> ++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
> + Always remember - there's nothing worse anymore - than the AMIGA

-Peter

3274. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-14 08:23:01 UTC
From: mcalavy@nevada.edu
Message-ID: <32kk95$9g1@post-office.nevada.edu>
Source record: 16175
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
: Who ever takes over C= should think about starting production on the A4000. To
: lower production costs and have more units on the market, the A4000 should come
: with out the processor and HD. The price should be $700. This would alow for
: easy custominization and lower the entry price for a Toaster system.

I've been proposing this sort of thing for quite some time....

A4000T MB in a PC Tower case, shipped from CBM sans everything - let
people buy the computer they really want. I find it annoying to buy an
A4000T, only to have to turn right around and replace the CPU card with
one worth haveing (WARP! :)

And while they're at it, a slightly revised A1200 - call it the A1300
or something. Put in 68030 and 68882 PGA sockets, and XTAL sockets, and
standard 72 pin SIMM sockets. Then people can pick they
speed/features/cost they want/need.... From a EC030 @16 up to a 030/882
@50 - all with not only a lowwer overhead for CBM, but also *much* more
flexibility for the end user....

You know, the Amiga *really* needs to broaden it's product line, has
for a long time. There's just too much price difference between the
A1200 and the A4000, not to mention that the line doesn't go up high
enough.... Obviously, enough people want/need more powerful Amigas,
enough to pay the extra cost/hassle of buying the 3640 board, and then
replacing it.... The solution of simply leaving out the CPU, FPU, XTAL, RAM,
HD, and moniter and just having standard sockets would help solve both
the problem of lowering overhead and development time for CBM *and* the
problem of broadening the Amiga product line....

Of course, if AAA is really going to ship, then don't bother with the
'A1300, but still, ship the A4000s and A4000Ts *without* the CPU cards!

3275. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 01:14:23 UTC
From: eli@ripco.com
Message-ID: <CuJy40.K5F@rci.ripco.com>
Source record: 16176

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
: eli@ripco.com (Eli Lehrer) writes:

: >: Peter, do you have any concept of reality? Why would they move to the Macs
: >: 15% market when they could move to the intel 80% market.

: >Actualy, the Mac market share is more like 10% and the Intel share more like
: >90% About 80% of macs are used in education (school owned, owed by full time
: >students or full time teachers). ST and Amiga together make up 1 or 2% with
: >a current market share of some fraction of 1% for the ST and nothing for
: >the amiga. I have not seen an ST except when I almost bought one about
: >five years ago.

: I thought that the mac accounted for about 12.5 of computer sales. I know that
: this is not the 'market' but it should be indicative of the number of users
: willing to buy new software.

I was unclear. My statistics come from something I saw on the installed
base of Macs. However, I have also read that the average Mac user has
more "major applications" installed on his system than the average DOS user.

--
<< Eli Lehrer >>
<<eli@ripco.com>>

3276. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 01:52:01 UTC
From: benkeen@aol.com
Message-ID: <32mho1$l5v@search01.news.aol.com>
Source record: 16177

In article <32fe3i$r5b@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
writes:

Most of the much vaunted Mac software is tagetted at business with
prices
to match. Atari and Amiga software is made for the home user and is priced
accordingly. Mac software is generally a LOT more expensive.
==========

WriteNow 4.0 - $50
KeyCAD 1.0 - $30
WordPerfect 3.0a - $80 (competitive upgrade from nearly any crappy Mac
word processor ever written)
PublishIt! Easy 3.0 - <$100
Aldus HomePublisher - <$150

Various and Sundry 'works' programs that have a great deal more
functionality than AtariWorks: $120-$200 (And I do have quite a bit of
experience with AtariWorks)

There is more in the world than just Microsoft Office and Photoshop. I use
exclusively many low-end Mac apps. I find that most of the things out of
Redmond tend to slow my system down ridicuously. And since these happen to
be rather common on the Mac platform (because in university computer labs
idiots are usually in charge of purchasing) they give the Mac a bad rap
for speed.

-Ben Keen

3277. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 01:55:05 UTC
From: benkeen@aol.com
Message-ID: <32mhtp$l7j@search01.news.aol.com>
Source record: 16178

In article <CuFzwr.CMp@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>That's what's so great about Atari software. The developers actually >care about writing good code and aren't lazy Mac and PC morons who tell >you to get a faster machine because they can't program worth shit.

Are you sure about that? Can you say "Word Up 3.0," "Calligrapher," or "Wordflair II?" Talk about slow, buggy programs...
==========
Don't get me started on WF II. That damned thing can't even reliably import and export ASCII. It even has mastered The Secret Atari Art Of Intermittent Failures.

-Ben Keen

3278. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 04:06:52 UTC
From: millert@babbage.csee.usf.edu
Message-ID: <32mpks$9n3@mother.usf.edu>
Source record: 16179

sinclap2954@cobra.uni.edu wrote:
: In article <94224.121154STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
: > Pete,
: > One big mistake that you make is that you claim the Falcon comes
: > with no software. How about Atariworks, SAM, D2D, Breakout,
: > Landmines, MultiTOS, SpeedoGDOS? Or do these not count?
: > You're right, BTW, about what computer consumers will buy.
: > It doesn't mean that it is a smart choice, IMO. BTW, how
: > much memory does this Mac have? Remember, you said that Macs
: > come with 8 megs of RAM standard so I am assuming that it does.

: I jumped the gun on standard memory. A 605 4/160 software bundle(Claris Works,
: Quicken) costs $900 plus $150 for four meg board. Add Ram doubler for $50 you
: have a 16 meg system. this price is cheaper than the $1300 Falcon 4/80. I

Your reference to RAM doubler is invalid. The Atari manages memory
properly, while the Mac does not, so for the Mac to effectively use 8
megs, you need a hack (RAM Doubler). Ram doubler does not give an 8 meg
Mac 16 megs. It lets an 8 meg Mac come close to almost properly using 8
megs.

And seeing as how Atari programs are less than a quarter of comparable
Mac programs that often have fewer capabilities, I'd have to say that a
2meg Atari will get along better than a 16meg Mac.

: understand you realy need 14 megs to run MultiTos correctly. Source: Current
: notes when the falcon was previewed.

I don't know what Current notes said, but I've used MultiTOS and I've
programmed MultiTOS. I have 4 megs of RAM, and while running quite a
number of apps at once, I have never run out of memory. I hear that
MultiTOS runs just fine with only 2 megs (which makes sense, considering
that's about 16 megs for a Mac).

On the other hand, a Mac runs out of memory just by loading the Operating
System. Very sad.

: Atariworks does not compare to ClarisWorks which is constantly being improved.

This is true. Atari Works sucks.... but it's version 1.2. IF the were
to improve it as far as Claris works has been improves (how many
versions/revisions has it been through?), then I'm sure it would compete
well.

: Can you get a Falcon Performa at the Local Wal-Mart and Best Buy? Perorma 550
: at $1599 puts the $1300 Falcon with out Cdrom, 26 dpi trinitron monitor, eight
: cdrom titles to shame. Plus Apple has a 800 number for warranty support like

: sending out a technician and or picking up your machine. Plus there will be a
: PPC board. What about the Falcon: last of the atari line and no support. If
: you call up Atari for repairs, Sam Tramiel will laught at you and say Sucker!!

I do not find Mac's at WalMart, and the ones I see at places at CompUSA don't even run properly. I can't get things like Quicktime to work, and neither can the salesmen. I never was able to get the PC emulator to run on the PPC Mac, and neither could the salesman.

And as usual, I was sickened at how slow the 040 and PPC Macs run. Sure, the could scroll in windows fast, but that was about it. The display drawing speed (of windows, screen fonts (which were pretty lame too), and other things) was horribly slow.

In fact, when I finally got quicktime to work on one of the 040 Macs, I saw what I usually see... the sound came in short bursts, and the video was running at a very slow, UNEVEN frame rate. It's bad enough to watch something run at slower than 10fps when the frame rate is consistent, but when the frame rate varies, it really makes me want to puke.

: > -scott tirrell

: -Peter

3279. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 04:07:29 UTC
From: millert@babbage.csee.usf.edu
Message-ID: <32mpm1$9n3@mother.usf.edu>
Source record: 16180

sinclap2954@cobra.uni.edu wrote:
: In article <32gip9$nrs@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller)
writes:
: > I'm curious... does Mac do Hebrew? And if it does, does it change the
: > orientation of its drop-down menus to right-to-left? Does it change the
: > orientation of the window gadgets?
: >
: > Interesting to note, Atari's have Hebrew letters in the system font.

: Yes, I believe so. Call Apple's 800 support line.

Which question are you answering?

: >

: -Peter

3280. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 04:21:26 UTC
From: millert@babbage.csee.usf.edu
Message-ID: <32mqg6$9n3@mother.usf.edu>
Source record: 16181

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: >> Appletalk is pretty dodgy, it's caused extra hassle since everything
: >> else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
: >> until we got a structured cabling system in.

: You are confusing AppleTalk and LocalTalk. If you want TCP/IP, then MacTCP
: is available; it will become part of the standard System Software as of
: System 7.5.

: >> Any Atari or Amiga user wanting to use all the apps that idiots like
: >> Sincrap are always blagging about only has to get a suitable emulator
: >> and they can run them ON THEIR OWN MACHINE.
: >> Apart from the personal machine issue, this is what Macdorks always
: >> seem to fail to understand - you can run mac software on an Amiga or Atari
: >> simply by getting an emulator which in many cases will enable your
: >> machine to run substantially faster than the 'emulated' mac (unlike the
: >> PPC emulations which run SLOWER than existing macs). It was pointed
: >> out that the emplant on the 25Mhz 4000/040 only gave 20Mhz 040 mac
: >> performance, but then the 4000/040 as shipped by commodore has a
: >> pretty awful memory setup which slows it considerably. I'd say that
: >> an Amiga with 40Mhz 3rd party 040 card will outperform ANY Mac for
: >> running 68k mac software, even more so if you use one of the 3rd party
: >> gfx cards like Retina.

: I thought Atari advocates claimed that they didn't need a Mac because of all
: the great software they had?

We don't. Often, we emulate another computer just to show off. To show
that we can do it, that it works, and that it's faster, more reliable,
and less expensive than the real thing.

: I don't know about any Amiga emulators, but for the Atari, the only emulator
: is Spectre GCR, which emulates a Mac Plus. It doesn't do colour, and it is
: incompatible with System 7, which means it's pretty useless. There is a lot
: of software which either requires System 7 or loses functionality if it's
: not there.

I've used Macs before, so I'm not too saddened by Spectre being out of
date. I don't want to use a Mac. Like I said, we do it primarily to
show off.

: Can you produce any benchmarks to substantiate your claim that an Amiga
: emulating a Mac is faster than the equivalent Mac?

: >> If Mac owners want to impress Atari or Amiga owners then they will
: >> need to show that owning a Mac will mean:
: >>

: >> Having a better OS
: >> Being more efficient with resources (3 megs for OS is a no no)

: Like TOS? When you install MultiTOS, SpeedoGDOS and all the other programs
: that will provide the Falcon with the same functionality as System 7, your
: OS memory requirements will be pretty high. (Some functions, such as
: QuickTime, don't even exist on the Atari!) I'd hardly call TOS efficient --
: this is the OS that requires programs such as NVDI and Warp 9 to get it up
: to an acceptable speed.

Install MultiTOS, SpeedoGDOS, NVDI, and all that other stuff, and not
only does it not come close to require 2 to 3 megs of RAM, but it makes
the machine faster, more reliable, and nicer to use than a Mac.

And TOS is often faster than a Mac WITHOUT graphics accelerators. We
use graphics accelerators to get faster still. Plus we get spoiled by
how fast the Atari's are and want to get even faster.

: As for System 7.5 taking up 3Mb of memory ... it doesn't, not unless you have
: a bunch of extensions loaded that hog memory. I'd say that most Mac users
: have System configurations which take less than 2.5Mb of memory.

Even 2 megs is a joke. NO OS should take up that much memory! No OS
should require more than about 200k... TOPS. I do that just fine on my
Atari... in fact, I require less because my OS is in ROM. I don't have
to waste RAM by putting an OS in it... I can use it for other things.

: >> Offering better programming tools (on a Mac??????)
: >> Offering better os documentation (this just gets better....)

: This is an outright lie. Don't try to fool me on this one -- I *have* the
: Atari Developer kit, and it is garbage. Half the documentation is outdated
: material from the original Digital Research version of GEM. They provide
: Alcyon C as a language!

Who uses the Atari developer kit? Certainly no Atari developer. Some of
us get it just in case we missed something, but otherwise, we can get
along great from using other people's books, like the Atari Compendium.

: Contrast this to the widely available Inside Macintosh series, which is
: excellent.

And everything written in Pascal. Thanks, but no thanks.

: >> Having more decent games (ever see a Mac run Stardust?)

: You must be kidding ... games, on the Atari?? Are there still companies that
: make games for the Atari?

Have you seen any of our most recent PD games? They're better than most
of your commercial games that cost a lot of money!

: >> Having more affordable software (I don't think so....)

: You have to learn to shop around... I paid more than $200 for Calligrapher,
: and I got a slow, buggy program with bad documentation. Is that what
: constitutes "affordable?"

Better than $500 for some of the Mac's crappy software.

: >> Being a better platform for
: >> learning about computing (you'll learn FA about computers
: >> by using a Mac)

: What is this supposed to mean?

Mac is a computer-knows-best, wipe-your-nose-for-you, we're-all-morons
type of computer. You are completely isolated from the real computing
going on, and also restricted from it. You won't learn a damn thing
about REAL computing from using a Mac. You'll just get frustrated from
trying to use its slow interface and limp-wristed software.

: >> Having a more flexible machine for
: >> the home (ever try plugging a mac into a tv

: This is idiotic. Have you ever tried displaying 640x480 on a television?
: Nobody in their right mind wants to waste their TV by using it as a very-low-
: quality display for their computer! That went out with the demise of the
: 8-bits.

We use it for things like video production, which you can't do nearly as
well or easily on a Mac.

: >> Having an affordable platform you can
: >> upgrade as you can afford (don't even LOOK at anything less
: >> than a 25Mhz 040 with 8megs RAM
: >> and a monitor capable of 800x600
: >> if you want a Mac)

: You are unclear as to your meaning. I can upgrade my Mac if I want to. There
: are tons of accelerators, cards, software, etc. out there.

We don't really need to upgrade our Atari's. This isn't a cop-out when
you consider that a Mega STe (which is upgradable, BTW), does most things
faster than an 040 Mac.

: --
: David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
: ___ _____ "Engineering is the art of moulding materials we do not fully
: |__ |) | | | understand into shapes we cannot fully analyse and preventing
: |__ |\ | |/\| the public from realising the full extent of our ignorance."

3281. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 04:25:19 UTC
From: millert@babbage.csee.usf.edu
Message-ID: <32mqnf$9n3@mother.usf.edu>
Source record: 16182

You're picking at a minor little error made by Commodore in the design of the Amiga, while you're using a Mac that we have shown countless times to be nothing BUT screwups.

Get a life.

3282. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 04:28:46 UTC
From: millert@babbage.csee.usf.edu
Message-ID: <32mqtu$9n3@mother.usf.edu>
Source record: 16183

BenKeen (benkeen@aol.com) wrote:
: In article <CuFzwr.CMp@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE
: DAVID) writes:

: >That's what's so great about Atari software. The developers actually
: >care about writing good code and aren't lazy Mac and PC morons who tell
: >you to get a faster machine because they can't program worth shit.

: Are you sure about that? Can you say "Word Up 3.0," "Calligrapher," or
: "Wordflair II?" Talk about slow, buggy programs...
: ==============================
: Don't get me started on WF II. That damned thing can't even reliably
: import and export ASCII. It even has mastered The Secret Atari Art Of
: Intermittent Failures.

Ah, of course, you pick 3 of the worst WP's for Atari. Naturally, since
you don't want to mention the good ones which would disprove your arguement.

Now let's talk about the countless more bad WP's for the Mac......

3283. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 05:07:12 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug15.050712.699@escape.widomaker.com>
Source record: 16110

sinclap2954@cobra.uni.edu wrote:

: 16 bit color is the standard on the Mac.

The majority of Mac's are sold with 256 colors only. Most of the ones
out there are 8-bit or less. All of them are slow for graphics unless
you buy really hot hardware.

: You can switch to Black and white mode if its desired.

It would be far better to have a color mode that was fast. Apple can
certainly do that but won't for some reason. I used a PowerMac the
other day and it was terrible. This was a $5000 machine too. Nowhere
near as speedy as my $70 S3 accelerator.

: There are great games on the Mac. Look at rebel assault(cdrom), Falcon and F18.

All of them appeared pretty slow to me. The price you pay for some things.
I'll always like a machine that can run very close to bare hardware when
necessary.
--
csh
---
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

3284. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 05:09:07 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug15.050907.770@escape.widomaker.com>
Source record: 16111

Brian Quinlan (quinlan@kits.sfu.ca) wrote:

: Are they the most recent version? Do they come with complete documentation?
: Is the store overstocked? Is it some sort of promotion? It's hard for me to
: beleive that a good product with a complete manual and retails mark-up can
: make a profit at $99 dollars.

Oh it's believable when you consider about $15-25 went into producing that
package (development included). Software companies, no matter what they
try to make you believe, generate HUGE profits.
--
csh
---
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

3285. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 06:49:53 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776933393@sfu.ca>
Source record: 16184

millert@babbage.csee.usf.edu (Timothy Miller) writes:

>sinclap2954@cobra.uni.edu wrote:
>: In article <32gip9$nrs@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller)
writes:
>: > I'm curious... does Mac do Hebrew? And if it does, does it change the
>: > orientation of its drop-down menus to right-to-left? Does it change the
>: > orientation of the window gadgets?
>: >
>: > Interesting to note, Atari's have Hebrew letters in the system font.

>: Yes, I believe so. Call Apple's 800 support line.

>Which question are you answering?

I didn't answer the question originally but it does both.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3286. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 06:53:08 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776933588@sfu.ca>
Source record: 16186

millert@babbage.csee.usf.edu (Timothy Miller) writes:

>We don't. Often, we emulate another computer just to show off. To show
>that we can do it, that it works, and that it's faster, more reliable,
>and less expensive than the real thing.

Show me a benchmark where a TT comes ahead of a Quadra 650 in a benchmark
running macintosh software.

>Install MultiTOS, SpeedoGDOS, NVDI, and all that other stuff, and not
>only does it not come close to require 2 to 3 megs of RAM, but it makes
>the machine faster, more reliable, and nicer to use than a Mac.

How come SpeedoGDOS is an addition and RamDoubler is a hack. Seems like a
double standard to me (I beleive that you said that in another post).

>Even 2 megs is a joke. NO OS should take up that much memory! No OS
>should require more than about 200k... TOPS. I do that just fine on my
>Atari... in fact, I require less because my OS is in ROM. I don't have
>to waste RAM by putting an OS in it... I can use it for other things.

You must hate NeXTStep. It takes up well ober 2Mb RAM and has a huge
disk requirement.

>And everything written in Pascal. Thanks, but no thanks.

Everything is not written in Pascal. The calling conventions are in pascal.

>Have you seen any of our most recent PD games? They're better than most
>of your commercial games that cost a lot of money!

Haven't seen your recent PD games? Have you seem are most recent commercial
games?

>Better than $500 for some of the Mac's crappy software.

If you spend $500 on crappy software then you are a moron no matter what
platform you use.

>Mac is a computer-knows-best, wipe-your-nose-for-you, we're-all-morons
>type of computer. You are completely isolated from the real computing
>going on, and also restricted from it.

You are isolated from the computer whenever the interface is more than a
mechanism for poking hex values into memory locations and branching to
memory locations.

> You won't learn a damn thing
>about REAL computing from using a Mac.

What's real computing. Is it using spreadsheets and using word processing which is most of what computers do? Or is it about configuring software and learning file systems?

>You'll just get frustrated from
>trying to use its slow interface and limp-wristed software.

Many people don't get frustrated by what you claim is a slow interface and limp-wristed software.

>We use it for things like video production, which you can't do nearly as
>well or easily on a Mac.

My computer came (stock) with a S-video input port, a S-video jack output jack, a sound in jack, a sound out jack and two monitor plugs (one can accept monitors with their own speakers and/or mics). Not a bad stock system for video editing eh? Of coarse apple sells professional systems as well.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3287. Falcon wanted.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 07:08:03 UTC
From: dgent@aol.com
Message-ID: <32n48j$pof@search01.news.aol.com>
Source record: 16185

Where can I find a Falcon (used or new, other than direct from Atari) for a decent price? I called Atari, and the prices they want for the machines are ridiculous.

3288. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 08:30:26 UTC
From: sys1@exnet.com
Message-ID: <CuKIAs.q1@exnet.com>
Source record: 16090

In article <32a2jb$j1i@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>sinclap2954@cobra.uni.edu wrote:
> Frankly, the only possible reason for getting a Mac is that
>you are too stupid to understand how to use a real machine or OS.

That is not fair---My office is buying apple macs as opposed to PCs because they are fairly well intergrated units. PCs are notorius for rampant hardware and software incompatabilities and needing a lot of set up time. To be quite frank I have my hands full with this constelation of Suns and need plug-in-and-play.

I would, of course, buy TTs or Medusae for the office but the built in networking of the Macs (and my directors experience with Macs) has convinced me otherwise.

I don't think we should think of Macs as poor choices just because a dickhead like Sinclap is advocating them---though it was enough to make me think twice.

Xavier

3289. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 08:50:25 UTC
From: moran@bnr.ca
Message-ID: <32na8h$9r9@bmerha64.bnr.ca>
Source record: 16088

sinclap2954@cobra.uni.edu wrote:
> In article <32ffd1$r5b@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> > sinclap2954@cobra.uni.edu wrote:
> >
> > My OS (AmigaDOS) has full locale support built in. I can switch the whole system
> > between any one of several supported languages with a menu selection. Chinese
> > however is not one ;-) I suppose that since the mac can do this, I can just
> > set my Mac Quadra at work to do it? Tell me Peter, what menu selections must
> > I make to do this? I haven't seen the option on any of the Apple menus .. I mean,
> > it is built in to the OS isn't it? I suppose I'll have trouble figuring out all
> > the chinese characters that will appear on my screen but I'm sure I'll manage.

> It's an extension of the US. Contact Apple Pacific.
> >
> > Come on, tell me how. I genuinely do want to see this feature thats built into
> > the Mac Quadra that I use. I knew that those 3 megs of RAM going to the OS had
> > to be used for something, and now I know that they will let me see the
> > desktop in Chinese........
> >

> When I toggle back, 1.3 megs for stanadard and 2.7 when the Chinese extension
> is on.

Really? You gave the impresion that it was PART OF THE OS. In the unlikely event
that I wanted to use this 'feature' , I'd actually have to buy the whole Chinese OS
package from Apple.....

> >> > Standard 8 megs? not around here they dont. And if you NEED to put 8 megs
> >> > in just to make up for a memory hogging OS you are throwing money down the
> >> > drain.
> >
> Still have lots of memory. What do you mean throwing money down the drain? A
> 32 meg Mac Quadra is still cheaper than a A4000/040 with out the Warp board..

I mean 'throwing money down the drain' in the sense that you are spending money
os hardware that you don't actually need to spend. I don't give a damn how cheap
a Quadra is compared to an A4000 since my A1200 does all I want, faster than a Mac
Quadra and for HALF the price of a Quadra. Why are you advocating the Quadra
anyway? I thought the PPC Macs were supposed to be the way to go? Anyone who buys
a Quadra will find very shortly their computer is obsolete .. well, according to
Apple. Wasn't it only last year that you were spouting your shit about the supposed
super-duper AV macs? Where _are_ they now.......????????

> >> In the US it is. Compare features on the Mac OS versus 2.X on the amiga. The
> >> Toaster locks up the Amiga OS. You can't multitask when running the Toaster.
> > i

> > Whats this got to do with OS resource efficiency???????
> >
> >> > I suppose Lightwave, Real 3d , Scala etc arent serious? If you mean
> >> > things like industy word pros, databases etc then the logical machine to
> >> > get for these is a PC......

> Those programs require a memory investment Gavan.

At least I only have to buy memory when apps require it. I don't have to buy wodges of memory JUST TO RUN THE OS. And 8 megs of RAM isn't standard on Apple machines in Europe .. try 4 megs on the 68k line and 8 megs on the PPC line. Virtually all serious Mac software requires a memory expansion too - I wouldnt even say that 8 megs is enough if you're trying the pitiful process that passes for multitasking on the Mac. Oh, and make sure your PPC has at least 16 megs just to run the shitty 286 emulation that comes with it......

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3290. Re: Ooh, so mature, sinflop!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 08:53:07 UTC
From: moran@bnr.ca
Message-ID: <32nadj$9r9@bmerha64.bnr.ca>
Source record: 16089

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

> Wow. I mail Sinflop's article back to him where he quoted 7 pages and added two
> lines of actual text...

> so, I go to my newsreader and what's there? 4 messages from the flop himself!
> one is a big 24k apple powerPC ad, and the other three are titles "I can play,
> too!" and is apparently him mailing the 8k article back to me... Of course,
> the first mail didn't have the article included... It figures he'd fail
> the first time around...

> Wow. Nice going. Why not get that teeming throng of your fans to mail me
> too? Oh, I forget, they're only in your dreams...

The problem is he's posting large amounts of shit to multiple groups
all over the net. Many Amiga groups are clogged with his inane posts too...

The same idea - dozens of lines of quoted text and a line or too quoted
from the Apple pricelist or MacWarehouse catalogue. He really has a problem.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3291. FALCON FOR SALE in UK

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 08:53:42 UTC
From: ma10004@phx.cam.ac.uk
Message-ID: <32naem$2ck@lyra.csx.cam.ac.uk>
Source record: 16087

Here is what I have on offer:

- 4Meg Falcon + 120Meg HD
- RGB Monitor adaptor and a 'connect-to-anything' adaptor

Can be sold separately or together.
Email me with sensible quotes and we can discuss postage or
delivery etc..

Mark

3292. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 08:55:52 UTC
From: csdalton@tcd.ie
Message-ID: <CuKJH4.69I@news.tcd.ie>
Source record: 16091
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In <1994Aug13.143330.30690@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Who ever takes over C= should think about starting production on the A4000. To
>lower production costs and have more units on the market, the A4000 should come
>with out the processor and HD. The price should be $700. This would alow for
>easy custominization and lower the entry price for a Toaster system.

What's this? Something sensible (if blindingly obvious) from Sinclap?
Something must be wrong...

And look, he didn't even swear once!

--
Colin Dalton
csdalton@alf2.tcd.ie
Just because you're winning don't mean you're the lucky one.

3293. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 09:07:15 UTC
From: moran@bnr.ca
Message-ID: <32nb83$9r9@bmerha64.bnr.ca>
Source record: 16092

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
> moran@bnr.ca (Gavan Moran) writes:

> > I can't speak for Atari owners but I'd imagine that like Amiga owners they
> >are happy with the software available for what they want to do. For a home
> >user , ability to run industry standard software is of minimal benefit. Of
> >course, if I _really_ wanted to run the industry standard software I would
> >get a PC compatible as THEY are the industry standard.

> What happens if I can run both good home software and Word and Excel to provide
> industry standard software. You can do this on the mac.

And you can do it BETTER on the PC. Running industry standard software isn't
a priority for me. If I did need to run it, I'd buy a PC for the job. Plus
the Mac doesn't offer anywhere NEAR the range of software that I'd want to use
at home....

> > A recent review of Emplant on an A4000/040 25Mhz showed that using
> >Mac benchmarks, it was slightly faster than a 20Mhz 040 Quadra. However,
> >the 040 card in the 4000 is another C= screwup and 3rd party replacement
> >and piggy back cards will speed this up from 150% onwards. When they
> >first review AMAX they showed that on a 25Mhz A3000 it outperformed a Mac
> >with the same speed/processor at everything but gfx redraw. Drop a retina
> >board in and you get faster gfx than a 'real' mac.

> So faster means 80% of the speed? If you buy a new piggy back card for your
> Amiga and it speeds your computer up by 150% then you are at the speed of
> a 30MHz 040 mac. Then you need a new board for gfx redraw. I think that
> a A4000 + Emplant + Piggy Back + Gfx card would be more expensive than a
> mac with a 33MHz 040. You would really NEED to run amiga software to make
> this worth it.

You think any would buy the 3rd party accelerators and GFx cards just to
run a faster Mac emulation? You buy this stuff to give extra oomph to the Amiga
and you can _also_ get the benefits when running any Mac stuff. Since Amiga
software ALREADY outperforms Mac Quadra performance on the existing 4000/040
then I'm not worried. Of course, its not just the hardware design of the Mac
that makes it slow, the OS must take a lot of the blame too and even under
eumlation you are still running that slow inneficient mac os.....

> > Apple have never released the full OS details of the Mac. They've kept it
> >a closed system. As usual, they use the courts to enforce their proprietary
> >architecture. Theres full OS and Hardware Docs for the Amiga, at least, in the
> >ROM Kernal manuals et al. Plus both the Amiga and Atari have lots of 3rd
> >Party compilers available which are better than any I have seen for the Mac:
> >Lattice/SAS C, Manx C. Not to mention the latest in the GCC C++ compiler.

> >Oh, and user-orientated programming languages like STOS/AMOS and Blitz Basic
> >just don't exist for the Mac.

> I don't know what you mean by never releasing the full OS details of the Mac.
> Do you want source code or what? What do you means by them using the courts to
> enforce their 'propriety architecture'. I also do not know what you mean
> by 'full OS and Hardware Docs'. What would 'full OS and Hardware Docs'
> consist of exactly? Source code? Schematic diagrams? As far as I know there
> are 3 commercial c/c++ compilers for the macintosh. Two of the compilers offer
> graphical interface builders and application frameworks and I don't know
> about the third. GCC C exists for the mac but I can't comment on it since I've
> never used a freeware compiler before.

Apple keep the programming details of their OS secret. Some years ago, a bunch
of dissaffected Mac OS programmers tried to break this by distributing OS source
and docs to a number of different media organisations .. Bzzzt! Major lawsuit
threats by Apple kept the whole thing under wraps...

The Mac is NOT an accessible machine. It's DESIGNED to prevent users from
playing around with the system software and hardware. It insulates the user from
computing and the cost is crap perfromance.

> > The Atari games market is weak, but still there. The Amiga market is strong
> >with excellent titles available. Many home users enjoy playing games and its
> >another good reason to get a home computer.

> True, but the mac probably has more games than the Amiga and the Atari.
i
ROTFL! Get real..... Wheres all the action games? A few adventure and strategy
games don't make a large software catalogue. The Mac has useless games support
compared to the PC or Amiga!

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3294. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 10:23:43 UTC
From: mattc@marlin.ssnet.com
Message-ID: <32nfnf$31p@marlin.ssnet.com>
Source record: 16093
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

: Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
: keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)

It's a bit different. The lack of a cpu allows the buyer to
choose a cpu card that suites his/her needs and/or finances. The lack of
a keyboard is just plain stupid.

3295. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 10:27:08 UTC
From: mattc@marlin.ssnet.com
Message-ID: <32nfts$32m@marlin.ssnet.com>
Source record: 16094
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

If there were Amiga clones as there are IBM clones we'd see much
better variety. Then we might actually get our own phonebook-sized sales
catalog like they have over in IBM land.

3296. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 10:28:53 UTC
From: djs@jet.uk
Message-ID: <1994Aug15.102853.27565@jet.uk>
Source record: 16095

In <1994Aug13.140624.30686@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>As for Pagestream, its very buggy.
FRAME THIS! It's a ONE OFF! It's an accurate statement from Sincrap.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3297. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 10:30:48 UTC
From: djs@jet.uk
Message-ID: <1994Aug15.103048.27662@jet.uk>
Source record: 16096

In <32gjfp$nrs@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>care about writing good code and aren't lazy Mac and PC morons who tell
>you to get a faster machine because they can't program worth shit.
This man is desperately trying to become Atari's own Sinclap.

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3298. Re: Ooh, so mature, sinflop!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 10:37:02 UTC
From: djs@jet.uk
Message-ID: <1994Aug15.103702.27791@jet.uk>
Source record: 16097

In <32nadj$9r9@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:

>The same idea - dozens of lines of quoted text and a line or too quoted
>from the Apple pricelist or MacWarehouse catalogue. He really has a problem.
As Chris Oates found out, mailbombing people doesn't work. Complaints
should really be addressed to postmaster@wherever.sinclap.is

Complaints should be along the lines of "conflicts with etiquette, due
to excessive quoting. This is expensive for many users who pay for
their connections." I would not recommend getting shirty, or saying that
"he's full of crap". Even though he is.

Make a polite offer to mail sinclap and his postmaster the Netiquette files.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3299. MacMiNT

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 10:52:18 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32nhd2$2n8@bognor.barclays.co.uk>
Source record: 16098

MacMiNT is a port of MiNT ie the current version of TOS on the ST series, over to MACs. This achieves several things. Firstly it's a well supported (by users), full pre-emptive O/S with many of Unixes features including mountable filesystems, pipes etc. Secondly, it has masses of GNU support in the form of MiNT aware shells, utilities and tools that can make use of it. It will not allow you to run GEM apps, just TOS or MiNT ones.
The fact that many Mac users are so interested in it as a development environment and are putting so much time and effort into the port must say something about native Mac OSs and development environments....
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3300. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 11:36:06 UTC
From: tempelma@cs.utwente.nl
Message-ID: <1994Aug15.133606@cs.utwente.nl>
Source record: 16099
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32jul5$r6i@news.iastate.edu>, barrett@iastate.edu (Marc N. Barrett) writes:

|> +++++++
|> ++++ Marc Barrett -MB-
|> ++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
^^^^^^^^^^^^^^^^^

I thought you were banned on every channel known to mankind?

|> + Always remember - there's nothing worse anymore - than the AMIGA

I think the situation in Ruanda is worse.

--

Frank Tempelman - QuickSand on IRC

3301. Re: Ooh, so mature, sinflop!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 12:29:09 UTC
From: moran@bnr.ca
Message-ID: <32nn2l$g74@bmerha64.bnr.ca>
Source record: 16100

David Stevenson (djs@jet.uk) wrote:
> In <32nadj$9r9@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:

> >The same idea - dozens of lines of quoted text and a line or too quoted
> >from the Apple pricelist or MacWarehouse catalogue. He really has a problem.
> As Chris Oates found out, mailbombing people doesn't work. Complaints
> should really be addressed to postmaster@wherever.sinclap.is

> Complaints should be along the lines of "conflicts with etiquette, due
> to excessive quoting. This is expensive for many users who pay for
> their connections." I would not recommend getting shirty, or saying that
> "he's full of crap". Even though he is.

I don't think you can really complain about .advocacy groups. By
definition they are going to be largely full of crap and flames. If
you _pay_ for a usenet connection then it's best to avoid these
groups. Problem is that Sincraps (and other such posts) often end
up in other groups too. Maybe try posting a followup which redirects
all subsequent followups to 'alt.flame' or something.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3302. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 12:34:11 UTC
From: moran@bnr.ca
Message-ID: <32nnc3$g74@bmerha64.bnr.ca>
Source record: 16101

David Stevenson (djs@jet.uk) wrote:
> In <32gjfp$nrs@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

> >care about writing good code and aren't lazy Mac and PC morons who tell
> >you to get a faster machine because they can't program worth shit.
> This man is desperately trying to become Atari's own Sinclap.

He has a valid point. Most Mac and PC Windoze (especially PC) software
these days is very inefficiently coded since the developers know that
they can rely on users having a fast CPU. It means they can shorten their
development time (higher profit margins). Its bad news for the users
since they end up paying MORE for hardware to run their software without
seeing much of a speed benefit. Plus, it forces older users to upgrade
as they soon find their old 386's or whatever can't cope.

Of course, technology marches on but I'd like to see new hardware
being put to use running more powerful, functional programs instead of
helping the software companies make more money.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3303. Apples and ATARI's (the sequal?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 14:33:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940815143329.L.J.Sak@sp0009.kub.nl>
Source record: 16102

In Article <94218.091255STIRRE31@MAINE.MAINE.EDU> "<STIRRE31@MAINE.MAINE.EDU>" says:
> Peter,
> Why do you keep bragging about running a word processor, a comm
> program, and a organizer at the same time? We can do this on
> the Falcon easily (with MTOS, Geneva, or Mag!c). In fact, you
> could be doing this on a 4 meg ST, a computer from 1985, and you
> would have saved quite a bit of money on your computer purchase.
> Also, you're right (for once) that the Atari doesn't have
> Pagemaker or Photoshop. I guess that's why we have to settle
> for Calamus, Pagestream, DAs Layout, Studio Photo, True Image,
> and DAs Picture. You have stated before that you have not used
> an Atari so why make claims that you could never back up? The
> Atari has wonderful software.
> -scott tirrell
>

Ludo says: way to go scott. We ain't no underdog in DTP! No sir!
Now that amiga is gone, it seems that some apple freak sees ATARI
as a new potential enemy, for else why would mister what's his name
worry about even logging in to the newsgroup and brag about his ma-
chinery. How nice it may be, this SIG was created for atari-fans,
that want to read about new developments or solving of problems of
their machines. Hearing some news in this SIG from other brands
than ATARI is fine to me, it keeps me informed and broad(er) minded.
I don't say apple sucks or other crap (it's a fine machine (and I have
worked with it (emulation, but that is good enough for me)) and other
people would't say so either. My computer runs and so do apples I presume.
Ain't we all brand-lovers?
There are other nice(r) machines, but, read my lips, we LOVE ATARI,
and thus defend it against other offenders!
Please stop this apple-talk unless it is usefull and not flamable,
oke? If talking about it, don't offend or defend, just state your facts..

Thanx my friend (s), see you later!

L.J.Sak

3304. Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 14:45:08 UTC
From: rogera@compnews.co.uk
Message-ID: <32nv1kINN5gm@cardamom.compnews.co.uk>
Source record: 16103

They much better than atari, atari are crap

3305. Re: Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 15:02:52 UTC
From: phostetl@magnus.acs.ohio-state.edu
Message-ID: <32o02s$q1p@charm.magnus.acs.ohio-state.edu>
Source record: 16104

In article <32nv1kINN5gm@cardamom.compnews.co.uk>,
Roger Allen <rogera@compnews.co.uk> wrote:
>They much better than atari, atari are crap
This bonehead posted similar trolls on every .advocacy group!

3306. Re: Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 15:07:10 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32o0au$7tc@bognor.barclays.co.uk>
Source record: 16105

In article <32nv1kINN5gm@cardamom.compnews.co.uk>, rogera@compnews.co.uk (Roger Allen) writes:
|> They much better than atari, atari are crap
Just learned to read and write have we?
Let's try this again. It should read:

'They are much better than Atari. Atari are crap.'

Note the use of the word 'are' to make the first sentence grammatically correct. Then, rather than a comma, use a fullstop to seperate the statement into two sentences. Note also that Atari should be capitalised.

Finally, whilst the grammer was generally very poor, the factual content was also rather low and needed somewhat more information to form an argument of a cohesive nature that we can base our ensuing conversations on.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3307. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 17:04:13 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CuL632.GpH@ecf.toronto.edu>
Source record: 16106

In article <32mqtu$9n3@mother.usf.edu>,
Timothy Miller <millert@babbage.csee.usf.edu> wrote:
>BenKeen (benkeen@aol.com) wrote:
>: In article <CuFzwr.CMp@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE
>: DAVID) writes:
>
>: >That's what's so great about Atari software. The developers actually
>: >care about writing good code and aren't lazy Mac and PC morons who tell
>: >you to get a faster machine because they can't program worth shit.
>
>: Are you sure about that? Can you say "Word Up 3.0," "Calligrapher," or
>: "Wordflair II?" Talk about slow, buggy programs...
>
>Ah, of course, you pick 3 of the worst WP's for Atari. Naturally, since
>you don't want to mention the good ones which would disprove your arguement.

Of course I picked three really bad word processors -- because you implied
that all Atari programs were good, because Atari developers "write good code
and aren't lazy!" I disproved you by mentioning three programs which are
utter garbage.

>Now let's talk about the countless more bad WP's for the Mac......

Of course, you should realise that due to the fact that there are more word
processors for the Mac, period, that statistically there are bound to be more
"bad" word processors. I can't think of one as bad as Wordflair II, though.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3308. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 17:13:46 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CuL6Iz.Gz0@ecf.toronto.edu>
Source record: 16107

In article <32mpks$9n3@mother.usf.edu>,
Timothy Miller <millert@babbage.csee.usf.edu> wrote:
>sinclap2954@cobra.uni.edu wrote:
>Your reference to RAM doubler is invalid. The Atari manages memory
>properly, while the Mac does not, so for the Mac to effectively use 8
>megs, you need a hack (RAM Doubler). Ram doubler does not give an 8 meg
>Mac 16 megs. It lets an 8 meg Mac come close to almost properly using 8
>megs.

Your reference to NVDI is invalid. The Mac draws to the screen properly,
while the Atari does not, so for the Atari to effectively use its CPU,
you need a hack (NVDI). NVDI does not give an Atari a fast CPU. It lets
an Atari come close to almost properly using its CPU.

>I don't know what Current notes said, but I've used MultiTOS and I've
>programmed MultiTOS. I have 4 megs of RAM, and while running quite a
>number of apps at once, I have never run out of memory. I hear that
>MultiTOS runs just fine with only 2 megs (which makes sense, considering
>that's about 16 megs for a Mac).

I've never run out of memory on my Mac. So there.

>This is true. Atari Works sucks.... but it's version 1.2. IF the were
>to improve it as far as Claris works has been improves (how many
>versions/revisions has it been through?), then I'm sure it would compete
>well.

If I'm not mistaken, there has been only one major change in ClarisWorks -
from 1.0 to 2.0. It's currently at 2.1. Except for the leap to 2.0, all the
other revisions have been minor.

>And as usual, I was sickened at how slow the 040 and PPC Macs run. Sure,
>the could scroll in windows fast, but that was about it. The display
>drawing speed (of windows, screen fonts (which were pretty lame too), and
>other things) was horribly slow.

Try running a Falcon at 640x480x256 and drawing some proportional fonts and
graphics to the screen and see how fast that looks.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3309. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 17:17:37 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CuL6pE.H3A@ecf.toronto.edu>
Source record: 16108
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32nfnf$31p@marlin.ssnet.com>,
Matthew Chiglinsky <mattc@marlin.ssnet.com> wrote:
>: Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
>: keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)
>
> It's a bit different. The lack of a cpu allows the buyer to
>choose a cpu card that suites his/her needs and/or finances. The lack of
>a keyboard is just plain stupid.

The lack of a keyboard allows the buyer to choose a keyboard that suits his/her needs and/or finances. The lack of a CPU is just plain stupid.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3310. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 17:27:21 UTC
From: ashdown@mpr.ca
Message-ID: <1994Aug15.172721.8860@mprgate.mpr.ca>
Source record: 16109
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32jul5$r6i@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:
>In article <1994Aug13.143330.30690@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Who ever takes over C= should think about starting production on the A4000.
>>To lower production costs and have more units on the market, the A4000 should
>>come with out the processor and HD. The price should be $700. This would
>>allow for easy custominization and lower the entry price for a Toaster
>>system.
>
> Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
>keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)

Barrett flames Sinclair! I LOVE IT!!! :)

--
Scott Ashdown
Engineer, MPR Teltech Ltd.
Burnaby, British Columbia, Canada.
ashdown@mprgate.mpr.ca

3311. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 20:12:55 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776981575@sfu.ca>
Source record: 16112

moran@bnr.ca (Gavan Moran) writes:

> And you can do it BETTER on the PC. Running industry standard software isn't
>a priority for me. If I did need to run it, I'd buy a PC for the job. Plus
>the Mac doesn't offer anywhere NEAR the range of software that I'd want to use
>at home....

Couldn't you view the mac as a compromise? It can run industry standard
software while providing an good operating system for good use.

> You think any would buy the 3rd party accelerators and GFx cards just to
>run a faster Mac emulation? You buy this stuff to give extra oomph to the Amiga
>and you can _also_ get the benefits when running any Mac stuff. Since Amiga
>software ALREADY outperforms Mac Quadra performance on the existing 4000/040
>then I'm not worried. Of course, its not just the hardware design of the Mac
>that makes it slow, the OS must take a lot of the blame too and even under
>eumlation you are still running that slow inneficient mac os.....

How are you determining which out performs which?

> Apple keep the programming details of their OS secret. Some years ago, a bunch
>of dissaffected Mac OS programmers tried to break this by distributing OSsource
>and docs to a number of different media organisations .. Bzzzt! Major lawsuit
>threats by Apple kept the whole thing under wraps...

OS docs for the mac are widely available. OS source does not need to be
available. You still haven't told me what you want as far as hardware details.

> The Mac is NOT an accessible machine. It's DESIGNED to prevent users from
>playing around with the system software and hardware.It insulates the user from
>computing and the cost is crap perfromance.

Once again I do not understand what you post. My brain is obviosly bad at
parsing posts :) Aren't you playing around with the system software everytime
you drag a window? I have a feeling that you mean something else though. What
does insulating the using from computing mean? And why is it bad? Should the
user see the currently executing machine code, register status, etc in a
window or something?

>ROTFL! Get real..... Wheres all the action games? A few adventure and strategy
>games don't make a large software catalogue. The Mac has useless games support
>compared to the PC or Amiga!

I don't know anything about pure shoot 'em up games since I don't really
like those but here are some games in categories that I do like. I know their
are a lot of strategy and adventure games but that's ok since they are my
favorite after flight sims.

First Person: Marathon, Pathways Into Darkness, Sensory Overload
Flight: Falcon,Hornet,Hellcats, Chuck Yeager Flight Simulator,(some heli game)

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3312. Posting Style

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 20:32:53 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.776982773@sfu.ca>
Source record: 16113

Could anyone who posts to this group make sure that the use less than 78 characters per line. This will make it look good when posted and when it is (inevitably) followed-up. Also could you remove the lines from the post that you are not directly addressing as well as lines other than the ones contained in the last follow-up? I know that this is all basic net etiquette but I thought it would be worth the band-width to mention it again.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3313. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 23:02:10 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug15.180210.30754@cobra.uni.edu>
Source record: 16115

In article <32na8h$9r9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> sinclap2954@cobra.uni.edu wrote:
>> In article <32ffd1$r5b@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>> > sinclap2954@cobra.uni.edu wrote:
>> >
>> > My OS (AmigaDOS) has full locale support built in. I can switch the whole system
>> > between any one of several supported languages with a menu selection. Chinese
>> > however is not one ;-) I suppose that since the mac can do this, I can just
>> > set my Mac Quadra at work to do it? Tell me Peter, what menu selections must
>> > I make to do this? I haven't seen the option on any of the Apple menus .. I mean,
>> > it is built in to the OS isn't it? I suppose I'll have trouble figuring out all
>> > the chinese characters that will appear on my screen but I'm sure I'll manage.
>
>> It's an extension of the US. Contact Apple Pacific.
>> >
>> > Come on, tell me how. I genuinely do want to see this feature thats built into
>> > the Mac Quadra that I use. I knew that those 3 megs of RAM going to the OS had
>> > to be used for something, and now I know that they will let me see the
>> > desktop in Chinese........
>> >
>
>> When I toggle back, 1.3 megs for stanadard and 2.7 when the Chinese extension
>> is on.
>
> Really? You gave the impresion that it was PART OF THE OS. In the unlikely event
> that I wanted to use this 'feature' , I'd actually have to buy the whole Chinese OS
> package from Apple.....
>
Apple has various multi lingual versions of System 7. If you want Hebrew,
Chinese, French and German whichare free on Macs sold in those countries. For
people such as students who are majoring in those lingual languages than those
options of adding the capabilities are an option. To answer your question
Gavan, you have to pay for it.

>
>> >> > Standard 8 megs? not around here they dont. And if you NEED to put 8 megs
>> >> > in just to make up for a memory hogging OS you are throwing money down the
>> >> > drain.
>> >
>> Still have lots of memory. What do you mean throwing money down the drain? A
>> 32 meg Mac Quadra is still cheaper than a A4000/040 with out the Warp board..
>
>
> I mean 'throwing money down the drain' in the sense that you are spending money

> os hardware that you don't actually need to spend. I don't give a damn how cheap
> a Quadra is compared to an A4000 since my A1200 does all I want, faster than a Mac
> Quadra and for HALF the price of a Quadra. Why are you advocating the Quadra
> anyway? I thought the PPC Macs were supposed to be the way to go? Anyone who buys
> a Quadra will find very shortly their computer is obsolete .. well, according to
> Apple. Wasn't it only last year that you were spouting your shit about the supposed
> super-duper AV macs? Where _are_ they now.......????????
>

Gavan, I am managing quite fine in a four meg config. I have WriteNow, Zterm,
dayMaker and Falcon loaded at the same time. Yes, Word is a memory hog, but
you have alternatives. The Amiga is no different than the Mac. The Toaster
needs a minimum of 10 megs to get started. Many of your high powered animation
and graphic apps need lots of memory(Source:friend who owns a Toaster, who
concedes that a PowerMac would be nice with a future Toaster).

>> >> In the US it is. Compare features on the Mac OS versus 2.X on the amiga. The
>> >> Toaster locks up the Amiga OS. You can't multitask when running the Toaster.
>> > i
>> > Whats this got to do with OS resource efficiency???????
>> >
>> >> > I suppose Lightwave, Real 3d , Scala etc arent serious? If you mean
>> >> > things like industy word pros, databases etc then the logical machine to
>> >> > get for these is a PC......
>

I am sure these apps are nice. But, will require memory than the standard
Amiga config if all are loaded.

>> Those programs require a memory investment Gavan.
>
> At least I only have to buy memory when apps require it. I don't have to buy
> wodges of memory JUST TO RUN THE OS. And 8 megs of RAM isn't standard on Apple
> machines in Europe .. try 4 megs on the 68k line and 8 megs on the PPC line.
> Virtually all serious Mac software requires a memory expansion too - I wouldnt
> even say that 8 megs is enough if you're trying the pitiful process that passes
> for multitasking on the Mac. Oh, and make sure your PPC has at least 16 megs just
> to run the shitty 286 emulation that comes with it......

You sound desparate instead of being rational now that the Amiga has been
pushed aside in Europe.

> Gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3314. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 23:09:47 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug15.180947.30755@cobra.uni.edu>
Source record: 16114
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32nfnf$31p@marlin.ssnet.com>, mattc@marlin.ssnet.com (Matthew Chiglinsky) writes:
> : Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
> : keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)
>
> It's a bit different. The lack of a cpu allows the buyer to
> choose a cpu card that suites his/her needs and/or finances. The lack of
> a keyboard is just plain stupid.

Off topic here, sort of. The September issue of AmigaWorld is getting smaller by the month. Well anyways, when I was brousing through it(I refuse to spend the $3.95 cover), my jaws dropped when this canadian Mail order is advertising an A1200 system for $1999 which includes 340 meg hd, and monitor. What are they thinking? The new Performa 630 with monitor and scads of software can be had for $1499 and has a future..

-Peter
-MacWarehouse:Duo230 4/80 - $899 plus $3.00 next day shipping..

3315. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-15 23:27:18 UTC
From: millert@grad.csee.usf.edu
Message-ID: <32otkm$f49@mother.usf.edu>
Source record: 16116

Xavier Gallagher (sys1@exnet.com) wrote:
: In article <32a2jb$j1i@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
: >sinclap2954@cobra.uni.edu wrote:
: > Frankly, the only possible reason for getting a Mac is that
: >you are too stupid to understand how to use a real machine or OS.

: That is not fair---My office is buying apple macs as opposed to PCs because
: they are fairly well intergrated units. PCs are notorius for rampant hardware
: and software incompatabilities and needing a lot of set up time. To be quite
: frank I have my hands full with this constelation of Suns and need plug-in-
: and-play.

This is true. Macs are very easy to set up, upgrade, maintain, and
interconnect.

I just don't like to USE them.

: I would, of course, buy TTs or Medusae for the office but the built in
: networking of the Macs (and my directors experience with Macs) has convinced
: me otherwise.

You'll have an easier time networking the Macs than the TT's, even though
you'll get less power, but you'll have fewer headaches.

: I don't think we should think of Macs as poor choices just because a dickhead
: like Sinclap is advocating them---though it was enough to make me think twice.

This never crossed my mind. :)

: Xavier

3316. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 01:49:31 UTC
From: millert@grad.csee.usf.edu
Message-ID: <32p5vb$ha0@mother.usf.edu>
Source record: 16117

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
: millert@babbage.csee.usf.edu (Timothy Miller) writes:

: >We don't. Often, we emulate another computer just to show off. To show
: >that we can do it, that it works, and that it's faster, more reliable,
: >and less expensive than the real thing.

: Show me a benchmark where a TT comes ahead of a Quadra 650 in a benchmark
: running macintosh software.

I don't have benchmarks, but I've seen it done. The speed difference was
noticable.

: >Install MultiTOS, SpeedoGDOS, NVDI, and all that other stuff, and not
: >only does it not come close to require 2 to 3 megs of RAM, but it makes
: >the machine faster, more reliable, and nicer to use than a Mac.

: How come SpeedoGDOS is an addition and RamDoubler is a hack. Seems like a
: double standard to me (I beleive that you said that in another post).

Because RamDoubler was written to correct a FLAW in the design of the
Mac's OS. SpeedoGDOS is a module that adds scalable fonts. This has the
clear advantage of allowing you to not boot with it if you don't need it
and need the RAM for something else. Here, we have two places where
Atari memory management is clearly superior.

: >Even 2 megs is a joke. NO OS should take up that much memory! No OS
: >should require more than about 200k... TOPS. I do that just fine on my
: >Atari... in fact, I require less because my OS is in ROM. I don't have
: >to waste RAM by putting an OS in it... I can use it for other things.

: You must hate NeXTStep. It takes up well ober 2Mb RAM and has a huge
: disk requirement.

Anything unix-based is almost absurd. On the other hand, it's a real OS
with good memory management and other such niceties, plus it's built for
huge networks and interfacing with the Internet. The Mac's OS is huge
without these features. Very bad.

: >And everything written in Pascal. Thanks, but no thanks.

: Everything is not written in Pascal. The calling conventions are in pascal.

Just as bad. Plus, the whole OS was written in Pascal, a language that
doesn't lend itself to efficient object code. The design of the language
sacrifices efficiency (in both size and speed) for structured design.
I'm sure the Mac OS could (in theory) be easier to maintain than one
written in C, but it's a tradeoff I'm not willing to make, plus, as bad

as the OS obviously is, the programmers don't even know how to program
Pascal well.

: >Have you seen any of our most recent PD games? They're better than most
: >of your commercial games that cost a lot of money!

: Haven't seen your recent PD games? Have you seem are most recent commercial
: games?

I've glanced at a few things. The price tags usually is what turns me
off first.

: >Better than $500 for some of the Mac's crappy software.

: If you spend $500 on crappy software then you are a moron no matter what
: platform you use.

This is true, but for the Mac, you're restricted to bad software.

: >Mac is a computer-knows-best, wipe-your-nose-for-you, we're-all-morons
: >type of computer. You are completely isolated from the real computing
: >going on, and also restricted from it.

: You are isolated from the computer whenever the interface is more than a
: mechanism for poking hex values into memory locations and branching to
: memory locations.

: > You won't learn a damn thing
: >about REAL computing from using a Mac.

: What's real computing. Is it using spreadsheets and using word processing
: which is most of what computers do? Or is it about configuring software
: and learning file systems?

Both. The problem with Mac software is that the attitude behind the
computer is to have the computer do all the thinking for you, and this
annoys the crap out of me.

: >You'll just get frustrated from
: >trying to use its slow interface and limp-wristed software.

: Many people don't get frustrated by what you claim is a slow interface and
: limp-wristed software.

Most of the people who have used something decent like an Atari are
frustrated when they have to use a Mac.

: >We use it for things like video production, which you can't do nearly as
: >well or easily on a Mac.

: My computer came (stock) with a S-video input port, a S-video jack output jack,
: a sound in jack, a sound out jack and two monitor plugs (one can accept
: monitors with their own speakers and/or mics). Not a bad stock system for
: video editing eh? Of coarse apple sells professional systems as well.

Mac is no good for video processing. The OS gets in the way of any
processing that requires a lot of system time, and the I/O hardware slows
down the CPU.

I have never seen a quicktime player that played faster than 15fps. And
I have never seen a quicktime player that played with a constant frame rate.

: --
: --
: Brian Quinlan
: quinlan@sfu.ca
: "...but people also thought that the world was flat"

3317. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 03:34:38 UTC
From: frotz@astro.ocis.temple.edu
Message-ID: <32pc4e$o7d@cronkite.ocis.temple.edu>
Source record: 16119
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:
: Off topic here, sort of. The September issue of AmigaWorld is getting smaller
: by the month. Well anyways, when I was brousing through it(I refuse to spend
: the $3.95 cover), my jaws dropped when this canadian Mail order is advertising
: an A1200 system for $1999 which includes 340 meg hd, and monitor. What are
: they thinking? The new Performa 630 with monitor and scads of software can be
: had for $1499 and has a future..

Has a future of being obsolete. The performa 630? Which one is that? Let me pull out the directory of all the ridiculous apple models and look... heh. The performa has about as much future as those compaq presarios, they're cheap stripped down models of a computer made for entry level users, and they're intentionally slow and weak so that the new buyer has motivation to upgrade later on. To say that the performa has a future is to overlook Apple's new policy of putting out 3 new models every minute, confusing even the best dealerships and causing a lot of stocking and ordering problems for themselves. At the rate that Apple is laying off employees, they don't look too shiny right now, and all their good apps are being ported to the PC, so why buy an apple at all? The apple used to be a sort of a renegade machine, one for people who were afraid of DOS, but it's looking more and more like the competition every day. Now it's a big faceless company that tries to convince everyone that they're too stupid to use a computer and that they need Apple to hold their hands so that they can figure out how to use a word-processor. At least CBM never tried to convince me that I was stupid; they made a lot of bad business mistakes, and I'm no fan of their management, but they never used fear and intimidation to sell their product. The "I'm too stupid to use a computer" theme that Apple has been playing on for so long has done a lot more harm to the world of computers than good. At one time, every machine you bought at least came with a command line and a programming language (even if it was only basic), but now most people have been convinced that they are "too stupid" to ever handle something like writing their own useful programs. The big-business corporations have pulled the control out of the users hands, and that's really sad. Think how much more people would actually be able to do with their computers if Apple hadn't gone to all that trouble to scare them...

anyhow, the performa is a shit machine, I'd rather have the 1200. The only performa models I've seen were dog-slow and too weak for any of the wonderfully bloated applications on the mac. If you want photoshop or fractal painter, you'd be much better off with a 486 than a performa. Perhaps Apple left the "nce" out of the name "performa" because it would have been false advertising to claim that it actually had any sort of performance...

3318. Re: Falcon wanted.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 04:13:01 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5ezQcf1.ari2550@delphi.com>
Source record: 16118

DG Ent <dgent@aol.com> writes:

>Where can I find a Falcon (used or new, other than direct from Atari) for
>a decent price? I called Atari, and the prices they want for the machines
>are ridiculous.

How much are you willing to spend? What config are you interested in?
I sold mine some time ago but I may know someone interested in parting
with theirs - he's got a 4 meg, 85meg HD, TOS 4.04 and SVGA display.

E-mail me and I'll give you his name and e-mail address, etc.

3319. WOLF 3D Available NOW

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 04:57:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.395.249.0N96690C@teaminfinity.com>
Source record: 16135

We have an extra Wolf 3D (JAGUAR Kick Butt version) hard to find.
Will sell for $55. Or will trade for RAIDEN AND either (Dino
Dudes OR Trevor McFur) Or will trade for RAIDEN + $25
Also have an extra Tempest 2000, same deal as above. Both deals are OBO

We are Jaguar Developers and sometimes get extra product.
Both Tempest 2000 and Wolfenstien 3D are brand new still Shrink
wrapped.
game.guru@teamInfinity.com

TEAM INFINITY P.O. BOX 952 Greenbelt, MD 20770 (Check or Money Order)

Call 202-217-0689 and leave message...

3320. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 05:15:33 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.777014133@sfu.ca>
Source record: 16120

millert@grad.csee.usf.edu (Timothy Miller) writes:

>I don't have benchmarks, but I've seen it done. The speed difference was
>noticable.

I can't accept that the TT was faster unless I see a benchmark.

>Because RamDoubler was written to correct a FLAW in the design of the
>Mac's OS. SpeedoGDOS is a module that adds scalable fonts. This has the
>clear advantage of allowing you to not boot with it if you don't need it
>and need the RAM for something else. Here, we have two places where
>Atari memory management is clearly superior.

RamDoubler corrects a memory flaw while SpeedoGDOS corrects a speed flaw.

>Anything unix-based is almost absurd. On the other hand, it's a real OS
>with good memory management and other such niceties, plus it's built for
>huge networks and interfacing with the Internet. The Mac's OS is huge
>without these features. Very bad.

The NeXTStep is better than System 7. I use a NeXTCube a school and the OS
is better than System 7 in almost everyway. But System 7 has features
similar to those of NeXTStep that make it better (feature wise) than
OS' that fit into 200K.

>Just as bad. Plus, the whole OS was written in Pascal, a language that
>doesn't lend itself to efficient object code. The design of the language
>sacrifices efficiency (in both size and speed) for structured design.
>I'm sure the Mac OS could (in theory) be easier to maintain than one
>written in C, but it's a tradeoff I'm not willing to make, plus, as bad
>as the OS obviously is, the programmers don't even know how to program
>Pascal well.

Actually, Pascal leads to better efficiency than C as far as object code
goes. A pascal compiler does not have to worry about functions that
can accept an indeterminant number of parameters. Pascal doesn't have to
worry about complex statements in for loops. Pascal also has a 'goto'
capability that makes writting unstructured code possible. C is actually
more structured than Pascal. The finder actually ballooned when it was
re-written in C++ and performed more slowly. The MacOS was originally written
in Pascal but most has been rewritten in C. Yes the OS is obviously bad
(pause as I throw my computer through a window) now I can run windows and
gain a huge speed increase!

>I've glanced at a few things. The price tags usually is what turns me
>off first.

I have an ST and a mac. Falcon for the ST cost me more than Hornet for the mac and Hornet is far better than Falcon. Which platform is screwing me?

>Both. The problem with Mac software is that the attitude behind the
>computer is to have the computer do all the thinking for you, and this
>annoys the crap out of me.

The computer should do as much thinking for me as it can. I'd rather not work at all and just have my computer do my job for me.

>Most of the people who have used something decent like an Atari are
>frustrated when they have to use a Mac.

I had an atari. Now I have a mac. I like it.

>Mac is no good for video processing. The OS gets in the way of any
>processing that requires a lot of system time, and the I/O hardware slows
>down the CPU.

OK, lets do a test. I'll digitize some a video sequence and compress the data using Cinepak. You can do the same and we'll see which is faster using stock computer components and software.

>I have never seen a quicktime player that played faster than 15fps. And
>I have never seen a quicktime player that played with a constant frame rate.

Sorry.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3321. **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 05:38:57 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug16.003857.30764@cobra.uni.edu>
Source record: 16121

Once again, new macs will be showcased on the front covers of MacUser and MacWorld with the November release of three new faster Powermacs that will replace the existing ones for the same or lower price.

New PowerMac models:

6100/66
7100/80
8100/100(maybe 120)

Source: August 15 MacWeek..

-Peter
-MacWarehouse $899 Duo 230 subnotebooks for those waiting for the STNotebook..

3322. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 08:20:56 UTC
From: moran@bnr.ca
Message-ID: <32pst8$p9s@bmerha64.bnr.ca>
Source record: 16123

sinclap2954@cobra.uni.edu wrote:
> Once again, new macs will be showcased on the front covers of MacUser and
> MacWorld with the November release of three new faster Powermacs that will
> replace the existing ones for the same or lower price.

> New PowerMac models:

> 6100/66
> 7100/80
> 8100/100(maybe 120)

kind of tough on anyone stupid enough to buy one of the Original
powermacs, but not to worry, no doubt these will be outdated in a
few months too....

Why are you posting this crap? No-one cares less about product
release details.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3323. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 08:31:04 UTC
From: moran@bnr.ca
Message-ID: <32ptg8$p9s@bmerha64.bnr.ca>
Source record: 16122

sinclap2954@cobra.uni.edu wrote:

> In article <32na8h$9r9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> > sinclap2954@cobra.uni.edu wrote:
> >> In article <32ffd1$r5b@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> >> > sinclap2954@cobra.uni.edu wrote:
> Apple has various multi lingual versions of System 7. If you want Hebrew,
> Chinese, French and German whichare free on Macs sold in those countries. For
> people such as students who are majoring in those lingual languages than those
> options of adding the capabilities are an option. To answer your question
> Gavan, you have to pay for it.

And all Amiga come with French , German, Spanish, Italian support as standard
via the locale facility which is part of the OS. If you don't need the
facility you don't have to install it.

> >
> >> >> > Standard 8 megs? not around here they dont. And if you NEED to put 8 megs
> >> >> > in just to make up for a memory hogging OS you are throwing money down the
> >> >> > drain.
> >> >
> >> Still have lots of memory. What do you mean throwing money down the drain? A
> >> 32 meg Mac Quadra is still cheaper than a A4000/040 with out the Warp board..
> >
> >
> > I mean 'throwing money down the drain' in the sense that you are spending money
> > os hardware that you don't actually need to spend. I don't give a damn how cheap
> > a Quadra is compared to an A4000 since my A1200 does all I want, faster than a Mac
> > Quadra and for HALF the price of a Quadra. Why are you advocating the Quadra
> > anyway? I thought the PPC Macs were supposed to be the way to go? Anyone who buys
> > a Quadra will find very shortly their computer is obsolete .. well, according to
> > Apple. Wasn't it only last year that you were spouting your shit about the supposed
> > super-duper AV macs? Where _are_ they now.......????????
> >

> Gavan, I am managing quite fine in a four meg config. I have WriteNow, Zterm,
> dayMaker and Falcon loaded at the same time. Yes, Word is a memory hog, but
> you have alternatives. The Amiga is no different than the Mac. The Toaster
> needs a minimum of 10 megs to get started. Many of your high powered animation
> and graphic apps need lots of memory(Source:friend who owns a Toaster, who
> concedes that a PowerMac would be nice with a future Toaster).
>

I asked where those wonderful AV macs that you were advocating last year
had gone... You claimed you were going to buy one, did you????

Oh, and there you go again 'the Video Toaster needs 10 megs..' So What?
It's a high end graphics system, in case you hadn't noticed graphics require
a lot of this thing we computer users call 'RAM'. I'd explain the various
principles of computing to you but you can't even seem to grasp the
basics. Maybe I'll simply revert to posting price catalogues like you do.

> >
> > At least I only have to buy memory when apps require it. I don't have to buy
> > wodges of memory JUST TO RUN THE OS. And 8 megs of RAM isn't standard on Apple
> > machines in Europe .. try 4 megs on the 68k line and 8 megs on the PPC line.
> > Virtually all serious Mac software requires a memory expansion too - I wouldnt
> > even say that 8 megs is enough if you're trying the pitiful process that passes
> > for multitasking on the Mac. Oh, and make sure your PPC has at least 16 megs just
> > to run the shitty 286 emulation that comes with it......

> You sound desparate instead of being rational now that the Amiga has been
> pushed aside in Europe.

And you sound like your usual 'heres a Mac price catalogue' self. I've had
enough of your purile posts in the various .advocacy groups. Since you
obviously can't string a cohesive arguement together or grasp some
technical basics I'm not going to waste any more of my time 'debating'
over the (in)accuracy of your posts.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3324. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 08:49:28 UTC
From: moran@bnr.ca
Message-ID: <32puio$p9s@bmerha64.bnr.ca>
Source record: 16125

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
> moran@bnr.ca (Gavan Moran) writes:

> > And you can do it BETTER on the PC. Running industry standard software isn't
> >a priority for me. If I did need to run it, I'd buy a PC for the job. Plus
> >the Mac doesn't offer anywhere NEAR the range of software that I'd want to use
> >at home....

> Couldn't you view the mac as a compromise? It can run industry standard
> software while providing an good operating system for good use.

Nope, I wouldn't define the OS as anything I'd like to use at home.
I don't think you can call an OS that doesn't have memory managment or
pre-emptive multitasking 'good', and the PC is a much better bet for
running 'industry standard' stuff. With 80%+ of the business market
its the machine to learn relevent skills on. PLus of course, although
Windows/DOS is undoubtably crap it does have some good alternative OSs
like OS/2 and Linux/X11.

> > You think any would buy the 3rd party accelerators and GFx cards just to
> >run a faster Mac emulation? You buy this stuff to give extra oomph to the Amiga
> >and you can _also_ get the benefits when running any Mac stuff. Since Amiga
> >software ALREADY outperforms Mac Quadra performance on the existing 4000/040
> >then I'm not worried. Of course, its not just the hardware design of the Mac
> >that makes it slow, the OS must take a lot of the blame too and even under
> >eumlation you are still running that slow inneficient mac os.....

> How are you determining which out performs which?

USING the platform , day to day. The Mac feels sluggish and takes a
long time to perform simple tasks. My A1200 performs them quickly and
the OS is generally more functional.

> > Apple keep the programming details of their OS secret. Some years ago, a bunch
> >of dissaffected Mac OS programmers tried to break this by distributing OSsource
> >and docs to a number of different media organisations .. Bzzzt! Major lawsuit
> >threats by Apple kept the whole thing under wraps...

> OS docs for the mac are widely available. OS source does not need to be
> available. You still haven't told me what you want as far as hardware details.
>i

The Amiga is much better documeted, ROM Kernal manuals and the like. How
much documentation has Apple published? I'd bet that most of what is
available is reverse engineered stuff. Anyone who has been exposed to
prorgamming will realise that the Mac is just about the WORST choice
for programming on.

> > The Mac is NOT an accessible machine. It's DESIGNED to prevent users from
> >playing around with the system software and hardware.It insulates the user from
> >computing and the cost is crap perfromance.

> Once again I do not understand what you post. My brain is obviosly bad at
> parsing posts :) Aren't you playing around with the system software everytime
> you drag a window? I have a feeling that you mean something else though. What
> does insulating the using from computing mean? And why is it bad? Should the
> user see the currently executing machine code, register status, etc in a
> window or something?

It's bad because the Mac simply isnt good enough to perform the job
of insulating people from computing properly, in fact, nothing currently
available is. What I, and most Atari and Amiga owners want, is a REAL
computer that acts like one, not a system designed solely to be as easy
to use as possible for beginners. I use a Mac at work, I find the OS to
be slow and frequently unreliable and I wouldn't want to use one as a
personal machine. Thats the way 95% of non-Mac users feel. If you are
trying to push your Mac philosophy you are coming to the wrong place.

> >ROTFL! Get real..... Wheres all the action games? A few adventure and strategy
> >games don't make a large software catalogue. The Mac has useless games support
> >compared to the PC or Amiga!

> I don't know anything about pure shoot 'em up games since I don't really
> like those but here are some games in categories that I do like. I know their
> are a lot of strategy and adventure games but that's ok since they are my
> favorite after flight sims.

> First Person: Marathon, Pathways Into Darkness, Sensory Overload
> Flight: Falcon,Hornet,Hellcats, Chuck Yeager Flight Simulator,(some heli game)
i

First Person:
Dungeon Master, Chaos Strikes Back, Ishar 1,2&3, Eye of the Beholder 1&2,
Abandoned Places 1&2, Captive, Liberation, Labyrinth of Time....
Flight:
F-18 Interceptor, Gunship 2000, Thunderhawk, F-29 Retaliator, Combat Air
Patrol, F-117 Stealth Fighter, F-15 Strike Eagle, Tornado, knights of the Sky,
FS2, Av-8b Harrier....
Platform:
Zool 1&2, Rainbow Islands, New Zealand Story, Naughty Ones, Harlequin,
innumerable generic platform games.....

And so on with Action and Arcade games aplently. And strategy, and puzzle,
and driving, and sports sim.........

Not much of choice on the Mac now...?

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3325. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 08:54:38 UTC
From: moran@bnr.ca
Message-ID: <32puse$p9s@bmerha64.bnr.ca>
Source record: 16124
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Steve Bara (frotz@astro.ocis.temple.edu) wrote:

[lots fo good, relevent stuff]

Way to go, I tihnk that just about closes things. If Mac advocates stil
think that pushing endless price and equipment specs is going to impress
anyone then they can say hello to my Killfile....

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3326. Is there a newsgroup devoted to 7800 and 2600 advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 09:53:26 UTC
From: jweiss@uclink.berkeley.edu
Message-ID: <32q2an$102@agate.berkeley.edu>
Source record: 16126

Is there a newsgroup devoted to the late 70's and 80's game systems?

3327. Re: Is there a newsgroup devoted to 7800 and 2600 advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 10:09:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32q39j$7tc@bognor.barclays.co.uk>
Source record: 16127

```
alt.atari.2600
--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3328. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 10:16:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <32q3l0$49d@lyra.csx.cam.ac.uk>
Source record: 16128

sinclap2954@cobra.uni.edu writes:

>Once again, new macs will be showcased on the front covers of MacUser and
>MacWorld with the November release of three new faster Powermacs that will
>replace the existing ones for the same or lower price.
^^^^^^^^^^^^^^^^^^^^^^^^^ ^^^^^^^^^^^^^

Aren't you glad you rushed out to buy a new powermac, when a few weeks later
they are being replaced by faster models at the same price....

BTW If I wanted to know the price of Macs, I would go and get a catalogue
for myself.

>-Peter

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3329. Re: Ooh, so mature, sinflop!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 10:49:05 UTC
From: djs@jet.uk
Message-ID: <1994Aug16.104905.7942@jet.uk>
Source record: 16129

In <32nn2l$g74@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:

>David Stevenson (djs@jet.uk) wrote:

gm>> >The same idea - dozens of lines of quoted text and a line or too quoted
djs>> Complaints should be along the lines of "conflicts with etiquette, due
gm>I don't think you can really complain about .advocacy groups. By

Read the thread again Gavan. We were talking about a Netiquette issue,
ie too much quoting. The .advocacy groups should still be subject to
reasonable etiquette.

I don't care what he says, it's the way he says it that causes problems.

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3330. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 12:32:33 UTC
From: djs@jet.uk
Message-ID: <1994Aug16.123233.8867@jet.uk>
Source record: 16130

In <quinlan.777014133@sfu.ca> quinlan@kits.sfu.ca (Brian Quinlan) writes:

>millert@grad.csee.usf.edu (Timothy Miller) writes:

tim>>Pascal, a language that doesn't lend itself to efficient
tim>>object code.
This statement is bollocks.

brian>Actually, Pascal leads to better efficiency than C as far
So is this.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3331. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 13:59:38 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32qgoa$i88@msuinfo.cl.msu.edu>
Source record: 16131

In article <32pst8$p9s@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>sinclap2954@cobra.uni.edu wrote:
>> Once again, new macs will be showcased on the front covers of MacUser and
>> MacWorld with the November release of three new faster Powermacs that will
>> replace the existing ones for the same or lower price.
>
>> New PowerMac models:
>
>> 6100/66
>> 7100/80
>> 8100/100(maybe 120)
>
> kind of tough on anyone stupid enough to buy one of the Original
>powermacs, but not to worry, no doubt these will be outdated in a
>few months too....

Not to mention the 7100 and 8100 will be outdated by the middle of '95,
when Apple stops using NuBus expansion slots and switches to PCI. There
are lots of expansions available for NuBus now, but in a couple years,
it'll all be PCI, and then all those people who buy 7100 and 8100 this year
(not to mention most of the 680x0 Macs) will be SOL.

> Why are you posting this crap? No-one cares less about product
>release details.

I agree. When the November MacWorld hits the newstands, I'll see it then,
but you're just taking up bandwidth, Peter.

-Tom
hopper_t@msupa.pa.msu.edu

>Gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3332. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 14:31:20 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <32qijo$j6g@infa.central.susx.ac.uk>
Source record: 16133

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: sinclap2954@cobra.uni.edu writes:

: >Once again, new macs will be showcased on the front covers of MacUser and
: >MacWorld with the November release of three new faster Powermacs that will
: >replace the existing ones for the same or lower price.
: ^^^^^^^^^^^^^^^^^^^^^^^^ ^^^^^^^^^^^^
: Aren't you glad you rushed out to buy a new powermac, when a few weeks later
: they are being replaced by faster models at the same price....

: BTW If I wanted to know the price of Macs, I would go and get a catalogue
: for myself.

: >-Peter

: Phil
: [E-mail pd@mole.bio.cam.ac.uk]
: --
: It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
: cigarettes, it's dark, and we're wearing sunglasses.

: Hit it.

Lucky for apple that there machines are more stable than there product
range...

Steven - a devoted ST user, Atari over and reluctant Mac User.

3333. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 14:41:03 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <32qj5v$jbi@infa.central.susx.ac.uk>
Source record: 16134

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: >> Appletalk is pretty dodgy, it's caused extra hassle since everything
: >> else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
: >> until we got a structured cabling system in.

: You are confusing AppleTalk and LocalTalk. If you want TCP/IP, then MacTCP
: is available; it will become part of the standard System Software as of
: System 7.5.

: >> Any Atari or Amiga user wanting to use all the apps that idiots like
: >> Sincrap are always blagging about only has to get a suitable emulator
: >> and they can run them ON THEIR OWN MACHINE.
: >> Apart from the personal machine issue, this is what Macdorks always
: >> seem to fail to understand - you can run mac software on an Amiga or Atari
: >> simply by getting an emulator which in many cases will enable your
: >> machine to run substantially faster than the 'emulated' mac (unlike the
: >> PPC emulations which run SLOWER than existing macs). It was pointed
: >> out that the emplant on the 25Mhz 4000/040 only gave 20Mhz 040 mac
: >> performance, but then the 4000/040 as shipped by commodore has a
: >> pretty awful memory setup which slows it considerably. I'd say that
: >> an Amiga with 40Mhz 3rd party 040 card will outperform ANY Mac for
: >> running 68k mac software, even more so if you use one of the 3rd party
: >> gfx cards like Retina.

: I thought Atari advocates claimed that they didn't need a Mac because of all
: the great software they had?
: I don't know about any Amiga emulators, but for the Atari, the only emulator
: is Spectre GCR, which emulates a Mac Plus. It doesn't do colour, and it is
: incompatible with System 7, which means it's pretty useless. There is a lot
: of software which either requires System 7 or loses functionality if it's
: not there.

: Can you produce any benchmarks to substantiate your claim that an Amiga
: emulating a Mac is faster than the equivalent Mac?

: >> If Mac owners want to impress Atari or Amiga owners then they will
: >> need to show that owning a Mac will mean:
: >>
: >> Having a better OS
: >> Being more efficient with resources (3 megs for OS is a no no)

: Like TOS? When you install MultiTOS, SpeedoGDOS and all the other programs
: that will provide the Falcon with the same functionality as System 7, your
: OS memory requirements will be pretty high. (Some functions, such as
: QuickTime, don't even exist on the Atari!) I'd hardly call TOS efficient --
: this is the OS that requires programs such as NVDI and Warp 9 to get it up

: to an acceptable speed.

Compare the prices for the basic machines, compare the ouput from the
equivalent software and just revel in the satisfaction that you didn't
follow the sad, sad, crowd who said Macs are cool and FORK OUT SHIT
LOADS OF MONEY for a piece of over hyped, over rated hardware.

As for a falcon mac head to head - get two machines of similar spec,
compare the price and then compare the sound-handling capabilities
(this is the Falcon's forum, not Global domination of the DTP market!!

This is the first time i've had to state my views - and that's because
i've been content with what i've got, having seen what I could have, and
haven't felt the need to brainwash others into thinking along the same
monotonous and dull lines that you think. Get a grip, get a life and
wake up to yourself.

Shithead.

: As for System 7.5 taking up 3Mb of memory ... it doesn't, not unless you have
: a bunch of extensions loaded that hog memory. I'd say that most Mac users
: have System configurations which take less than 2.5Mb of memory.

: >> Offering better programming tools (on a Mac??????)
: >> Offering better os documentation (this just gets better....)

: This is an outright lie. Don't try to fool me on this one -- I *have* the
: Atari Developer kit, and it is garbage. Half the documentation is outdated
: material from the original Digital Research version of GEM. They provide
: Alcyon C as a language!

: Contrast this to the widely available Inside Macintosh series, which is
: excellent.

: >> Having more decent games (ever see a Mac run Stardust?)

: You must be kidding ... games, on the Atari?? Are there still companies that
: make games for the Atari?

: >> Having more affordable software (I don't think so....)

: You have to learn to shop around... I paid more than $200 for Calligrapher,
: and I got a slow, buggy program with bad documentation. Is that what
: constitutes "affordable?"

: >> Being a better platform for
: >> learning about computing (you'll learn FA about computers
: >> by using a Mac)

: What is this supposed to mean?

: >> Having a more flexible machine for
: >> the home (ever try plugging a mac into a tv

: This is idiotic. Have you ever tried displaying 640x480 on a television?
: Nobody in their right mind wants to waste their TV by using it as a very-low-
: quality display for their computer! That went out with the demise of the
: 8-bits.

: >> Having an affordable platform you can
: >> upgrade as you can afford (don't even LOOK at anything less
: >> than a 25Mhz 040 with 8megs RAM
: >> and a monitor capable of 800x600
: >> if you want a Mac)

: You are unclear as to your meaning. I can upgrade my Mac if I want to. There
: are tons of accelerators, cards, software, etc. out there.

: --
: David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
: ___ _____ "Engineering is the art of moulding materials we do not fully
: |__ |) | | | understand into shapes we cannot fully analyse and preventing
: |__ |\ | |/\| the public from realising the full extent of our ignorance."

3334. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 14:49:51 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.777048591@echo>
Source record: 16132

sinclap2954@cobra.uni.edu writes:

>New PowerMac models:

>6100/66
>7100/80
>8100/100(maybe 120)

Hi stupid2954,

what is so new on this models?? I can see a 6100 and 8100 right in the shop
across the street... What's great on a 100 maybe 120 Mbyte HD???

Bye Wolfgang

3335. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 16:03:24 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <32qo0c$kib@infa.central.susx.ac.uk>
Source record: 16136

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <32gjfp$nrs@mother.usf.edu>,
: Timothy Miller <millert@grad.csee.usf.edu> wrote:
: >You'll NEVER find a Mac programmer putting that kind of effort into his
: >program. If he can get it to work at 3fps and sell it for $400, then
: >he's done with it.

: Flame bait!!

: >That's what's so great about Atari software. The developers actually
: >care about writing good code and aren't lazy Mac and PC morons who tell
: >you to get a faster machine because they can't program worth shit.

: Are you sure about that? Can you say "Word Up 3.0," "Calligrapher," or
: "Wordflair II?" Talk about slow, buggy programs...

For F&$ks Sake - I wish people would stop quoting Calligrapher as if
it's supposed to be the Atari's greatest piece of Software - I got it
free on a cover disk on ST Review - and it's shit. Calamus SL pisses
all over any other Atari DTP and most Mac DTP (not even bringing
system/softweare price into it). I might as well just slag off a Mac
PowerPC by saying it's not worth shit because I bought a crap game for it.

Steve.
: --
: David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
: ___ _____ "Engineering is the art of moulding materials we do not fully
: |__ |) | | | understand into shapes we cannot fully analyse and preventing
: |__ |\ | |/\| the public from realising the full extent of our ignorance."

3336. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 16:05:01 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <32qo3d$km9@infa.central.susx.ac.uk>
Source record: 16037

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
: moran@bnr.ca (Gavan Moran) writes:

: > I can't speak for Atari owners but I'd imagine that like Amiga owners they
: >are happy with the software available for what they want to do. For a home
: >user , ability to run industry standard software is of minimal benefit. Of
: >course, if I _really_ wanted to run the industry standard software I would
: >get a PC compatible as THEY are the industry standard.

: What happens if I can run both good home software and Word and Excel to provide
: industry standard software. You can do this on the mac.

: > A recent review of Emplant on an A4000/040 25Mhz showed that using
: >Mac benchmarks, it was slightly faster than a 20Mhz 040 Quadra. However,
: >the 040 card in the 4000 is another C= screwup and 3rd party replacement
: >and piggy back cards will speed this up from 150% onwards. When they
: >first review AMAX they showed that on a 25Mhz A3000 it outperformed a Mac
: >with the same speed/processor at everything but gfx redraw. Drop a retina
: >board in and you get faster gfx than a 'real' mac.

: So faster means 80% of the speed? If you buy a new piggy back card for your
: Amiga and it speeds your computer up by 150% then you are at the speed of
: a 30MHz 040 mac. Then you need a new board for gfx redraw. I think that
: a A4000 + Emplant + Piggy Back + Gfx card would be more expensive than a
: mac with a 33MHz 040. You would really NEED to run amiga software to make
: this worth it.

: > I was thinking more of AmigaDOS. It whips System 7 in every respect thats
: >important to me and other home users.The Falcon has MiNT which is a unix-a-like
: >OS. I'd take that over system 7 any day too, though I'm not impressed with the
: >GEM GUI.

: You mean some other home users. Many home users, like me, like the features
: of system 7 for home use.

: > My mac at work hovers around 2.9 - 3.0 meg ram for the system. Even 2.5 meg
: >is unacceptable for the home user - why pay for RAM that you're never going to
: >get to use????

: Many people would disagree with you.

: > Apple have never released the full OS details of the Mac. They've kept it
: >a closed system. As usual, they use the courts to enforce their proprietary
: >architecture. Theres full OS and Hardware Docs for the Amiga, at least, in the
: >ROM Kernal manuals et al. Plus both the Amiga and Atari have lots of 3rd
: >Party compilers available which are better than any I have seen for the Mac:
: >Lattice/SAS C, Manx C. Not to mention the latest in the GCC C++ compiler.

: >Oh, and user-orientated programming languages like STOS/AMOS and Blitz Basic
: >just don't exist for the Mac.

: I don't know what you mean by never releasing the full OS details of the Mac.
: Do you want source code or what? What do you means by them using the courts to
: enforce their 'propriety architecture'. I also do not know what you mean
: by 'full OS and Hardware Docs'. What would 'full OS and Hardware Docs'
: consist of exactly? Source code? Schematic diagrams? As far as I know there
: are 3 commercial c/c++ compilers for the macintosh. Two of the compilers offer
: graphical interface builders and application frameworks and I don't know
: about the third. GCC C exists for the mac but I can't comment on it since I've
: never used a freeware compiler before.

: > The Atari games market is weak, but still there. The Amiga market is strong
: >with excellent titles available. Many home users enjoy playing games and its
: >another good reason to get a home computer.

: True, but the mac probably has more games than the Amiga and the Atari.

: > Most of the much vaunted Mac software is tagetted at business with prices
: >to match. Atari and Amiga software is made for the home user and is priced
: >accordingly. Mac software is generally a LOT more expensive.

: What about software like Claris works. For $199 you get everything that you
: need for home use.

What about Atari Works - cheaper, as good...

: > People like to play around with their machines - pushing them to the limit,
: >learning the OS. Most 'experts' in business these days learned about computing
: >on their home machines.

: How do you push a computer to it's limit? Learning the OS is fine, I know a
: lot about system 7. I don't see how your last comment is relevant.

: > If you can't understand that, then it's no wonder Mac advocates constantly
: >completely miss the point when posting their price listings. If you are not
: >interested in programming/hobbyist computing then go post your crap in PC
: >groups which will be more than interested to hear your claims of 'more
: >software' and cheaper machines......

: I'm interested in programming. I really like programming my mac. What does
: a hobbyist do with their computer besides program anyway?

: > Not idiotic at all. What home user in their right mind is just going to
: >spend thousands on a Mac/PC setup with keyboard/box/monitor? Amigas and
: >Ataris have low end machines which are compact units which can be plugged
: >into a TV . Much more friendly to the home user. They can of course be
: >upgraded later if the user requires and they have the funds. As usual,
: >Mac advocates miss out the fundamental point that Atari and Amiga are
: >HOME COMPUTERS - aimed at the individual home user rather than your
: >corporations. I wouldn't tell business users to get an Atari or Amiga -
: >that would be just as stupid as your attempts to tell us to get a Mac.

: I would rather have a good monitor than a fast CPU. Any home user/programming/
: hobbyist is going to be glaring a his screen for hours on end wondering why
: his loop isn't working since he unrolled it. A good screen, I find .26mm
: dot-pitch adequate, is important if you are trying to minimize eye strain.
: Oh, my mac does have RCA jacks in the back so I can use it as a display or
: watch TV on my monitor. I do the latter far more than the former.

: > As I say above, you can buy an Atari or Amiga as a low-end config and still
: >get real use out of it. Then upgrade it as your needs grow. The Mac is so
: >poorly designed you MUST buy a top-end config to be usable. Not a problem
: >for businesses, but a major disincentment for home users.

: As long as you buy a make with at least one slot then you can upgrade it. As
: for poor designed, didn't you say '040 card in the 4000 is another
: C= screwup'? It seems that C= are designed poorly but what, specifically, is
: wrong with the design of the mac?

: > As a home machine, it is laughable. Its expensive and the software is
: >oreiented to corporate use. It doesnt have any of the properties that
: >typical home users would want.

: It has a user friendly OS and cheap work packages.

: > As such, its caught between two stools with Apple trying frantically
: >to sell the Machine by slashing prices and introducing over-hyped PowerMac
: >boxes. Go on Apple, see if you can keep your grip on the 20% of the market
: >you hold. I'll enjoy gloating when I see Apple go down.

: The mac has less than 20% of the market. Apple expects to acheive 20% of the
: market in two years.

: --
: --
: Brian Quinlan
: quinlan@sfu.ca
: "...but people also thought that the world was flat"

3337. PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 16:05:58 UTC
From: gaghon@nevada.edu
Message-ID: <32qo56$6dp@post-office.nevada.edu>
Source record: 16040

Ok, here is some unusal information. Everyone knows that the 486 is comparable to the 040. And that a 486 25mhz CPU should be faster than a 030 16mhz CPU right? Well, I thought so too. The 486 at 25mhz CPU operations should always be faster! Not True. How about a 486 routine that is optimized for the 486 at 25mhz CPU should be Faster! Well, it looks like this is not true as well. Here is two programs, one on a Stock Falcon and one on a 486 25mhz machine. No trick programming, no taking advantage of Falcon hardware. Just plain assembly programming.

Loop counts from 65000 to 0 and gets a word value from address 165000 to 100000 at even and odd addresses. Here are the routines....

486 PC routine

```
mov ds,#6250 ; 6250*16 = 100000 segment register
mov bx,#65000 ; set start of offest to 65000 in index reg.

loop: mov ax,[bx] ; get word value from phyical loc DS*16+BX
dec bx ; Decrement bx reg
jnz loop ; jump if not equal to zero
```

Falcon 030 routine

```
move #165000,a0 ; set phyical location

loop: move.w -(a0),d0 ; dec phyical location and get work value
cmpi.l #100000,a0; compare with 100000
bne.s loop ; jump if not equal to 100000
```

Now, the PC is at an advatage. It uses segment/offset addressing and looping is the fastest when a routine stays within one segment like our example. If that is so, why did it take the 486 .054 seconds to complete this routine and the Falcon .04 seconds to complete it?

Have ran the routines hundreds of times and with different setups, configs, autoexecs, etc.. Results were simmilar. I am not trying to say the the Falcon is faster than a 486. I am just trying to understand that if there is no contest between the 486 CPU and the 030 CPU, then why did the 030 CPU run faster?

Maybe the 030 is not that slow after all?!? :)

Vince

3338. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 16:59:17 UTC
From: neeri@iis.ee.ethz.ch
Message-ID: <NEERI.94Aug16185917@yggdrasil.ethz.ch>
Source record: 16038
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32nfnf$31p@marlin.ssnet.com>, mattc@marlin.ssnet.com (Matthew Chiglinsky) writes:
> : Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
> : keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)

> It's a bit different. The lack of a cpu allows the buyer to
> choose a cpu card that suites his/her needs and/or finances. The lack of
> a keyboard is just plain stupid.

It's the other way around, actually. For optimal price/performance, a computer system has to be designed around a *specific* CPU, not just for a CPU least common denominator. On the other hand, there is no problem (and certainly not a performance problem) in attaching a different keyboard to a computer.

Apple probably sells more than 50 different keyboards, not counting 3rd party keyboards, and all have something going for them.

Matthias

Matthias Neeracher <neeri@iis.ee.ethz.ch> http://err.ethz.ch/members/neeri.html
"Rock and Roll adolescent hoodlums storm the streets of all nations."
-- William Burroughs, _The Naked Lunch_

3339. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 17:20:49 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32qshh$ntj@msuinfo.cl.msu.edu>
Source record: 16039

In article <wz.777048591@echo>, wz@echo.chem.TU-Berlin.DE (Wolfgang Zweygart) writes:
>sinclap2954@cobra.uni.edu writes:
>
>>New PowerMac models:
>
>>7100/80
>>8100/100(maybe 120)
>
>what is so new on this models?? I can see a 6100 and 8100 right in the shop
>across the street... What's great on a 100 maybe 120 Mbyte HD???

That's 80MHz for the 7100, rather than the current 66, and 100MHz, rather than the current 80MHz for the 8100. What's supposed to be so great, I suppose, is the "fact" that an 80MHz PowerMac runs at the same speed as a 90+MHz Pentium, so the 8100 will be even faster.

All I can say is: Oh yeah.

Tom
hopper_t@msupa.pa.msu.edu

>Bye Wolfgang
>

3340. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 18:40:25 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cun57D.IC9@ecf.toronto.edu>
Source record: 16041

In article <32p5vb$ha0@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>I don't have benchmarks, but I've seen it done. The speed difference was
>noticable.

There is no way a TT running on a 32MHz 68030 can be faster than a 33MHz,
68040-based Mac. (With the TT emulating a Mac, that is.)
Prove it.

>Because RamDoubler was written to correct a FLAW in the design of the
>Mac's OS. SpeedoGDOS is a module that adds scalable fonts. This has the
>clear advantage of allowing you to not boot with it if you don't need it
>and need the RAM for something else. Here, we have two places where
>Atari memory management is clearly superior.

Is SpeedoGDOS a memory hog like FSM/GDOS was? (Serious question here.)

>Just as bad. Plus, the whole OS was written in Pascal, a language that
>doesn't lend itself to efficient object code. The design of the language
>sacrifices efficiency (in both size and speed) for structured design.
>I'm sure the Mac OS could (in theory) be easier to maintain than one
>written in C, but it's a tradeoff I'm not willing to make, plus, as bad
>as the OS obviously is, the programmers don't even know how to program
>Pascal well.

Not true. Apple doesn't use Pascal any more, and now recommends to its
developers that they use C/C++.

>: If you spend $500 on crappy software then you are a moron no matter what
>: platform you use.
>
>This is true, but for the Mac, you're restricted to bad software.

You have obviously never used any Mac software.

>: What's real computing. Is it using spreadsheets and using word processing
>: which is most of what computers do? Or is it about configuring software
>: and learning file systems?
>
>Both. The problem with Mac software is that the attitude behind the
>computer is to have the computer do all the thinking for you, and this
>annoys the crap out of me.

Really? How is the premise behind the Mac interface that "the computer does
all the thinking for you?" I've never understood this statement. Please
elaborate, and provide some examples.

>Most of the people who have used something decent like an Atari are
>frustrated when they have to use a Mac.

I was an Atari owner for 9 years before I abandoned it to get a Mac.

>Mac is no good for video processing. The OS gets in the way of any
>processing that requires a lot of system time, and the I/O hardware slows
>down the CPU.

Yeah, sure buddy. I guess you've never seen the flying Pentium commerical,
or any of the other productions that have used Macs for video processing.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3341. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 18:49:51 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cun5n4.IKw@ecf.toronto.edu>
Source record: 16042

In article <32puio$p9s@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> Nope, I wouldn't define the OS as anything I'd like to use at home.
>I don't think you can call an OS that doesn't have memory managment or
>pre-emptive multitasking 'good',
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Like TOS? It's incredible, these Atari apologists. I remember before MultiTOS came out, everyone said that multitasking wasn't necessary, because "STalker and STeno and UIS let me do everything I need without having a multitasking OS."

Yeah, of course there's MultiTOS, which is slow, and doesn't run well on 68000-based machines -- the majority of Ataris out there.

and the PC is a much better bet for

> The Amiga is much better documeted, ROM Kernal manuals and the like. How
>much documentation has Apple published? I'd bet that most of what is
>available is reverse engineered stuff. Anyone who has been exposed to

You have no clue what you're talking about. There is the entire Inside Macintosh series out there, and there are many third-party books about programming on the Macintosh.

> It's bad because the Mac simply isnt good enough to perform the job
>of insulating people from computing properly, in fact, nothing currently
>available is.

You're contradicting yourself. Does the Mac insulate users from how the computer works NOT ENOUGH or TOO MUCH? Make up your mind.

> What I, and most Atari and Amiga owners want, is a REAL
>computer that acts like one, not a system designed solely to be as easy
>to use as possible for beginners.

How does a "REAL computer" act?

>I use a Mac at work, I find the OS to
>be slow and frequently unreliable and I wouldn't want to use one as a
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

How? As slow and unreliable as TOS, with its multitude of AUTO folder patches and add-on AUTO programs to add speed and increase functionality?

>First Person:
[list deleted]
>Flight:
[list deleted]

>Platform:
[list deleted]

Of course, half those programs aren't manufactured any more, and many haven't
been for years.

> Gavan
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3342. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 18:58:07 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cun60x.IvL@ecf.toronto.edu>
Source record: 16043

In article <32qo0c$kib@infa.central.susx.ac.uk>,
Steven Constantine <kaps3@central.susx.ac.uk> wrote:
>For F&$ks Sake - I wish people would stop quoting Calligrapher as if
>it's supposed to be the Atari's greatest piece of Software - I got it
>free on a cover disk on ST Review - and it's shit. Calamus SL pisses
>all over any other Atari DTP and most Mac DTP (not even bringing
>system/softweare price into it). I might as well just slag off a Mac
>PowerPC by saying it's not worth shit because I bought a crap game for it.

That's not what I was saying. I was responding to someone who wrote that
all Atari software was great, and that Atari programmers were always efficient
(can you say FSM/GDOS and VDI?).

If someone claims that Atari software is always great, then it is perfectly
valid to bring up horrible programs like Word Up 3.0, Calligrapher, and
Word Flair in response.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3343. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 18:58:22 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.777063502@sfu.ca>
Source record: 16044

moran@bnr.ca (Gavan Moran) writes:

>And all Amiga come with French , German, Spanish, Italian support as standard
>via the locale facility which is part of the OS. If you don't need the
>facility you don't have to install it.

Notice that all the languages you listed use single byte characters and are
all written left to right? System 7 can support double byte (actually it
can support any byte multiple character size) characters and right to left
languages. System 7 also allows you to mix languages of any byte size and
direction in the same document. And I think Peter was wrong; single byte/
left to right languages are free. Anything else will cost you.

> I asked where those wonderful AV macs that you were advocating last year
>had gone... You claimed you were going to buy one, did you????

It must be nice having a nice static platform like the Atari or Amiga.
You can be fairly sure that you will have a top of the line computer for
years to come. The AVs are still good computers. They are no longer the
fastest but the features that made then good are still there. They can still
do video capture. They still have 48KHz sound.

> Oh, and there you go again 'the Video Toaster needs 10 megs..' So What?
>It's a high end graphics system, in case you hadn't noticed graphics require
>a lot of this thing we computer users call 'RAM'. I'd explain the various
>principles of computing to you but you can't even seem to grasp the
>basics. Maybe I'll simply revert to posting price catalogues like you do.

Just like high-end word processors, spreadsheats, graphics and DTP software
needs a lot of RAM. On the Mac you can choose between a works program that
takes less than a meg to a super-editor than needs 16 megs.

> And you sound like your usual 'heres a Mac price catalogue' self.

Yeah, I'm a mac advocate and I don't give a crap about mac prices.

>I've had
>enough of your purile posts in the various .advocacy groups. Since you
>obviously can't string a cohesive arguement together or grasp some
>technical basics I'm not going to waste any more of my time 'debating'
>over the (in)accuracy of your posts.

He's arguments do tend to be weak. I can't can't access his technical skills
from his posts. Are you going to aswer other peoples posts?

--

Brian Quinlan

quinlan@sfu.ca
"...but people also thought that the world was flat"

3344. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 19:01:55 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cun678.IzG@ecf.toronto.edu>
Source record: 16045

In article <32qo3d$km9@infa.central.susx.ac.uk>,
Steven Constantine <kaps3@central.susx.ac.uk> wrote:
>: What about software like Claris works. For $199 you get everything that you
>: need for home use.
>
>What about Atari Works - cheaper, as good...

This is not an Atari vs. Mac issue -- but don't say that AtariWorks is as good as ClarisWorks. If you can say something like that, you have obviously never used ClarisWorks. ClarisWorks is simply *the* best integrated software available for *ANY* platform. Period. No other Works program holds a candle to it. ClarisWorks is what Wordflair II could have been.

Secondly, please don't quote hundreds of lines of text just to add one line.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3345. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 19:06:39 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cun6F4.J4G@ecf.toronto.edu>
Source record: 16046

In article <wz.777048591@echo>,
Wolfgang Zweygart <wz@echo.chem.TU-Berlin.DE> wrote:
>sinclap2954@cobra.uni.edu writes:
>
>>New PowerMac models:
>
>>6100/66
>>7100/80
>>8100/100(maybe 120)
>
>Hi stupid2954,
>
>what is so new on this models?? I can see a 6100 and 8100 right in the shop
>across the street... What's great on a 100 maybe 120 Mbyte HD???

For the totally clueless in the audience, the number after the slash refers
to the processor speed, not the hard drive size. It is part of the model
name, not the configuration.

>
>Bye Wolfgang
>

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3346. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 19:15:20 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.777064520@sfu.ca>
Source record: 16047

moran@bnr.ca (Gavan Moran) writes:

> Nope, I wouldn't define the OS as anything I'd like to use at home.
>I don't think you can call an OS that doesn't have memory managment or
>pre-emptive multitasking 'good', and the PC is a much better bet for
>running 'industry standard' stuff. With 80%+ of the business market
>its the machine to learn relevent skills on. PLus of course, although
>Windows/DOS is undoubtably crap it does have some good alternative OSs
>like OS/2 and Linux/X11.

You are actually supporting by compromise argument. The Atari/Amiga is
better because they have good operating systems. The PC has better
industry standard stuff. The Mac has a better operating system than Windows
(which is the standard) yet supports industry standard software like
Excel, Word, Word Perfect, Lotus 1-2-3, etc. OS/2 has no software support
so I would end up running windows programs on it anyway. I would also have to
pay for it since it doesn't come bundled with many machines. Linux is good
if you want to run a UN*X at home. How are the DTP, graphics, spreedsheet,
and word processing programs for Linux?

> USING the platform , day to day. The Mac feels sluggish and takes a
>long time to perform simple tasks. My A1200 performs them quickly and
>the OS is generally more functional.

But how does the A1200 perform when doing complex tasks? Much of the wait
is for the computer to do something. Like a spreadsheet recalc or a
10Mb save. Which is faster doing that?

> The Amiga is much better documeted, ROM Kernal manuals and the like. How
>much documentation has Apple published? I'd bet that most of what is
>available is reverse engineered stuff. Anyone who has been exposed to
>prorgamming will realise that the Mac is just about the WORST choice
>for programming on.

I'm a student and have been out of the development cycle for over a year.
I have the Inside Macintosh series published by Apple. It consists of
6 books that comprise over 3000 pages of documentation. There are five new
books since then I beleive. I also have an incomplete set of technical
notes (also by Apple), they where incomplete then and must be really
incomplete now. They take up 2.6Mb of disk space in TEXT format. I also
own Think Reference (by Symantec) a data base for Macintosh programming.
My version is copyright 1992 and is over 7Mb large. There is also the
Macintosh Revealed series (can't recall author). Every ROM routine on the
Macintosh is documented. None of it had to be reverse engineered. The
mac is hard to program because you have to support so many things to make
an 'acceptable' program. In the first Inside Macintosh book their is

source code for a text editor. The source takes up to pages. Now, if
you added stationary awareness, drap and drop, apple-events, publish and
subscribe, styled text and other System 7 features the code would be
about 10 times larger! This is the price of greater functionality and
you can of coarse use visual interface builders, third-party librarys and
application framewords.

>> Once again I do not understand what you post. My brain is obviosly bad at
>> parsing posts :) Aren't you playing around with the system software everytime
>> you drag a window? I have a feeling that you mean something else though. What
>> does insulating the using from computing mean? And why is it bad? Should the
>> user see the currently executing machine code, register status, etc in a
>> window or something?

> It's bad because the Mac simply isnt good enough to perform the job
>of insulating people from computing properly, in fact, nothing currently
>available is. What I, and most Atari and Amiga owners want, is a REAL
>computer that acts like one, not a system designed solely to be as easy
>to use as possible for beginners. I use a Mac at work, I find the OS to
>be slow and frequently unreliable and I wouldn't want to use one as a
>personal machine. Thats the way 95% of non-Mac users feel. If you are
>trying to push your Mac philosophy you are coming to the wrong place.

In what way is the Mac bad at insulating the user from the machine? True
you have to know certain fundamentals like RAM and diskspace but it would
take a VERY abstract operating system to do away with that. Since 75% of
non-Mac users are Windows users your 95% statistic is totally bogus.

By first person I mean Wolf 3-d/Doom style games. Most of those games sound
like overhead view games. I didn't construct a very good good list as far
as flight simulators. Their is a stealth game, a harrier game, a barn storming
game, a red baron game and probably others that I can't think of. That
puts my list as long as yours. Also, how many of those games have been
updated to use 040 hardware? Do they have the high polygon count of
a 'modern' game? I think the mac helicopter game uses texture mapping.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3347. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 19:41:19 UTC
From: ashdown@mpr.ca
Message-ID: <1994Aug16.194119.11287@mprgate.mpr.ca>
Source record: 16048
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <NEERI.94Aug16185917@yggdrasil.ethz.ch> neeri@iis.ee.ethz.ch (Matthias Neeracher) writes:
>> : Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
>> : keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)
>
>> It's a bit different. The lack of a cpu allows the buyer to
>> choose a cpu card that suites his/her needs and/or finances. The lack of
>> a keyboard is just plain stupid.
>
>It's the other way around, actually. For optimal price/performance, a computer
>system has to be designed around a *specific* CPU, not just for a CPU least
>common denominator. On the other hand, there is no problem (and certainly not

Why does it have to be designed around a specific CPU for optimal price/perf? Almost nothing is designed around a specific CPU anymore - OSes, applications, or general purpose expansion busses (i.e. PCI). One could even take as an example the Runway bus that has been introduced by HP with the 7200 - it wasn't designed for use with a specific CPU either, and it's *part* of the CPU.

For optimal price/perf, a computer system has to be designed around a particular architecture. Which CPU is actually used is immaterial, although in many cases choosing a family of products would make things a whole lot simpler.

This whole concept of a base architecture you can just plug things into was to be the Amiga's future, if Dave Haynie's comments are any indication.

--
Scott Ashdown
Engineer, MPR Teltech Ltd.
Burnaby, British Columbia, Canada.
ashdown@mprgate.mpr.ca

3348. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 20:53:24 UTC
From: wiggle@markov.commerce.ubc.ca
Message-ID: <32r904$7gf@nntp.ucs.ubc.ca>
Source record: 16049
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32jul5$r6i@news.iastate.edu>,
Marc N. Barrett <barrett@iastate.edu> wrote:
>In article <1994Aug13.143330.30690@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Who ever takes over C= should think about starting production on the A4000. To
>>lower production costs and have more units on the market, the A4000 should come
>>with out the processor and HD. The price should be $700. This would alow for
>>easy custominization and lower the entry price for a Toaster system.
>
> Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
>keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)

Actually, a computer without a keyboard (or a monitor for that matter)
can be used as a file server much of the time, so selling a configuration
where neither keyboard nor monitor are available is sensible to a degree.
A computer without a CPU is just an Amiga.

--

Andrew P Wigglesworth.
wiggle@markov.commerce.ubc.ca

3349. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 21:48:09 UTC
From: millert@grad.csee.usf.edu
Message-ID: <32rc6p$n0l@mother.usf.edu>
Source record: 16050

GEORGE GAGHON (gaghon@nevada.edu) wrote:

: Ok, here is some unusal information. Everyone knows that the 486 is
: comparable to the 040. And that a 486 25mhz CPU should be faster than a
: 030 16mhz CPU right? Well, I thought so too. The 486 at 25mhz CPU
: operations should always be faster! Not True. How about a 486 routine that
: is optimized for the 486 at 25mhz CPU should be Faster! Well, it looks like
: this is not true as well. Here is two programs, one on a Stock Falcon and
: one on a 486 25mhz machine. No trick programming, no taking advantage of
: Falcon hardware. Just plain assembly programming.

: Loop counts from 65000 to 0 and gets a word value from address 165000 to
: 100000 at even and odd addresses. Here are the routines....

: 486 PC routine

: mov ds,#6250 ; 6250*16 = 100000 segment register
: mov bx,#65000 ; set start of offest to 65000 in index reg.

: loop: mov ax,[bx] ; get word value from phyical loc DS*16+BX
: dec bx ; Decrement bx reg
: jnz loop ; jump if not equal to zero

Here you use a register to decrement to zero for exiting.

: Falcon 030 routine

: move #165000,a0 ; set phyical location

: loop: move.w -(a0),d0 ; dec phyical location and get work value
: cmpi.l #100000,a0; compare with 100000
: bne.s loop ; jump if not equal to 100000

While here you compare the address to another every loop. This is much
less efficiently programmed than the Intel version. Plus, you could use
the dbra instruction (two nested loops do you can deal with more than 64k
at once), to optimize it more.

: Now, the PC is at an advatage. It uses segment/offset addressing and
: looping is the fastest when a routine stays within one segment like our
: example. If that is so, why did it take the 486 .054 seconds to complete
: this routine and the Falcon .04 seconds to complete it?

Gosh, maybe because the 486 sucks rocks? Your intel version is fine,
while your motorola version is poorly programmed, yet the 040 creamed the
486. Makes you wonder, eh? Just think how much MORE efficient you can
program a 680x0 when you take more than 10 seconds to write your code. :)

Now, there is one problem... the 486 CAN move large blocks of memory
faster. The Falcon has a major bottleneck in the cpu-memory bus.

: Have ran the routines hundreds of times and with different setups, configs,
: autoexecs, etc.. Results were simmilar. I am not trying to say the the
: Falcon is faster than a 486. I am just trying to understand that if
: there is no contest between the 486 CPU and the 030 CPU, then why did the
: 030 CPU run faster?

: Maybe the 030 is not that slow after all?!? :)

This is true.

: Vince

3350. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 22:26:27 UTC
From: eli@ripco.com
Message-ID: <CunFo3.9u2@rci.ripco.com>
Source record: 16051

Timothy Miller (millert@grad.csee.usf.edu) wrote:
: Xavier Gallagher (sys1@exnet.com) wrote:
: : In article <32a2jb$j1i@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
: : >sinclap2954@cobra.uni.edu wrote:
: : > Frankly, the only possible reason for getting a Mac is that
: : >you are too stupid to understand how to use a real machine or OS.

: : That is not fair---My office is buying apple macs as opposed to PCs because
: : they are fairly well intergrated units. PCs are notorius for rampant hardware
: : and software incompatabilities and needing a lot of set up time. To be quite
: : frank I have my hands full with this constelation of Suns and need plug-in-
: : and-play.

: This is true. Macs are very easy to set up, upgrade, maintain, and
: interconnect.

: I just don't like to USE them.

I you are right--sorta. Actualy, initial setup times are about the same. Both
computers come with just about everything installed in the first place.
Macs are A LITTLE easier to upgrade in that there is a built in SCUSI port
(for a CD-ROM) while only ZEOS and IBM make them standard on PCs. The Mac
networking is so Slooooooooow that you need a real network adapter for any
network bigger than about twenty machines or any network bigger than five
machines if you want anything other than printer sharing and file transfer.
Network adaptors, or any other similar upgrade are just about the same for
both computers. The Mac OS is better at recognizing new devices, as long as
Apple makes them.

I don't like to use Macs either.
--
<< Eli Lehrer >>
<<eli@ripco.com>>

3351. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-16 23:43:17 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <pA8S1iF.ari2550@delphi.com>
Source record: 16052

Now, I'm no programmer so don't flame me if I make an honest mistake...

As others have said many times in the past on the net - the MC680x0 series has always been somewhat faster and more effiecent that the Intel 80x86 line.

Part of this is due to the design concepts of the architectures - the Intel chips aren't fully optimized as they have to remain backwards compatible with that screwy 1970's 8086 segmented architecture. The Motorola stuff takes a fresh approach and uses a "flat memory" model - no nasty segmentation.

The 030 is plenty fast from what I've heard and seen. The reasons for the Falcon's apparently sluggishness stems from its congested memory-bus and a TOS that is hardly optimized. PCs use graphic cards with their own RAM - this allows their CPUs to perform instructions while still updating RAM, while the Falcon has to handle the screen from its own RAM store - this again slows things down.

3352. WOLF 3D for Sale or Trade. TEMPEST 2000 as well.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 02:41:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.396.249.0N966918@teaminfinity.com>
Source record: 16068

We have an extra Wolf 3D (JAGUAR Kick Butt version) hard to find.
Will sell for $55. Or will trade for RAIDEN AND either (Dino
Dudes OR Trevor McFur) Or will trade for RAIDEN + $25
Also have an extra Tempest 2000, same deal as above. Both deals are OBO

We are Jaguar Developers and sometimes get extra product.
Both Tempest 2000 and Wolfenstien 3D are brand new still Shrink
wrapped.
game.guru@teamInfinity.com

TEAM INFINITY P.O. BOX 952 Greenbelt, MD 20770 (Check or Money Order)

Call 202-217-0689 and leave message...

3353. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 03:08:02 UTC
From: benkeen@aol.com
Message-ID: <32ruui$3k9@search01.news.aol.com>
Source record: 16053

In article <Cun57D.IC9@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

Is SpeedoGDOS a memory hog like FSM/GDOS was? (Serious question here.)
==========
It depends, If you want it to work worth a damn you have to make it hog memory. If you don't, you don't. I can't speak for the 5.0 version, because like so much other atari stuff there is a 4 month wait between advertisement and release in Europe and availability in the states.

-Ben Keen

3354. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 03:13:04 UTC
From: benkeen@aol.com
Message-ID: <32rv80$3n8@search01.news.aol.com>
Source record: 16054

In article <32pst8$p9s@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
writes:

kind of tough on anyone stupid enough to buy one of the Original
powermacs, but not to worry, no doubt these will be outdated in a
few months too....
==========

Geez, that Ford Contour is sure tough on anyone stupid enough to buy a
Model T, but not to worry, no doubt this will be outdated in a few <insert
whatever unit of time here> too.....

-Ben Keen

3355. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 06:29:06 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.012906.30803@cobra.uni.edu>
Source record: 16055

In article <32pst8$p9s@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> sinclap2954@cobra.uni.edu wrote:
>> Once again, new macs will be showcased on the front covers of MacUser and
>> MacWorld with the November release of three new faster Powermacs that will
>> replace the existing ones for the same or lower price.
>
>> New PowerMac models:
>
>> 6100/66
>> 7100/80
>> 8100/100(maybe 120)
>
> kind of tough on anyone stupid enough to buy one of the Original
> powermacs, but not to worry, no doubt these will be outdated in a
> few months too....

Your Amiga is not out dated? It's pathetic that Amiga 4000 users have to
replace that crappy cpu board with an expensive warp board that costs more than
the Q630.
>
> Why are you posting this crap? No-one cares less about product
> release details.
>

There are lots of people who care. You mean no-one? Are you sure. I am
pointing out how redicolous that Amiga and Falcon prices are to Apple's current
offerings. I remember it use to be the other away around how Atari and Amiga
owners would lambast rightfuly so how the mac is expensive. But when the
current offerings of Amiga and Falcons are overprice you get puffy about it.

> Gavan
>
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter
-Atari owners still on the waiting list for the STnotebook, MacWarehouse hase
Duo230's for $899 plus $3.00 overnight Airborne to your doorstep..

3356. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 06:45:46 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.014546.30804@cobra.uni.edu>
Source record: 16056

In article <32ptg8$p9s@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> sinclap2954@cobra.uni.edu wrote:
>
>> In article <32na8h$9r9@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>> > sinclap2954@cobra.uni.edu wrote:
>> >> In article <32ffd1$r5b@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>> >> > sinclap2954@cobra.uni.edu wrote:
>> Apple has various multi lingual versions of System 7. If you want Hebrew,
>> Chinese, French and German whichare free on Macs sold in those countries. For
>> people such as students who are majoring in those lingual languages than those
>> options of adding the capabilities are an option. To answer your question
>> Gavan, you have to pay for it.
>
> And all Amiga come with French , German, Spanish, Italian support as standard
> via the locale facility which is part of the OS. If you don't need the
> facility you don't have to install it.

But, not Chinese.

>
>> >
>> >> >> > Standard 8 megs? not around here they dont. And if you NEED to put 8 megs
>> >> >> > in just to make up for a memory hogging OS you are throwing money down the
>> >> >> > drain.
>> >> >
>> >> Still have lots of memory. What do you mean throwing money down the drain? A
>> >> 32 meg Mac Quadra is still cheaper than a A4000/040 with out the Warp board..
>> >
>> >
>> > I mean 'throwing money down the drain' in the sense that you are spending money
>> > os hardware that you don't actually need to spend. I don't give a damn how cheap
>> > a Quadra is compared to an A4000 since my A1200 does all I want, faster than a Mac
>> > Quadra and for HALF the price of a Quadra. Why are you advocating the Quadra
>> > anyway? I thought the PPC Macs were supposed to be the way to go? Anyone who buys
>> > a Quadra will find very shortly their computer is obsolete .. well, according to
>> > Apple. Wasn't it only last year that you were spouting your shit about the supposed
>> > super-duper AV macs? Where _are_ they now.......????????

The current Amiga's are obsolete. It' absurb that Amiga 4000 users have to pay
for C='s development blunders by replacing the cpu board with the expensive
Warp board. 040 Boards for the Mac are 1/3rd the price of Amiga ones. Even
the Mac PowerPC processor upgrade and logic board is way cheaper than that Warp
board that should have been C's design in the first place.

The AV Macs are still being made and sold. However the new AV Q630 will
eventualy take the role with it's low price and AV expandibility. The Q630
will have a PPC processor upgrade as well as the PCI powerMac board as well.

Will the A4000 be upgraded to the AAA when ever that comes out in the next
century?

>> >
>
>> Gavan, I am managing quite fine in a four meg config. I have WriteNow, Zterm,
>> dayMaker and Falcon loaded at the same time. Yes, Word is a memory hog, but
>> you have alternatives. The Amiga is no different than the Mac. The Toaster
>> needs a minimum of 10 megs to get started. Many of your high powered animation
>> and graphic apps need lots of memory(Source:friend who owns a Toaster, who
>> concedes that a PowerMac would be nice with a future Toaster).
>>
>
> I asked where those wonderful AV macs that you were advocating last year
> had gone... You claimed you were going to buy one, did you????
>

I most likely will get a Q630. The Q660AV and Q840 AV are still on Appl'es
price list and are available. My brother has the Q660AV after he dumped his
A4000/Emplant system that had more design bugs than the Atari 2600!

> Oh, and there you go again 'the Video Toaster needs 10 megs..' So What?
> It's a high end graphics system, in case you hadn't noticed graphics require
> a lot of this thing we computer users call 'RAM'. I'd explain the various
> principles of computing to you but you can't even seem to grasp the
> basics. Maybe I'll simply revert to posting price catalogues like you do.

Explain the various computing principles?

>
>> >
>> > At least I only have to buy memory when apps require it. I don't have to buy
>> > wodges of memory JUST TO RUN THE OS. And 8 megs of RAM isn't standard on Apple
>> > machines in Europe .. try 4 megs on the 68k line and 8 megs on the PPC line.
>> > Virtually all serious Mac software requires a memory expansion too - I wouldnt
>> > even say that 8 megs is enough if you're trying the pitiful process that passes
>> > for multitasking on the Mac. Oh, and make sure your PPC has at least 16 megs just
>> > to run the shitty 286 emulation that comes with it......
>
>> You sound desparate instead of being rational now that the Amiga has been
>> pushed aside in Europe.
>
> And you sound like your usual 'heres a Mac price catalogue' self. I've had
> enough of your purile posts in the various .advocacy groups. Since you
> obviously can't string a cohesive arguement together or grasp some
> technical basics I'm not going to waste any more of my time 'debating'
> over the (in)accuracy of your posts.
>

Gavan your posts are full of inaccuracy's. You sound like a Ditto head, were your opinions are fact.
>
> Gavan
>
>
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3357. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 06:47:41 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.014741.30805@cobra.uni.edu>
Source record: 16058

In article <32q3l0$49d@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>Once again, new macs will be showcased on the front covers of MacUser and
>>MacWorld with the November release of three new faster Powermacs that will
>>replace the existing ones for the same or lower price.
> ^^^^^^^^^^^^^^^^^^^^^^^^ ^^^^^^^^^^^^^
> Aren't you glad you rushed out to buy a new powermac, when a few weeks later
> they are being replaced by faster models at the same price....

I don't have a PowerMac..

>
> BTW If I wanted to know the price of Macs, I would go and get a catalogue
> for myself.
>

Are you capable of doing this?

>>-Peter
>
> Phil
> [E-mail pd@mole.bio.cam.ac.uk]
> --
> It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
> cigarettes, it's dark, and we're wearing sunglasses.
>
> Hit it.

-Peter

3358. Re: Ooh, so mature, sinflop!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 06:49:46 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.014946.30806@cobra.uni.edu>
Source record: 16057

In article <1994Aug16.104905.7942@jet.uk>, djs@jet.uk (David Stevenson) writes:
> In <32nn2l$g74@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>
>>David Stevenson (djs@jet.uk) wrote:
>
> gm>> >The same idea - dozens of lines of quoted text and a line or too quoted
> djs>> Complaints should be along the lines of "conflicts with etiquette, due
> gm>I don't think you can really complain about .advocacy groups. By
>
> Read the thread again Gavan. We were talking about a Netiquette issue,
> ie too much quoting. The .advocacy groups should still be subject to
> reasonable etiquette.

Still trying to censor...
>
> I don't care what he says, it's the way he says it that causes problems.
>

In what way? Your saying I should be computer correct?
> --
> David Stevenson, JET Joint Undertaking +44 1235 465028
> Email: djs@jet.uk or hoagy@cix.compulink.co.uk
> - Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

-Peter
-The UK has MacWarehouse..

3359. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 07:04:02 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.020402.30807@cobra.uni.edu>
Source record: 16062

In article <32qgoa$i88@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
> In article <32pst8$p9s@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
>>sinclap2954@cobra.uni.edu wrote:
>>> Once again, new macs will be showcased on the front covers of MacUser and
>>> MacWorld with the November release of three new faster Powermacs that will
>>> replace the existing ones for the same or lower price.
>>
>>> New PowerMac models:
>>
>>> 6100/66
>>> 7100/80
>>> 8100/100(maybe 120)
>>
>> kind of tough on anyone stupid enough to buy one of the Original
>>powermacs, but not to worry, no doubt these will be outdated in a
>>few months too....
>
> Not to mention the 7100 and 8100 will be outdated by the middle of '95,
> when Apple stops using NuBus expansion slots and switches to PCI. There
> are lots of expansions available for NuBus now, but in a couple years,
> it'll all be PCI, and then all those people who buy 7100 and 8100 this year
> (not to mention most of the 680x0 Macs) will be SOL.

If you got your head out of your ass, there will be logic board upgrades.
What you are saying is that because there will never be a Falcon II, the Falcon
will remain current and never be obsolete?

>
>> Why are you posting this crap? No-one cares less about product
>>release details.
>
> I agree. When the November MacWorld hits the newstands, I'll see it then,
> but you're just taking up bandwidth, Peter.
>
> -Tom
> hopper_t@msupa.pa.msu.edu
>
>>Gavan
>>
>>--
>>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3360. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 07:07:45 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.020745.30808@cobra.uni.edu>
Source record: 16063

In article <wz.777048591@echo>, wz@echo.chem.TU-Berlin.DE (Wolfgang Zweygart) writes:
> sinclap2954@cobra.uni.edu writes:
>
>>New PowerMac models:
>
>>6100/66
>>7100/80
>>8100/100(maybe 120)
>
> Hi stupid2954,
>
> what is so new on this models?? I can see a 6100 and 8100 right in the shop
> across the street... What's great on a 100 maybe 120 Mbyte HD???
>
These new models will be faster and cost the same. You know, more bang for the
Deutch mark.

Ich bin Peter.

> Bye Wolfgang

Interesting, my German uncle is named Wolfgang too, he lives in Hamburg.
>

-Peter

3361. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 07:13:56 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.021356.30809@cobra.uni.edu>
Source record: 16064

In article <32qj5v$jbi@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk (Steven Constantine) writes:
> PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> : >> Appletalk is pretty dodgy, it's caused extra hassle since everything
> : >> else runs TCP/IP. It's also rather slow and tended to chew net bandwidth
> : >> until we got a structured cabling system in.
>
> : You are confusing AppleTalk and LocalTalk. If you want TCP/IP, then MacTCP
> : is available; it will become part of the standard System Software as of
> : System 7.5.
>
> : >> Any Atari or Amiga user wanting to use all the apps that idiots like
> : >> Sincrap are always blagging about only has to get a suitable emulator
> : >> and they can run them ON THEIR OWN MACHINE.
> : >> Apart from the personal machine issue, this is what Macdorks always
> : >> seem to fail to understand - you can run mac software on an Amiga or Atari
> : >> simply by getting an emulator which in many cases will enable your
> : >> machine to run substantially faster than the 'emulated' mac (unlike the
> : >> PPC emulations which run SLOWER than existing macs). It was pointed
> : >> out that the emplant on the 25Mhz 4000/040 only gave 20Mhz 040 mac
> : >> performance, but then the 4000/040 as shipped by commodore has a
> : >> pretty awful memory setup which slows it considerably. I'd say that
> : >> an Amiga with 40Mhz 3rd party 040 card will outperform ANY Mac for
> : >> running 68k mac software, even more so if you use one of the 3rd party
> : >> gfx cards like Retina.

Yes, but only faster in one bit mode. The A4000/040/Emplant combo costs three times as much as Q605.

>
> : I thought Atari advocates claimed that they didn't need a Mac because of all
> : the great software they had?
> : I don't know about any Amiga emulators, but for the Atari, the only emulator
> : is Spectre GCR, which emulates a Mac Plus. It doesn't do colour, and it is
> : incompatible with System 7, which means it's pretty useless. There is a lot
> : of software which either requires System 7 or loses functionality if it's
> : not there.
>
> : Can you produce any benchmarks to substantiate your claim that an Amiga
> : emulating a Mac is faster than the equivalent Mac?
>
> : >> If Mac owners want to impress Atari or Amiga owners then they will
> : >> need to show that owning a Mac will mean:
> : >>
> : >> Having a better OS

> : >> Being more efficient with resources (3 megs for OS is a no no)
>
> : Like TOS? When you install MultiTOS, SpeedoGDOS and all the other programs
> : that will provide the Falcon with the same functionality as System 7, your
> : OS memory requirements will be pretty high. (Some functions, such as
> : QuickTime, don't even exist on the Atari!) I'd hardly call TOS efficient --
> : this is the OS that requires programs such as NVDI and Warp 9 to get it up
> : to an acceptable speed.
>
> Compare the prices for the basic machines, compare the ouput from the
> equivalent software and just revel in the satisfaction that you didn't
> follow the sad, sad, crowd who said Macs are cool and FORK OUT SHIT
> LOADS OF MONEY for a piece of over hyped, over rated hardware.
>
> As for a falcon mac head to head - get two machines of similar spec,
> compare the price and then compare the sound-handling capabilities
> (this is the Falcon's forum, not Global domination of the DTP market!!
>

The problem is Apple does not have a comparable Mac to compare. Apple does not
makes Macs with less than an 040.

As for your sound capabilities are less important. The Q630 is the multimedia
machine that eats Falcon..

> This is the first time i've had to state my views - and that's because
> i've been content with what i've got, having seen what I could have, and
> haven't felt the need to brainwash others into thinking along the same
> monotonous and dull lines that you think. Get a grip, get a life and
> wake up to yourself.
>
> Shithead.
>
> : As for System 7.5 taking up 3Mb of memory ... it doesn't, not unless you have
> : a bunch of extensions loaded that hog memory. I'd say that most Mac users
> : have System configurations which take less than 2.5Mb of memory.
>
> : >> Offering better programming tools (on a Mac??????)
> : >> Offering better os documentation (this just gets better....)
>
> : This is an outright lie. Don't try to fool me on this one -- I *have* the
> : Atari Developer kit, and it is garbage. Half the documentation is outdated
> : material from the original Digital Research version of GEM. They provide
> : Alcyon C as a language!
>
> : Contrast this to the widely available Inside Macintosh series, which is
> : excellent.
>
>
> : >> Having more decent games (ever see a Mac run Stardust?)
>

> : You must be kidding ... games, on the Atari?? Are there still companies that
> : make games for the Atari?
>
> : >> Having more affordable software (I don't think so....)
>
> : You have to learn to shop around... I paid more than $200 for Calligrapher,
> : and I got a slow, buggy program with bad documentation. Is that what
> : constitutes "affordable?"
>
> : >> Being a better platform for
> : >> learning about computing (you'll learn FA about computers
> : >> by using a Mac)
>
> : What is this supposed to mean?
>
> : >> Having a more flexible machine for
> : >> the home (ever try plugging a mac into a tv
>
> : This is idiotic. Have you ever tried displaying 640x480 on a television?
> : Nobody in their right mind wants to waste their TV by using it as a very-low-
> : quality display for their computer! That went out with the demise of the
> : 8-bits.
>
> : >> Having an affordable platform you can
> : >> upgrade as you can afford (don't even LOOK at anything less
> : >> than a 25Mhz 040 with 8megs RAM
> : >> and a monitor capable of 800x600
> : >> if you want a Mac)
>
> : You are unclear as to your meaning. I can upgrade my Mac if I want to. There
> : are tons of accelerators, cards, software, etc. out there.
>
>
> : --
> : David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
> : ___ _____ "Engineering is the art of moulding materials we do not fully
> : |__ |) | | | understand into shapes we cannot fully analyse and preventing
> : |__ |\ | |/\| the public from realising the full extent of our ignorance."

-Peter

3362. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 08:26:16 UTC
From: moran@bnr.ca
Message-ID: <32shj8$i62@bmerha64.bnr.ca>
Source record: 16059

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
> moran@bnr.ca (Gavan Moran) writes:

> >And all Amiga come with French , German, Spanish, Italian support as standard
> >via the locale facility which is part of the OS. If you don't need the
> >facility you don't have to install it.

> Notice that all the languages you listed use single byte characters and are
> all written left to right? System 7 can support double byte (actually it
> can support any byte multiple character size) characters and right to left
> languages. System 7 also allows you to mix languages of any byte size and
> direction in the same document. And I think Peter was wrong; single byte/
> left to right languages are free. Anything else will cost you.

Chinese language support is of minimal benefit to anyone outside of
China. The present european language support is whats really important
and the Amiga has it. Personally, I couldn't care less if it didn't
support the other languages either.

> > I asked where those wonderful AV macs that you were advocating last year
> >had gone... You claimed you were going to buy one, did you????

> It must be nice having a nice static platform like the Atari or Amiga.
> You can be fairly sure that you will have a top of the line computer for
> years to come. The AVs are still good computers. They are no longer the
> fastest but the features that made then good are still there. They can still
> do video capture. They still have 48KHz sound.
>

And just how much software is out there that will exploit the facilities
of the AV macs? Is there a lot of software written for the DSP chip? Apple
launched these machines in a blaze of publicity and in a year or less they
are _totally_ orphaned. Apple claim the future is in the PPC line and they
won't be putting any more developement into the 68k machines, which isn't
exectly great news for anyone who owns a 68k machine that doesn't have a PPC
upgrade slot. Apple are notorious for changing their line up continually.
It doesn't inspire user confidance to know that within a matter of months
Apple may have dropped their machine.

> > Oh, and there you go again 'the Video Toaster needs 10 megs..' So What?
> >It's a high end graphics system, in case you hadn't noticed graphics require
> >a lot of this thing we computer users call 'RAM'. I'd explain the various
> >principles of computing to you but you can't even seem to grasp the
> >basics. Maybe I'll simply revert to posting price catalogues like you do.

> Just like high-end word processors, spreadsheats, graphics and DTP software
> needs a lot of RAM. On the Mac you can choose between a works program that

> takes less than a meg to a super-editor than needs 16 megs.

Yes, but one of the main points of your arguement is that you should
get a Mac in oder to run the 'big' packages. If you are going to run the
smaller packages then you are as well getting an Atari or Amiga to do it.
Particularly since you can spend a lot less on your hardware - an A1200
costs a LOT less than a Quadra, no matter how good the 'value for money'
factor is on Quadra machines

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3363. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 08:38:22 UTC
From: moran@bnr.ca
Message-ID: <32si9u$i62@bmerha64.bnr.ca>
Source record: 16060

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> In article <32puio$p9s@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> > Nope, I wouldn't define the OS as anything I'd like to use at home.
> >I don't think you can call an OS that doesn't have memory managment or
> >pre-emptive multitasking 'good',
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

> Like TOS? It's incredible, these Atari apologists. I remember before MultiTOS
> came out, everyone said that multitasking wasn't necessary, because "STalker
> and STeno and UIS let me do everything I need without having a multitasking
> OS."

No, like AmigaDOS. I remember when all the TOS users slagged off the
Amigas system claiming nobody needed pre-emptive multitasking too. At least
now the Atari has it, the Mac has yet to catch up. The Amiga had it from
day one.

> > It's bad because the Mac simply isnt good enough to perform the job
> >of insulating people from computing properly, in fact, nothing currently
> >available is.

> You're contradicting yourself. Does the Mac insulate users from how the
> computer works NOT ENOUGH or TOO MUCH? Make up your mind.

Its a stupid mix. It hides too many things, but doesn't do a very
good job of it. Its caught between two extremes. If it was totally
effective, I still wouldnt use it coz' I want a COMPUTER, not some
sort of business appliance. At the same time, since the Mac is trying
so hard not to be a computer, it isn't appealing to home hobbyists. Who
is going to spend 1000 pounds/dollars plus on a machine thats just
going to be used for typing a few letters, holding a small database?
With the Mac, you have to spend big and it doesn't make sense for most
home users. Its a CORPORATE machine, not a home computer. Thats why
the majority of people here have such a low opinion of it.

> > What I, and most Atari and Amiga owners want, is a REAL
> >computer that acts like one, not a system designed solely to be as easy
> >to use as possible for beginners.

> How does a "REAL computer" act?
>

Like an Amiga or an Atari. Certainly NOT a Macintosh. Maybe a PC...
If you can't understand my drift here, then you really are wasting your
time posting here.

> >I use a Mac at work, I find the OS to
> >be slow and frequently unreliable and I wouldn't want to use one as a
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

> How? As slow and unreliable as TOS, with its multitude of AUTO folder patches
> and add-on AUTO programs to add speed and increase functionality?

Quite probably ;-). Certainly its no more stable than the much maligned
AmigaDOS. And its a lot less 'smooth' to use.

> >First Person:
> [list deleted]
> >Flight:
> [list deleted]
> >Platform:
> [list deleted]

> Of course, half those programs aren't manufactured any more, and many haven't
> been for years.

Actually all of them are available right NOW.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3364. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 08:42:55 UTC
From: moran@bnr.ca
Message-ID: <32siif$i62@bmerha64.bnr.ca>
Source record: 16061

BenKeen (benkeen@aol.com) wrote:
> In article <32pst8$p9s@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
> writes:

> kind of tough on anyone stupid enough to buy one of the Original
> powermacs, but not to worry, no doubt these will be outdated in a
> few months too....
> ====================

> Geez, that Ford Contour is sure tough on anyone stupid enough to buy a
> Model T, but not to worry, no doubt this will be outdated in a few <insert
> whatever unit of time here> too.....

Yes, I can see it now...

'Here is our next Generation of computers. They are the future, buy
one now or be left behind......`

within 3 or 4 months....

`Buy our new, Improved PowerMac. Much faster than our old one
and cheaper too. 9 out of 10 owners said they prefered our new
PowerMac to our old one.....'

A couple of months is a very short time to outdate a machine.

Apple Macintosh - The Soap Powder Computer.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3365. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 09:04:01 UTC
From: brown@uk.co.gec-mrc
Message-ID: <5027@hercules>
Source record: 16076

Gavan Moran (moran@bnr.ca) wrote:
: David Stevenson (djs@jet.uk) wrote:
: > In <32gjfp$nrs@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

: > >care about writing good code and aren't lazy Mac and PC morons who tell
: > >you to get a faster machine because they can't program worth shit.
: > This man is desperately trying to become Atari's own Sinclap.

: He has a valid point. Most Mac and PC Windoze (especially PC) software
: these days is very inefficiently coded since the developers know that
: they can rely on users having a fast CPU. It means they can shorten their
: development time (higher profit margins). Its bad news for the users
: since they end up paying MORE for hardware to run their software without
: seeing much of a speed benefit. Plus, it forces older users to upgrade
: as they soon find their old 386's or whatever can't cope.

: Of course, technology marches on but I'd like to see new hardware
: being put to use running more powerful, functional programs instead of
: helping the software companies make more money.

: Gavan

They may have to pay more for their hardware but this is an initial cost you
have to weigh this up with the ability to do what you want today rather
they having to wait for another year so the machine code programmers can
complete there code. By using an object oriented approach of code reuse
you may not get the best performance out of a piece of software but that
software will be with you today saving time and money. Hopefully as more
of the SW goes this way less buggy software will be released in future as
the underlying objects become more stable. Most bugs probably occur due
to the programmer trying to optomize the program.

Paul Brown.

3366. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 10:39:26 UTC
From: djs@jet.uk
Message-ID: <1994Aug17.103926.17269@jet.uk>
Source record: 16065

In <32qo0c$kib@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>For F&$ks Sake - I wish people would stop quoting Calligrapher as if
>it's supposed to be the Atari's greatest piece of Software
Indeed. Calligrapher was complete and utter shite. But, it was still better than the other Atari WPs at the time. That's Write was just a bad joke. At least Calligrapher was a reasonable design, it was just very badly implemented.

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3367. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 11:23:27 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.777122607@echo>
Source record: 16066

Hi Peter,

sinclap2954@cobra.uni.edu writes:
>> what is so new on this models?? I can see a 6100 and 8100 right in the shop
>> across the street...
>These new models will be faster and cost the same. You know, more bang for the
>Deutch mark.

I hope Aplle will compete with his PPC models against the Intel crap.
The rapid change of models and features is good for the marketing and bad
for the buyer...

Still the Falcon is not in the same market segment as Apple...

>> Bye Wolfgang
>Interesting, my German uncle is named Wolfgang too, he lives in Hamburg.
great!!
Here in Germany Apple did a really poor job. In the mid 80' and early 90'
one could buy a plane ticket to the US, buy a nice Mac in the states and
pay tax and customs and still get it cheaper than Apple Germany sold them
here....

Bye Wolfgang

3368. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 12:41:34 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32t0hu$l67@msuinfo.cl.msu.edu>
Source record: 16067

In article <32qo56$6dp@post-office.nevada.edu>, gaghon@nevada.edu (GEORGE GAGHON) writes:
>
[assembly routines deleted]
>example. If that is so, why did it take the 486 .054 seconds to complete
>this routine and the Falcon .04 seconds to complete it?
>
>Have ran the routines hundreds of times and with different setups, configs,
>autoexecs, etc.. Results were simmilar. I am not trying to say the the
>Falcon is faster than a 486. I am just trying to understand that if
>there is no contest between the 486 CPU and the 030 CPU, then why did the
>030 CPU run faster?

The 16MHz 030 should be comparable to a 386DX 25+MHz. If you're using 486SX, it's possible that the difference lies there (I've heard that 386DXes can perform some functions faster than a 486DX). The possibility: the 680x0 series of chips has fewer memory boundaries than the 80x86 line, as well as a larger internal memory. It's possible that since you were simply accessing memory, the more efficient 68030 was able to outperform the 486. I would guess that if you did several different types of routines, the 486 would average out to be faster than the 030.

>Maybe the 030 is not that slow after all?!? :)

The 030 is deffinitely not a slow chip; if it were, the Falcon wouldn't be able to do the things it does (direct-to-disk recording, etc.).

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>Vince
>

3369. Re: Ooh, so mature, sinflop!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 12:53:11 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32t17n$l67@msuinfo.cl.msu.edu>
Source record: 16069

In article <1994Aug17.014946.30806@cobra.uni.edu>, sinclap2954@cobra.uni.
edu writes:
>In article <1994Aug16.104905.7942@jet.uk>, djs@jet.uk (David Stevenson)
>writes:
>>
>> I don't care what he says, it's the way he says it that causes problems.
>
>In what way? Your saying I should be computer correct?

No, just polite, Peter. If I posted new PC models and prices to the
mac.advocacy group, and then said how much Macs suck, and how great PCs
are, people would get upset. This is precisely the kind of thing you do;
it's a very immature thing, like saying "nah, nah. Mine's better than
yours is." Most people stop doing this, and take a more mature, less
offensive approach sometime around junior high. Perhaps you could try a
slightly different approach?

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>> --
>> David Stevenson, JET Joint Undertaking +44 1235 465028
>> Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>> - Disclaimer: Please note that the above is a personal view and should not
>> be construed as an official comment from the JET project.
>
>-Peter
>-The UK has MacWarehouse..
>
>

3370. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 13:14:49 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32t2g9$l67@msuinfo.cl.msu.edu>
Source record: 16070

In article <1994Aug17.020402.30807@cobra.uni.edu>, sinclap2954@cobra.uni.
edu writes:
>In article <32qgoa$i88@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:

>> Not to mention the 7100 and 8100 will be outdated by the middle of '95,
>> when Apple stops using NuBus expansion slots and switches to PCI. There
>> are lots of expansions available for NuBus now, but in a couple years,
>> it'll all be PCI, and then all those people who buy 7100 and 8100 this year
>> (not to mention most of the 680x0 Macs) will be SOL.
>
>If you got your head out of your ass, there will be logic board upgrades.
>What you are saying is that because there will never be a Falcon II, the Falcon
>will remain current and never be obsolete?

Logic board upgrades? For which machines, Peter? I suppose the entire Mac
family of the past year and a half will be completely upgradable to both
PowerPC and PCI? Hardly. Only the 040 Macs will be directly upgradable to
PowerPC; the 030 owners will have to settle for an accelerater card. All
those poor saps buying LC 550's right now are going to find their machines
hopelessly outdated within a couple years, and no good way to upgrade,
short of taking a huge loss on their system and buying a new one. And PCI?
If you own NuBus on an 040 Mac, your best bet is to just wait a year and
buy a new machine. It's not likely you'll have the space in an 040 Mac to
upgrade both, even if anyone figures out how to add PCI to an older
machine.

And as for that rediculous "Falcon II" bussiness, you managed to
demonstrate nicely just how poorly you understood my post. Macs belong, by
and large, to families and educators. People who can't afford to buy a new
machine every couple of years. With their market in mind, do you really
think that it's smart for Apple to make some major revision to their
products every year? Apple should continue to improve the Macs, but when
they introduced PowerMac, they should have also introduced PCI; that way
people would still have a current machine a couple years down the line,
rather than being obsolete almost as soon as they bought it.

If you don't agree, Peter, think on this: the PC market is so successfull
precisely because it has maintained a great deal of backward compatibility.
Someone who bought a PC a several years ago needs to upgrade not because of
basic changes in the architecture, but because newer programs require more
speed and memory. Most programs that home uers buy don't require new
systems anywhere near as often as Apple's architecture changes, so a person
can be comfortable buying a new computer once every five or six years,
rather than once every two.

While I like seeing new systems and new capabilities as much as anyone (and more than most), Apple just doesn't seem to be thinking very hard when they make a major revision to their product line twice in as many years, rather than making both revisions at the same time.

>> I agree. When the November MacWorld hits the newstands, I'll see it then,
>> but you're just taking up bandwidth, Peter.

-Tom
hopper_t@msupa.pa.msu.edu

>>>Gavan
>>>
>>>--
>>>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
>
>-Peter
>

3371. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 13:36:48 UTC
From: bjgrier@bnr.ca
Message-ID: <32t3pg$emo@nrtphaa9.nt.com>
Source record: 16071

In article <32qo56$6dp@post-office.nevada.edu>, gaghon@nevada.edu (GEORGE GAGHON) writes:
|>
|> Ok, here is some unusal information. Everyone knows that the 486 is
|> comparable to the 040. And that a 486 25mhz CPU should be faster than a
|> 030 16mhz CPU right? Well, I thought so too. The 486 at 25mhz CPU
|> operations should always be faster! Not True. How about a 486 routine that
|> is optimized for the 486 at 25mhz CPU should be Faster! Well, it looks like
|> this is not true as well. Here is two programs, one on a Stock Falcon and
|> one on a 486 25mhz machine. No trick programming, no taking advantage of
|> Falcon hardware. Just plain assembly programming.
|>
|> Loop counts from 65000 to 0 and gets a word value from address 165000 to
|> 100000 at even and odd addresses. Here are the routines....
|>
|>
|> 486 PC routine
|>
|> mov ds,#6250 ; 6250*16 = 100000 segment register
|> mov bx,#65000 ; set start of offest to 65000 in index reg.
|>
|> loop: mov ax,[bx] ; get word value from phyical loc DS*16+BX
|> dec bx ; Decrement bx reg
|> jnz loop ; jump if not equal to zero
|>
|>
|> Falcon 030 routine
|>
|> move #165000,a0 ; set phyical location
|>
|> loop: move.w -(a0),d0 ; dec phyical location and get work value
|> cmpi.l #100000,a0; compare with 100000
|> bne.s loop ; jump if not equal to 100000
|>
|>
|>
|> Now, the PC is at an advatage. It uses segment/offset addressing and
|> looping is the fastest when a routine stays within one segment like our
|> example. If that is so, why did it take the 486 .054 seconds to complete
|> this routine and the Falcon .04 seconds to complete it?
|>
|> Have ran the routines hundreds of times and with different setups, configs,
|> autoexecs, etc.. Results were simmilar. I am not trying to say the the
|> Falcon is faster than a 486. I am just trying to understand that if
|> there is no contest between the 486 CPU and the 030 CPU, then why did the

|> 030 CPU run faster?
|>
|> Maybe the 030 is not that slow after all?!? :)
|>
|> Vince
|>

What I would need to know is what 486 you are using (SX or DX) and the state of the instruction and data caches in the 68030.

If you are using an SX then there is no internal cache available, so the 68030 should have both its' caches turned off, for a valid comparison of system bus performance. If it is an SX and the 68030 caches were disabled, the result you achieved is predictable simply from the memory access timings of the two cpus, and I am assuming that the Falcon processor is using one async bus cycle per instruction, and one async bus access per read.

If you were using a DX then something sounds fishy.

But what you have found is that in the PC market not everything is what you would expect it to be. There are extreme differences in system throughput from one machine to the next, even if they use identical processors, and caches, simply because of the motherboards design.

In the PC market it really is "CAVEAT EMPTOR"

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

3372. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 14:06:14 UTC
From: moran@bnr.ca
Message-ID: <32t5gm$1dn@bmerha64.bnr.ca>
Source record: 16072

Brian Grier Perpk (bjgrier@bnr.ca) wrote:

> What I would need to know is what 486 you are using (SX or DX) and the state of
> the instruction and data caches in the 68030.

> If you are using an SX then there is no internal cache available, so the 68030
> should have both its' caches turned off, for a valid comparison of system bus
> performance. If it is an SX and the 68030 caches were disabled, the result you

???????? The 486SX _does_ have the same internal cache as the 486DX.
The difference is that it doesnt have the FPU that the DX has. Everything
else is the same.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3373. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 15:16:17 UTC
From: bjgrier@bnr.ca
Message-ID: <32t9k1$ghb@nrtphaa9.nt.com>
Source record: 16073

In article <32t5gm$1dn@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|> Brian Grier Perpk (bjgrier@bnr.ca) wrote:
|>
|> > If you are using an SX then there is no internal cache available, so the 68030
|> > should have both its' caches turned off, for a valid comparison of system bus
|> > performance. If it is an SX and the 68030 caches were disabled, the result you
|>
|> ???????? The 486SX _does_ have the same internal cache as the 486DX.
|> The difference is that it doesnt have the FPU that the DX has. Everything
|> else is the same.
|>
|> Gavan

I'll recheck my Intel books tonight.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

3374. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 17:09:25 UTC
From: "Charles F. Johnson" <cfj@delphi.com>
Message-ID: <5+2z16N.cfj@delphi.com>
Source record: 16074

Andrew Vesperman <avesperm@powerup.com.au> writes:

>I am not displeased. Their vector grabbing code is at worst not-legal,
>and I have had all sorts of problems getting their stuff to run with
>other 'legal' programs.

Andrew, you have no idea what you're talking about. Unless you're prepared to back up your completely incorrect statements with specific examples, may I respectfully suggest that you refrain from spreading such tripe around the net?

- Charles (cfj@delphi.com)

3375. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 17:19:32 UTC
From: "Charles F. Johnson" <cfj@delphi.com>
Message-ID: <BA4QVqc.cfj@delphi.com>
Source record: 16075

Ari Feldman <ari2550@delphi.com> writes:

>Still, it doesn't sound too good...and honestly I can't blame you guys as
>you are talented programmers and the Atari market just can't support you
>anymore.

Thanks for the compliments, Ari; you're quite right that things are less
than ideal (to put it very mildly) in the Atari market. In fact, the
market has been declining steadily for years, and Atari's abandonment of
their computer line obviously does nothing to help. It's been very sad
to see Atari's arrogance, bungling, and flagrant mismanagement reduce
their computers from Macintosh competitors to also-rans in just a few
short years.

But life does go on...

- Charles (cfj@delphi.com)

3376. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 17:45:08 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.124509.30823@cobra.uni.edu>
Source record: 16077

In article <32shj8$i62@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> Brian Quinlan (quinlan@kits.sfu.ca) wrote:
>> moran@bnr.ca (Gavan Moran) writes:
>
>> >And all Amiga come with French , German, Spanish, Italian support as standard
>> >via the locale facility which is part of the OS. If you don't need the
>> >facility you don't have to install it.
>
>> Notice that all the languages you listed use single byte characters and are
>> all written left to right? System 7 can support double byte (actually it
>> can support any byte multiple character size) characters and right to left
>> languages. System 7 also allows you to mix languages of any byte size and
>> direction in the same document. And I think Peter was wrong; single byte/
>> left to right languages are free. Anything else will cost you.
>
> Chinese language support is of minimal benefit to anyone outside of
> China. The present european language support is whats really important
> and the Amiga has it. Personally, I couldn't care less if it didn't
> support the other languages either.

So your dissmissing 1/5 of the world population. Unlike the UK, the U.S. has a
sizable Chinese population who would find this an important feature and
function. Gavan, you assume you know what's best for people and their wants.

>
>> > I asked where those wonderful AV macs that you were advocating last year
>> >had gone... You claimed you were going to buy one, did you????
>
>> It must be nice having a nice static platform like the Atari or Amiga.
>> You can be fairly sure that you will have a top of the line computer for
>> years to come. The AVs are still good computers. They are no longer the
>> fastest but the features that made then good are still there. They can still
>> do video capture. They still have 48KHz sound.
>>
>
> And just how much software is out there that will exploit the facilities
> of the AV macs? Is there a lot of software written for the DSP chip? Apple
> launched these machines in a blaze of publicity and in a year or less they
> are _totally_ orphaned. Apple claim the future is in the PPC line and they
> won't be putting any more developement into the 68k machines, which isn't
> exectly great news for anyone who owns a 68k machine that doesn't have a PPC
> upgrade slot. Apple are notorious for changing their line up continually.
> It doesn't inspire user confidance to know that within a matter of months
> Apple may have dropped their machine.
>

There are many apps for the dsp. As for not put anymore development in the 68kmachines shows me how iraational you are. Does the Q630, PB500 and Duo280 series ring a bell. The development work on the Q630 began last August of '93'. Less than a year from drawing board to manufacturing..

As for the PPC, in the next two years all Macs will be
PPC. Older macs like the II series will have a Digital DayStar PPC upgrade. These solutions are available today.

Gavan, will the A4000, A500, A600,A1200, A2000, A1000 have an AAA upgrade?

I think not?What about those millions of Amiga 500 users who could not upgrade their machines to AGA

>> > Oh, and there you go again 'the Video Toaster needs 10 megs..' So What?
>> >It's a high end graphics system, in case you hadn't noticed graphics require
>> >a lot of this thing we computer users call 'RAM'. I'd explain the various
>> >principles of computing to you but you can't even seem to grasp the
>> >basics. Maybe I'll simply revert to posting price catalogues like you do.
>
>> Just like high-end word processors, spreadsheats, graphics and DTP software
>> needs a lot of RAM. On the Mac you can choose between a works program that
>> takes less than a meg to a super-editor than needs 16 megs.
>
> Yes, but one of the main points of your arguement is that you should
> get a Mac in oder to run the 'big' packages. If you are going to run the
> smaller packages then you are as well getting an Atari or Amiga to do it.
> Particularly since you can spend a lot less on your hardware - an A1200
> costs a LOT less than a Quadra, no matter how good the 'value for money'
> factor is on Quadra machines
>

Gavan, our smaller packages eat Amiga small package kluges. Your statement are utter nonsense. Macs comes with sluth of free Apps like ClarisWorks, Quicken and many more Apps plus it costs way less than a Amiga one.
> gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter
-Toaster2000, possibility

3377. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 17:50:29 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.125029.30824@cobra.uni.edu>
Source record: 16078

```
In article <32si9u$i62@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
>> In article <32puio$p9s@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
>> > Nope, I wouldn't define the OS as anything I'd like to use at home.
>> >I don't think you can call an OS that doesn't have memory managment or
>> >pre-emptive multitasking 'good',
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>> Like TOS? It's incredible, these Atari apologists. I remember before MultiTOS
>> came out, everyone said that multitasking wasn't necessary, because "STalker
>> and STeno and UIS let me do everything I need without having a multitasking
>> OS."

I remember those Atari antics..
>
> No, like AmigaDOS. I remember when all the TOS users slagged off the
> Amigas system claiming nobody needed pre-emptive multitasking too. At least
> now the Atari has it, the Mac has yet to catch up. The Amiga had it from
> day one.
>

Both the amiga and atari have to catch up to the functionality and features of
System 7.

>> > It's bad because the Mac simply isnt good enough to perform the job
>> >of insulating people from computing properly, in fact, nothing currently
>> >available is.
>
>> You're contradicting yourself. Does the Mac insulate users from how the
>> computer works NOT ENOUGH or TOO MUCH? Make up your mind.
>
> Its a stupid mix. It hides too many things, but doesn't do a very
> good job of it. Its caught between two extremes. If it was totally
> effective, I still wouldnt use it coz' I want a COMPUTER, not some
> sort of business appliance. At the same time, since the Mac is trying
> so hard not to be a computer, it isn't appealing to home hobbyists. Who
> is going to spend 1000 pounds/dollars plus on a machine thats just
> going to be used for typing a few letters, holding a small database?
> With the Mac, you have to spend big and it doesn't make sense for most
> home users. Its a CORPORATE machine, not a home computer. Thats why
> the majority of people here have such a low opinion of it.
>

Home Hobbyist does not exist anymore. Try Family and Home Business. And thats
were the Performa line comes in. Mac Performas in the U.S. are available
```

everywere and selling well. So you think you know more than Apple marketing who
there customers are?

>
>> > What I, and most Atari and Amiga owners want, is a REAL
>> >computer that acts like one, not a system designed solely to be as easy
>> >to use as possible for beginners.
>
>> How does a "REAL computer" act?
>>
>
> Like an Amiga or an Atari. Certainly NOT a Macintosh. Maybe a PC...
> If you can't understand my drift here, then you really are wasting your
> time posting here.
>
>> >I use a Mac at work, I find the OS to
>> >be slow and frequently unreliable and I wouldn't want to use one as a
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>> How? As slow and unreliable as TOS, with its multitude of AUTO folder patches
>> and add-on AUTO programs to add speed and increase functionality?
>
> Quite probably ;-). Certainly its no more stable than the much maligned
> AmigaDOS. And its a lot less 'smooth' to use.
>
>
>> >First Person:
>> [list deleted]
>> >Flight:
>> [list deleted]
>> >Platform:
>> [list deleted]
>
>> Of course, half those programs aren't manufactured any more, and many haven't
>> been for years.
>
> Actually all of them are available right NOW.
>

Where?
> Gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
-Peter

3378. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 17:56:45 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.125645.30825@cobra.uni.edu>
Source record: 16079

In article <32siif$i62@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
> BenKeen (benkeen@aol.com) wrote:
>> In article <32pst8$p9s@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
>> writes:
>
>> kind of tough on anyone stupid enough to buy one of the Original
>> powermacs, but not to worry, no doubt these will be outdated in a
>> few months too....
>> ====================

How outdated? Runs the same software. The A4000 and A1200 have been out
dated for months..

>
>> Geez, that Ford Contour is sure tough on anyone stupid enough to buy a
>> Model T, but not to worry, no doubt this will be outdated in a few <insert
>> whatever unit of time here> too.....
>
> Yes, I can see it now...
>
> 'Here is our next Generation of computers. They are the future, buy
> one now or be left behind.....`
>
> within 3 or 4 months....
>

Try eight months. PowerMac released last March and new slightly faster ones in
November.

> `Buy our new, Improved PowerMac. Much faster than our old one
> and cheaper too. 9 out of 10 owners said they prefered our new
> PowerMac to our old one.....'

90% of Amiga 4000 users feel they have been ripped off because of design flaws
in the memory system and cpu card. You have to buy a Warp board that costs
more than a Q630, thats absurb..
>
> A couple of months is a very short time to outdate a machin>

You mean eight months..

> Apple Macintosh - The Soap Powder Computer.

Amiga rising from the ashes - Not!
>
I still want a cheap used Toaster 2000 system..

> Gavan
>
>
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3379. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 18:15:05 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.131505.30826@cobra.uni.edu>
Source record: 16080

In article <32t2g9$l67@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
> In article <1994Aug17.020402.30807@cobra.uni.edu>, sinclap2954@cobra.uni.
> edu writes:
>>In article <32qgoa$i88@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>
>>> Not to mention the 7100 and 8100 will be outdated by the middle of '95,
>>> when Apple stops using NuBus expansion slots and switches to PCI. There
>>> are lots of expansions available for NuBus now, but in a couple years,
>>> it'll all be PCI, and then all those people who buy 7100 and 8100 this year
>>> (not to mention most of the 680x0 Macs) will be SOL.
>>
>>If you got your head out of your ass, there will be logic board upgrades.
>>What you are saying is that because there will never be a Falcon II, the Falcon
>>will remain current and never be obsolete?
>
> Logic board upgrades? For which machines, Peter? I suppose the entire Mac
> family of the past year and a half will be completely upgradable to both
> PowerPC and PCI? Hardly. Only the 040 Macs will be directly upgradable to
> PowerPC; the 030 owners will have to settle for an accelerater card. All
> those poor saps buying LC 550's right now are going to find their machines
> hopelessly outdated within a couple years, and no good way to upgrade,
> short of taking a huge loss on their system and buying a new one. And PCI?
> If you own NuBus on an 040 Mac, your best bet is to just wait a year and
> buy a new machine. It's not likely you'll have the space in an 040 Mac to
> upgrade both, even if anyone figures out how to add PCI to an older
> machine.

Thats funny, the local WalMart and Best Buy have Performa 550 with Power PC
ready stickers on the box. I suspect Apple will provide a logic board upgrade
to the P500 series because of the ease of the upgrade. All you have to do is
open the back panel and the mother board will slide out. like a cookie sheet.

Thats the cost of progress. The Mac II series can get a 80 mhz PPC601 Digital
DayStar upgrade card that fits in the Nubus slot.

On any platform, computers depreciate in value once you take one home. What is
your point? 486 users have to sell their machines to buy a Pentimim one. At
least Apple gives you an option.

>
> And as for that rediculous "Falcon II" bussiness, you managed to
> demonstrate nicely just how poorly you understood my post. Macs belong, by
> and large, to families and educators. People who can't afford to buy a new
> machine every couple of years. With their market in mind, do you really
> think that it's smart for Apple to make some major revision to their

> products every year? Apple should continue to improve the Macs, but when
> they introduced PowerMac, they should have also introduced PCI; that way
> people would still have a current machine a couple years down the line,
> rather than being obsolete almost as soon as they bought it.
>

You don't know what people can afford. As for major revision thats not true.
People who bought Macs two years ago can run todays software.

As for PowerMacs, they are far from obsolete. even with the PCI macs comming
next May. PCI was not ready for the market and users wanted speed today with a
proven archeticture. Apple made the right decision. As for PCI, that will be
ready in May of 95. Powermacs will be current for many years as are the QUADRA
ones.

> If you don't agree, Peter, think on this: the PC market is so successfull
> precisely because it has maintained a great deal of backward compatibility.
> Someone who bought a PC a several years ago needs to upgrade not because of
> basic changes in the architecture, but because newer programs require more
> speed and memory. Most programs that home uers buy don't require new
> systems anywhere near as often as Apple's architecture changes, so a person
> can be comfortable buying a new computer once every five or six years,
> rather than once every two.
>
Thats not true. People need at least a 486 to run current software and a
Pentimum to run Chicago.

As for archeticture? The archeticture on the Mac is the same..

> While I like seeing new systems and new capabilities as much as anyone (and
> more than most), Apple just doesn't seem to be thinking very hard when they
> make a major revision to their product line twice in as many years, rather
> than making both revisions at the same time.
>
Apple does not make major revisions as in new archetictures. What do you mean
by that? Apple is forth comming with new machines because they found a way to
make them cheaper than the previous one. Compaq, IBM and Dell have major
product changes as much as Apple does.

>>> I agree. When the November MacWorld hits the newstands, I'll see it then,
>>> but you're just taking up bandwidth, Peter.
>
> -Tom
> hopper_t@msupa.pa.msu.edu
>
>>>>Gavan
>>>>
>>>>--
>>>>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>>>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
>>
>>-Peter

>>

-Peter

3380. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 19:25:41 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.1.00136DCD@edi.ngate.uni-regensburg.de>
Source record: 15971

>Secondly, please don't quote hundreds of lines of text just to add one
>line.

The best point I ever read here!!!

bye,
Rainer

3381. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 19:26:12 UTC
From: rappleye@felix.kodak.com
Message-ID: <32to8k$703@kodak.rdcs.Kodak.COM>
Source record: 16081

In article <32t2g9$l67@msuinfo.cl.msu.edu>
hopper_t@msupa.pa.msu.edu writes:

> All
> those poor saps buying LC 550's right now are going to find their machines
> hopelessly outdated within a couple years, and no good way to upgrade,

Quite frankly, any machine you buy today will be hopelessy outdated (in
comparison to the newest hardware) within a couple of years. They will
still be usable (just like my trusty 1040), just not state of the art.
The Falcon will not be obsolete in two years because it will still be
at the top of the atari line.

RevDrFreak
'foot soldier

3382. Legality of emulating TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 21:28:04 UTC
From: ddoucett@nyx.cs.du.edu
Message-ID: <32tvd4$1vm@nyx.cs.du.edu>
Source record: 16082

I have seen a few people talking about how it would be nice to have an ST emulator for other systems (MAC/PC,etc). What I am curious about is whether there is a problem emulating TOS ROM chips in software for such emulation. Does anyone know if atari would allow this, or what a programmer
would have to go through to get permission if they did allow it?
Thanks..

david@maxwell.meridiantc.com (not nyx.cs.du.edu...just using it to post)

3383. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 22:01:43 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <32u1c7$o2h@nyheter.chalmers.se>
Source record: 16084

In article <32qo56$6dp@post-office.nevada.edu>,
GEORGE GAGHON <gaghon@nevada.edu> wrote:
>
>Ok, here is some unusal information. Everyone knows that the 486 is
>comparable to the 040. And that a 486 25mhz CPU should be faster than a
...
>Loop counts from 65000 to 0 and gets a word value from address 165000 to
>100000 at even and odd addresses. Here are the routines....

This is not true! The two routines can not be compared!

>486 PC routine
>
> mov ds,#6250 ; 6250*16 = 100000 segment register
> mov bx,#65000 ; set start of offest to 65000 in index reg.
>
>loop: mov ax,[bx] ; get word value from phyical loc DS*16+BX
> dec bx ; Decrement bx reg
> jnz loop ; jump if not equal to zero

I've never programmed an Intel processor (and I never will), but the code
looks OK.

>Falcon 030 routine
>
> move #165000,a0 ; set phyical location
>
>loop: move.w -(a0),d0 ; dec phyical location and get work value
> cmpi.l #100000,a0; compare with 100000
> bne.s loop ; jump if not equal to 100000

This code, however, does not do what it was intended to.
The predecrement mode for a word access decreases the address register by
two, causing the loop to read 32499 words at even addresses.

>Now, the PC is at an advatage. It uses segment/offset addressing and
>looping is the fastest when a routine stays within one segment like our
>example. If that is so, why did it take the 486 .054 seconds to complete
>this routine and the Falcon .04 seconds to complete it?

Looks pretty obvious to me:

- The 486 code is doing twice as many reads.
- Reads on odd addresses are (very likely) slower. Possibly twice as slow.

Try running the two routines again with the following changes:
486 '030

```
... ...
dec bx move.w (a0),d0
dec bx subq.l #1,a0
... ...
```
That should give you something to compare with.
You'll find that the 486 is quite a bit faster....

>Maybe the 030 is not that slow after all?!? :)

The '030 is a nice chip, though far from the '040/486. It's the 16 bit
processor bus and the memory contention that slows down the Falcon.

A few things that has been mentioned in other parts of this thread:
- The '030 is not much involved in the direct to disk recording on the Falcon.
There is DMA from the CODEC to the memory, and from memory to disk.
- The only difference between a 486SX and a 486DX is the FPU.
- The initial states of the '030 caches are irrelevant due to their size.
- The initial state of the 486 cache is nearly irrelevant, due to size again.

(I hope the .signature gets added below. Last time I got two of them.)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3384. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 22:55:36 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94229.185536STIRRE31@MAINE.MAINE.EDU>
Source record: 16085

David,
What was the last version of TOS that you used? Methinks that
you haven't used 4.04 (correct me if I'm wrong). If I am right
than I must admit that I am quite annoyed that your comparing
System 7 to an older version of TOS. I could, for example, compare
System 6.x to the newest TOS and laugh about how TOS wins hands
down.
Also, what is wrong with having Auto folder patches?! Does it
exhaust a user to copy a program into Auto and then forget about
it? Would it be better to wait for a system upgrade?
-scott tirrell

3385. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 23:00:23 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94229.190023STIRRE31@MAINE.MAINE.EDU>
Source record: 16086

Ben,
What do you mean "if you want to make it worth a damn?" I have SpeedoGDOS installed along with a few other programs on my Falcon and still have over 3 megs of RAM left. And Speedo GDOS works quite well. The output to my Canon BJ-5 is great.
-scott tirrell

3386. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 23:04:33 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CupC3L.2CH@ecf.toronto.edu>
Source record: 15937

In article <32si9u$i62@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
> No, like AmigaDOS. I remember when all the TOS users slagged off the
>Amigas system claiming nobody needed pre-emptive multitasking too. At least
>now the Atari has it, the Mac has yet to catch up. The Amiga had it from
>day one.

If MultiTOS is so great, then how come all the replacements for it, like
Geneva and Mag!x?

> Like an Amiga or an Atari. Certainly NOT a Macintosh. Maybe a PC...
>If you can't understand my drift here, then you really are wasting your
>time posting here.

I'm not sure what you mean. What is it that the Atari and Amiga have that
the Mac doesn't that makes you consider them a "real computer" and the Mac not?
You have reiterated your position, but have not explained it! Honestly, I
don't know what you mean.

>> Of course, half those programs aren't manufactured any more, and many haven't
>> been for years.
>
> Actually all of them are available right NOW.

Dungeon Master and Chaos Strikes Back are still available?? They were (and
still are) great programs, but I find it hard to believe that they still can
be bought in stores...

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3387. Re: CodeHeads calling it quits...a shock

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-17 23:11:21 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <B25S1GZ.ari2550@delphi.com>
Source record: 16083

Charles,

That "Decline of the Atari Empire" is the reason that I'm writing this post on a PC clone right now... Anyway, beleive me, I do know how hard it is to make an honest buck in the Atari market. I've worked on Shareware and a few commercial games (as a gfx man) and it has not been worth my while!

Good luck with your endeavors and I hope to see you guys on the PC side of things...

Ari

3388. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 02:59:29 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32uiqh$qu8@msuinfo.cl.msu.edu>
Source record: 15938

In article <1994Aug17.131505.30826@cobra.uni.edu>, sinclap2954@cobra.uni.
edu writes:
>In article <32t2g9$l67@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu
writes:
[stuff I wrote about upgradability of 040 and 030 Macs to PowerPC and the
forthcomming PCI bus which replaces NuBus has been deleted]
>Thats funny, the local WalMart and Best Buy have Performa 550 with Power PC
>ready stickers on the box. I suspect Apple will provide a logic board upgrade
>to the P500 series because of the ease of the upgrade. All you have to do is
>open the back panel and the mother board will slide out. like a cookie sheet.

According to the Apple reps I've talked to, Daystar will be handling the
upgrades to PowerPC from 030 Macs, and the only expansion which will be
available will be in the form of an accelerater card, which means slightly
limited speed and compatibility. When asked specifically about the LC 475
and 550, their response was "accelerater cards."

>Thats the cost of progress. The Mac II series can get a 80 mhz PPC601 Digital
>DayStar upgrade card that fits in the Nubus slot.

Accelerater card, you mean.

>On any platform, computers depreciate in value once you take one home. What is
>your point? 486 users have to sell their machines to buy a Pentimim one. At
>least Apple gives you an option.

You're full of shit, Peter. Most 486SX and DX systems are directly
upgradable to Pentium; just switch processors and go. Don't comment on
subjects you obviously know nothing about.

>> And as for that rediculous "Falcon II" bussiness, you managed to
>> demonstrate nicely just how poorly you understood my post. Macs belong, by
>> and large, to families and educators. People who can't afford to buy a new
>> machine every couple of years. With their market in mind, do you really
>> think that it's smart for Apple to make some major revision to their
>> products every year? Apple should continue to improve the Macs, but when
>> they introduced PowerMac, they should have also introduced PCI; that way
>> people would still have a current machine a couple years down the line,
>> rather than being obsolete almost as soon as they bought it.
>>
>
>You don't know what people can afford. As for major revision thats not true.
>People who bought Macs two years ago can run todays software.

Peter, I sell the damn things, and I have a very good idea of what people
who buy Macs can afford. My statement is absolutely true. There are the

exceptions, but by and large most people who buy low- or even mid-level
Macs don't have the resources to replace them every couple of years.

>As for PowerMacs, they are far from obsolete. even with the PCI macs comming
>next May. PCI was not ready for the market and users wanted speed today with a
>proven archeticture. Apple made the right decision. As for PCI, that will be
>ready in May of 95. Powermacs will be current for many years as are the QUADRA
>ones.

It depends on your definition of "current." Nubus is on the way out, and
within a couple years I dubt you'll find many new ones made. People who
buy NuBus equiped Macs now, with the intent of using them within a year or
two, will find that they have to upgrade to a computer that has PCI. As I
pointed out, buying a new system this often just isn't feasible for many
Macintosh (or PC, for that matter) owners.

>> If you don't agree, Peter, think on this: the PC market is so successfull
>> precisely because it has maintained a great deal of backward
>> compatibility.
>Thats not true. People need at least a 486 to run current software and a
>Pentimum to run Chicago.

No; the software will run on any 80x86, just not at optimum speed on the
slower chips. And the hardware has hardly changed; you can use the same
expansion cards in a 286 as in a 486.

>As for archeticture? The archeticture on the Mac is the same..

The same as what?! The same as when the Mac 128K came out? Hardly.

>> While I like seeing new systems and new capabilities as much as anyone (and
>> more than most), Apple just doesn't seem to be thinking very hard when they
>> make a major revision to their product line twice in as many years, rather
>> than making both revisions at the same time.
>>
>Apple does not make major revisions as in new archetictures. What do you mean
>by that? Apple is forth comming with new machines because they found a way to
>make them cheaper than the previous one. Compaq, IBM and Dell have major
>product changes as much as Apple does.

They change names once or twice a year, not 3 or 4 times like Apple, and
none of them change basic system architecture (i.e. 680x0 -> PowerPC, then
NuBus -> PCI, etc.) as often as Apple. Pay more attention to the market,
Petey.

>>>> When the November MacWorld hits the newstands, I'll see it then,
>>>> but you're just taking up bandwidth, Peter.

-Tom
hopper_t@msupa.pa.msu.edu

>
>-Peter
>

>

3389. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 07:29:14 UTC
From: pedstef@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <1994Aug18.072914.29017@newsserver.rrzn.uni-hannover.de>
Source record: 15940

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> > Like an Amiga or an Atari. Certainly NOT a Macintosh. Maybe a PC...
> >If you can't understand my drift here, then you really are wasting your
> >time posting here.

> I'm not sure what you mean. What is it that the Atari and Amiga have that
> the Mac doesn't that makes you consider them a "real computer" and the Mac not?

The lack of System 7 (Thank God!)

> >> Of course, half those programs aren't manufactured any more, and many haven't
> >> been for years.
> >
> > Actually all of them are available right NOW.

> Dungeon Master and Chaos Strikes Back are still available?? They were (and
> still are) great programs, but I find it hard to believe that they still can
> be bought in stores...

Oh yes they can!! I've seen them here in Sweden for both Amiga and Atari!!
Oh, and PC of course!!

NoCREW Hacking!!
Stefan Berndtsson - pedstef@hands.ped.gu.se

3390. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 07:36:05 UTC
From: jimwong@ruf.rice.edu
Message-ID: <32v315$fu7@larry.rice.edu>
Source record: 15939
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32pc4e$o7d@cronkite.ocis.temple.edu> frotz@astro.ocis.temple.edu (Steve Bara) writes:
>
>The performa has about as much future as those compaq presarios, they're
>cheap stripped down models of a computer made for entry level users, and
>they're intentionally slow and weak so that the new buyer has motivation to
>upgrade later on.

This is pretty much bullshit -- do you have any idea what the specs
for the 630's look like? They're pretty nice entry level machines.

>problems for themselves. At the rate that Apple is laying off employees,
>they don't look too shiny right now

I wasn't aware that Apple had announced any layoffs recently.

>looking more and more like the competition every day. Now it's a big
>faceless company that tries to convince everyone that they're too stupid
>to use a computer and that they need Apple to hold their hands so that
>they can figure out how to use a word-processor. At least CBM never tried
>to convince me that I was stupid; they made a lot of bad business mistakes,
>and I'm no fan of their management, but they never used fear and
>intimidation to sell their product. The "I'm too stupid to use a

blah, blah, blah. All unfounded crap.

>computer" theme that Apple has been playing on for so long has done a lot
>more harm to the world of computers than good. At one time, every machine
>you bought at least came with a command line and a programming language
>(even if it was only basic), but now most people have been convinced that
>they are "too stupid" to ever handle something like writing their own
>useful programs.

That's an interestingly inane point. I guess that's why Apple has
been pushing scripting so hard for the last few years.

>anyhow, the performa is a shit machine, I'd rather have the 1200. The only
>performa models I've seen were dog-slow and too weak for any of the
>wonderfully bloated applications on the mac. If you want photoshop or
>fractal painter, you'd be much better off with a 486 than a performa.
>Perhaps Apple left the "nce" out of the name "performa" because it would
>have been false advertising to claim that it actually had any sort of
>performance...

You clearly haven't ever used one of the 630-series Macs, so you're
not really in much of a position to blather on about them, are you?

--
Jim Wong (jimwong@es.rice.edu)

3391. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 08:23:13 UTC
From: brett@abc.gov.au
Message-ID: <32v5ph$mft@calvin.abc.gov.au>
Source record: 15944
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

>In article <32nfnf$31p@marlin.ssnet.com>,
>Matthew Chiglinsky <mattc@marlin.ssnet.com> wrote:
>> It's a bit different. The lack of a cpu allows the buyer to
>>choose a cpu card that suites his/her needs and/or finances. The lack of
>>a keyboard is just plain stupid.

pischke@ecf.toronto.edu (PISCHKE DAVID) reciprocates:
>The lack of a keyboard allows the buyer to choose a keyboard that suits
>his/her needs and/or finances. The lack of a CPU is just plain stupid.

Of course, we could resort to another car analogy. [Groans heard from
news sites all around the world.] I would equate a CPU with an engine
and a keyboard with a steering wheel.
Hence, a car could come without an engine: choose your own to suit
your needs and/or finances.
Similarly, it could come without a steering wheel: choose your own to
suit your needs and/or finances.
Obviously, a car without a steering wheel is equally as useless as a
car with no engine: that is not the point. The point is, which is the
part that you want to choose? There is no "right" answer - the choice
is entirely subjective. What you choose does say something about your
attitude towards the machine, however. Elaborating on the difference
in attitude is left as an excercise for the reader.
--
/ The Famous Brett Watson <brett@abc.gov.au> x=sin(t), y=cos(3t) \
\ Disclaimer: Opinions herein might not be my employer's - or mine /

3392. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 08:49:19 UTC
From: moran@bires024
Message-ID: <32v7af$8d1@bmerha64.bnr.ca>
Source record: 15942

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
> > Like an Amiga or an Atari. Certainly NOT a Macintosh. Maybe a PC...
> >If you can't understand my drift here, then you really are wasting your
> >time posting here.

> I'm not sure what you mean. What is it that the Atari and Amiga have that
> the Mac doesn't that makes you consider them a "real computer" and the Mac not?
> You have reiterated your position, but have not explained it! Honestly, I
> don't know what you mean.

Its hard to explain. It's a 'feel', a way of working. The Amiga has it,
the Atari has it, the PC has it a bit but the Mac not at all..... Maybe its
just the mindset of users but just about every Amiga user I know who's used
Macs hates them .. We find them too slow and cumbersome. Many people who`ve
never used computers before use a Mac first and like its way of doing things
but the majority of people who have learned how to use other systems find
the Mac too geared towards making things easy for beginners meaning it
doesn't offer the possibilities of Amigas or Ataris for technical use.

> >> Of course, half those programs aren't manufactured any more, and many haven't
> >> been for years.
> >
> > Actually all of them are available right NOW.

> Dungeon Master and Chaos Strikes Back are still available?? They were (and
> still are) great programs, but I find it hard to believe that they still can
> be bought in stores...

They certainly are (for the Amiga anyway). Psygnosis bought the
rights and republished them in a single pack. Despite their age and
relative crudeness of gfx and sound, they are still two of the best
dungeon games ever. Dungeon Master 2 - Skullkeep is just about to be
released for PC and Amiga.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3393. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 09:06:23 UTC
From: moran@bires024
Message-ID: <32v8af$8d1@bmerha64.bnr.ca>
Source record: 15943
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Jim Wong (jimwong@ruf.rice.edu) wrote:
> In article <32pc4e$o7d@cronkite.ocis.temple.edu> frotz@astro.ocis.temple.edu (Steve Bara) writes:
> >
> >The performa has about as much future as those compaq presarios, they're
> >cheap stripped down models of a computer made for entry level users, and
> >they're intentionally slow and weak so that the new buyer has motivation to
> >upgrade later on.

> This is pretty much bullshit -- do you have any idea what the specs
> for the 630's look like? They're pretty nice entry level machines.

ha ha ha - A Quadra 630 is an 'entry level' machine... Thats the whole point, when you buy Apple you have to spend big on a really powerful machine to get any sort of performance. The 630s may offer a good price for the specs, but very few people have that sort of money to spend on a home machine. Thats why the Apple is so unsuitable for home users. Yet, as a business machine its outgunned and outnumberd by the PC.

Home or office, the Apple is second (or third) best.

> >looking more and more like the competition every day. Now it's a big
> >faceless company that tries to convince everyone that they're too stupid
> >to use a computer and that they need Apple to hold their hands so that
> >they can figure out how to use a word-processor. At least CBM never tried
> >to convince me that I was stupid; they made a lot of bad business mistakes,
> >and I'm no fan of their management, but they never used fear and
> >intimidation to sell their product. The "I'm too stupid to use a

> blah, blah, blah. All unfounded crap.

Not at all. Apple is more and more the corporate giant. It's just like a mini IBM. They used to sell Macs on the basis that they were the machines for the individual, but now they are just corporate boxes sitting on the desks of businesses. They still use the 'you're too stupid to use a real computer' line to sell Macs though - and judging from certain Mac advocate posts here this may well be true.

> >computer" theme that Apple has been playing on for so long has done a lot
> >more harm to the world of computers than good. At one time, every machine
> >you bought at least came with a command line and a programming language
> >(even if it was only basic), but now most people have been convinced that
> >they are "too stupid" to ever handle something like writing their own
> >useful programs.

> That's an interestingly inane point. I guess that's why Apple has
> been pushing scripting so hard for the last few years.

Not only have they screwed up the idea of computers having a CLI
but thanks to their legal department they've managed to make it
difficult for anyone else to create a good GUI.

> >anyhow, the performa is a shit machine, I'd rather have the 1200. The only
> >performa models I've seen were dog-slow and too weak for any of the
> >wonderfully bloated applications on the mac. If you want photoshop or
> >fractal painter, you'd be much better off with a 486 than a performa.
> >Perhaps Apple left the "nce" out of the name "performa" because it would
> >have been false advertising to claim that it actually had any sort of
> >performance...

> You clearly haven't ever used one of the 630-series Macs, so you're
> not really in much of a position to blather on about them, are you?

I have, I use them every day and the comment about their slowness
is spot-on.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3394. 486 emulation on Falcon030...fact or fiction?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 09:15:25 UTC
From: MARK VAN CLEAVE <vancleave@delphi.com>
Message-ID: <ZYwwdsd.vancleave@delphi.com>
Source record: 15941

I am trying to find out some info on the alleged 486 emuation board for the Falcon030. Does it exist? Where can I find out about it? How much? How good is it? How compatible? Does it use Falcons printer and midi ports?
Any help would be greatly appreciated!!!
Mark Van Cleave, D'note Recording Studio
vancleave@delphi.com

3395. Re: Apple's new Q630's blows the Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 10:17:04 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32vcf0$1pg@bognor.barclays.co.uk>
Source record: 15945

```
In article <1994Aug17.124509.30823@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> So your dissmissing 1/5 of the world population. Unlike the UK, the U.S. has a
|> sizable Chinese population who would find this an important feature and
|> function. Gavan, you assume you know what's best for people and their wants.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
And you don't!!??!!!!!!!!

<5Gb of total fucking crap by a moron deleted>

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

3396. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 12:17:35 UTC
From: andyhowe@atdetail.demon.co.uk
Message-ID: <777212255snz@atdetail.demon.co.uk>
Source record: 16002

In article <32rc6p$n0l@mother.usf.edu>
millert@grad.csee.usf.edu "Timothy Miller" writes:
>GEORGE GAGHON (gaghon@nevada.edu) wrote:
>: 486 PC routine
>: mov ds,#6250 ; 6250*16 = 100000 segment register
^--- this is not a legal instruction!

>: mov bx,#65000 ; set start of offest to 65000 in index reg.
>: loop: mov ax,[bx] ; get word value from phyical loc DS*16+BX
>: dec bx ; Decrement bx reg
>: jnz loop ; jump if not equal to zero

>: Falcon 030 routine
>: move #165000,a0 ; set phyical location
>: loop: move.w -(a0),d0 ; dec phyical location and get work value
>: cmpi.l #100000,a0; compare with 100000
>: bne.s loop ; jump if not equal to 100000

>: Now, the PC is at an advatage. It uses segment/offset addressing and
>: looping is the fastest when a routine stays within one segment like our
>: example. If that is so, why did it take the 486 .054 seconds to complete
>: this routine and the Falcon .04 seconds to complete it?

Because the two loops are not equivalent!

The predecrement on 'move.w -(a0),d0' subtracts *two* from a0 because a
word operand is being loaded into d0. The x86 version is subtracting *one*
from bx each loop, and so is doing twice as much work. I've never programmed
a 68030, but on a 68000 loading up a word from an odd address will also cause
an address error...

And to be totally fair, the 68030 code is predecrementing so you should load
a0 with 165002.

Andrew M.S. Howe
--
Attention To Detail | Tel: +44 926 843 444
Unit 3, Nunhold Business Centre | FAX: +44 926 843 363
Dark Lane, Hatton | Modem: +44 926 843 587
Warwick, U.K. CV35 8XB | Email: andyhowe@atdetail.demon.co.uk

3397. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 14:13:07 UTC
From: neeri@iis.ee.ethz.ch
Message-ID: <NEERI.94Aug18161307@yggdrasil.ethz.ch>
Source record: 15946
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Aug16.194119.11287@mprgate.mpr.ca>, ashdown@mpr.ca (Scott Ashdown) writes:
> In article <NEERI.94Aug16185917@yggdrasil.ethz.ch> neeri@iis.ee.ethz.ch (Matthias Neeracher) writes:
>>> : Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
>>> : keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)
>>
>>> It's a bit different. The lack of a cpu allows the buyer to
>>> choose a cpu card that suites his/her needs and/or finances. The lack of
>>> a keyboard is just plain stupid.

>> It's the other way around, actually. For optimal price/performance, a
>> computer system has to be designed around a *specific* CPU, not just for a
>> CPU least common denominator.

> Why does it have to be designed around a specific CPU for optimal price/perf?

Take as an (admittedly contrived) example a system that would work with:

- A 25MHz 68040
- A 100Mhz HP PA-RISC
- A 200Mhz Alpha

A board designed for these purposes would need a big, fast, and specialized L2 cache for the PA-RISC (which has no on chip caches), and it would need a high robustness against RF interference from the Alpha. Both of these would add much more cost than could be justified for any of the other processors.

> For optimal price/perf, a computer system has to be designed around a
> particular architecture. Which CPU is actually used is immaterial, although
> in many cases choosing a family of products would make things a whole lot
> simpler.

It is true that having a signle board for several CPUs of the same family might well work, but it would probably still be wasteful to use a 100MHz Pentium board for a 25MHz 486 board.

> This whole concept of a base architecture you can just plug things into was
> to be the Amiga's future, if Dave Haynie's comments are any indication.

There are lots of things that should't change for different processors (and your comments regarding PCI and such were well taken), but the main board is not IMHO among them.

Matthias

Matthias Neeracher <neeri@iis.ee.ethz.ch> http://err.ethz.ch/members/neeri.html

"I'm set free to find a new illusion" -- Velvet Underground

3398. PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 14:46:59 UTC
From: gaghon@nevada.edu
Message-ID: <32vs93$djp@post-office.nevada.edu>
Source record: 15957

I caught the double read on the PC. I am surprised I did not see it. I will correct it, and optimize the 030 code as posted and post the results agian.

Even if its about the same speed I'll be very impressed.

Vince

3399. PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 15:38:05 UTC
From: gaghon@nevada.edu
Message-ID: <32vv8t$h52@post-office.nevada.edu>
Source record: 15958

OK, now this sounds right! I optimized the 030 code and removed the CMP & BNE and replaced it with a DBF. I doubled the amount of reads on the 030 so it moved 65000 words like the PC. The time is .053 instead of .04 like before. I ran the test 1000s of times and then divided the timer's result by 1000 to get this result.

On the PC I also ran the test 1000 times and divided the timer. Seems like I forgot that the timer on the PC has a resolution of 1/18th of a second or .054 sec. So, now my PC reads .028, about twice the speed of a 16mhz 030. Thanks for the help....

Vince

3400. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 16:53:36 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3303mg$8ta@lyra.csx.cam.ac.uk>
Source record: 15949

pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>In article <32si9u$i62@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:
>>If you can't understand my drift here,
>>then you really are wasting your time posting here.
^^
>I'm not sure what you mean.
>Honestly, I don't know what you mean.

Enough said....

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3401. **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 17:26:57 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug18.122657.30863@cobra.uni.edu>
Source record: 15948
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

What a Video Game developer thinks of the Jagflop and Atari...
==========

Peter---
Sorry, you haven't met me, but I have been following your input on the Jaguar Newsgroup and I must praise your sense of understanding of the industry... Keep up the good work. You seem to have a very good grasp of the gaming industry. Just thought you would like to know that your not alone in your opinions.

I am the President of (name withheld) (you might have seen our ads in GameFan and GamePlayers). We have always hated the Jaguar for the lack of forethought and experience of Atari. We feel that the Jag is nothing more than a strict Money grabbing scheme of which Atari knows full well that it is. I know the Tramiels and know most of their staff.

It is a con. We feel the 3DO is a nice "computer platform" but cannot

compete as a game system when the big boys bring their guns to bear. We are not against new systems, but we are against the stupidity of the Jaguar.

Atari has not done ANYTHING that they had promised in the way of marketing and release dates. 3DO on the other hand has at least kept their word and are seriously trying to bring out a quality system, although you and I know what is in store for them. You have to give 3DO some credit by not turning their backs on their customers the way Atari has. These guys are some dumb that they don't even know their being takin.

Believe me.... The big boys in the suits have even told me that Atari is on the take......

Keep the faith brother....

(Name deleted)

Second response:

To answer some of your questions:

To be "on the Take". Meaning that they know full well that they cannot compete against the new super systems and that by showing a half-assed ad campain, they can recoup their initial costs. After the initial costs are covered, they then make a quick profit and then can the system. This is what happened with the Lynx.

The Lynx was a better system by far, not including the Turbo Express. What the Tramiels did was push the hell out of the Lynx and give away the development systems to whomever. These developers then devoted many man hours to come up with games. This in turn, allowed them to sell alot of Lynx's TO HIGH LEVEL BUYERS. (i.e. K-Mart National buyers, Toys-R-Us, etc) after they made a ton of money in these sales, Tramiels then "cancelled" the system. Now, everyone knows that the system is dead and the retailers can't move a discountinued system. Game developers can't sell games for a dead systems and the end users got stuck. Meanwhile Atari saves millions on ad campains. Now, they are doing the same thing with the Jaguar and nobody trusts them. I wouldn't either!

What kills me is these guys that sort of watch the industry and have all this "insite" of the industry. We see the thing "run" at the CES and looks and plays like crap. We have actually seen the stupid thing go and everyone wants to get militant about something they only get as hear say. And they know it all!

Dumb.

See ya!
(Name deleted)

Comment: Still want to buy a Jagflop?

3402. Sinclap drops his drawers! (was Re: **Atari is exposed!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 17:37:29 UTC
From: jamesb@ecst.csuchico.edu
Message-ID: <33068p$1b1@charnel.ecst.CSUChico.EDU>
Source record: 15947
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1994Aug18.122657.30863@cobra.uni.edu>, <sinclap2954@cobra.uni.edu>
wrote:

[lots of negativity deleted]
>Comment: Still want to buy a Jagflop?

When AvP and Iron Soldier are out, yes.

PS: I don't give a rats ass about your 'unnamed president', who is too cowardly
to post his own opinions to this newsgroup. (That is, assuming you didn't
just make them up yourself.)
--
::
| James Brookes jamesb@ecst.csuchico.edu |
| "I *used* to think that 90% of everything is crap - then I found USENET" |
::

3403. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 18:12:00 UTC
From: ashdown@mpr.ca
Message-ID: <1994Aug18.181200.22604@mprgate.mpr.ca>
Source record: 15950
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <NEERI.94Aug18161307@yggdrasil.ethz.ch> neeri@iis.ee.ethz.ch (Matthias Neeracher) writes:
>>>> : Oh, GREAT IDEA, I can just see it: "Some Macs don't give you a
>>>> : keyboard, but the Amiga doesn't even give you a CPU!!!" I LOVE IT!!! :)
>>>
>>>> It's a bit different. The lack of a cpu allows the buyer to
>>>> choose a cpu card that suites his/her needs and/or finances. The lack of
>>>> a keyboard is just plain stupid.
>
>>> It's the other way around, actually. For optimal price/performance, a
>>> computer system has to be designed around a *specific* CPU, not just for a
>>> CPU least common denominator.
>
>> Why does it have to be designed around a specific CPU for optimal
>> price/perf?
>
>Take as an (admittedly contrived) example a system that would work with:
>
> - A 25MHz 68040
> - A 100Mhz HP PA-RISC
> - A 200Mhz Alpha

Well, it's not all that contrived. Except for the Alpha, and you've got what an AAA Amiga was to be.

>A board designed for these purposes would need a big, fast, and specialized L2

A *motherboard*, yes. A separate processor card, no.

>cache for the PA-RISC (which has no on chip caches), and it would need a high
>robustness against RF interference from the Alpha. Both of these would add
>much more cost than could be justified for any of the other processors.
>
>> For optimal price/perf, a computer system has to be designed around a
>> particular architecture. Which CPU is actually used is immaterial, although
>> in many cases choosing a family of products would make things a whole lot
>> simpler.
>
>It is true that having a signle board for several CPUs of the same family
>might well work, but it would probably still be wasteful to use a 100MHz
>Pentium board for a 25MHz 486 board.
>
>> This whole concept of a base architecture you can just plug things into was
>> to be the Amiga's future, if Dave Haynie's comments are any indication.

>
>There are lots of things that should't change for different processors (and
>your comments regarding PCI and such were well taken), but the main board is
>not IMHO among them.

That's it, though. The main board need not change. Define a standard interface
to a CPU card, and build the rest of the computer system around it.

Of course, skimp on the design, and you'll get an A4000, but there's no reason
why you couldn't support 040/060 and PA7100/7200 well.

--
Scott Ashdown
Engineer, MPR Teltech Ltd.
Burnaby, British Columbia, Canada.
ashdown@mprgate.mpr.ca

3404. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 18:21:16 UTC
From: Charles Laine <Charles_Laine@Baylor.Edu>
Message-ID: <3308qsINN638@BUDS1.baylor.edu>
Source record: 15951
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1994Aug18.122657.30863@cobra.uni.edu> ,
sinclap2954@cobra.uni.edu writes:
>Comment: Still want to buy a Jagflop?

Well, we probably know who posted this message anyway? Who's the
dickhead that always uses the term 'jagflop'? Its got to be him who
posted this crap.

3405. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 18:27:07 UTC
From: brade@ksu.ksu.edu
Message-ID: <33095r$sp9@nbc.ksu.ksu.edu>
Source record: 15953
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Oh my gawd. Billy Bob, pass me the shotgun.

3406. Re: Sinclap drops his drawers! (was Re: **Atari is exposed!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 18:27:29 UTC
From: brackney@widget.ecn.purdue.edu
Message-ID: <33096h$ora@mozo.cc.purdue.edu>
Source record: 15954
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

jamesb@ecst.csuchico.edu (James L Brookes) writes:
>sinclap2954@cobra.uni.edu wrote:
>
>[lots of negativity deleted]
>>Comment: Still want to buy a Jagflop?
>
>When AvP and Iron Soldier are out, yes.
>
>PS: I don't give a rats ass about your 'unnamed president', who is too cowardly
>to post his own opinions to this newsgroup. (That is, assuming you didn't
>just make them up yourself.)

Too cowardly, or embarrassed of the grammatical/spelling errors in
the "letter." :)

Seriously though folks. A lot of the noise of recent weeks seems to have
died down a bit. Why not just ignore this clown. He obviously has an axe
to grind w/ Atari for some reason or another, and there's no point in
debating with him. Maybe if we ignore him he'll get bored and go away.
(I'd not have even read this thread, but I've lost my access to NN. Grumble
Grumble...)

- larry

--
/ Larry J. Brackney | E-Mail: brackney@mn.ecn.purdue.edu \
|-------------------------| S-Mail: 320 Perrin Ave # 1 Lafayette IN 47904 |
| Mechanical Engineering | Phone : (317)-423-4624 (Home) |
\ Purdue University | (317)-494-6552 (Office) /

3407. Re: Sinclap drops his drawers! (was Re: **Atari is exposed!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 18:32:33 UTC
From: brade@ksu.ksu.edu
Message-ID: <3309g1$ssm@nbc.ksu.ksu.edu>
Source record: 15952
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

jamesb@ecst.csuchico.edu (James L Brookes) writes:

>In article <1994Aug18.122657.30863@cobra.uni.edu>, <sinclap2954@cobra.uni.edu>
>wrote:

>[lots of negativity deleted]
>>Comment: Still want to buy a Jagflop?

>When AvP and Iron Soldier are out, yes.

>PS: I don't give a rats ass about your 'unnamed president', who is too cowardly
>to post his own opinions to this newsgroup. (That is, assuming you didn't
>just make them up yourself.)

Anyone else notice that this unnamed company president makes many of the same grammatical errors in his letter as our friend Sinclap does every time he opens his mouth? Lame, very lame. Though Pete's English is getting better, I'll bet it still took him a whole afternoon to write that letter from his anonymous source. The stupidity of his attempt alone ranks him at about 4th grade on the education scale. Anyone have another guess? :) Maybe we could make it a pool, everyone anties up a Jag game and whoever is closest wins 'em all. I'll take 4th grade and toss in Crescent Galaxy!! ;)

-Brad
>--
>::
>| James Brookes jamesb@ecst.csuchico.edu |
>| "I *used* to think that 90% of everything is crap - then I found USENET" |
>::

3408. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 19:17:12 UTC
From: vanderby@mprgate.mpr.ca
Message-ID: <1994Aug18.191712.10049@mprgate.mpr.ca>
Source record: 15955
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:
> [letters deleted]

>campain, they can recoup their initial costs. After the initial costs
^^^^^^^
>this "insite" of the industry. We see the thing "run" at the CES and
^^^^^^^^
>the retailers can't move a discountinued system. Game developers can't
^^^^^^^^^^^^^

It strikes me as amazing how the writer of these letters incorrectly spelled words in much the same way as "sinclap" does in his posts, uses the same punctuation style, and has the same types of grammatical errors.

Coincidence?

3409. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 19:24:21 UTC
From: bjgrier@bnr.ca
Message-ID: <330ch5$dhn@nrtphaa9.nt.com>
Source record: 15956
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

To the anonymous president:

Please email me.

I will treat your name, and company name, and game titles
as restricted information.

What I will do is verify that you:
1) Are the president of whatever company you claim to be.
2) That you are actually advertising and shipping games.

I will post to this group the results of my findings. Basically I
will post that you do/do not exist and are/are not shipping games.

Basically we do not believe anything originating from Peter's account.

Thank you
Brian

p.s.
Your credibility, and Peters, would be greatly enhanced if you
posted your critisism(sp?) of Atari to either:
rec.games.video.atari
or
comp.sys.atari.advocacy.

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

3410. Re: Ooh, so mature, sinflop!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 19:54:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5604.5323.0N1AAEB2@canrem.com>
Source record: 15961

```
-> I don't think you can really complain about .advocacy groups. By
-> definition they are going to be largely full of crap and flames. If
-> you _pay_ for a usenet connection then it's best to avoid these
-> groups. Problem is that Sincraps (and other such posts) often end up
-> in other groups too. Maybe try posting a followup which redirects all
-> subsequent followups to 'alt.flame' or something.

It's not merely Sincrap's drivel that's getting cross-posted; Sincrap
himself is making dread appearances on other newsgroups, most of which
are clearly designated as _not_ advocasy groups. Examine
rec.games.video.atari for a bounty of evidence to that effect.
Voluminous amounts of drooling Apple patriotism and Atari negativity in
no uncertain (and extravagantly rude) terms.
```

3411. Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 19:55:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5605.5323.0N1AAEB3@canrem.com>
Source record: 15962

```
-> They much better than atari, atari are crap

My. The sloped foreheads are in abundance this season.
```

3412. Re: Sinclap drops his drawers! (was Re: **Atari is exposed!**)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 20:06:33 UTC
From: aspect@cats.ucsc.edu
Message-ID: <330f09$1lh@darkstar.UCSC.EDU>
Source record: 15959
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Wow, I guess this is in response to me asking for proof of Sinflop's claim of letters streaming to him.

Oh, am I ever proven so wrong....

(trying to keep a straight face)

snick... erm... no, I can hold it... er... grin... oops....

Nice try, pete... but you went a bit too far with the "you sure know the industry" line... At best you'd get from a game co. prez is "Although I also think that the Jag will not be a successful product, you are still a moron."

:) Well, you did prove something. Any hope you had of cinvincing me that you really were receiving letters from "enlightened Atari users" thanking you has been completely demolished. Keep up the bad work.

~Chris

3413. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 20:45:40 UTC
From: guinnjl@jabba.cybernetics.net
Message-ID: <330h9k$6rl@jabba.cybernetics.net>
Source record: 15960
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Peter-

Beat it before your dad finds out you've been messing around on his account again!

Damn kids!!!

3414. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 22:04:29 UTC
From: hinton@lightning.cs.odu.edu
Message-ID: <HINTON.94Aug18180429@lightning.cs.odu.edu>
Source record: 15965
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

fascinating... do you experience blackouts and memory loss when these alternate personalities take over, peter, or are you concious of thier actions? i'm assuming you must be fairly unknowldegable of news protocols and systems, or we would have heard from some of these personalties before in the form of forged posts.

if you will notice, i dont post here regularly, just a casual reader, of here and r.g.v.3do, but after seeing the... posts, of Mr Sinclair well, it interested me. i mean, his posts do show *some* glimmering of intellect at times, not the 'shut-up f**k head!!' that appear all to often in almost any group (heh, you were guilty of this a while ago Tal), but he seems oblivious of his fixation.

sinclair, are you doing this for fun? or do you actually believe what you post?

- jeremy

ps - hate to say it guys, but the 3do group is a level more informative than here, though you do have better HW threads often.
--

Sometimes you wake up, and sometimes you die. And sometimes, when you fall...
y o u f l y.
hinton@cs.odu.edu - Neil Gaiman
Jeremy Hinton Sandman

3415. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 22:18:17 UTC
From: jamesb@ecst.csuchico.edu
Message-ID: <330mn9$dls@charnel.ecst.CSUChico.EDU>
Source record: 15963
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1994Aug18.191712.10049@mprgate.mpr.ca>, David Vanderbyl
<vanderby@mprgate.mpr.ca> wrote:

>It strikes me as amazing how the writer of these letters incorrectly
>spelled words in much the same way as "sinclap" does in his posts, uses
>the same punctuation style, and has the same types of grammatical errors.

<Butthead> Uh... huhuhuh... uh... well, like maybe he took dictation. Like,
over the phone, you know? Huhuhhuh.

<Beavis> Hehehe, yeah, that'd be pretty funny, Butthead. Heheheheh.

<Butthead> Huhuhuhuhuhuh.
<Beavis> Heheheheh.

>Coincidence?

I think not :)
--
::
| James Brookes jamesb@ecst.csuchico.edu |
| "I *used* to think that 90% of everything is crap - then I found USENET" |
::

3416. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 22:30:08 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1994Aug18.223008.18781@sol.cs.wmich.edu>
Source record: 15966
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1994Aug18.122657.30863@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
[1st one deleted]
> Second response:

[more stuff deleted]
>
> The Lynx was a better system by far, not including the Turbo Express.
> What the Tramiels did was push the hell out of the Lynx and give away the
> development systems to whomever. These developers then devoted many man
> hours to come up with games. This in turn, allowed them to sell alot of
> Lynx's TO HIGH LEVEL BUYERS. (i.e. K-Mart National buyers, Toys-R-Us,
> etc) after they made a ton of money in these sales, Tramiels then

[more stuff deleted]

Okay -- let's look at a few things here.
1. I paid good money for my Lynx development system. I had to save and
wait a long time to get one. No-one ever offered me a deal and I think
I qualify as a "whomever". And it's not like I waited til now either as
I started supporting the Lynx as soon as I read on the net that Sears was
selling them the year they first came out.

2. My SO works at K-Mart headquarters in Troy MI and can easily verify
whether K-Mart ever sold the Lynx which to my understanding, they didn't.

Harry

l
i
n
e

f
o
d
d
e
r

--
Harry Dodgson Jr. | Internet dodgson@coyote.cs.wmich.edu
| -(141.218.40.40)-

3417. Re: 486 emulation on Falcon030...fact or fiction?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-18 23:25:10 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <xo7RlCe.ari2550@delphi.com>
Source record: 15964

COMPO, the people who brought Falcon Speed 286 to the market were suppossed to have developed a 486 version of their Falcon PC emulator by late summer - well, its late summer and I haven't heard anything.

From what I've heard from a big music and Falcon dealer in my area, don't hold your breath!

3418. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 01:07:00 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <3310jk$9db@nyx10.cs.du.edu>
Source record: 15967
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,rec.games.video.advocacy

Hello! We all know that the Clapper can't tie his own shoes, much
less write a coherant post. I have prepared a helpful translation
below to clear up misunderstandings out there.

In article <1994Aug18.122657.30863@cobra.uni.edu>,
<sinclapppy2954@cobra.uni.edu> wrote:
>
>What a Video Game developer thinks of the Jagflop and Atari...

What Peter wrote in his spare time,

Ok, we can replace "Video Game Developer" with "Mindless Idiot". Note
also his inability to spell "Jaguar". A deep rooted complex caused by
a tragic accident involving a 2600 killing his while family when they
tried to cook and eat one for dinner. Only the Clapper survived, but
as you can tell, horribly affected as a result.

>
>
>Peter---
>Sorry, you haven't met me, but I have been following your input on the
>Jaguar Newsgroup and I must praise your sense of understanding of the
>industry... Keep up the good work. You seem to have a very good grasp
>of the gaming industry. Just thought you would like to know that your
>not alone in your opinions.

Must be his lost brother - Oh No, another survivor!

>
>I am the President of (name withheld) (you might have seen our ads in
>GameFan and GamePlayers). We have always hated the Jaguar for the lack

The president of The Imaginary Kinddom Of Soft Furry Animals That Say
Ni!. You might see the ads, if you drink enough Jack Daniels, and eat
about fourty trays of Everclear Jello (TM).

>of forethought and experience of Atari. We feel that the Jag is nothing
>more than a strict Money grabbing scheme of which Atari knows full well
>that it is. I know the Tramiels and know most of their staff.

He knows they are "out to get him", and will not rest until he hasd
buried the last Tramel personally and spit on his grave. He is rather
annoyed at Atari's lack of forsight, in that they did not name the
company "Apple".

>
>It is a con. We feel the 3DO is a nice "computer platform" but cannot

but cannot actually explain why, as we have no reason and just hate
Atari so much it makes our brown eye blue...

>

Random blank line thrown in by Clappy, you can tell his dander is in a
fluff now, by yimminy!

>compete as a game system when the big boys bring their guns to bear. We
>are not against new systems, but we are against the stupidity of the Jaguar.

We are not against new systems, just those introduced by Atari.

>
>Atari has not done ANYTHING that they had promised in the way of
>marketing and release dates. 3DO on the other hand has at least kept

We have not looked at any Atari release dates, thus we decided to just
pretend like we knew what we were talking about.

>their word and are seriously trying to bring out a quality system,

We have not played any of the games, as we only have one finger on
each hand - and you know what finger THAT is! Saves time.

>although you and I know what is in store for them. You have to give 3DO
>some credit by not turning their backs on their customers the way Atari
>has. These guys are some dumb that they don't even know their being takin.

We are so stupid we are actually comparing Atari to 3DO, even though
we have no idea at this point what we are talking about and have never
actually tried to deal with Atari beyond throwing rocks at them,

>
>Believe me.... The big boys in the suits have even told me that Atari is
>on the take......

The Big Boys In The Big White Suits Tell me they are all out to get
me... I must Obey the Giant Rabbit and post this message!

>
>Keep the faith brother....

I am a fanatic, belive me or die.

>
>(Name deleted)

Peter could'nt make up a name.

Ok, Now I'll amuze myself by responding to the points below in an
intelligant manner, which should confuse him greatly.

>
>
>--
>
>Second response:
>
>
>
>To answer some of your questions:
>
>To be "on the Take". Meaning that they know full well that they cannot
>compete against the new super systems and that by showing a half-assed ad
>campain, they can recoup their initial costs. After the initial costs
>are covered, they then make a quick profit and then can the system. This
>is what happened with the Lynx.

Why is the Lynx still in production? Why would any company do this?
Is it so hard for you to believe that they really want to sell a bunch
of systems, but have had poor judgement in the past?

>
>The Lynx was a better system by far, not including the Turbo Express.
>What the Tramiels did was push the hell out of the Lynx and give away the
>development systems to whomever. These developers then devoted many man
>hours to come up with games. This in turn, allowed them to sell alot of
>Lynx's TO HIGH LEVEL BUYERS. (i.e. K-Mart National buyers, Toys-R-Us,
>etc) after they made a ton of money in these sales, Tramiels then
>"cancelled" the system. Now, everyone knows that the system is dead and
>the retailers can't move a discountinued system. Game developers can't
>sell games for a dead systems and the end users got stuck. Meanwhile
>Atari saves millions on ad campains. Now, they are doing the same thing
>with the Jaguar and nobody trusts them. I wouldn't either!

The Lynx is far from dead. I can actually go to a mall now and look
at a Jaguar.

Additionally, I would have to point out that ALL handheld game systems
that are not tied in with a console system have done poorly.

>
>What kills me is these guys that sort of watch the industry and have all
>this "insite" of the industry. We see the thing "run" at the CES and
>looks and plays like crap. We have actually seen the stupid thing go and
>everyone wants to get militant about something they only get as hear say.
>And they know it all!

Just looking at the video of the SCES tells me you have no idea what
you are talking about. Why on earth should I believe anything else
you say?

>
>Dumb.

Your post? Or your whole outlook on the video game industry... perhaps both!

>
>Comment: Still want to buy a Jagflop?

I hope you enjoy crow...

Begone, evil spirit of Stupidity! Out Out, Damn Clap!

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)
"It's a damn poor mind indeed that can't think of at least two ways to
spell a word."
--- Samuel Adams

3419. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 02:22:00 UTC
From: millert@grad.csee.usf.edu
Message-ID: <331508$cil@mother.usf.edu>
Source record: 15968

Brian Quinlan (quinlan@kits.sfu.ca) wrote:
: millert@grad.csee.usf.edu (Timothy Miller) writes:

: >I don't have benchmarks, but I've seen it done. The speed difference was
: >noticable.

: I can't accept that the TT was faster unless I see a benchmark.

That's your problem, not mine.

: >Because RamDoubler was written to correct a FLAW in the design of the
: >Mac's OS. SpeedoGDOS is a module that adds scalable fonts. This has the
: >clear advantage of allowing you to not boot with it if you don't need it
: >and need the RAM for something else. Here, we have two places where
: >Atari memory management is clearly superior.

: RamDoubler corrects a memory flaw while SpeedoGDOS corrects a speed flaw.

WHAT? What speed flaw? Do you have any CLUE about what SpeedoGDOS is?
It referrs to the type of font it uses: Bitstream Speedo fonts.
SpeedoGDOS doesn't correct any flaws. It's bart of the Operating System.

: >Anything unix-based is almost absurd. On the other hand, it's a real OS
: >with good memory management and other such niceties, plus it's built for
: >huge networks and interfacing with the Internet. The Mac's OS is huge
: >without these features. Very bad.

: The NeXTStep is better than System 7. I use a NeXTCube a school and the OS
: is better than System 7 in almost everyway. But System 7 has features
: similar to those of NeXTStep that make it better (feature wise) than
: OS' that fit into 200K.

Some of the space that System 7 requires is useful. Most of it is wasted
space.

: >Just as bad. Plus, the whole OS was written in Pascal, a language that
: >doesn't lend itself to efficient object code. The design of the language
: >sacrifices efficiency (in both size and speed) for structured design.
: >I'm sure the Mac OS could (in theory) be easier to maintain than one
: >written in C, but it's a tradeoff I'm not willing to make, plus, as bad
: >as the OS obviously is, the programmers don't even know how to program
: >Pascal well.

: Actually, Pascal leads to better efficiency than C as far as object code

This is crap. C is designed to make it easier to produce efficient
object code. Pascal was designed by someone who wanted to teach
programming, so he made a programming language that favored structure

over efficiency.

Didn't you ever learn about this basic stuff in school?

: goes. A pascal compiler does not have to worry about functions that
: can accept an indeterminant number of parameters.

Actually, it's worse, because it has to worry about functions that don't have a pre-determined arrangement of parameters. For example, write, writeln, read, readln... and any other such function.

: Pascal doesn't have to
: worry about complex statements in for loops.

In C, it's specified explicity. In Pascal, it's specified implicitly and you have less control. The same stuff is done; same net effect.

: Pascal also has a 'goto'
: capability that makes writting unstructured code possible.

C had a goto. If you don't know that, you shouldn't be comparing the languages.

: C is actually
: more structured than Pascal.

Pascal is more type-restrictive than Pascal and the syntax is more strict. It's a TEACHING language, not a programming language. It's DESIGNED to be more structured than C.

: The finder actually ballooned when it was
: re-written in C++ and performed more slowly.

You REALLY don't know what you're talking about. C and C++ are NOT the same. I'm comparing C to Pascal and you throw in C++. Nice try, but it's not going to work. Any idiot knows an object oriented compiler can't predict ahead of time which inherited objects are going to be used and which aren't. When one class is based on another, it has to take the entire inherited class, whether it's used or not.

: The MacOS was originally written
: in Pascal but most has been rewritten in C.

I doubt it. Apple doesn't care that much about efficiency to want to even improve OLD code written in Pascal, let alone rewrite it in C.

: Yes the OS is obviously bad
: (pause as I throw my computer through a window) now I can run windows and
: gain a huge speed increase!

Windows isn't something to compare against. It's even worse. The 680x0 is a great processor, but the Mac hardware and OS ruins it. The 80x86 is a horrible processor and Windows makes it even worse.

Considering how much faster Motorolas are than Intels and how much faster
Windows is than System 7 (very often), System is obviously a very bad OS.

And, in light of your above comments about programming languages, you're
obviously not qualified to argue this topic.

: >I've glanced at a few things. The price tags usually is what turns me
: >off first.

: I have an ST and a mac. Falcon for the ST cost me more than Hornet for the
: mac and Hornet is far better than Falcon. Which platform is screwing me?

So, you pick out ONE piece of software where you get a better price. Big
deal. I'm sure Atari users could give you reams of prices that are
better for Atari's.

: >Both. The problem with Mac software is that the attitude behind the
: >computer is to have the computer do all the thinking for you, and this
: >annoys the crap out of me.

: The computer should do as much thinking for me as it can. I'd rather not
: work at all and just have my computer do my job for me.

My Atari doesn't get in the way of what I want to do, while the Apple
does. I get work done faster on an Atari than I can on a Mac. Sounds
like the Atari's GUI is better designed.

: >Most of the people who have used something decent like an Atari are
: >frustrated when they have to use a Mac.

: I had an atari. Now I have a mac. I like it.

I'm not debating that. You can like a Mac all you want. Just don't go
telling how stupid my Atari is and how I should get a Mac. You shouldn't
even be in this newsgroup.

: >Mac is no good for video processing. The OS gets in the way of any
: >processing that requires a lot of system time, and the I/O hardware slows
: >down the CPU.

: OK, lets do a test. I'll digitize some a video sequence and compress the
: data using Cinepak. You can do the same and we'll see which is faster using
: stock computer components and software.

I'm surprised that you CAN digitize video. How much did the extra
equipment cost you?

: >I have never seen a quicktime player that played faster than 15fps. And
: >I have never seen a quicktime player that played with a constant frame rate.

: Sorry.

Sorry is right. Sorry piece of crap Mac.

:
: --
: --

: Brian Quinlan
: quinlan@sfu.ca
: "...but people also thought that the world was flat"

3420. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 02:32:57 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3315kp$cil@mother.usf.edu>
Source record: 15969

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <32p5vb$ha0@mother.usf.edu>,
: Timothy Miller <millert@grad.csee.usf.edu> wrote:
: >I don't have benchmarks, but I've seen it done. The speed difference was
: >noticable.

: There is no way a TT running on a 32MHz 68030 can be faster than a 33MHz,
: 68040-based Mac. (With the TT emulating a Mac, that is.)
: Prove it.

When heavily burdened by the Mac's OS, it no longer has that speed advantage over the Mac, but it has much better hardware. A 68030-32 in a TT running the Mac OS may not be faster than a 68040-33 Mac, but a 68030-32 TT running the Mac OS is certainly much faster than a 68030-32 Mac.

: >Because RamDoubler was written to correct a FLAW in the design of the
: >Mac's OS. SpeedoGDOS is a module that adds scalable fonts. This has the
: >clear advantage of allowing you to not boot with it if you don't need it
: >and need the RAM for something else. Here, we have two places where
: >Atari memory management is clearly superior.

: Is SpeedoGDOS a memory hog like FSM/GDOS was? (Serious question here.)

I don't think so. I really don't know. I made my caches too big and didn't bother with it and still didn't notice a memory problem. All I can say is that I've never had a problem with it.

Oh, and don't use Atari works to compare SpeedoGDOS to something else. Works is crap and doesn't use GDOS right. It can't even work efficiently when using a bitmapped font or the system font and a graphics accelerator. I compared by writing my own program, and after the cache fills up, SpeedoGDOS is FAST!

: >Just as bad. Plus, the whole OS was written in Pascal, a language that
: >doesn't lend itself to efficient object code. The design of the language
: >sacrifices efficiency (in both size and speed) for structured design.
: >I'm sure the Mac OS could (in theory) be easier to maintain than one
: >written in C, but it's a tradeoff I'm not willing to make, plus, as bad
: >as the OS obviously is, the programmers don't even know how to program
: >Pascal well.

: Not true. Apple doesn't use Pascal any more, and now recommends to its
: developers that they use C/C++.

This may be true, but it's too little, too late. The bindings still have to deal with Pascal strings and Pascal parameter passing conventions.

: >: If you spend $500 on crappy software then you are a moron no matter what
: >: platform you use.
: >
: >This is true, but for the Mac, you're restricted to bad software.

: You have obviously never used any Mac software.

I've used enough to know I'm not impressed.

: >: What's real computing. Is it using spreadsheets and using word processing
: >: which is most of what computers do? Or is it about configuring software
: >: and learning file systems?
: >
: >Both. The problem with Mac software is that the attitude behind the
: >computer is to have the computer do all the thinking for you, and this
: >annoys the crap out of me.

: Really? How is the premise behind the Mac interface that "the computer does
: all the thinking for you?" I've never understood this statement. Please
: elaborate, and provide some examples.

It's kindof an intangible thing, really. The machine FEELS like it's
slow, and it FEELS like it's making things more difficult. It's just the
attitude of the UI design. Things feel like they take more effort, and
the feel like the machine is trying to do things for you that you don't
necessarily want done. It kinds gives me the willies and some times
makes me sick.... It's kinda like being forced to eat brussel sprouts,
except there aren't even any vitamins you're eating it for.

: >Most of the people who have used something decent like an Atari are
: >frustrated when they have to use a Mac.

: I was an Atari owner for 9 years before I abandoned it to get a Mac.

Atari's are good machines. The manufacturer, on the other hand, can't
support the machine. For this reason, I don't blame many people for
switching machines.

: >Mac is no good for video processing. The OS gets in the way of any
: >processing that requires a lot of system time, and the I/O hardware slows
: >down the CPU.

: Yeah, sure buddy. I guess you've never seen the flying Pentium commerical,
: or any of the other productions that have used Macs for video processing.

And I'm quite sure that they had to record it frame by frame, using a VCR
that the computer could tell to record one frame at a time. Any computer
can do this, even if it took minutes for each frame.

: --
: David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
: ___ _____ "Engineering is the art of moulding materials we do not fully
: |__ |) | | | understand into shapes we cannot fully analyse and preventing
: |__ |\ | |/\| the public from realising the full extent of our ignorance."

3421. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 02:41:01 UTC
From: millert@grad.csee.usf.edu
Message-ID: <33163t$cil@mother.usf.edu>
Source record: 15970

STIRRE31@MAINE.MAINE.EDU wrote:
: David,
: What was the last version of TOS that you used? Methinks that
: you haven't used 4.04 (correct me if I'm wrong). If I am right
: than I must admit that I am quite annoyed that your comparing
: System 7 to an older version of TOS. I could, for example, compare
: System 6.x to the newest TOS and laugh about how TOS wins hands
: down.
: Also, what is wrong with having Auto folder patches?! Does it
: exhaust a user to copy a program into Auto and then forget about
: it? Would it be better to wait for a system upgrade?
: -scott tirrell

Yeah, and the Atari doesn't have to load the whole OS from disk, and
there are numerous patches Mac users have to put in their system folder
anyway.

3422. **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 03:28:17 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3318sh$u82@msuinfo.cl.msu.edu>
Source record: 15972

In article <1994Aug18.122657.30863@cobra.uni.edu>, sinclap2954@cobra.uni.
edu writes:

[Two supposed messages to him from an undisclosed president of a software
developement company supposedly dissatisfied with Atari...]

Anyone else think that whole "letter" sounds just like Sincrap? I could
almost swear I can see Peter's little hands typing "Keep the faith
brother...." and "See ya!." They even have the same sort of typos Sincrap
normally makes (same wrong punctuation, spelling, etc.)

Maybe Sincrap just wants us all to laugh? It was a joke, right Peter?
Hah, Hah. Same old out-of-touch insulting B.S. as always, Sincrap.

Tom
hopper_t@msupa.pa.msu.edu

3423. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 03:36:04 UTC
From: ming@flowbee.interaccess.com
Message-ID: <ming.777267364@interaccess>
Source record: 15973
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

hinton@lightning.cs.odu.edu (Mode) writes:

>ps - hate to say it guys, but the 3do group is a level more informative
> than here, though you do have better HW threads often.

Okay, I can almost understand advocacy of the game systems. But
advocacy of the newsgroups of the game systems is just too silly.
Even for me.

Ming
--
Eu-Ming Lee ming@interaccess.com \=/ Help! This .sig
"You might as well be dead, he said :-<*>-: has been infected
"If you're afraid to fall." /=\ by Eric's ASCII
- Throwing Muses Andromeda Strain!

3424. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 03:50:46 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CurK0n.u2@ecf.toronto.edu>
Source record: 15975
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1994Aug18.122657.30863@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
[Stuff about how Jaguar is a flop deleted]

Even *I* don't believe that post...

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3425. Atari ST Master Tracks Pro 3.6 & Band I A Box

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 04:18:07 UTC
From: atariman@aol.com
Message-ID: <331bpv$mmu@search01.news.aol.com>
Source record: 15974

For Sale:

Master Tracks Pro 3.6, powerful sequencing software for Atari ST computer. 1 Meg required, works with TOS 1.0, 1.2, 1.4, 1.6. Also have Band In A Box self-generating music software for the Atari ST computer. Neither program is copy-protected, so easy installation on your hard disk. Original disks and manuals. Both programs for $100. Saving up for Cubase Audio Falcon. Leave E-mail for atariman@aol.com if interested.

3426. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 04:52:46 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug19.045246.18232@escape.widomaker.com>
Source record: 15979

sinclap2954@cobra.uni.edu wrote:

: As for your sound capabilities are less important. The Q630 is the multimedia
: machine that eats Falcon..

BFD... An SGI Indigo will eat a Mac alive in video, sound, OS, you name
it. Hell, even my Intel box has better sound and video than the Q630.
Plus, I can UPGRADE it without a new motherboard.

I played with a new PPC Quadra the other day. $7500 machine, top of the
line juding by price and associated Apple Hype/Propaganda. I had to
laugh when it's video performance was nowhere near as good as my $70
32-bit S3 accelerator. The 20" RasterOps display was nice though.
Tasking sucked. I could never do my work on one, it's just not capable
of it. If only Apple would get UNIX running on it. Might make a nice
workstations but then... a Sparc, HP, DEC, etc. would blow it's doors
off so why bother?

: -Peter
--
csh
---
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

3427. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 04:53:20 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <331ds0$lfj@scapa.cs.ualberta.ca>
Source record: 15976
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

[buncha stuff deleted]

>Comment: Still want to buy a Jagflop?

Comment: Still want to type your own messages? Are we seriously to believe
this?? Please. Maybe if you tell this person to post his/her message here,
then I might believe it. Until then.... I don't think so.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

3428. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 04:55:11 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug19.045511.18306@escape.widomaker.com>
Source record: 15980

Paul Brown (brown@uk.co.gec-mrc) wrote:

: They may have to pay more for their hardware but this is an initial cost you
: have to weigh this up with the ability to do what you want today rather
: they having to wait for another year so the machine code programmers can
: complete there code. By using an object oriented approach of code reuse
: you may not get the best performance out of a piece of software but that
: software will be with you today saving time and money. Hopefully as more
: of the SW goes this way less buggy software will be released in future as
: the underlying objects become more stable. Most bugs probably occur due
: to the programmer trying to optomize the program.

Not hardly. Optimization often reveals bugs you wouldn't otherwise see.
Object oriented code is far more difficult to debug than normal code.
C++ is terrible in that respect. The problem with languages like C
isn't the language. It's the fact that most programmers should be doing
something else to make a living. It's also not hard to do OOP in
plain-vanilla C. After all, that's how the first C++ compilers did it!

: Paul Brown.
--
csh
---
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

3429. Re: **Three new November Powermacs**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 05:12:04 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug19.051204.18412@escape.widomaker.com>
Source record: 15978

Wolfgang Zweygart (wz@echo.chem.TU-Berlin.DE) wrote:

: I hope Aplle will compete with his PPC models against the Intel crap.

Until people can get what they WANT and not what some company dictates
to them Intel machines will be around. I hate Windows, DOS, OS/2, MacOS,
NT, etc. All commercial crap where I have no say and I'm completely
at their mercy. With a Mac I'm forced to use MacOS. With an Intel
machine I can choose from dozens of free, shareware, and commercial
operating systems.

Apple's move to PCI is a good one. At least then Apple owners can
start getting good hardware upgrades at computer shows and mass
market dealers. That's something Apple users have been missing out
on for a long time.

Finally, Intel is not going to just sit still and watch the world go
by. Granted, backward-compatibility was a mistake for Pentium but
that chip is more complex than most other companies could produce
and that kind of expertise is capable of turning out a PowerPC
killer. Intel makes a lot more than just micro CPU's too. They have
parallel machines, minis, etc.

Of course, that's good because competition is great. That's one reason
I love UNIX because no matter what hardware wins, I'll have UNIX to
run on it. It's on EVERYTHING.

: The rapid change of models and features is good for the marketing and bad
: for the buyer...

More reason for an OS that is NOT from Apple and a good argument for
PCI bus. Keeps you from depending on Apple and being hurt too much
by their rapid changes.
--
csh
---
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

3430. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 05:25:28 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug19.052528.18522@escape.widomaker.com>
Source record: 15981

GEORGE GAGHON (gaghon@nevada.edu) wrote:

: Ok, here is some unusal information.

It's also incorrect.

[blab blab blab deleted]
: one on a 486 25mhz machine. No trick programming, no taking advantage of
: Falcon hardware. Just plain assembly programming.

And a total lack of reasonable testing.

: Loop counts from 65000 to 0 and gets a word value from address 165000 to
: 100000 at even and odd addresses. Here are the routines....

How incredibly useful. Too bad it's not doing anything real.

: 486 PC routine

: mov ds,#6250 ; 6250*16 = 100000 segment register
: mov bx,#65000 ; set start of offest to 65000 in index reg.

: loop: mov ax,[bx] ; get word value from phyical loc DS*16+BX
: dec bx ; Decrement bx reg
: jnz loop ; jump if not equal to zero

: Falcon 030 routine

: move #165000,a0 ; set phyical location

: loop: move.w -(a0),d0 ; dec phyical location and get work value
: cmpi.l #100000,a0; compare with 100000
: bne.s loop ; jump if not equal to 100000

: Now, the PC is at an advatage. It uses segment/offset addressing and
: looping is the fastest when a routine stays within one segment like our
: example.

Also not true. The 486 doesn't use segment/offset in native mode. It
uses linear addressing with a selector to pick 4gb address spaces. I
have run code in real mode (8086) and then in native (protected) mode
and the protect mode program was several times faster.

: If that is so, why did it take the 486 .054 seconds to complete
: this routine and the Falcon .04 seconds to complete it?

Who cares? You are bragging about .014 seconds which could easily
be caused by your running in real mode and not the 486's native mode?
By a bad cache, by bad BIOS settings, etc? Bah! Humbug!

[stuff about autoexecs and config.sys's deleted]

Well right there is your problem. You take a 486 which has an address
space measured in terrabytes, can do multiple 32-bit memory fetches,
etc. and you run a 16-bit OS on it with a 20-bit address space limit.
How could you possibly expect performance out of that?

: were simmilar. I am not trying to say the the
: Falcon is faster than a 486.

Good. Especially given 486's that run at 40mHz, 66mHz, 80mHz, 100mHz,
and faster.

: I am just trying to understand that if
: there is no contest between the 486 CPU and the 030 CPU, then why did the
: 030 CPU run faster?

Number one, your test is meaningless. You'd be hard pressed to find
programs that only used mov's and a loop.

: Maybe the 030 is not that slow after all?!? :)

Of course it isn't. Motorolla 680X0's are very good at fast register
manipulations and have lot's of them. Intel machines have only 12
generally available registers and only four of them are general purpose.
The rest are for hardware multitasking support (basically making the
386/486 the equivalent of an IBM mainframe) and you only mess with those
if you really know your stuff.

Motorolla is really my favorite CPU. But, Intel's are more bang for the
buck so I go with them. Also, Motorolla really needs to crank up the
clock speed and the Intel chips have excellent hardware support for
memory management and multitasking. If only so many were not saddled
with DOS and sorry PC motherboards.

Oh what I'd do for a VME-crate with a 68040 running UNIX, an i860 for
grins, and a killer DSP board.

: Vince

--
csh
----
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

3431. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 05:38:10 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug19.053810.18627@escape.widomaker.com>
Source record: 15982

Ari Feldman (ari2550@delphi.com) wrote:

: As others have said many times in the past on the net - the MC680x0 series
: has always been somewhat faster and more effiecent that the Intel 80x86 line.

But not the 386 on up in native mode. The 680X0's have a more elegant
instruction set, more registers, and little hardware support for memory
management (esp virtual) and multitasking. The Intel's have few GP
registers, very strict command set (i.e. non-elegant), and excellent
hardware support for virtual memory and multiasking. Different world's,
both pretty good. Basically Intel wanted to create the equivalent of
a mainframe on a chip. Motorolla figured they'd leave out hardware
support and make an instruction set so elegant programmers would be
willing to do it all in software.

: Part of this is due to the design concepts of the architectures - the Intel
: chips aren't fully optimized as they have to remain backwards compatible
: with that screwy 1970's 8086 segmented architecture.

You can fix that by not running a real-mode OS.

: The Motorola stuff
: takes a fresh approach and uses a "flat memory" model - no nasty segmentation.

Segmentation is NOT nasty. It's probably one of the best methods of
memory protection in multiuser/multitasking operating systems. It's one
reason writing such an OS on a Motorolla takes more work because you have
to do all that protection in software. Look at Multics which used
segmentation on purpose, not because they were forced to. I've got
several OS design books and most of them address this issue and that
the problem is the size of segments in some systems which were too
small to run large programs in.

It's also worth noting that the linear Motorollas had page-size limits,
segmented MMU's (on some machines), and other memory limitations.

The problem with early Intel segmentation was NOT because they had it
but rather because the segments were too SMALL. Most Motorolla OS
BTW use segmented architecture. It's simply a very good way to
organize memory/processes.

: The 030 is plenty fast from what I've heard and seen. The reasons for the
: Falcon's apparently sluggishness stems from its congested memory-bus and a
: TOS that is hardly optimized.

That's true. I also used to hate it because TOS was in ROM and was thus
quite slow. I realize it saved RAM but I don't care about that so much

anymore. I've got 20 megs on my UNIX box.

: PCs use graphic cards with their own RAM -
: this allows their CPUs to perform instructions while still updating RAM, while
: the Falcon has to handle the screen from its own RAM store - this again slows
: things down.

Well, they could have used dual-port RAM and provided an on-board video
coprocessor. In fact, I thought they DID. Is it just not very good or
did Atari not advance over the first ST's much in that area? I remember
GLUE on my ST but not much else.

I'd think Atari could have stuck an S3 accelerator in there somewhere
and really gotten great graphics speed.
--
csh
---
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

3432. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 05:48:23 UTC
From: psteffen@netcom.com
Message-ID: <psteffenCurpGo.9yJ@netcom.com>
Source record: 15977
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:

: What a Video Game developer thinks of the Jagflop and Atari...

: [stuff deleted]

: Keep the faith brother....
:
: (Name deleted)
:
: Comment: Still want to buy a Jagflop?

hahaha! You fell for that one. And I would have thought the bad spelling
would have given it away... d;^)

--

____
Paul G. Steffen | 31 Bayview Road, Elkhorn, Ca 95012
psteffn@gnu.ai.mit.edu | From The Center of the Sanctuary
psteffen@netcom.com | (Sun/Apollo/Amiga/Atari Hardware Hacker)
----STratoHAK of Tibetan Peach Pie Inc. 680x0 Developers From Hell----

3433. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 06:27:56 UTC
From: ken.stevens@srs.gov
Message-ID: <01HG32YEUIS2007NLM@Mailhub.srs.gov>
Source record: 15986

Sinclap, my opinion of you has finally solidified. You are just a F****** idiot with too much time on your hands. Your opinions are totally asinine and you would do us all a service by not frequenting this particular forum. And this comes to you from a very mac literate person (I own a PM 8100av, Mac ci and fx).

--
Ken Stevens | ken.stevens@srs.gov |

3434. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 08:47:14 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <331rii$51o@bognor.barclays.co.uk>
Source record: 15983
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

```
In article <1994Aug18.191712.10049@mprgate.mpr.ca>, vanderby@mprgate.mpr.ca (David
Vanderbyl) writes:
|> sinclap2954@cobra.uni.edu writes:
|> > [letters deleted]
|>
|> >campain, they can recoup their initial costs. After the initial costs
|> ^^^^^^^
|> >this "insite" of the industry. We see the thing "run" at the CES and
|> ^^^^^^^^
|> >the retailers can't move a discountinued system. Game developers can't
|> ^^^^^^^^^^^^
|>
|> It strikes me as amazing how the writer of these letters incorrectly
|> spelled words in much the same way as "sinclap" does in his posts, uses
|> the same punctuation style, and has the same types of grammatical errors.
|>
|> Coincidence?
What *could* you be suggesting?

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3435. Re: Atari ST Master Tracks Pro 3.6 & Band I A Box

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 08:52:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <331rsc$51o@bognor.barclays.co.uk>
Source record: 15984

```
Try posting to comp.sys.atari.st
--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

3436. RE: Legality of Emulating TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 11:17:52 UTC
From: ral@iglou.iglou.com
Message-ID: <1994Aug19.111752.28058@iglou.com>
Source record: 15985

I seriously doubt that Atari would release the rights to TOS. A recently developed emulator in the TI 99/4a world did a similar thing (remember that TI quit making the 99/4A in 1983) and TI has asked him to stop distributing their ROM/GROM code. It is available for license, though.

Since Atari is still manufacturing the ST/TT/Falcon line, they would never give the OS away. Most likely, they would require a license deal or actually sell the ROMS to the cloner.

--
------ Rich Link -------
------ ral@iglou.com ---

3437. RE: Legality of Emulating TOS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 11:32:10 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33257q$51o@bognor.barclays.co.uk>
Source record: 15987

```
In article <1994Aug19.111752.28058@iglou.com>, ral@iglou.iglou.com (Richard A Link)
writes:
|> I seriously doubt that Atari would release the rights to TOS. A recently
|> developed emulator in the TI 99/4a world did a similar thing (remember
|> that TI quit making the 99/4A in 1983) and TI has asked him to stop
|> distributing their ROM/GROM code. It is available for license, though.
|>
|> Since Atari is still manufacturing the ST/TT/Falcon line, they would
|> never give the OS away. Most likely, they would require a license deal
|> or actually sell the ROMS to the cloner.
This is valid if you copy the code. If you reverse engineer it for emulation
purposes ie just make it do the same thing butnot in the same way, then I
think you're chances are better. there are PD versions of DOS on the PC and
no-one has been sued AFAIK.
--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3438. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 12:23:35 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.777299015@nova>
Source record: 15988
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@atari-hater.fanatics.org writes:

>What a Video Game developer thinks of the Jagflop and Atari...

>Peter---
>
>I am the President of (name withheld) (you might have seen our ads in
>GameFan and GamePlayers). We have always hated the Jaguar for the lack
^^^^^^^^^^^^^^^^^
>of forethought and experience of Atari. We feel that the Jag is nothing
>more than a strict Money grabbing scheme of which Atari knows full well
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>that it is. I know the Tramiels and know most of their staff.
>
>It is a con. We feel the 3DO is a nice "computer platform" but cannot
>compete as a game system when the big boys bring their guns to bear. We
>are not against new systems, but we are against the stupidity of the Jaguar.
^^^^^^^^^^^^^^^^^^^^^^
Sounds like Sinclap's writing, eh?

Is it just me, or does everyone else think he wrote this letter to himself?

/Kevin

3439. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 12:34:23 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.777299663@nova>
Source record: 15989
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

hinton@lightning.cs.odu.edu (Mode) writes:

>ps - hate to say it guys, but the 3do group is a level more informative
> than here, though you do have better HW threads often.

That's because this group is plagued by the sinclaps of the world. Why else do you think programmers/game developers fled this group? It's been plagued by the scum of the Internet ever since it was created.

/Kevin

3440. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 14:20:38 UTC
From: mcginley@ll.mit.edu
Message-ID: <1994Aug19.142038.21706@ll.mit.edu>
Source record: 15990
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <khaley.777299663@nova> khaley@nova.gmi.edu (Kevin Haley) writes:
>hinton@lightning.cs.odu.edu (Mode) writes:
>
>>ps - hate to say it guys, but the 3do group is a level more informative
>> than here, though you do have better HW threads often.
>
>That's because this group is plagued by the sinclaps of the world. Why
>else do you think programmers/game developers fled this group? It's been
>plagued by the scum of the Internet ever since it was created.
>
>/Kevin
>

Peter is the Dog of the net. He goes around sniffing out territory and
pisses on it to mark it out, then walks away. If you guys respond to his
stupid posts (Wow ! have you ever !) You have acknowledged him and therefore
he has marked out a piece of new territory. He will return, you people have
insured it.

Get it Guys.

Chuck
mcginley@ll.mit.edu

3441. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 15:55:52 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.777311752@nova>
Source record: 15991
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

mcginley@ll.mit.edu (Chuck McGinley) writes:

>>That's because this group is plagued by the sinclaps of the world. Why
>>else do you think programmers/game developers fled this group? It's been
>>plagued by the scum of the Internet ever since it was created.
>>
>Peter is the Dog of the net. He goes around sniffing out territory and
>pisses on it to mark it out, then walks away.

No, HE DOES NOT WALK AWAY.

This is not the only group he continually pesters. He has posted on all
the atari groups, as well as the amiga groups. He constantly quotes prices
of Macs and advocates that everything not labelled "Mac" or "Apple" is
crap.

He comes to these groups because they support something other than
Macintosh. The groups he continually posts to are groups related to
companies that sell computers other than Macintosh.

>He will return, you people have
>insured it.

He returns only because he doesn't have a life and this group is related to
a company that has a computer format in competition with Macintosh. Rest
assured that, if 3DO came out with a computer to compete with the Mac, he
would be posting in the 3do group as well.

/Kevin

>Chuck
>mcginley@ll.mit.edu

3442. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 16:19:09 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Aug19101909@sfi.santafe.edu>
Source record: 15992
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

Muahahahahahahahahahahab! Excellent! This is definitely the best to
date. THANK YOU sinclair for being yourself.
--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

3443. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 16:22:15 UTC
From: sys1@exnet.com
Message-ID: <CusIt5.BA@exnet.com>
Source record: 15993
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <32nfts$32m@marlin.ssnet.com> mattc@marlin.ssnet.com (Matthew Chiglinsky) writes:
> If there were Amiga clones as there are IBM clones we'd see much
>better variety. Then we might actually get our own phonebook-sized sales
>catalog like they have over in IBM land.

I think it is amazing that there are Atari clones out there.

I also think the production of the Medua and the licensing of Falcon
OSes to manufacturers points out that Atari computers have a lot of support.

xavier

3444. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 17:55:32 UTC
From: gaghon@nevada.edu
Message-ID: <332rmk$q5e@post-office.nevada.edu>
Source record: 16000

: I played with a new PPC Quadra the other day. $7500 machine, top of the
: line juding by price and associated Apple Hype/Propaganda. I had to
: laugh when it's video performance was nowhere near as good as my $70
: 32-bit S3 accelerator. The 20" RasterOps display was nice though.
: Tasking sucked. I could never do my work on one, it's just not capable
: of it. If only Apple would get UNIX running on it. Might make a nice
: workstations but then... a Sparc, HP, DEC, etc. would blow it's doors
: off so why bother?

The problem with the PPC today is not the Hardware so much as it is the software. These 'C' programs were ported from PC and 68xxx chips. They do not take any advantage of the PPC coding or registers. 'C' like BASIC or PASCAL is a memory intensive program. It does not use many registers, just memory. On the PPC with 64 64-bit registers, it might be adventagous to write 'just the intensive parts' in Assembly, making full use of the PPCs design. Then we would notice some performance. The PC is designed as a memory (now hard drive) computer. With only 8 general registers (which in real mode is not general at all) you need to access memory for everything.

The 'C's, BASICS, and PASCALS, make use of memory which is the strong point of the PC. The PPC can access memory at about the same speed, so there is no gain. Its the way software is written that will kill the PPCs performance not the PPC itself. We have just gotten used to bloated, poor performing code. :(

Vince

PS The advantage of the atari is mostly Thin coding. :)

3445. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 22:28:05 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.777335285@sfu.ca>
Source record: 15994

millert@grad.csee.usf.edu (Timothy Miller) writes:

>That's your problem, not mine.

No, as per the purpose of this group you should be defending the Atari. That's you problem. Mine is attacking it.

>WHAT? What speed flaw? Do you have any CLUE about what SpeedoGDOS is?
>It referrs to the type of font it uses: Bitstream Speedo fonts.
>SpeedoGDOS doesn't correct any flaws. It's bart of the Operating System.

I thought the point of SpeedoGDOS was to make drawing fonts to the screen faster. I'm sorry if I was wrong.

>Some of the space that System 7 requires is useful. Most of it is wasted
>space.

System 7 has more features than TOS. Sure, System 7 could take less space but I would rather buy the disk/RAM than lose features.

>This is crap. C is designed to make it easier to produce efficient
>object code. Pascal was designed by someone who wanted to teach
>programming, so he made a programming language that favored structure
>over efficiency.

What you say about Pascal is true. C was designed to have as little baggage as possible. C has designed to avoid build-in I/O features and transcendental functions. That was a requirement since the the Unix system Ken Thompson was using allowed a maximum of 64K for both instruction and data. My Pascal compiler uses over half of that just for the build in features. The smallest C program my compiler can produce is less than 4K which includes loading the code, initializing the toolbox and quiting cleanly.

>Didn't you ever learn about this basic stuff in school?

Yes, didn't you?

>: goes. A pascal compiler does not have to worry about functions that
>: can accept an indeterminant number of parameters.

>Actually, it's worse, because it has to worry about functions that don't
>have a pre-determined arrangement of parameters. For example, write,
>writeln, read, readln... and any other such function.

The user cannot define fuctions without pre-determined arragements of paramaters. Any compiler worth a thing will treat writeln, write, readln, read and concat (I think that's all of them) as exceptions.

>In C, it's specified explicity. In Pascal, it's specified implicitly and
>you have less control. The same stuff is done; same net effect.

That expressive power makes it harder for the compiler to optimize the
code. Which do you thing is easier to optimize:

```
for somevar := something to somethingelse do
begin
something
end
```

or

```
for (some expression;some expression;some expression) {
something}
```

>C had a goto. If you don't know that, you shouldn't be comparing the
>languages.

I said it was possibly in pascal not that it was impossible in C.

>You REALLY don't know what you're talking about. C and C++ are NOT the
>same. I'm comparing C to Pascal and you throw in C++. Nice try, but
>it's not going to work. Any idiot knows an object oriented compiler
>can't predict ahead of time which inherited objects are going to be used
>and which aren't. When one class is based on another, it has to take the
>entire inherited class, whether it's used or not.

My point was simply that the finder was faster and that Apple was willing
to sacrifice run-time efficiency for maintainability.

>: The MacOS was originally written
>: in Pascal but most has been rewritten in C.

>I doubt it. Apple doesn't care that much about efficiency to want to
>even improve OLD code written in Pascal, let alone rewrite it in C.

I doubt that they did it for efficiency reasons as well. They did it
because C is the language of the futur and Pascal is the language of
the past.

>Windows isn't something to compare against. It's even worse. The 680x0
>is a great processor, but the Mac hardware and OS ruins it. The 80x86 is
>a horrible processor and Windows makes it even worse.

OK, so Windows is worst than System 7. I'm glad to here you say that. Now
heres my problem: I can chose a platform with lots of software, fast
processors and good support or I can choose a computer with a fast operating
system with good multitasking. Well, I want to run a lot of software,
Windows sucks, I want a fast processor and cooperative multitasking is
good enough for now. Which computer should I choose?

>: I have an ST and a mac. Falcon for the ST cost me more than Hornet for the
>: mac and Hornet is far better than Falcon. Which platform is screwing me?

>So, you pick out ONE piece of software where you get a better price. Big
>deal. I'm sure Atari users could give you reams of prices that are
>better for Atari's.

Give me a good Atari flight simulator (better than Hornet) that's cheap.
Also, since I time of games quickly, give me ten new games that are due
to be release for the Atari in the next three months.

>My Atari doesn't get in the way of what I want to do, while the Apple
>does. I get work done faster on an Atari than I can on a Mac. Sounds
>like the Atari's GUI is better designed.

You are not qualifying your statements. Tell me HOW the Mac gets in the way.

>I'm not debating that. You can like a Mac all you want. Just don't go
>telling how stupid my Atari is and how I should get a Mac. You shouldn't
>even be in this newsgroup.

I'm not saying the Atari is stupid. When did I say that? And the point of this
group is to 'attack and defend Atari computers'. Even if I did say that the
Atari is stupid wouldn't that be consistent with the purpose of this group?

>I'm surprised that you CAN digitize video. How much did the extra
>equipment cost you?

Just my stock computer. Btw, I did do this test with a falcon owner. The
compression on my computer was over twice as fast.

>Sorry is right. Sorry piece of crap Mac.

You hacked on be because you thought I said that the Atari was stupid.
Apparently you have two sets of acceptable conduct. One for yourself and
one for everyone else.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3446. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 23:53:07 UTC
From: benkeen@aol.com
Message-ID: <333gl3$i34@search01.news.aol.com>
Source record: 15996

In article <3315kp$cil@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

When heavily burdened by the Mac's OS, it no longer has that speed advantage over the Mac, but it has much better hardware. A 68030-32 in a TT running the Mac OS may not be faster than a 68040-33 Mac, but a 68030-32 TT running the Mac OS is certainly much faster than a 68030-32 Mac.
==========

I have many many many hours on a TT, [4 meg ST RAM, 4 Meg TT RAM] working with a completely RAM-based database. I do things on it that require significant amounts of time to do. (very sophisticated sorts, searches, and manipulations) Some of these things take a very long time to do. I would have to say that it is NOT faster than a 33 MHz 040 Mac. I have a great deal of time on Macs, too and there IS NO GLARING DIFFERENCE IN EFFICIENCY! A 33 MHz 030 TT is about as fast as a 33 MHz 030 Mac. In much of the work that goes on, the OS is not involved. (at least, in the kind of time-consuming processing involved in database work.) As far as everyday things like word processing, where human interaction takes the forefront, the responisiveness of the Atari interface is about the same as that of the Mac. I have more than 4000 hours on a Mac and more than 1500 hours on a TT, so I know what I am talking about.

Those who keep popping up and saying 'my ST is faster than a PowerMac' are either
a) Massively inexperienced in Macintosh
b) Use applications which are 'minimalist'

b) Is rather more prevalent, since most people experience Macs in business or educational settings where they are saddled with horrendous software like Word or WordPerfect v2.1 (3.0 isn't so bad)

-Ben Keen

3447. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-19 23:58:03 UTC
From: benkeen@aol.com
Message-ID: <333gub$i5f@search01.news.aol.com>
Source record: 15995

In article <quinlan.777335285@sfu.ca>, quinlan@kits.sfu.ca (Brian Quinlan)
writes:

>C had a goto. If you don't know that, you shouldn't be comparing the
>languages.

I said it was possibly in pascal not that it was impossible in C.
==========

It is.

```
Function FOO ( BAR: INTEGER);
LABEL 10;

BEGIN
{Do stuff}
IF bar = 15 then
GO TO 10;
{Some more stuff}
10: {Special Thing}
end;
```

3448. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-20 00:01:28 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cut42I.H1n@ecf.toronto.edu>
Source record: 15998

In article <33163t$cil@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>Yeah, and the Atari doesn't have to load the whole OS from disk, and

Neither does the Mac.

>there are numerous patches Mac users have to put in their system folder
>anyway.

Such as ... ? I have only *one* patch in my System Folder -- System Update
3.0.
--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3449. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-20 00:08:56 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cut4Ex.H6n@ecf.toronto.edu>
Source record: 15999

In article <3315kp$cil@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>When heavily burdened by the Mac's OS, it no longer has that speed
>advantage over the Mac, but it has much better hardware. A 68030-32 in a
>TT running the Mac OS may not be faster than a 68040-33 Mac, but a
>68030-32 TT running the Mac OS is certainly much faster than a 68030-32 Mac.

Are you sure? Remember that the TT was designed to be a 16MHz machine, and
was hacked to run at 32MHz by Atari at the last minute when they realised that
a 16MHz 68030 is too slow. The 68030 runs at 32MHz, but all the support
chips run at 16MHz. This is similar to the Mega STe, which is basically like
a 1040STe with a new case and a 16MHz accelerator added.

Neither are as efficient as they would be if they had been designed from the
start to run at their full speeds.

>: You have obviously never used any Mac software.
>
>I've used enough to know I'm not impressed.

I love how Atari advocates can make a statement like that with impunity, but
when a Mac advocate says the same thing, he's flamed.

>It's kindof an intangible thing, really. The machine FEELS like it's
>slow, and it FEELS like it's making things more difficult. It's just the
>attitude of the UI design. Things feel like they take more effort, and
>the feel like the machine is trying to do things for you that you don't
>necessarily want done. It kinds gives me the willies and some times
>makes me sick.... It's kinda like being forced to eat brussel sprouts,
>except there aren't even any vitamins you're eating it for.

Give me a particular example. Nobody I've ever asked to give an example of
this has ever given me one. Give me *ONE* example of how the mac "does things
for you that you don't necessarily want done."

>Atari's are good machines. The manufacturer, on the other hand, can't
>support the machine. For this reason, I don't blame many people for
>switching machines.

Ataris *were* good machines IMHO. When the ST first came out, it was fast
and had a good OS. Even the TT was a decent machine. But Atari failed to
significantly improve the ST series either in terms of hardware or system
software. What could have been a very nice OS was destroyed by Atari's lack
of enforcement of programming and UI guidelines, and the slow pace of
development of GEM.
--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)

```
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."
```

3450. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-20 02:46:12 UTC
From: millert@grad.csee.usf.edu
Message-ID: <333qpk$cd@mother.usf.edu>
Source record: 15997

Jeez! What is with you people?

Why must you quote an 8 page message just to insert one line of text?

3451. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-20 09:31:59 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <334iif$lg6@nyheter.chalmers.se>
Source record: 16001

In article <32vv8t$h52@post-office.nevada.edu>,
GEORGE GAGHON <gaghon@nevada.edu> wrote:
>OK, now this sounds right! I optimized the 030 code and removed the CMP &
>BNE and replaced it with a DBF. I doubled the amount of reads on the 030 so
>it moved 65000 words like the PC. The time is .053 instead of .04 like
>before. I ran the test 1000s of times and then divided the timer's result
>by 1000 to get this result.
>
>On the PC I also ran the test 1000 times and divided the timer. Seems
>like I forgot that the timer on the PC has a resolution of 1/18th of a
>second or .054 sec. So, now my PC reads .028, about twice the speed of
>a 16mhz 030. Thanks for the help....

Could you, please, post the new version of the code so we can all verify
that there are no more errors?

- From what you say above, it looks like you didn't fix the reads from odd
addresses on the 486 for example.

- If the 486 has an external cache, the outer loop (1000) may cause all
but the first pass to read entirely out of cache memory.

- Why do you read 16 bit words in the first place? Try the same thing with
32 bit reads. That should put the 486 even further from the Falcon.
This was supposed to be a bus speed test, right?

Your results show the 486 to have only twice the memory bus speed of the
Falcon, which is not possible given the Falcon's horrible bus performance.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3452. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-20 16:23:09 UTC
From: gaghon@nevada.edu
Message-ID: <335ald$g6a@post-office.nevada.edu>
Source record: 16003

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
: In article <32vv8t$h52@post-office.nevada.edu>,
: GEORGE GAGHON <gaghon@nevada.edu> wrote:

: - From what you say above, it looks like you didn't fix the reads from odd
: addresses on the 486 for example.

The Intel chip is not like the Motorla it does not change the speed to
use odd addressing. Debug PC code and you will see lots of asm code that
is byte bound.

: - If the 486 has an external cache, the outer loop (1000) may cause all
: but the first pass to read entirely out of cache memory.

That is great, but in real time applications there is no need to read the
same informaion more than once.

: - Why do you read 16 bit words in the first place? Try the same thing with
: 32 bit reads. That should put the 486 even further from the Falcon.
: This was supposed to be a bus speed test, right?

I am designing a program that uses word reads, plus I need to be in
protected mode to take full advantage of the 32 bit registers. I don't
have a lang. that has a DOS extender to push and pop me in and out of
protected mode for DOS calls.

: Your results show the 486 to have only twice the memory bus speed of the
: Falcon, which is not possible given the Falcon's horrible bus performance.

Don't forget about the Falcon catch (sp?). The Falcon is a 16bit 16mhz
BUS. If you read words there is no penalty. When reading longs is when
you lose speed. Also if the loop is small, it is contained in the catch,
so all intructions in there begin to run like a 32-bit bus machine. I
only use registers when looping and access memory only when I have to.

Vince
/s

: --
: Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
: of Technology | .signatures | Address: Johan Klockars
: | so hard to do | Foreningsgatan 32/408
: Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3453. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-20 16:59:28 UTC
From: fg075@cleveland.Freenet.Edu
Message-ID: <335cpg$bf4@usenet.INS.CWRU.Edu>
Source record: 16004
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

]Comment: Still want to buy a Jagflop?

Peter, with all the CRAP you've been posting to this
group, I find it hard to believe that the "letters" you posted
are nothing more than another of your "JagFlop" attempts.

"He" talks about your understanding of the industry.
With everything I've seen, your "understanding" consists largely
of "The Jag is a Flop" and feeble attempts to hide your "Buy a
Mac" propaganda...

--
-=-
Andrew Stefanski ai586@leo.nmc.edu
Atari Jaguar Owner fg075@cleveland.freenet.edu
A mind is a terrible thing to... Ooohh!! A new video game!

3454. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-20 19:56:27 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.777412587@sfu.ca>
Source record: 16005

gaghon@nevada.edu (GEORGE GAGHON) writes:

>The problem with the PPC today is not the Hardware so much as it is the
>software. These 'C' programs were ported from PC and 68xxx chips. They do
>not take any advantage of the PPC coding or registers.

A good compiler should be able to optimize register usage for you. It should
also adjust instruction order for you for speed reasons. The IBM RS/6000
compiler can do this well. What you have to worry about is adjacent
dependant instructions. That can really slow things down and the programmer
has to worry about this.

>'C' like BASIC or
>PASCAL is a memory intensive program. It does not use many registers, just
>memory. On the PPC with 64 64-bit registers, it might be adventagous to
>write 'just the intensive parts' in Assembly, making full use of the PPCs
>design. Then we would notice some performance. The PC is designed as a
>memory (now hard drive) computer. With only 8 general registers (which in
>real mode is not general at all) you need to access memory for everything.

A compiler can put variables in registers if it wants or you can request
it explicitly by using the 'register' directive in your variable declaration.
The PPC has 32 32-bit GPR registers, 32 64-bit FPR registers, 1 FPSCR, 1 CR,
and the rest of SPR registers (refer to chapter two of MPC601UM/AD). Since
the size of the registers is based on the size of the GPRs the PPC has
32-bit registers. Programming in 601 assembly is hard. I would not recommend
it for anything but the most time critical code.

>The 'C's, BASICS, and PASCALS, make use of memory which is the strong
>point of the PC. The PPC can access memory at about the same speed, so
>there is no gain. Its the way software is written that will kill the
>PPCs performance not the PPC itself. We have just gotten used to
>bloated, poor performing code. :(

All computers make the most use of memory or their hard disks. The PPC actually
has a big advantage when dealing with algorithmic code and medium size
data structures do to the large amount of L2 cache that is normally installed.

--

Brian Quinlan
quinlan@sfu.ca
"...but people also thought that the world was flat"

3455. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-21 00:20:27 UTC
From: rmills@ccd.harris.com
Message-ID: <1994Aug21.002027.23183@ccd.harris.com>
Source record: 16012
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu wrote:

: Comment: Still want to buy a Jagflop?

That was too funny Peter. Did you have any help making it up?

-Rich

____
////////////////////////////|
================================/|
	Richard Mills		/
	System Administration		/
	Harris Controls Division		/
	Melbourne Florida		/
	(407)242-5324_________________		/
	rmills@ccd.harris.com//////////		/
================================/

3456. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-21 03:27:14 UTC
From: renfro@bnr.ca
Message-ID: <336hii$lpo@crchh610.bnr.ca>
Source record: 16006

In article <Cut4Ex.H6n@ecf.toronto.edu>,
PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
>
>Ataris *were* good machines IMHO. When the ST first came out, it was fast
>and had a good OS. Even the TT was a decent machine. But Atari failed to
>significantly improve the ST series either in terms of hardware or system
>software. What could have been a very nice OS was destroyed by Atari's lack
>of enforcement of programming and UI guidelines, and the slow pace of
>development of GEM.
>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance."

Ataris *still* are good machines for many purposes. Not everyone needs all
those extra *features* that System 7 and Windows offers. For using my
Ataris at home I prefer the simple, but effecient and built-in TOS.

I use a Mac IIcx at work and I really don't have a clue what it is doing with
over 2 Meg for the system. I guess I need all those extras for some reason
but I just don't get any thrill out of using the system to get things done
(well it is work, after all).

At home I have a Mega, a Falcon, and I am just now setting up a 386 system
to expand my computing horizons. Windows does have a lot of bells and
whistles, but do I really need them and do they need to be in such an
awkward UI? Again, I prefer the simple and effecient TOS and when I do
need some extras I can add it with a CPX or ACC or Auto prg.

I will have to agree, though, that Atari has fallen far far behind in
the software department. It is just amazing how much variety of software
is out there for the clones (and Macs too I guess). How can the handful
of independant developers even come close to competing against the massive
number of software 'houses' developing for those other systems. Of course
you are going to have more feature rich (note I didn't say better) softs
coming out of a *team* of well paid programmers. It is just a shame
that the Ataris couldn't have kept more developers fed as I still feel
it is a superior hardware platform (other than being somewhat closed)
and if more teams of programmers would have spent more time developing the
software, it would be better than anything done on those other machines
(actually there are a few examples of this, such as Calamus SL).

Oh well, I plan to continue using my Ataris for awhile cause they still
get the job done for me (simple home user/hacker). I'll also enjoy having
the 386 (or upgrade) around for playing a few Wing Commander/X-wing type

games.

RandyH

3457. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-21 04:18:22 UTC
From: millert@grad.csee.usf.edu
Message-ID: <336kie$7a3@mother.usf.edu>
Source record: 16007

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <3315kp$cil@mother.usf.edu>,
: Timothy Miller <millert@grad.csee.usf.edu> wrote:
: >When heavily burdened by the Mac's OS, it no longer has that speed
: >advantage over the Mac, but it has much better hardware. A 68030-32 in a
: >TT running the Mac OS may not be faster than a 68040-33 Mac, but a
: >68030-32 TT running the Mac OS is certainly much faster than a 68030-32 Mac.

: Are you sure? Remember that the TT was designed to be a 16MHz machine, and
: was hacked to run at 32MHz by Atari at the last minute when they realised that
: a 16MHz 68030 is too slow. The 68030 runs at 32MHz, but all the support
: chips run at 16MHz. This is similar to the Mega STe, which is basically like
: a 1040STe with a new case and a 16MHz accelerator added.

And YOU remember that when the TT's were redesigned to go from Class A to
Class B, the whole thing was redesigned. They went to surface-mount and
made a number of other design changes. In the process, memory access was
improved. But even more significantly, TT RAM access runs at full
processor speed.

: Neither are as efficient as they would be if they had been designed from the
: start to run at their full speeds.

This is true, but at least they're better designed than a Mac.

: >: You have obviously never used any Mac software.
: >
: >I've used enough to know I'm not impressed.

: I love how Atari advocates can make a statement like that with impunity, but
: when a Mac advocate says the same thing, he's flamed.

You're just digging hard for something to grab hold of. You can't do it.

: >It's kindof an intangible thing, really. The machine FEELS like it's
: >slow, and it FEELS like it's making things more difficult. It's just the
: >attitude of the UI design. Things feel like they take more effort, and
: >the feel like the machine is trying to do things for you that you don't
: >necessarily want done. It kinds gives me the willies and some times
: >makes me sick.... It's kinda like being forced to eat brussel sprouts,
: >except there aren't even any vitamins you're eating it for.

: Give me a particular example. Nobody I've ever asked to give an example of
: this has ever given me one. Give me *ONE* example of how the mac "does things
: for you that you don't necessarily want done."

I'd have to sit down with a Mac and show you. Like I said, it's mostly
intangible. If you're spoiled by the speediness of the Atari, then a Mac
will bore and frustrate you.

: >Atari's are good machines. The manufacturer, on the other hand, can't
: >support the machine. For this reason, I don't blame many people for
: >switching machines.

: Ataris *were* good machines IMHO. When the ST first came out, it was fast
: and had a good OS. Even the TT was a decent machine. But Atari failed to
: significantly improve the ST series either in terms of hardware or system
: software. What could have been a very nice OS was destroyed by Atari's lack
: of enforcement of programming and UI guidelines, and the slow pace of
: development of GEM.

Well, there are plenty of GEM extentions, so we don't need to worry about
that.

: --
: David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
: ___ _____ "Engineering is the art of moulding materials we do not fully
: |__ |) | | | understand into shapes we cannot fully analyse and preventing
: |__ |\ | |/\| the public from realising the full extent of our ignorance."

3458. C64 emu

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-21 09:16:00 UTC
From: hans.olsson@master.ct.se
Message-ID: <2e5729c6@ct.se>
Source record: 16030

Does anyone have the solution to the classic Spellbound game for the C64
Emulator (PC=?!) I'd like to point out, however obvious it might be, that
I am NOT running a C64, but an emulator!!
Plis RESPOND!!

3459. Re: Is there a newsgroup devoted to 7800 and 2600 advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-21 19:42:11 UTC
From: rossam@dunx1.ocs.drexel.edu
Message-ID: <338amj$go8@dunx1.ocs.drexel.edu>
Source record: 16008

```
In article <32q2an$102@agate.berkeley.edu>,
Jody Scott Weissler <jweiss@uclink.berkeley.edu> wrote:
>Is there a newsgroup devoted to the late 70's and 80's game systems?

Try rec.games.video.classic.
```

3460. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-21 22:19:04 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <338jso$167@nyheter.chalmers.se>
Source record: 16009

In article <335ald$g6a@post-office.nevada.edu>,
GEORGE GAGHON <gaghon@nevada.edu> wrote:
>Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
>: In article <32vv8t$h52@post-office.nevada.edu>,
>: GEORGE GAGHON <gaghon@nevada.edu> wrote:
>
>The Intel chip is not like the Motorla it does not change the speed to
>use odd addressing. Debug PC code and you will see lots of asm code that
>is byte bound.

Weird, but I believe you.

>: - If the 486 has an external cache, the outer loop (1000) may cause all
>: but the first pass to read entirely out of cache memory.
>
>That is great, but in real time applications there is no need to read the
>same informaion more than once.

My point was that you said your new test program ran the loop a thousand
times and then divided the time taken by 1000. If your machine had 64k
or more of external cache (not unusual), the last 999 iterations of the
loop would read straight from cache. The timing of the first iteration, the
interesting one, could be very far from the average timing in that case.

>I am designing a program that uses word reads, plus I need to be in
>protected mode to take full advantage of the 32 bit registers. I don't
>have a lang. that has a DOS extender to push and pop me in and out of
>protected mode for DOS calls.

OK, I just want to mention that the test routines do not show anything
about the bus speeds in general of the two machines.

>Don't forget about the Falcon catch (sp?). The Falcon is a 16bit 16mhz
>BUS. If you read words there is no penalty. When reading longs is when
>you lose speed. Also if the loop is small, it is contained in the catch,

Unfortunately this is not true (I would've been very happy if it was).

First, there is nothing very 16MHz about the Falcon bus. The processor
runs on a 16MHz clock, but every bus access takes around 5 clock cycles.
(The 68000 in a normal ST can read a 16 bit word in 4 cycles, which means
that the Falcon's bus speed is less than twice that of the ST.)

Normally a random bus access should take 3 cycles on an '030 (if memory
serves me right) and the caches should be filled using burst-mode, which
is even faster. Unfortunately the '030 in the Falcon can not use burst mode.

There should not be any difference between the time taken to read a single 32 bit and a single 16 bit word on the Falcon, since a whole cache line (16 bytes) has to be filled in either case. If you're reading a lot of consecutive memory locations, the 16 bit reads will of course be faster than the same number of 32 bit reads since the cache lines will not be updated as often.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3461. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-21 23:12:05 UTC
From: benkeen@aol.com
Message-ID: <338n05$r4s@search01.news.aol.com>
Source record: 16010

In article <336kie$7a3@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

I'd have to sit down with a Mac and show you. Like I said, it's mostly intangible. If you're spoiled by the speediness of the Atari, then a Mac will bore and frustrate you.
==========
Odd then, is my case.

I had a Mac Classic, which I used at home. I went to work at a place that used Mega STes and TTs. I found the Atari machines to be *much* less responsive than my 8 MHz Mac. And these were at least twice as fast in clock speed! BTW, I was running System 7, too. I submit that it all depends on what one is more used to. When you use a certain computer, you get so that you expect certain things to happen at certain speeds. Even to this day, with over 1500 hours spent in front of an Atari, I am *amazed* at how long it takes them to format, read, and write floppy disks. I am *astounded* at how many steps one must go through to move files from folder to folder. Atari people probably have similar problems when dealing with Macs. It all depends on what one is used to.

=Ben Keen

3462. Satisfied With Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 01:05:09 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <338tk5$ve@Tut.MsState.Edu>
Source record: 16011

Aloha Atari Lovers and Bashers,
Just wanted to say that I am the occasonal computer user who
finds his ancient Atari 1040STE perfect for the type of applications
I run.
I am the kind of user who doesn't sit around saving every nickle and
dime I make just to get the latest and greatest speed demond computer in order
to keep up with the Jones nextdoor. I have less than $1,000.00 tied up in
my computer, yet I'm able to do Semi professonial DTP projects, Professional
quality midi presentations, and have hours of nearly free fun and entertainment.Also, I can
do many things on my ST in less time than many of my 486DX using
friends with an ancient system that only runs at 8mhz. I really don't think
it's the hardware people...and in many cases it's not the software. Computers,
any way you look at it are dumb...the final product revolves around the user,
and the effictiveness at which he or she manages time and resources. It
really doesn't kill me that I have to wait a WHOLE 2 minutes for PageStream
to plot out and print a full color flyer that isn't due untill the end of
the week, because I know I can use that time to make an important phone call.
Also, it's not worth another $1,000.00 to me to gain that 2.5 minutes that
would otherwise be wasted if I weren't sitting at my desk waiting for the
page to be printed. All computers can be extremely powerful...I don't care
if it is merely an old TI35 calculator...after all...look what we achive
with a simple ink pen. Any purchase of any product can be a waste of time and
money, or can be the investment of a life time. It boils down to what you
do with it...what YOU do with it..not what Intel or Motorola or IBM or whoever
say you can do with it.
In my home town..there are two Local TV stations...one has every
high tech toy in the industry...the other is making off of technology left
over from the 60's. Funny how the one with backwoods technology still
manages to produce the best and most watched news program in the area. They
do it with people, not tech toys...
For those of you who professionaly write, design, and evaluate
computers and software...I tip my hat...you guys should be fighting over
superior platforms, languages...etc...that's your job...to fight for
the best possible performance per dollar ratio, but you guys who do nothing
but watch the windows hop around on your screen and never really DO WORK
because your system isn't fast enough...QUIT MAKING EXCUSES and get productive!
My ST is just fine for what I do....and it's cheap...so quit calling
me and other ATARI users Idiots for not wasting our money on a Mac, or IBM/Clone...This
crappy old STE earns me at least one week in Europe a year...Can you
say that? Maybe you just need a faster computer, then you'll be able to
get your job done (right).

Brian

3463. What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 05:00:52 UTC
From: kay@chickenwings.com
Message-ID: <kay-2208941319560001@mac-tml11.ccs.deakin.edu.au>
Source record: 16013
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

I considered purchasing an Amiga but somebody told me Commodore was no more.
So I thought a Macintosh but some fella told me the OS sucks big time.
Atari had good music software but looks damn ugly.
PCs, well...yer can't format floppies in the background.

3464. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 05:35:19 UTC
From: jmacleod@unixg.ubc.ca
Message-ID: <339den$kre@nnrp.ucs.ubc.ca>
Source record: 16014
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <kay-2208941319560001@mac-tml11.ccs.deakin.edu.au>,
Kay Wollmer <kay@chickenwings.com> wrote:
>
>I considered purchasing an Amiga but somebody told me Commodore was no more.
>So I thought a Macintosh but some fella told me the OS sucks big time.
>Atari had good music software but looks damn ugly.
>PCs, well...yer can't format floppies in the background.

I would get some new info on PC's. There are several options to make
PC's a pretty good computer.

Several different flavours of operating systems, lots of new hardware for
video capture, accelerated 3D graphics, wide range of sound cards and all
sorts of stuff.

The good thing is that there are lots of companies competing to make
these things, so they just get cheaper and cheaper and better an.......

The days of the ugly, ISA 640K DOS box is gone.

But who know maybe you will like a mac or a PPC from IBM who knows go
check it out yourself. Dont listen idiots like me or anyone else in this
group for that matter.

Peace, Love and cross platform computing.

:)

3465. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 05:35:41 UTC
From: etaylor@interaccess
Message-ID: <339dfd$5sl@nntp.interaccess.com>
Source record: 16016
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Kay Wollmer (kay@chickenwings.com) wrote:

: I considered purchasing an Amiga but somebody told me Commodore was no more.
: So I thought a Macintosh but some fella told me the OS sucks big time.
: Atari had good music software but looks damn ugly.
: PCs, well...yer can't format floppies in the background.

Buy preformatted floppies. They're cheap.

-Ed

3466. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 05:54:16 UTC
From: maniac@cyberspace.com
Message-ID: <339ei8$223@cyberspace.com>
Source record: 16015
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

James Douglas MacLeod (jmacleod@unixg.ubc.ca) wrote:
: In article <kay-2208941319560001@mac-tml11.ccs.deakin.edu.au>,
: Kay Wollmer <kay@chickenwings.com> wrote:
: >
: >I considered purchasing an Amiga but somebody told me Commodore was no more.
: >So I thought a Macintosh but some fella told me the OS sucks big time.
: >Atari had good music software but looks damn ugly.
: >PCs, well...yer can't format floppies in the background.

: I would get some new info on PC's. There are several options to make
: PC's a pretty good computer.

: Several different flavours of operating systems, lots of new hardware for
: video capture, accelerated 3D graphics, wide range of sound cards and all
: sorts of stuff.

: The good thing is that there are lots of companies competing to make
: these things, so they just get cheaper and cheaper and better an.......

: The days of the ugly, ISA 640K DOS box is gone.

: But who know maybe you will like a mac or a PPC from IBM who knows go
: check it out yourself. Dont listen idiots like me or anyone else in this
: group for that matter.

: Peace, Love and cross platform computing.

: :)
Ya but pc's don't have the video toaster and still can't do 30 fps!

3467. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 07:33:36 UTC
From: jmacleod@unixg.ubc.ca
Message-ID: <339kcg$l3v@nnrp.ucs.ubc.ca>
Source record: 16017
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <339ei8$223@cyberspace.com>,
Niles Bateman <maniac@cyberspace.com> wrote:
>James Douglas MacLeod (jmacleod@unixg.ubc.ca) wrote:
>: In article <kay-2208941319560001@mac-tml11.ccs.deakin.edu.au>,
>: Kay Wollmer <kay@chickenwings.com> wrote:
>
>Ya but pc's don't have the video toaster and still can't do 30 fps!

Video Toaster,no. But did you consider the fact that he may not want
one? Maybe he does not give a damn about 30fps.

Incidently, 30fps? How about the 35 or so video capture and playback
cards coming out for the PC. 35 might be to small. Almost all VGA cards
come with AVI enhancement features.

Though I still like the amiga, the above argument is even shaky for the
toaster as LW is being released for the PC.

:)

3468. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 08:01:13 UTC
From: johns@rd.scitec.com.au
Message-ID: <1994Aug22.080113.14695@rd.scitec.com.au>
Source record: 16018
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Kay Wollmer (kay@chickenwings.com) wrote:

> I considered purchasing an Amiga but somebody told me Commodore was no more.

Maybe.

> So I thought a Macintosh but some fella told me the OS sucks big time.

Very subjective. It's strange that when you see TV shows with people using computers creatively i.e. video artists, they are almost always using Macs.

> Atari had good music software but looks damn ugly.

Agreed. ;-) (Smiley to stop getting flammed by Musos)

> PCs, well...yer can't format floppies in the background.

Depends what OS you use. Take either OS/2 or a Unix clone and you can.

--
+---+
| John SAUNDERS - AARnet johns@rd.scitec.com.au - #include <stddisclaimer.h> |
| SCITEC Communication Systems - Phone +61 2 428 9541 - Fax +61 2 418 6954 |
+---+

3469. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 09:32:31 UTC
From: d3karma@dtek.chalmers.se
Message-ID: <339rbf$4ih@nyheter.chalmers.se>
Source record: 16019
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

kay@chickenwings.com (Kay Wollmer) writes:

>I considered purchasing an Amiga but somebody told me Commodore was no more.

Correct. But wait a month or so, perhaps C= UK can start it all up again.

>So I thought a Macintosh but some fella told me the OS sucks big time.

Yes.

>Atari had good music software but looks damn ugly.

Yes. And probably LESS support than C=...

>PCs, well...yer can't format floppies in the background.

Says it all.

You must wait a few months and buy an Amiga:-))

vh MK
--
// "Oh god of earth and altar, bow down and hear our cry"
\X/ Boing! -- Death before dishonour! Death before DOS!!! --

3470. Re: Satisfied With Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 09:53:33 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <339sit$pbj@lyra.csx.cam.ac.uk>
Source record: 16020

bjr2@Ra.MsState.Edu (Brian J. Roland) writes:

>Aloha Atari Lovers and Bashers,
> Just wanted to say that I am the occasonal computer user who
>finds his ancient Atari 1040STE perfect for the type of applications
>I run.

[lots of sensible comments deleted]

I just have to say I totally agree with you and it is nice to hear from
someone who has some kind of intelligence for a change.

If only everyone here was this sensible....

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3471. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 10:49:16 UTC
From: m92mmy@hassaleh.tdb.uu.se
Message-ID: <339vrc$cau@columba.udac.uu.se>
Source record: 16021
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

John Saunders (johns@rd.scitec.com.au) wrote:

: > So I thought a Macintosh but some fella told me the OS sucks big time.

: Very subjective. It's strange that when you see TV shows with people using
: computers creatively i.e. video artists, they are almost always using Macs.

<laughs like ALF>

I've yet to see VIDEO art on TV that matches the work of the demoscene,
frankly, their all too frequent use of standard paint-box effects come
out as pretty pathetic. And where is the artwork? Geez, most of it has
the garish look of 80s scenestuff. "they are almost always using Macs",
please, spare us.

: > PCs, well...yer can't format floppies in the background.

: Depends what OS you use. Take either OS/2 or a Unix clone and you can.

And what great apps are available for those OSs?

If all he wants is a decent computer (ie not a setup with all the
"best" apps), well, to hell with Mac and PC, get a workstation.

--
Mattias Myrberg
mattias@krille.update.uu.se

3472. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 11:25:34 UTC
From: felinoid@ccnet.com
Message-ID: <33a1ve$kg8@ccnet.ccnet.com>
Source record: 16022
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Edmund Taylor (etaylor@interaccess) wrote:
: Kay Wollmer (kay@chickenwings.com) wrote:

: : I considered purchasing an Amiga but somebody told me Commodore was no more.
: : So I thought a Macintosh but some fella told me the OS sucks big time.
: : Atari had good music software but looks damn ugly.
: : PCs, well...yer can't format floppies in the background.

: Buy preformatted floppies. They're cheap.

Don't.. they are NOT cheap.... (in any sence of the word)
preformated flopys are a hier grade than non-preformated...
(atleast they are better tested)
anyway you can format flopys in the backgound on a PC using concurent
Pc Format... or any multytasking software/envirment on the PC...

You want cheap? I got cheap... by the way.. don't buy cheap flopys
unless you know what your doing.....

or are a good disk ninga (Throwing dead disks around like throwing stars)

Some cheap disk resellers or sellers sell dead disks.... you have to know
how to tell just from the pricing wether or not it's a scam...
(even then it's hard to tell)

Meow

3473. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 11:47:33 UTC
From: shimpei@leland.Stanford.EDU
Message-ID: <33a38l$50s@nntp2.Stanford.EDU>
Source record: 16023
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33a1ve$kg8@ccnet.ccnet.com>,
Felinoid the Cat Mage <felinoid@ccnet.com> wrote:
:Edmund Taylor (etaylor@interaccess) wrote:
:: Kay Wollmer (kay@chickenwings.com) wrote:
:
:: : I considered purchasing an Amiga but somebody told me Commodore was no more.
:: : So I thought a Macintosh but some fella told me the OS sucks big time.
:: : Atari had good music software but looks damn ugly.
:: : PCs, well...yer can't format floppies in the background.
:
:: Buy preformatted floppies. They're cheap.
:
:Don't.. they are NOT cheap.... (in any sence of the word)
:preformated flopys are a hier grade than non-preformated...
:(atleast they are better tested)

This depends entirely on the floppy disk manufacturer. At Stanford,
the Bookstore at one time sold Dysan preformatted disks that wasn't
quite formatted correctly. Mind you, there was nothing wrong with the
medium; they worked fine if they were reformatted. Unfortunately, a lot
of people reportedly lost data with these disks since, well, you don't
buy preformatted disks so that you can reformat them.

--
Shimpei Yamashita, Stanford University shimpei@leland.stanford.edu

3474. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 12:28:47 UTC
From: morton@wam.umd.edu
Message-ID: <33a5lv$i7f@cville-srv.wam.umd.edu>
Source record: 16024
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <1994Aug22.080113.14695@rd.scitec.com.au>,
John Saunders <johns@rd.scitec.com.au> wrote:
>Kay Wollmer (kay@chickenwings.com) wrote:
>
>> I considered purchasing an Amiga but somebody told me Commodore was no more.
>
>Maybe.
>
>> So I thought a Macintosh but some fella told me the OS sucks big time.
>
>Very subjective. It's strange that when you see TV shows with people using
>computers creatively i.e. video artists, they are almost always using Macs.
>
Yeah, unless they are behind the camera, and then they use something else.
Sure they make nice props. :)

Later,
Rob Morton
morton@wam.umd.edu

3475. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 14:25:45 UTC
From: merlin@merlin.edex.edu.au
Message-ID: <JpXWuAJCBh107h@merlin.edex.edu.au>
Source record: 16032
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In <kay-2208941319560001@mac-tml11.ccs.deakin.edu.au>
kay@chickenwings.com (Kay Wollmer) writes:
>I considered purchasing an Amiga but somebody told me Commodore was no
>more.
>So I thought a Macintosh but some fella told me the OS sucks big time.
>Atari had good music software but looks damn ugly.
>PCs, well...yer can't format floppies in the background.

I can: you just run your favourite utils prog (Norton, PC Tools,
XTREE GOLD) in a window, set up the time slicing right, no worries! :)

--
Cheers:)

Merlin Zener Ph/fax: +61 75 766 594
Musician, Technician Mobile: +61 18 779 594
Gold Coast, Australia. email: merlin@merlin.edex.edu.au

"Research shows that no-one ever went blind from
looking on the bright side of life"

3476. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 14:30:59 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33acr3$ip3@msuinfo.cl.msu.edu>
Source record: 16025
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

I tried to email my reply directly to the poster, but it came back
undeliverable, so I'm posting it here. If anyone feels they've been
flamed, my apologies; I'm just offering my honest opinion, and any flames
are entirely unintentional.

In article <kay-2208941319560001@mac-tml11.ccs.deakin.edu.au>,
kay@chickenwings.com writes:
>
>I considered purchasing an Amiga but somebody told me Commodore was no more.
>So I thought a Macintosh but some fella told me the OS sucks big time.
>Atari had good music software but looks damn ugly.
>PCs, well...yer can't format floppies in the background.

What will you be using it for? Will you need compatibility with computers
at work, and if so, how much compatibility (do you need to use the same
programs, or just work on the files)? For music, the
Atari is an excellent way to go; it is the music industry's computer of
choice for MIDI editing/sequencing/etc. If you need to do commercial
quality animations, then the Video Toaster is the way to go (which is just
an Amiga with some extras), though the Macs have some of the best video
editing hardware and software around (60fps, and mulots of money). If you
need to use specific PC programs, then go with a PC. For anything else, I'd
recommend a Mac. The OS doesn't suck all that much anymore, and though
it isn't as fast as I'd like for some things (it is huge), it's not nearly
as bad as Microsoft's DOS/Windows combo.

The Macs have several nice features:
-Standardized interface, so all programs look and feel the same; once
you've learned one Mac program, the others are easy to learn, something
which isn't true on any other system.
-Ability to read from and write to PC formatted disks, so you can use files
from a PC on your Mac (finish reports, etc.)
-True "Plug-and-Play" architecture. To add any peripheral - CD-ROM, modem,
printer, etc. - just plug it in, run the installer for the software, and
you're ready to go. On a PC, you have to add boards inside your machine
and spend time configuring the software. Adding peripherals on a Mac
requires far less time and expertise than with any other system.
-A completely Graphical User Interface; what you see is what you get
(WYSIWYG), and to select something, just click on it with the mouse. With
the PCs, lots of features are still very much like DOS, even when you're
running windows. On a Mac, when you want to delete a file, just use the
mouse to drag the file to the trash, and when you want to copy or move a
file, just drag it to the new location. On a PC, to do either of these
things you either have to be in DOS and remember all the commands and the

full path names, or run a program called the File Manager; several extra steps and a whole lot more complexity than with a Mac.

In my experience (I sell Macs), most people who have used both Macs and PCs like the Macs far more, and always prefer buying them. The only time I have ever seen people buy PC rather than Mac is either:
1) They have a specific IBM compatible-only program which they *must* use.
2) They have never used Macs (and usually never used Windows, either).
I own an Atari MegaSTE, which next to the TT030 was the nicest computer that Atari ever built, and it works great, but the market is dwindling (another magazine folded just recently), and good application software for word processing is becomming scarce, though for DTP, graphics, MIDI, utilities, and telecommunications, some of the best software I've seen is available on the Atari, and still supported and updated.

I will be switching in a year to a PowerMac. I feel that the Atari will support my needs about that long, and the PowerMac architecture is the way to go for a new computer purchase. The PC world lags far behind Apple for ease of use and user friendliness, and I don't see that changing anytime soon. I have an extreme dislike for DOS/Windows, as I find it cumbersome and poorly designed; I don't think Bill Gates has made his software engineers work very hard for their money in producing new versions of those two programs. Also, the PC world is still working to catch up to Apple's design standards; "plug-and-play" is becomming a buzword as "the new thing" in PCs, though Macintosh has always had that design, and the next incarnation of Windows (v4.0, called Chicago) will just be a poor imitation of System 7.0.1P on the Macintosh. If you buy a PC now, you will be buying either a Mac wanna-be that is years from catching up, or a UNIX or OS2 platform (and if that suits your needs, then go with it).

If you compare the quality of machines, service, customer support, and features built into the computers, you will also find that Macs cost less than PCs. Of course, you can get PCs that cost less, but they have little or no support, and are likely to break at least once a year. The only machine I know of which is definitely comparable to a Mac is Compaq's line of computers; they too offer good customer support and quality components. Let me give you an idea of the hidden costs of a Compaq (or any PC). I will compare a Performa Mac (sold in retail stores) to a similar Compaq.

Feature ($1499)Mac |($1099) Compaq

8-bit stereo sound built in | add $100 + $40
.28 Monitor built in | add $260
networking built in | add $70
read/write both Mac
and IBM disks built in | add $150
software built in | built in
plug and play yes | no
set up time ~15 min | ~ 50 min

==========
Total $1499 | $1719

The $40 added to the sound is to have a technician add it in so you don't void your warranty. Of course, adding the networking and replacing the disk drive to read Mac disks will also cost tech time, so the price may go up even further. And of course, the Mac still has advantages that no amount of money can give the Compaq (or any PC).

The only advantage PCs have is the incredible amount of cheap (cheap price and cheap quality) software; there is more software available for under $15 than for the Mac, but lots of it barely works, so this isn't a big plus.

In my opinion, unless you need to meet one of the conditions I stated above, the Macintosh is the way to go; it is easy to use, easy to set up, easy to upgrade, easy to learn, has good customer support, is made with quality parts, and has a good warranty. And of course, most good software is available for both Macs and PCs.

I hope this helps you some, and if you have any other questions, let me know. The bottom line, though, is that you need to decide exactly what you will be using the computer for, and then go out and see what's available, get your hands on some machines, and decide what you like using best for yourself.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3477. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 14:51:17 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33ae15$ip3@msuinfo.cl.msu.edu>
Source record: 16026
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33a38l$50s@nntp2.Stanford.EDU>, shimpei@leland.Stanford.EDU
(Shimpei Yamashita) writes:
>In article <33a1ve$kg8@ccnet.ccnet.com>,
>Felinoid the Cat Mage <felinoid@ccnet.com> wrote:
>:Edmund Taylor (etaylor@interaccess) wrote:
>:: Buy preformatted floppies. They're cheap.
>:
>:Don't.. they are NOT cheap.... (in any sence of the word)
>:preformated flopys are a hier grade than non-preformated...
>:(atleast they are better tested)
>
>This depends entirely on the floppy disk manufacturer. At Stanford,
>the Bookstore at one time sold Dysan preformatted disks that wasn't
>quite formatted correctly. Mind you, there was nothing wrong with the
>medium; they worked fine if they were reformatted. Unfortunately, a lot
>of people reportedly lost data with these disks since, well, you don't
>buy preformatted disks so that you can reformat them.

No, I've used and sold Dysan, and I will state for the record that Dysan
disks are crap. I've used lots of them, and formatted each one on my
computer, and within 6 months over half have gone bad. The same is true
with other people I know who have used them (and formatted them) on their
systems; it doesn't make any difference which system you use, if you use
Dysan, expect to lose your data.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>--
>Shimpei Yamashita, Stanford University shimpei@leland.stanford.edu

3478. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 14:53:48 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33ae5s$ip3@msuinfo.cl.msu.edu>
Source record: 16027
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33a5lv$i7f@cville-srv.wam.umd.edu>, morton@wam.umd.edu (Rob
Morton) writes:
>In article <1994Aug22.080113.14695@rd.scitec.com.au>,
>John Saunders <johns@rd.scitec.com.au> wrote:
>>Kay Wollmer (kay@chickenwings.com) wrote:
>>
>>> I considered purchasing an Amiga but somebody told me Commodore was no more.
>>
>>Maybe.
>>
>>> So I thought a Macintosh but some fella told me the OS sucks big time.
>>
>>Very subjective. It's strange that when you see TV shows with people using
>>computers creatively i.e. video artists, they are almost always using Macs.
>>
>Yeah, unless they are behind the camera, and then they use something else.
>Sure they make nice props. :)

They're also the only personal computer that can do 60fps, full screen
video editing (as of last month, anyway ;-). If you have the cash to
spend and don't want to pay for workstation, the Macs are a good way to go.

Tom
hopper_t@msupa.pa.msu.edu

3479. Re: The new C=(?) should do this!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 15:35:59 UTC
From: neeri@iis.ee.ethz.ch
Message-ID: <NEERI.94Aug22173559@yggdrasil.ethz.ch>
Source record: 16028
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <1994Aug18.181200.22604@mprgate.mpr.ca>, ashdown@mpr.ca (Scott Ashdown) writes:
> In article <NEERI.94Aug18161307@yggdrasil.ethz.ch> neeri@iis.ee.ethz.ch (Matthias Neeracher) writes:
>>>> It's the other way around, actually. For optimal price/performance, a
>>>> computer system has to be designed around a *specific* CPU, not just for a
>>>> CPU least common denominator.
>>
>>> Why does it have to be designed around a specific CPU for optimal
>>> price/perf?
>>
>> Take as an (admittedly contrived) example a system that would work with:
>>
>> - A 25MHz 68040
>> - A 100Mhz HP PA-RISC
>> - A 200Mhz Alpha

> Well, it's not all that contrived. Except for the Alpha, and you've got
> what an AAA Amiga was to be.

>> A board designed for these purposes would need a big, fast, and specialized
>> L2

> A *motherboard*, yes. A separate processor card, no.

Now you have me really confused on two points:

- Are you suggesting that a system should be designed as a *single*, standardized processor card plugging into *different* motherboards?
- I suspect that the PA-RISC wouldn't be happy about the CPU-L2 connections crossing board boundaries (I've seen reports that the 686 will have CPu and L2 as two chips in the same *package* even).

>>> This whole concept of a base architecture you can just plug things into was
>>> to be the Amiga's future, if Dave Haynie's comments are any indication.
>>
>> There are lots of things that should't change for different processors (and
>> your comments regarding PCI and such were well taken), but the main board is
>> not IMHO among them.

> That's it, though. The main board need not change. Define a standard
> interface to a CPU card, and build the rest of the computer system around it.

Just above, you suggested that the L2 cache, which definitely has to be different for the PA-RISC than for the 040, should be on the motherboard. Aren't you contradicting yourself here?

> Of course, skimp on the design, and you'll get an A4000, but there's no
> reason why you couldn't support 040/060 and PA7100/7200 well.

... other than that it wouldn't be economic for anything like the high
production volumes that a revived Amiga line should acheive to be viable.

Matthias

Matthias Neeracher <neeri@iis.ee.ethz.ch> http://err.ethz.ch/members/neeri.html
"Cannibalism, as a socially and morally repugnant deed, certainly
deserves a better fate than the grammatical slaughter Mr. Panitz
offers above." -- William Ip

3480. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 16:22:27 UTC
From: billmi@zimmer.CSUFresno.EDU
Message-ID: <Cuy2tF.EtL@zimmer.CSUFresno.EDU>
Source record: 16031
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33ae5s$ip3@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:
>In article <33a5lv$i7f@cville-srv.wam.umd.edu>, morton@wam.umd.edu (Rob
>Morton) writes:
>>In article <1994Aug22.080113.14695@rd.scitec.com.au>,
>>John Saunders <johns@rd.scitec.com.au> wrote:
>>>Kay Wollmer (kay@chickenwings.com) wrote:
>>>
>>>> I considered purchasing an Amiga but somebody told me Commodore was no more.
>>>
>>>Maybe.
>>>
>>>> So I thought a Macintosh but some fella told me the OS sucks big time.
>>>
>>>Very subjective. It's strange that when you see TV shows with people using
>>>computers creatively i.e. video artists, they are almost always using Macs.
>>>
>>Yeah, unless they are behind the camera, and then they use something else.
>>Sure they make nice props. :)
>
>They're also the only personal computer that can do 60fps, full screen
>video editing (as of last month, anyway ;-). If you have the cash to
>spend and don't want to pay for workstation, the Macs are a good way to go.
>
I beg you pardon?

I sat down in an edit session with a Digital Broadcaster32 (60fps,
interlaced, overscanned, JPEG compressed video) a couple of months
before my local Avid pundit recieved his 60 fps upgrade for his Media
Suite Pro. The aoutput quality I've seen from the Amiga based DB32
surpasses by a decent amount, what I have seen coming out of the Avid
Media Suite Pro, both in JPEG artifacting, and in analog video qaulity
(the DB32 was going component to a betacam deck, while the Avid was
using only Y/C separtation).

As to MAcs being used for television graphics, I don't know of any of
the 6 decent sized television stations (not counting the LPs that are
always shopping channels) in my ADI, I have not seen MAcs ANYWHERE in
there studios. All those that do in house production use dedicated
video systems (most built around Intel architecture with Custom OS/s
hardware and such to the point that it can not be considered an intel
based PC) and/or Toaster systems (only one uses Toasters exclusively,
and only one doesn't have a Toaster).

Be seeing you...
-Bill Mills
Bill_Mills@CSUFresno.edu

(=====) Corinthian Media Services Video
| | | (209)277-8150 Multimedia
| | | 2562 N. Dewey Ave. Touch Screen Info Centers
| | | Fresno, CA 93722 Production/Consultation
| | |
(=====) This is a guest account, CMS is not affiliated with CSUF

3481. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 16:23:28 UTC
From: frotz@astro.ocis.temple.edu
Message-ID: <33aje0$f9v@cronkite.ocis.temple.edu>
Source record: 16029
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

hopper_t@msupa.pa.msu.edu wrote:

: They're also the only personal computer that can do 60fps, full screen
: video editing (as of last month, anyway ;-). If you have the cash to
: spend and don't want to pay for workstation, the Macs are a good way to go.

Hmmm not true. First off, I think you meant 60 fields-per-second, rather
than fps, which is frames-per-second. A field and a frame are two different
things, 1 frame = 2 fields, which is how NTSC video works, and therefore,
even the $100,000 AVIDs are only 30fps, though they can handle 60 fields
per second.
Secondly, the Vlab Motion and the DPS PAR are both currently available,
and offer video quality comparable to the $20,000 Media 100, though they
both cost under
$5,000, including the board and the hard drive. It seems that amiga has
the mac beat for price/performance in the digital video realm, and you
can expect this to continue when the video toaster Flyer is released. In
any case, the DPS PAR handles 60 fields, maximum NTSC resolution, and
outputs a betacam quality signal (you can check this on a waveform
monitor, it's REALLY clean), and it costs about $3500 fully stacked with
a 1.7 gig drive. The Vlab motion has similar specs, and includes a full
screen editing software with sound as well. The top-of-the-line Media 100
and Avids both falter when it comes to meeting these specs, and they
cost over 10 times as much. If you doubt this, get yourself a waveform
monitor and look at the output signals. That's the only real way to get
out from under the mountain of macintosh hype about nonlinear and see the
reality that they are overpriced and under-performing.

3482. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 17:16:10 UTC
From: "*.Sparky.*" <sparky@babylon5.trw.sp.com>
Message-ID: <33amgq$ltp@newswire.sp.trw.com>
Source record: 16033
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33a1ve$kg8@ccnet.ccnet.com> Felinoid the Cat Mage,
felinoid@ccnet.com writes:
>: Buy preformatted floppies. They're cheap.
>
>Don't.. they are NOT cheap.... (in any sence of the word)

CompUSA this weekend. After rebate, preformatted Mac disks at $0.29 each.
The same bulk HD disks I have been using for 6 years without one failure.

regards,
sparky

3483. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 18:53:35 UTC
From: etaylor@interaccess
Message-ID: <33as7f$a9u@nntp.interaccess.com>
Source record: 15887
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Felinoid the Cat Mage (felinoid@ccnet.com) wrote:
: Edmund Taylor (etaylor@interaccess) wrote:
: : Kay Wollmer (kay@chickenwings.com) wrote:

: : : I considered purchasing an Amiga but somebody told me Commodore was no more.
: : : So I thought a Macintosh but some fella told me the OS sucks big time.
: : : Atari had good music software but looks damn ugly.
: : : PCs, well...yer can't format floppies in the background.

: : Buy preformatted floppies. They're cheap.

: Don't.. they are NOT cheap.... (in any sence of the word)
: preformated flopys are a hier grade than non-preformated...
: (atleast they are better tested)
: anyway you can format flopys in the backgound on a PC using concurent
: Pc Format... or any multytasking software/envirment on the PC...

They're cheap for me. Besides, who uses floppies anymore? I use
them maybe once a month.

-Ed

3484. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 18:59:18 UTC
From: etaylor@interaccess
Message-ID: <33asi6$a9u@nntp.interaccess.com>
Source record: 15888
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

hopper_t@msupa.pa.msu.edu wrote:
: I tried to email my reply directly to the poster, but it came back
: undeliverable, so I'm posting it here. If anyone feels they've been
: flamed, my apologies; I'm just offering my honest opinion, and any flames
: are entirely unintentional.

: In article <kay-2208941319560001@mac-tml11.ccs.deakin.edu.au>,
: kay@chickenwings.com writes:
: >
: >I considered purchasing an Amiga but somebody told me Commodore was no more.
: >So I thought a Macintosh but some fella told me the OS sucks big time.
: >Atari had good music software but looks damn ugly.
: >PCs, well...yer can't format floppies in the background.

: What will you be using it for? Will you need compatibility with computers
: at work, and if so, how much compatibility (do you need to use the same
: programs, or just work on the files)? For music, the
: Atari is an excellent way to go; it is the music industry's computer of
: choice for MIDI editing/sequencing/etc. If you need to do commercial
: quality animations, then the Video Toaster is the way to go (which is just
: an Amiga with some extras), though the Macs have some of the best video
: editing hardware and software around (60fps, and mulots of money). If you
: need to use specific PC programs, then go with a PC. For anything else, I'd
: recommend a Mac. The OS doesn't suck all that much anymore, and though
: it isn't as fast as I'd like for some things (it is huge), it's not nearly
: as bad as Microsoft's DOS/Windows combo.

[Bunch 'o stuff deleted]

This guy does not seem to know much about PCs. Don't listen to
him. I could counter almost each and every one of his points. If you
have any questions about the PC, feel free to ask. I don't like to see
people take this stuff as divine truth and go out and buy a Mac.

-Ed

3485. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 18:59:54 UTC
From: djr@infinet.com
Message-ID: <33asja$itg@rigel.infinet.com>
Source record: 16034
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

James Douglas MacLeod (jmacleod@unixg.ubc.ca) wrote:
: In article <339ei8$223@cyberspace.com>,
: Niles Bateman <maniac@cyberspace.com> wrote:
: >James Douglas MacLeod (jmacleod@unixg.ubc.ca) wrote:
: >: In article <kay-2208941319560001@mac-tml11.ccs.deakin.edu.au>,
: >: Kay Wollmer <kay@chickenwings.com> wrote:
: >
: >Ya but pc's don't have the video toaster and still can't do 30 fps!

: Video Toaster,no. But did you consider the fact that he may not want
: one? Maybe he does not give a damn about 30fps.

If he's wants to do reasonable looking video, it's kind of important...

: Incidently, 30fps? How about the 35 or so video capture and playback
: cards coming out for the PC. 35 might be to small. Almost all VGA cards
: come with AVI enhancement features.

Sleep... Come on, have PC's gotten over 320x200 yet? Oh and you 80megs of
ram to play back the quaterscreen 15fps animation.

: Though I still like the amiga, the above argument is even shaky for the
: toaster as LW is being released for the PC.

Is that all the Toaster does? Just Lightwave? Wow.... Hmm the CG, Paint,
Effects, they are seem meaningless...

It's a heck of a combo!

dan

3486. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 19:05:31 UTC
From: djr@infinet.com
Message-ID: <33astr$itg@rigel.infinet.com>
Source record: 15890
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Mattias Myrberg (m92mmy@hassaleh.tdb.uu.se) wrote:
: John Saunders (johns@rd.scitec.com.au) wrote:

: : > So I thought a Macintosh but some fella told me the OS sucks big time.

: : Very subjective. It's strange that when you see TV shows with people using
: : computers creatively i.e. video artists, they are almost always using Macs.

: <laughs like ALF>

: I've yet to see VIDEO art on TV that matches the work of the demoscene,
: frankly, their all too frequent use of standard paint-box effects come
: out as pretty pathetic. And where is the artwork? Geez, most of it has
: the garish look of 80s scenestuff. "they are almost always using Macs",
: please, spare us.

Look there is without a doubt a serious amount of users/editors/artists
using the Mac for video. You can't just stamp them out like that. But they
all have Amiga's as well. Heck the plugins for Abekas DVE units use
PhotoShop filters and such.. They're out there, I'd still say Amiga has a
stronger presence in the animation dept.

And PC's! Ha! Don't think so, not in this century...

: : > PCs, well...yer can't format floppies in the background.

: : Depends what OS you use. Take either OS/2 or a Unix clone and you can.

: And what great apps are available for those OSs?

: If all he wants is a decent computer (ie not a setup with all the
: "best" apps), well, to hell with Mac and PC, get a workstation.

I'd still like to afford a home someday....

dan

3487. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 19:07:15 UTC
From: djr@infinet.com
Message-ID: <33at13$itg@rigel.infinet.com>
Source record: 16035
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Kay Wollmer (kay@chickenwings.com) wrote:

: I considered purchasing an Amiga but somebody told me Commodore was no more.
: So I thought a Macintosh but some fella told me the OS sucks big time.
: Atari had good music software but looks damn ugly.
: PCs, well...yer can't format floppies in the background.

Just one comment, amonf the many others.

to judge a computer purcahse because of whether or not it can format
floppies in the background seems just a bit lame....

dan

3488. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 19:19:48 UTC
From: djr@infinet.com
Message-ID: <33atok$itg@rigel.infinet.com>
Source record: 16036
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Steve Bara (frotz@astro.ocis.temple.edu) wrote:
: hopper_t@msupa.pa.msu.edu wrote:

: : They're also the only personal computer that can do 60fps, full screen
: : video editing (as of last month, anyway ;-). If you have the cash to
: : spend and don't want to pay for workstation, the Macs are a good way to go.

: Hmmm not true. First off, I think you meant 60 fields-per-second, rather
: than fps, which is frames-per-second. A field and a frame are two different
: things, 1 frame = 2 fields, which is how NTSC video works, and therefore,
: even the $100,000 AVIDs are only 30fps, though they can handle 60 fields
: per second.

First, not all Avid's are $100,000. They range from 25k to 100k and up!

: Secondly, the Vlab Motion and the DPS PAR are both currently available,
: and offer video quality comparable to the $20,000 Media 100, though they
: both cost under
: $5,000, including the board and the hard drive.

What you are comparing there is shear digitizing and compression. Your not
taking in the fact that an Avid/Media 100 is an editing solution for a
typical AB/Roll SHVS-Betacam edit suite gone analog. The are a hunderds of
features the Media 100 and the Avid have that the PAR, and the VLAB lack
when it comes to editing etc. Sure they all digitize. They don't all edit
24 tracks of audio, sequence images, pip, etc... Now the Flyer, yeah then
you got a good comparison...

: It seems that amiga has
: the mac beat for price/performance in the digital video realm, and you
: can expect this to continue when the video toaster Flyer is released. In
: any case, the DPS PAR handles 60 fields, maximum NTSC resolution, and
: outputs a betacam quality signal (you can check this on a waveform
: monitor, it's REALLY clean), and it costs about $3500 fully stacked with
: a 1.7 gig drive. The Vlab motion has similar specs, and includes a full
: screen editing software with sound as well. The top-of-the-line Media 100
: and Avids both falter when it comes to meeting these specs, and they
: cost over 10 times as much.

There is a BIG difference between "home" video editing, and what we see on
TV. They Flyer is only thing on the Amiga that makes competition for the
Mac systems. Flyer does kick but! BUT, the PAR and VLAB are only good at
what they do best, digitize, and playback. You dont slowmo, multiple edits,
CG, effects, etc.

: If you doubt this, get yourself a waveform
: monitor and look at the output signals. That's the only real way to get
: out from under the mountain of macintosh hype about nonlinear and see the
: reality that they are overpriced and under-performing.

Well most engineers say waveforming a nonlinear system is pretty useless
anyways. I think you're talking about two different concepts here..

dan

3489. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 19:29:56 UTC
From: rudd@ug1.plk.af.mil
Message-ID: <33aubk$ao8@ug1.plk.af.mil>
Source record: 15891
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

kay@chickenwings.com (Kay Wollmer) writes:

>I considered purchasing an Amiga but somebody told me Commodore was no more.
>So I thought a Macintosh but some fella told me the OS sucks big time.
>Atari had good music software but looks damn ugly.
>PCs, well...yer can't format floppies in the background.

This for real?

Doug Rudd

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

3490. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 19:34:37 UTC
From: sheldon@iastate.edu
Message-ID: <sheldon.777584077@mystic.agron.iastate.edu>
Source record: 15889
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In <33amgq$ltp@newswire.sp.trw.com> *.Sparky.* <sparky@babylon5.trw.sp.com> writes:

>In article <33a1ve$kg8@ccnet.ccnet.com> Felinoid the Cat Mage,
>felinoid@ccnet.com writes:
>>: Buy preformatted floppies. They're cheap.
>>
>>Don't.. they are NOT cheap.... (in any sence of the word)

>CompUSA this weekend. After rebate, preformatted Mac disks at $0.29 each.
>The same bulk HD disks I have been using for 6 years without one failure.

I have at various times used bulk disks from various stores and such over
hte last 8 years. And at the same time I have used disks from 3M, Maxell,
Sony, Fuji. Never have I had a failure on the brand named diskettes,
whereas the bulk ones usually at least 10-20% fail.

My data is worth more than $.30 to me... that's why I only buy 3M
diskettes.

Steve
That, and 3M have better labels. :)
--
Steve Sheldon [These are my own opinions]
Iowa State University ICSS Resource Facility by day
sheldon@iastate.edu ProMap by night
BEEF! -- Cause the west wasn't won on salad.

3491. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 22:00:01 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33b751$nrh@msuinfo.cl.msu.edu>
Source record: 15892
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33asi6$a9u@nntp.interaccess.com>, etaylor@interaccess (Edmund Taylor) writes:
>hopper_t@msupa.pa.msu.edu wrote:
[deleted]
> This guy does not seem to know much about PCs. Don't listen to
>him. I could counter almost each and every one of his points. If you
>have any questions about the PC, feel free to ask. I don't like to see
>people take this stuff as divine truth and go out and buy a Mac.

Didn't mean to ruffle your feathers, Ed. ;-)

I didn't claim to have the divine skinny on the PC market, but my main points still stand.

1) Figure out what you *need*, then go out and check out what will meet those needs, regardless of what anyone else says.
2) Macs are generally easier to use than DOS/Windows, and offer prices that are as good or better, given quality, features, warranty, and service.
3) Most people I've talked to who use both Macs and DOS/Windows on a regular basis find the Mac interface easier to use than either DOS or Windows (unless they're already adept at DOS).
4) Cheaper PCs offer more features and speed than a comparably priced Mac, but usually sacrifice service and quality in the process (notably Leading Edge and Packard Bell, which offer lots for your money, but are prone to breakdowns). Not all inexpensive PCs are crap, however.

Hope you find the computer that's right for you.
Tom
hopper_t@msupa.pa.msu.edu

>-Ed

3492. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 22:15:34 UTC
From: tksavery@netcom.com
Message-ID: <tksaveryCuyJ5z.3z9@netcom.com>
Source record: 15893
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

```
: Feature ($1499)Mac |($1099) Compaq
: ----------------------------------------------------
: 8-bit stereo sound built in | add $100 + $40
: .28 Monitor built in | add $260
: networking built in | add $70
: read/write both Mac
: and IBM disks built in | add $150
: software built in | built in
: plug and play yes | no
: set up time ~15 min | ~ 50 min
: ====================================================
: Total $1499 | $1719
```

You forgot to mention that the stereo card on the Compaq is 16 bit and comes with joystick, midi and SCSI interface for CD ROM.

```
: imitation of System 7.0.1P on the Macintosh. If you buy a PC now, you
: will be buying either a Mac wanna-be that is years from catching up, or a
: UNIX or OS2 platform (and if that suits your needs, then go with it).
```

This is so misleading it almost invalidates the entire argument.

There are also quite a few PC compatables from other manufacturers that exceed the Mac's price performance by a long shot.

And that's another important point, Commodore fans: PCs are available from all sorts of companies, configurable to your own specifications. Mac programs are easy to use because of rigid participation in their "look and feel" specifications. But for non desktop publishing apps like 3D animation, the programs are harder to use because of adherance to an inappropriate standard.

Lightwave will be flamed to death on the Mac, I guarantee it.

There are numerous Windows shells, my preference on the PC is the one from Norton. I'd hate to program on PCs, but from a user standpoint, I can get far better performance on a PC, it is easier to customize, set up macros, etc.

Last, you have choices in networking, a huge number of graphics cards which range from utilitarian to high end approaching SGI performance, and there is a design to run MIPS chips on a Pentium motherboard (MIPS chips are the ones in SGIs).

Also, try to upgrade a Mac by buying a new motherboard with the day's hottest chip.

: If you compare the quality of machines, service, customer support, and
: features built into the computers, you will also find that Macs cost less
: than PCs. Of course, you can get PCs that cost less, but they have
: little or no support, and are likely to break at least once a year. The only

Flame bait!

I prefer the freedom of choice on PCs to Big Daddy Apple telling me what
I can and can't have. Like a 2 or 3 button mouse. Or an interface
designed to optimize the performance of the program at hand. Or the
latest cutting edge accessories. I will sacrifice ease of use and ease of
installation for ease of customization.

Your choice of platform is not always a black and white issue. The things
that favor a MAC can also be looked at as disadvantages under the right
circumstances. As an ex-Amiga user, I found the MAC intolerable and
inflexible.

: Regards,
: Tom
: hopper_t@msupa.pa.msu.edu

--
Techs Avery
tksavery@netcom.com

3493. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 22:48:58 UTC
From: sheldon@iastate.edu
Message-ID: <sheldon.777595738@mystic.agron.iastate.edu>
Source record: 15894
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In <33b751$nrh@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

>I didn't claim to have the divine skinny on the PC market, but my main
>points still stand.

>1) Figure out what you *need*, then go out and check out what will meet
> those needs, regardless of what anyone else says.

This is the most important thing. Figure out what you want to do with the computer and then figure out what software will accomplish that goal, and then figure out what your hardware requirements are. It's really quite simple.

>2) Macs are generally easier to use than DOS/Windows, and offer prices that
> are as good or better, given quality, features, warranty, and service.

Mac's seem easier to me to use on a general level, but they are more difficult for a computer veteran to use because they assume everybody is equally stupid. I don't like them, but I do recommend them to everybody I know who just wants to use a computer at home and doesn't have the time to learn about editing config files by hand.

Although while Mac's are coming down in price considerably, they are still more expensive then their PC counterparts.

>3) Most people I've talked to who use both Macs and DOS/Windows on a
> regular basis find the Mac interface easier to use than either DOS or
> Windows (unless they're already adept at DOS).

Agreed. I don't find the Windows interface easy to use at all, and I'm adept at DOS, X, Unix, AmigaDOS, CP/M, etc. It's too strange for me, OS/2 was easier than Windows, but the Mac is just plain easiest of all. :)

>4) Cheaper PCs offer more features and speed than a comparably priced Mac,
> but usually sacrifice service and quality in the process (notably
> Leading Edge and Packard Bell, which offer lots for your money, but are
> prone to breakdowns). Not all inexpensive PCs are crap, however.

Well Leading Edge used to not be all that bad. Packard Bell is crap. Personally if your going to buy a PC I'd suggest Gateway, Dell, Micron, or perhaps if you are ambitious do it yourself.

>Hope you find the computer that's right for you.

Yeah, and one thing... Don't listen to what your friends say. Well unless they are intelligent or something. It's funny how a lot of times people will identify something as crap just based on what their friends say.

Actually there was a study done on this at some company. They were trying
out spreadsheets or something like that and found that if one vocal person
kept complaining about it, the entire group would have a negative opinion of
it. I can probably find a reference for this if anybody wants it, I think
it was mentioned in the latest Unixworld(Open Systems Computing, whatever)
--
Steve Sheldon [These are my own opinions]
Iowa State University ICSS Resource Facility by day
sheldon@iastate.edu ProMap by night
BEEF! -- Cause the west wasn't won on salad.

3494. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 22:51:18 UTC
From: "*.Sparky.*" <sparky@babylon5.trw.sp.com>
Message-ID: <33ba56$o33@newswire.sp.trw.com>
Source record: 15895
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <sheldon.777584077@mystic.agron.iastate.edu> Steve Sheldon,
sheldon@iastate.edu writes:
>>CompUSA this weekend. After rebate, preformatted Mac disks at $0.29
each.
>>The same bulk HD disks I have been using for 6 years without one
failure.
>
> I have at various times used bulk disks from various stores and such
over
>hte last 8 years. And at the same time I have used disks from 3M,
Maxell,
>Sony, Fuji. Never have I had a failure on the brand named diskettes,
>whereas the bulk ones usually at least 10-20% fail.
>
> My data is worth more than $.30 to me... that's why I only buy 3M
>diskettes.

[shrug] I dunno. Different "brands" of bulk disks maybe. The 6 year
figure is true. The only exception were a bunch of disks that got
formatted on an Atari ST. Afterwards they were unreliable on a Mac, and
on a PC as well. I have seen this with name brands as well.

regards,
sparky

3495. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 23:04:46 UTC
From: etaylor@interaccess
Message-ID: <33bauf$clr@nntp.interaccess.com>
Source record: 15896
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

hopper_t@msupa.pa.msu.edu wrote:
: In article <33asi6$a9u@nntp.interaccess.com>, etaylor@interaccess (Edmund
: Taylor) writes:
: >hopper_t@msupa.pa.msu.edu wrote:
: [deleted]
: > This guy does not seem to know much about PCs. Don't listen to
: >him. I could counter almost each and every one of his points. If you
: >have any questions about the PC, feel free to ask. I don't like to see
: >people take this stuff as divine truth and go out and buy a Mac.

: Didn't mean to ruffle your feathers, Ed. ;-)

No prob, but being a PC user spending a bit of time around
comp.sys.mac.advocacy, I've found that there are many misconceptions
about the PC.

: I didn't claim to have the divine skinny on the PC market, but my main
: points still stand.

: 1) Figure out what you *need*, then go out and check out what will meet
: those needs, regardless of what anyone else says.

True, but if that's you're #1 point, why are you influencing
people away from PCs?

: 2) Macs are generally easier to use than DOS/Windows, and offer prices that
: are as good or better, given quality, features, warranty, and service.

"Easier to use" is subjective for there are GUIs (depending
on what you need) for the PC that will win kudos over System 7. As for
price/quality, buy from a good PC distributor and you will get a better
price for an equally stacked machine and just as good support. On all
the price wars here on c.s.m.a., I have yet to see a good Mac price that
I couldn't contest with a glimpse through Compuer Shopper.

: 3) Most people I've talked to who use both Macs and DOS/Windows on a
: regular basis find the Mac interface easier to use than either DOS or
: Windows (unless they're already adept at DOS).

True, for brand-new computer users System 7 is probably the
easiest to use, though I think OS/2 is right there also. But even for
new users, it's not hard to learn Windows... DOS can come later if the
user wants to learn it.

: 4) Cheaper PCs offer more features and speed than a comparably priced Mac,
: but usually sacrifice service and quality in the process (notably

: Leading Edge and Packard Bell, which offer lots for your money, but are
: prone to breakdowns). Not all inexpensive PCs are crap, however.

Looking for a PC a little research is involved. There are many
companies that have good quality products and excellent support, granted
there are also many companies that will give you a crap machine.

-Ed

3496. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-22 23:41:51 UTC
From: b98182@vaxb.phx1.aro.allied.com
Message-ID: <1994Aug22.164152.1441@vaxb.phx1.aro.allied.com>
Source record: 15898
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <33asja$itg@rigel.infinet.com>, djr@infinet.com (Dan J. Rockwell) writes:
> James Douglas MacLeod (jmacleod@unixg.ubc.ca) wrote:
> : In article <339ei8$223@cyberspace.com>,
> : Niles Bateman <maniac@cyberspace.com> wrote:
> : >James Douglas MacLeod (jmacleod@unixg.ubc.ca) wrote:
> : >: In article <kay-2208941319560001@mac-tml11.ccs.deakin.edu.au>,
> : >: Kay Wollmer <kay@chickenwings.com> wrote:
> : >
> : >Ya but pc's don't have the video toaster and still can't do 30 fps!
>
>
> : Video Toaster,no. But did you consider the fact that he may not want
> : one? Maybe he does not give a damn about 30fps.
>
> If he's wants to do reasonable looking video, it's kind of important...
>
> : Incidently, 30fps? How about the 35 or so video capture and playback
> : cards coming out for the PC. 35 might be to small. Almost all VGA cards
> : come with AVI enhancement features.
>
> Sleep... Come on, have PC's gotten over 320x200 yet? Oh and you 80megs of
> ram to play back the quaterscreen 15fps animation.
>
> Yes almost everything that runs in windows is 640X480 or better.
Super Tech.

3497. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 00:58:54 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <hgxRVfO.ari2550@delphi.com>
Source record: 15897

Buy an Amiga if you need to do advanced graphics and animation...

Buy a Mac if you want to be as isolated as possible from the technical workings of your computer and want to run some powerful apps....

Buy a PC if you want cheap hardware, lots of software, some form of a standard, and rather unfriendly OS (DOS) or cumbersome (Windoze).

Buy an Atari only if you like scrounging for the hardware and software you really need...even though this can be fun...

It's your choice!

3498. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 01:38:51 UTC
From: felinoid@ccnet.com
Message-ID: <33bjvb$nec@ccnet.ccnet.com>
Source record: 15899
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

John Saunders (johns@rd.scitec.com.au) wrote:
: Kay Wollmer (kay@chickenwings.com) wrote:

: > So I thought a Macintosh but some fella told me the OS sucks big time.

: Very subjective. It's strange that when you see TV shows with people using
: computers creatively i.e. video artists, they are almost always using Macs.
Acualy vido artest tend to use Amigas, Silicon graphics systems and
Crays... Usualy SGs.... Macs are used by vido hobbyests as much as PCs are
(Also the TV meda tends to show off Macs when ever they can....
no conpsiricy here realy... just that Apple makes shure they are what people
see on the TV.... and IBM makes no smiler effory)

: > Atari had good music software but looks damn ugly.

: Agreed. ;-) (Smiley to stop getting flammed by Musos)
A Box with tha atari logo on it... containg a flame....
(The text of the flame is not inportent... nore is any flame)
as far as "Ugly"... Some people think the PC looks ugly...
I personaly don't buy a computer as a fasion statment...
and who dose?

3499. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 01:54:31 UTC
From: thomas@iglou.iglou.com
Message-ID: <1994Aug23.015431.5311@iglou.com>
Source record: 15900
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Kay Wollmer (kay@chickenwings.com) wrote:

: I considered purchasing an Amiga but somebody told me Commodore was no more.
: So I thought a Macintosh but some fella told me the OS sucks big time.
: Atari had good music software but looks damn ugly.
: PCs, well...yer can't format floppies in the background.

True, Commodore is no more, but support for Commodore products still exists in large amounts... Actually Commodore is Liquidating, so it is still up in the air if the Amiga line of computers will be made anymore.. Personally, I hope the do continue it.. I am a PROUD owner of an Amiga, and wouldn't trade it for the world.. True, I would like to get an IBM, but I will NOT give up my amiga for it... Instead I am going to purchase an Emplant board which will give me Mac and IBM 486 DX emulations.

As far as the Mac goes, I don't know.. I have seen a Quadra, and they are impressive.. Mac has very nice programs, but other than that, I couldn't tell you... You might send mail to rufus@iglou.com he has an amiga 4000 running an emplant with Quadra emulation.... (Best of both worlds)

Oh.. One other word in favor of the Amiga... The Amiga is the only computer I have seen that can emulate ANY other computer there is... IBM, Mac, Apple, C-64....

--

Later
Tom!

3500. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 02:41:30 UTC
From: ba021@cq-pan.cqu.edu.au
Message-ID: <33bnkq$54v@janus.cqu.edu.au>
Source record: 15901
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Thomas W. Laughlin (thomas@iglou.iglou.com) wrote:
>Kay Wollmer (kay@chickenwings.com) wrote:

>: I considered purchasing an Amiga but somebody told me Commodore was no more.
>: So I thought a Macintosh but some fella told me the OS sucks big time.
>: Atari had good music software but looks damn ugly.
>: PCs, well...yer can't format floppies in the background.

>True, Commodore is no more, but support for Commodore products still
>exists in large amounts... Actually Commodore is Liquidating, so it is
>still up in the air if the Amiga line of computers will be made
>anymore.. Personally, I hope the do continue it.. I am a PROUD owner of
>an Amiga, and wouldn't trade it for the world.. True, I would like to
>get an IBM, but I will NOT give up my amiga for it... Instead I am going
>to purchase an Emplant board which will give me Mac and IBM 486 DX
>emulations.

>As far as the Mac goes, I don't know.. I have seen a Quadra, and they
>are impressive.. Mac has very nice programs, but other than that, I
>couldn't tell you... You might send mail to rufus@iglou.com he has an
>amiga 4000 running an emplant with Quadra emulation.... (Best of both
>worlds)

>Oh.. One other word in favor of the Amiga... The Amiga is the only
>computer I have seen that can emulate ANY other computer there is... IBM,
>Mac, Apple, C-64....

Yes true, I did see a so called "amiga" emulator floating around for the pc,
but of course it never did work. And i can't se how it would for that
matter.

One more thing in the Amiga's Favor!, Disney Studios apparetly use Amigas
for most of the Animation work. I'm sure how true this is, but I have had
several sources. Also The amiga (and Mac) played a big part in Lawnmower Man
(the movie), and also in Jurrasic Park. If all these things are true, then
the amiga has a good grasp on the Animation world.

Anyway thats all for now.

>--

>Later
>Tom!

--

| Andrew Whyte, Bachelor of Info. Tech. , Central Queensland University |
\---/
| Email: ba021@cq-pan.cqu.edu.au or whytea@jasper.cqu.edu.au |
__________ whytea@topaz.cqu.edu.au -- IRC: Holo, Holodeck, Cry ____/

3501. Re: Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 02:58:32 UTC
From: snorky@spunky.com
Message-ID: <snorky-2308941119190001@mac-rdl10.ccs.deakin.edu.au>
Source record: 15902

In article <32nv1kINN5gm@cardamom.compnews.co.uk>, rogera@compnews.co.uk (Roger Allen) wrote:

> They much better than atari, atari are crap

Okay...so he's three year old. So what?

He's right...

3502. THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 03:03:08 UTC
From: snorky@spunky.com
Message-ID: <snorky-2308941123550001@mac-rdl10.ccs.deakin.edu.au>
Source record: 15904

What shits me worst than the ST's ugliness is the god damn freaking diamond shaped function keys. Were the hell did they get the designers from?

The St stinks big time. It's all but fizzled out in the dust of Amiga supremacy. We no longer compare our superior piece of hardware to the St anymore. The St was never any competition.

And besides...the interface sux too. Our Workbench 2/3 leaves it for dead!

Har Har!!!

--
Snorky

3503. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 03:03:53 UTC
From: b98182@vaxb.phx1.aro.allied.com
Message-ID: <1994Aug22.200353.1443@vaxb.phx1.aro.allied.com>
Source record: 15905
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

It seem most of the people I know who are considering buying a computer tend to settle for a Clone.I personally wouldn't recommend a Clone unless you have a working knowledge of Dos or plan to learn it.
I started on an Amiga because the main reason I wanted a computer in 1986 was for graphics and games.The Amiga was the best choice then because there were Amiga stores all over and lots of great Amiga games and Art software.
I now own three computers,the one I enjoy most is my DX2 not because its the funnest but because I enjoy Fixing all of its little quirks.Example: to get games to run I am constantly battling for conventional memory.This is a major cause of games crashing.
If one doesn't like working with dos I strongly recommend not buying a Clone.If you do buy a clone be prepared to have problems with Windows setup.
The one good thing is there are lot of manuals available to help educate yourself on the various problems you my encounter.
I recommend a Mac if you don't know much about computers because they are the easiest to get to learn.
Super Tech.

3504. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 03:06:23 UTC
From: snorky@spunky.com
Message-ID: <snorky-2308941127110001@mac-rdl10.ccs.deakin.edu.au>
Source record: 15903
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Don't buy a Mac or PC. They can't format floppies in the background.

3505. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 03:47:18 UTC
From: sheldon@iastate.edu
Message-ID: <sheldon.777613638@mystic.agron.iastate.edu>
Source record: 15906
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In <1994Aug23.015431.5311@iglou.com> thomas@iglou.iglou.com (Thomas W. Laughlin) writes:

>Kay Wollmer (kay@chickenwings.com) wrote:

>: I considered purchasing an Amiga but somebody told me Commodore was no more.
>: So I thought a Macintosh but some fella told me the OS sucks big time.
>: Atari had good music software but looks damn ugly.
>: PCs, well...yer can't format floppies in the background.

>True, Commodore is no more, but support for Commodore products still
>exists in large amounts... Actually Commodore is Liquidating, so it is
>still up in the air if the Amiga line of computers will be made
>anymore.. Personally, I hope the do continue it.. I am a PROUD owner of

I think what Thomas is trying to say here is that even if Commodore goes
bankrupt and disappears from the face of the earth, it won't change the
amount of Amiga support at all, because Commodore never really supported the
Amiga. :)

--
Steve Sheldon [These are my own opinions]
Iowa State University ICSS Resource Facility by day
sheldon@iastate.edu ProMap by night
BEEF! -- Cause the west wasn't won on salad.

3506. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 04:12:40 UTC
From: felinoid@ccnet.com
Message-ID: <33bsvo$t46@ccnet.ccnet.com>
Source record: 15907
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

There are more Computers on the market than Mac and IBM....

The Hidden cost list was rediculis...
IBMs do not natraly run Windows.... owning one dosn't mean you must run
windows...
Mac software is not superor to IBM software (as was segested)...
many times Mac software is inferror.... there are some expensive
pacage programs for IBM that are worthless by any standards they are not
the norm....

In the hidden cost list three things stand out
A moniter is usualy an extra cost for Macs as well as IBMs...
Only the Mac Classic and pacage IBMs have a moniter included...
A network (Lan) is only useful if your conecting the computer to many
other computers.... This can usualy be presumed NOT the case...
also the internal Lan on Macs (Apple Talk) is not very efective and
the user will have to get a Novel network controler....
(Another blunder is he said "$50" for IBM network... this is wrong...
that should read $150... Novel cards are not cheap)
Being able to read Mac disks is not useful sence Macs read/write IBM disks
and in order to have a Mac disk to read you have to have a Mac....
Also the price was again in error... I am shure $150 for a Mac disk drive
would be resonable.... but you can install a program for $50 to do
the same task.... I have never heard of adding a Mac disk drive to an
IBM but I belave it is posable....

Rember however that he is a Mac sales person....
Talk to a Microsoft sales rep and you'll get all kinds of nonsence
about how great Windows is.....

only thicker......
But Macs are good systems... they just aren't the "If you don't aboslotly
need an IBM" defalt....

I NEED Unix....

3507. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 04:16:44 UTC
From: b98182@vaxb.phx1.aro.allied.com
Message-ID: <1994Aug22.211645.1444@vaxb.phx1.aro.allied.com>
Source record: 15910
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <snorky-2308941127110001@mac-rdl10.ccs.deakin.edu.au>, snorky@spunky.com (SNORKY WEZZLE TORTS) writes:
>
> Don't buy a Mac or PC. They can't format floppies in the background.
Heaven forbid! thats what I spend all of my time doing.
Super Tech.

3508. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 04:23:52 UTC
From: felinoid@ccnet.com
Message-ID: <33btko$gm@ccnet.ccnet.com>
Source record: 15908
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Bill Mills (billmi@zimmer.CSUFresno.EDU) wrote:
: >They're also the only personal computer that can do 60fps, full screen
: >video editing (as of last month, anyway ;-). If you have the cash to
: >spend and don't want to pay for workstation, the Macs are a good way to go.
: >
: I beg you pardon?

: I sat down in an edit session with a Digital Broadcaster32 (60fps,
: interlaced, overscanned, JPEG compressed video) a couple of months
: before my local Avid pundit recieved his 60 fps upgrade for his Media
: Suite Pro. The aoutput quality I've seen from the Amiga based DB32
: surpasses by a decent amount, what I have seen coming out of the Avid
: Media Suite Pro, both in JPEG artifacting, and in analog video qaulity
: (the DB32 was going component to a betacam deck, while the Avid was
: using only Y/C separtation).

: As to MAcs being used for television graphics, I don't know of any of
: the 6 decent sized television stations (not counting the LPs that are
: always shopping channels) in my ADI, I have not seen MAcs ANYWHERE in
: there studios. All those that do in house production use dedicated
: video systems (most built around Intel architecture with Custom OS/s
: hardware and such to the point that it can not be considered an intel
: based PC) and/or Toaster systems (only one uses Toasters exclusively,
: and only one doesn't have a Toaster).

Silicon Graphics workstations are the norm...
from then down as folows...

Amigas (Toaster)
IBMs

Macs don't even come into the equasion....
Point is not even home shoping club uses Mac for TV graphics....

You can tell when an Amiga is used... the Amiga (not the toster mind you)
drags the quality down... I don't know why.... Just somthing a friend
pointed out... and his brother plays with Hi res graphics on his IBM all
the time (Much hier ress than I epected)....

3509. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 04:48:46 UTC
From: felinoid@ccnet.com
Message-ID: <33bv3e$1fi@ccnet.ccnet.com>
Source record: 15909
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

hopper_t@msupa.pa.msu.edu wrote:
: In article <33asi6$a9u@nntp.interaccess.com>, etaylor@interaccess (Edmund
: Taylor) writes:
: >hopper_t@msupa.pa.msu.edu wrote:
: [deleted]
: > This guy does not seem to know much about PCs. Don't listen to
: >him. I could counter almost each and every one of his points. If you
: >have any questions about the PC, feel free to ask. I don't like to see
: >people take this stuff as divine truth and go out and buy a Mac.

: Didn't mean to ruffle your feathers, Ed. ;-)

: I didn't claim to have the divine skinny on the PC market, but my main
: points still stand.

: 1) Figure out what you *need*, then go out and check out what will meet
: those needs, regardless of what anyone else says.
True
: 2) Macs are generally easier to use than DOS/Windows, and offer prices that
: are as good or better, given quality, features, warranty, and service.
C64s are often better/faster than Windows and easyer when running Geos...
Remove Windows and you kill the hole argument....
Macs are generaly NOT easyer to use than Geos or Os/2....
The prices you quotes are inflated at best and IBM is not more expensive
given quality, features, warrenty and service IBM is a far better choice
at a lower price...
Compuq is very expensive and even THAY have mac beat....
: 3) Most people I've talked to who use both Macs and DOS/Windows on a
: regular basis find the Mac interface easier to use than either DOS or
: Windows (unless they're already adept at DOS).
Most of the people you talk to are walking into a Mac shop....
odds are they have already adaped to Mac or they wouldn't be there to start
with....
Anyway I repeat... Windows sux... What is Windows to a PC?
Try using a Mac with out a mouse.... Windows down grades the system
Dos is better WITHOUT Windows...
: 4) Cheaper PCs offer more features and speed than a comparably priced Mac,
: but usually sacrifice service and quality in the process (notably
: Leading Edge and Packard Bell, which offer lots for your money, but are
: prone to breakdowns). Not all inexpensive PCs are crap, however.
Notably Leading Edge and Packard Bell... who while on your list supply
free tec service and a 2 year warenty... (Last I looked)

3510. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 11:24:50 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <33cma2$p9j@lyra.csx.cam.ac.uk>
Source record: 15911

snorky@spunky.com (SNORKY WEZZLE TORTS) writes:

[lots of crap deleted]

Just when we get rid of sinclap, another idiot comes along.
At least sinclap was funny sometimes.

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3511. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 12:56:05 UTC
From: ve1@motel6.wustl.edu
Message-ID: <33crl5$i13@bigfoot.wustl.edu>
Source record: 15912
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Andrew Whyte (ba021@cq-pan.cqu.edu.au) wrote:
B

: >Oh.. One other word in favor of the Amiga... The Amiga is the only
: >computer I have seen that can emulate ANY other computer there is... IBM,
: >Mac, Apple, C-64....

: Yes true, I did see a so called "amiga" emulator floating around for the pc,
: but of course it never did work. And i can't se how it would for that
: matter.

Well the point is rather moot here as the PC is the largest market on the
planet so it is real and doesnt have to be emulated, there is a MAC, Apple and
C64 Emulator for the PC as well. Both also emulate the Atari ST and Atari
8-bit so all points are basically moot, except the last one. The Amiga
Emulator for kickstart is a joke, no doubt about that one.

Amiga has its problems just like the PC or Mac, but it really doesnt matter
since it is what you want/need that counts...

3512. Re: Peter Sinclair's Usenet access gets cut off...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 13:03:21 UTC
From: moran@bires069
Message-ID: <33cs2p$ilj@bmerha64.bnr.ca>
Source record: 15913

Kevin Haley (khaley@nova.gmi.edu) wrote:
> I just thought I'd update the people in this group on latest developments
> with Peter Sinclair (Sinclap).

> His sysadmin has supposedly cut off his Usenet access. The past couple of
> weeks, he's been posting very inflammatory stuff in the
> rec.games.video.atari group, to which SEVERAL people began sending e-mail
> to the sysadmin at his site. He received so many complaints that he was
> motivated to take action against Sinclair.

> So, if everything goes as his sysadmin says, no more Sinclair!

But what'll he do now?

Get a life maybe?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3513. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 13:06:06 UTC
From: moran@bires069
Message-ID: <33cs7u$ilj@bmerha64.bnr.ca>
Source record: 15914
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Vladimir Elberg (ve1@motel6.wustl.edu) wrote:

> Here is what you do, throw all the posts to this thread except this one.

> Every single post is from a biased point of view, this one isnt...

> What you do is find someone with an Amiga,ST,MAC and PC and try them all out
> for yourself and make the choice that is best for your needs. Dont listen to
> anyone because their point of view is going to be biased towards the machine
> they own, try them out personally and then fork out the money for whatever
> machine you plan to use.

bzzt! Common sense alert! This is .advocacy!!! You don't go around
making sensible statements like that here. Maybe its time to get _your_
sysop to withdraw your UseNet access for posting such sensible comments!

Great news about SINCLAP though!!!!! ;-)

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3514. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 13:13:03 UTC
From: msguzzo@srqa01.jsc.nasa.gov
Message-ID: <msguzzo.56.000D381E@srqa01.jsc.nasa.gov>
Source record: 15827
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33bsvo$t46@ccnet.ccnet.com> felinoid@ccnet.com (Felinoid the Cat Mage) writes:
>From: felinoid@ccnet.com (Felinoid the Cat Mage)
>Subject: Re: What computer should I buy?
>Date: 22 Aug 1994 21:12:40 -0700

>There are more Computers on the market than Mac and IBM....

>The Hidden cost list was rediculis...
>IBMs do not natraly run Windows.... owning one dosn't mean you must run
>windows...
>Mac software is not superor to IBM software (as was segested)...
>many times Mac software is inferror.... there are some expensive
>pacage programs for IBM that are worthless by any standards they are not
>the norm....

>In the hidden cost list three things stand out
>A moniter is usualy an extra cost for Macs as well as IBMs...
>Only the Mac Classic and pacage IBMs have a moniter included...
>A network (Lan) is only useful if your conecting the computer to many
>other computers.... This can usualy be presumed NOT the case...
>also the internal Lan on Macs (Apple Talk) is not very efective and
>the user will have to get a Novel network controler....
>(Another blunder is he said "$50" for IBM network... this is wrong...
>that should read $150... Novel cards are not cheap)
>Being able to read Mac disks is not useful sence Macs read/write IBM disks
>and in order to have a Mac disk to read you have to have a Mac....
>Also the price was again in error... I am shure $150 for a Mac disk drive
>would be resonable.... but you can install a program for $50 to do
>the same task.... I have never heard of adding a Mac disk drive to an
>IBM but I belave it is posable....

>Rember however that he is a Mac sales person....
>Talk to a Microsoft sales rep and you'll get all kinds of nonsence
>about how great Windows is.....

>only thicker......
>But Macs are good systems... they just aren't the "If you don't aboslotly
>need an IBM" defalt....

>I NEED Unix....

What you need is a spell checker!

Michael S. Guzzo
msguzzo@srqa01.jsc.nasa.gov

3515. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 13:36:29 UTC
From: rappleye@felix.kodak.com
Message-ID: <33cu0t$dks@kodak.rdcs.Kodak.COM>
Source record: 15918
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Find the application software you want to run. Buy the computer which
it was designed to run on. Hardware and system software are
irrelevant, it's what you do with the damn thing that's important.

RevDrFreak
'foot soldier

3516. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 13:50:59 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33cus3$mj2@msuinfo.cl.msu.edu>
Source record: 15915
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33bv3e$1fi@ccnet.ccnet.com>, felinoid@ccnet.com (Felinoid the
Cat Mage) writes:
>hopper_t@msupa.pa.msu.edu wrote:
>: In article <33asi6$a9u@nntp.interaccess.com>, etaylor@interaccess (Edmund
>: Taylor) writes:
>: >hopper_t@msupa.pa.msu.edu wrote:
>: [deleted]
>: 1) Figure out what you *need*, then go out and check out what will meet
>: those needs, regardless of what anyone else says.
>True
>: 2) Macs are generally easier to use than DOS/Windows, and offer prices that
>: are as good or better, given quality, features, warranty, and service.
>C64s are often better/faster than Windows and easyer when running Geos...
>Remove Windows and you kill the hole argument....
>Macs are generaly NOT easyer to use than Geos or Os/2....
>The prices you quotes are inflated at best and IBM is not more expensive
>given quality, features, warrenty and service IBM is a far better choice
>at a lower price...

No, the prices I gave very accurately represent the market in this area.
Possibly other areas are more expensive for Macs and cheaper for PCs.

> Compuq is very expensive and even THAY have mac beat....

Again, no. I was comparing actual street price (one of the best prices in
the area, in fact) on both the Mac and the Compaq. Specific models were
Performa 476 and Compaq Pressario 633. The 633 doesn't have the Mac beat,
though they run at the same speed. Someone else said the sound
card was 16-bit with speaker, microphone, and SCSI ports. This is mostly
true, only it was a $99 Sound Blaster Pro, which is 8-bit, and that gives
the Compaq the exactly same capabilities as the Mac.

>: 3) Most people I've talked to who use both Macs and DOS/Windows on a
>: regular basis find the Mac interface easier to use than either DOS or
>: Windows (unless they're already adept at DOS).
>Most of the people you talk to are walking into a Mac shop....
>odds are they have already adaped to Mac or they wouldn't be there to start
>with....

Wrong again. We sell 4 Mac models and a dozen PC models from Leading Edge,
Packard Bell, Compaq, and IBM. The people who have worked on both
invariably enjoy working on the Macs more (bussiness, education, and home
users).

> Anyway I repeat... Windows sux... What is Windows to a PC?
>Try using a Mac with out a mouse.... Windows down grades the system
>Dos is better WITHOUT Windows...

True, but only if you have the time to learn the command structure of DOS, and are inclined to do so. Learning the Mac interface is easier than learning DOS; the learning curve just isn't as long. And you *can* use a Mac without a mouse; *every* mouse function has an equivalent key command, though it's easier to use the mouse (and can be downright hard to find the equivalent key commands).

>: 4) Cheaper PCs offer more features and speed than a comparably priced Mac,
>: but usually sacrifice service and quality in the process (notably
>: Leading Edge and Packard Bell, which offer lots for your money, but are
>: prone to breakdowns). Not all inexpensive PCs are crap, however.
>Notably Leading Edge and Packard Bell... who while on your list supply
>free tec service and a 2 year warenty... (Last I looked)

Have you ever talked to one of their reps? If so, then you are far above the norm. I have had customers return these computers and get Compaqs because of the shoddy to non-existent customer support, not to mention 20% to 30% are returned within 30 days because they've broke down. The norm for tech support is to stay on hold for 20 to 30 minutes, and if you have a software question, you often have to call a 900 number, where you pay for sitting on hold. It can also be difficult to find an authorised service center for either ofthese computers, unless you live in a major metropolitan area.

When you buy a computer, be absolutely certain you are getting the service and warranty support you want with it. Many PC manufacturers (Compaq, Gateway, and AST to name a few) give excellent support.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3517. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 14:10:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.5715.5323.0N1AB85A@canrem.com>
Source record: 15917

PCs DO have a video toaster.

It slaves off an Amiga, though.

3518. Re: Peter Sinclair's Usenet access gets cut off...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 14:33:25 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.777652405@nova>
Source record: 15916
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

moran@bires069 (G MORAN) writes:

>> His sysadmin has supposedly cut off his Usenet access. The past couple of
>> weeks, he's been posting very inflammatory stuff in the
>> rec.games.video.atari group, to which SEVERAL people began sending e-mail
>> to the sysadmin at his site. He received so many complaints that he was
>> motivated to take action against Sinclair.

>> So, if everything goes as his sysadmin says, no more Sinclair!

> hang on a second, I can think of at least 3 ways to access usenet
>as long as there is an internet feed to a site. Even if he only has
>email its still possible to annoy usenet groups. AFAIK there is no way
>for a sysop to restrict USEnet access without actually removing a
>persons mail and internet access too.....

Yes, this is true, there are several ways to work around restricted access
to just about anything. I don't know exactly what type of action his
sysadmin took, whether it was limiting certain types of access, or
eliminating his account entirely. My guess is that he has disabled Sinclap's
permissions to all Usenet readers at the site. Time will tell whether or
not Peter has the brains (or the guts) to find a loophole and get back on
Usenet.

/Kevin

>gavan
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3519. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 14:51:30 UTC
From: sheldon@iastate.edu
Message-ID: <sheldon.777653490@mystic.agron.iastate.edu>
Source record: 15920
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In <33acr3$ip3@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

> Feature ($1499)Mac |($1099) Compaq
> --
> 8-bit stereo sound built in | add $100 + $40
> .28 Monitor built in | add $260
> networking built in | add $70
> read/write both Mac
> and IBM disks built in | add $150
> software built in | built in
> plug and play yes | no
> set up time ~15 min | ~ 50 min
> ==
> Total $1499 | $1719

I thought you picked the Compaq with built in video?

8 bit stereo SoundBlaster Pro is only about $70, not $100.

I want the 15" flat screen monitor for $400. How do I do this on the Mac you picked since it's built in?

Networking. The Compaq comes with MS-DOS 6.2 and so basically has the same type of networking as the Mac's appletalk. It's called Interlink, let's you share harddrives and printers with another computer over serial line. It's somewhat limited, but for our needs it will work fine. $70 better not spent.

Why do I want to spend extra money reading Mac disks unless I have a Mac? And if I have a Mac, it will read PC formatted floppies, so what's the point? $150 better not spent.

Basically, it seems to me that you added a bunch of junk with the sole purpose of making the machine more expensive. That seems rather asinine to me anyway.
--
Steve Sheldon [These are my own opinions]
Iowa State University ICSS Resource Facility by day
sheldon@iastate.edu ProMap by night
BEEF! -- Cause the west wasn't won on salad.

3520. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 15:27:55 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <33d4hr$19u@lyra.csx.cam.ac.uk>
Source record: 15919

andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
>And you think that the modulator sticking out of the back of he older Amigas
>was a GOOD thing??? (and a bloodly big modulator it was)
^^
Oo-er!!!

Sorry....
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3521. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 15:30:21 UTC
From: m92mmy@hassaleh.tdb.uu.se
Message-ID: <33d4md$19t9@columba.udac.uu.se>
Source record: 15921
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Rainer Kowallik (kowallik@ifh.de) wrote:

: Is the Amiga really that dead ?

Not at all.

: Come on boys, the Amiga can still have an amazing future !

Maybe.

: And as a HOME Computer it still has EVERYTHING out of the box:

: 1. Stereo sound (8-bit, but you will not really hear the difference to 16-bit)

Yes you will, Pinball Fantasies CD sure has much better sound
than it's 8-bit counterpart.

: 7. a really good native GUI. All programms are easy to learn and easy to use

Ten points, ease of use is better then Mac/PC equivalents,
a very relaxed environment.

: 9. A whole range of really good WP, DTP, DTV, CAD, Raytracing, MultimediaDB

Not for long.

: So, as a HOME Computer the Amiga is still IDEAL !

HOME yes, but Office? No. And it doesn't excel as
gaming-machine either

Very few want home computers nowadays, obviously not many
people like exploring new technology.

--
Mattias Myrberg
mattias@krille.update.uu.se

3522. Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 17:22:26 UTC
From: gaghon@nevada.edu
Message-ID: <33db8i$fto@post-office.nevada.edu>
Source record: 15924

I was just curious if I am in the wrong Newsgroup. I though that this section is about Atari advocacy. I must be mistaken. Well, time to unsubsribe.

Vince

3523. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 22:22:29 UTC
From: einbml@NOCMPC.uucp
Message-ID: <1994Aug23.222229.8695@schbbs.mot.com>
Source record: 15806
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

I will admit I feel I have been cheated. I have an Atari Jaguar
and I like it, I would feel better if the much published
and talked about software will finally come out.....

But, why does everyone "hate" Atari so much..you all sound
afraid of it and what it could do if it does succeed.

Yes, they should've released more software with the damn
thing but yet, SNES sucked for it's first year before
quality software came out and they even lied to their
customer's by "promising" a CD player for the SNES and
that's not going to happen now..so, why hasn't anyone
jumped on their backs like you all are jumping on
Atari's???

Again, I do not defend Atari completley due to lack
of software and the ever pushed back release dates (I had
to dig up Telegames phone # and order directly for Brutal Sports
Football!!) BUT, everything promised sounds and looks good and so
far I enjoy the few titles that are out there..

I will wait until after the holidays when the systems goto war
and then we'll see who's on top...I still say the Jag will be there
licking it's paws and maybe a few wounds....

later,
Frustrated Jag owner...

--

3524. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 22:23:16 UTC
From: felinoid@ccnet.com
Message-ID: <33dssk$46j@ccnet.ccnet.com>
Source record: 15923
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Vladimir Elberg (ve1@motel6.wustl.edu) wrote:

: Here is what you do, throw all the posts to this thread except this one.
Why?
: Every single post is from a biased point of view, this one isnt...
I started with an unbies view but as the Mac Salesperson has pushed
I got out of hand.... You can ignore My preveous post as well as his...

: What you do is find someone with an Amiga,ST,MAC and PC and try them all out
: for yourself and make the choice that is best for your needs. Dont listen to
: anyone because their point of view is going to be biased towards the machine
: they own, try them out personally and then fork out the money for whatever
: machine you plan to use.
This isn't biese?

Ok it dosn't feal bise it dosn't look bies... But it includes mistakes
and bies...

What you need to do is....
1. Deside what you need a computer for.... This is inportent...
If you don't know what you need to use a computer for then you will
make a worthless choice later....
2. Find out the hype (I segested this in e-mail but it bounced)
The hype will be in ads by the companys that sell the products... Lissen
to sales people... they will feed you all the hype... This is so you
can filter it out later...
3. Ask friends of ALL computer brands (Atari ST,Amiga,Mac,PC,Unix, in some
cases even C-64, or much older computers will acualy serve you... but this
is the rare rather than the commen)
Make shure he has acualy done what he is talking about... and don't wory
to mutch about what he says about computers he has not had mutch experence
with... Only to his own personal experences....
Recognise the hype in what anyone says (friends will echo what a sale
person tells them some times rather than thinking for themselfs)

4. Get an inernet acount.......

Dose anyone realise we have been running on top of each other
to get this pore new user to get the corect Computer and said users
acount has vanished....
Don't you feal stupid when you find out your talking to a brick wall..

Jeff

3525. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-23 23:17:13 UTC
From: felinoid@ccnet.com
Message-ID: <33e01p$62a@ccnet.ccnet.com>
Source record: 15922
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

hopper_t@msupa.pa.msu.edu wrote:

: No, the prices I gave very accurately represent the market in this area.
: Possibly other areas are more expensive for Macs and cheaper for PCs.
Then the prices in your area are inflated at best...

: > Compuq is very expensive and even THAY have mac beat....
Ummm I'll concead I realy do not know Compuqs curent pricing....
: Again, no. I was comparing actual street price (one of the best prices in
: the area, in fact) on both the Mac and the Compaq. Specific models were
: Performa 476 and Compaq Pressario 633. The 633 doesn't have the Mac beat,
: though they run at the same speed. Someone else said the sound
: card was 16-bit with speaker, microphone, and SCSI ports. This is mostly
: true, only it was a $99 Sound Blaster Pro, which is 8-bit, and that gives
: the Compaq the exactly same capabilities as the Mac.
I got a little hot under the coller before....
The comparison is still rather questionable....
: >: 3) Most people I've talked to who use both Macs and DOS/Windows on a
: >: regular basis find the Mac interface easier to use than either DOS or
: >: Windows (unless they're already adept at DOS).
: >Most of the people you talk to are walking into a Mac shop....
: >odds are they have already adaped to Mac or they wouldn't be there to start
: >with....

: Wrong again. We sell 4 Mac models and a dozen PC models from Leading Edge,
: Packard Bell, Compaq, and IBM. The people who have worked on both
: invariably enjoy working on the Macs more (bussiness, education, and home
: users).
I have a question.... whos sticker is on the store door?
In one Computer shop (I am shure this dosn't happen with you but
you will understand my sceptical view after you learn of my experences)
the store acualy told me they didn't sell Amigas anymore....
I looked over at an Amiga.. it was sitting next to an Atari ST
and said "Ok" and walked out....
Later I came back and they were no-longer selling IBMs says another
sales person.. (This time I was asking about IBM)...
But they all wanted to see me a Mac realy bad....
I admit most stores would never resort to such tactics...
Of corse that store lost a lot of sales for a year.... so much so
that they had to lay off a few sales people (hehe)....
Still many Computer stores selling both Mac and IBM
show an incredable bise agenst the IBMs they sell...
I have to go to a Non-Mac selling computer shop
to not get told how I'll have to get this latest gadget to keep

up with the power of the Mac... I barely keep up with IBM....
My Pc is just my termanl.... I upgrade it a little now and then...
But it's my toy.... My sereouse computer is Unix system...
But Unix systems can get very expesive...
It is my personal opnion that eventualy everyone will
drop what ever operating system they are using and refit there Macs
or IBMs to run vareous flavers of Unix...

: > Anyway I repeat... Windows sux... What is Windows to a PC?
: >Try using a Mac with out a mouse.... Windows down grades the system
: >Dos is better WITHOUT Windows...

: True, but only if you have the time to learn the command structure of DOS,
: and are inclined to do so. Learning the Mac interface is easier than
: learning DOS; the learning curve just isn't as long. And you *can* use
: a Mac without a mouse; *every* mouse function has an equivalent key
: command, though it's easier to use the mouse (and can be downright hard to
: find the equivalent key commands).
My point.... I knew about the keyboard thing... for some reason at times it
can acualy be easyer to tap a keyboard code.... Apple knew this much...
The learning curve isn't that bad for Dos... and it isn't as great as
it might seem for Mac.....
It's kind of funny... In my experence the learning curve is base on how
a person thinks.... MOST people think in Icons.... But for those that do
not have a picture stile memory Icons are hard to learn....
Those few find Dos easyer.... it's rare..... But Dos is also not
the only alternitive for a Pc... just one answer....
Windows is no answer at all
: >: 4) Cheaper PCs offer more features and speed than a comparably priced Mac,
: >: but usually sacrifice service and quality in the process (notably
: >: Leading Edge and Packard Bell, which offer lots for your money, but are
: >: prone to breakdowns). Not all inexpensive PCs are crap, however.
Oh forget what I said.. below.... I was fealy realy craby at that point
and what I said below is wrong anyway....
: >Notably Leading Edge and Packard Bell... who while on your list supply
: >free tec service and a 2 year warenty... (Last I looked)

: Have you ever talked to one of their reps? If so, then you are far above
: the norm. I have had customers return these computers and get Compaqs
: because of the shoddy to non-existent customer support, not to mention 20%
: to 30% are returned within 30 days because they've broke down. The norm
: for tech support is to stay on hold for 20 to 30 minutes, and if you have a
: software question, you often have to call a 900 number, where you pay for
: sitting on hold. It can also be difficult to find an authorised service
: center for either ofthese computers, unless you live in a major
: metropolitan area.
I didn't know an "atherised" service center existed for Packard Bell or
Leading Edge...
Acualy I have delt a little with Pacard bell... but not much....
To be brutaly honest I don't even use one.... I just had a question...
I service my own computer.... I alwase have.... I also service friends

computers for free.... Becouse that is just the kind of guy I am...

: When you buy a computer, be absolutely certain you are getting the service
: and warranty support you want with it. Many PC manufacturers (Compaq,
: Gateway, and AST to name a few) give excellent support.
Acualy it is best if you get it from a computer shop that suports the
computer rather than relying on the company... this is the best way to
deal with a PC compatable... but be shure the shop is acualy doing a good
job....
In one case a computer shop who garentys there computers for a year
sold a batch of bad motherboards.... (The buy the parts and build a system
there) they had to replace EVERY motherboard they sold....
They quit doing busness with that motherboard maker....
But getting them to do the job of replacing the motheboard.. or even
recognising the problem was a problem....
They also found a bad batch of sound cards.....
I like dealing with shops that test hardware before they sell it..
One example of that is a computer shop that will set up and run the Pc
for 24 houers running a dignostics program for all that time...
If it dosn't turn up with an error in 24 houers it's presumed to be
ok...
This can be a tad more expensive than going to a computer shop
with no tecnical support but it is also safer....

Apples own tenical support better be good.... The computer they
sell is more for beginers and they need as much help as they can
get....
and lets rember..... if your reading use net can you be called computer
ignorent?

Ps. I am still stupid.... eh...

3526. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 02:12:09 UTC
From: merlin@merlin.edex.edu.au
Message-ID: <ZF3WuAkMBh107h@merlin.edex.edu.au>
Source record: 15930
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Followup to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy
Organization: Merlin's House of Music, Computers, And Misc Electronics
X-Mailer: Helldiver 1.07 (Waffle 1.65)
Lines: 27

In <33cs7u$ilj@bmerha64.bnr.ca> moran@bires069 (G MORAN) writes:
>Vladimir Elberg (ve1@motel6.wustl.edu) wrote:

>> Here is what you do, throw all the posts to this thread except this one.
>> Every single post is from a biased point of view, this one isnt...
>> What you do is find someone with an Amiga,ST,MAC and PC and try them all out
>> for yourself and make the choice that is best for your needs. Dont listen to
>> anyone because their point of view is going to be biased towards the machine
>> they own, try them out personally and then fork out the money for whatever
>> machine you plan to use.
>
> bzzt! Common sense alert! This is .advocacy!!! You don't go around
>making sensible statements like that here. Maybe its time to get _your_
>sysop to withdraw your UseNet access for posting such sensible comments!

THAT may be .advocacy, but *THIS* isnt! Followups directed outa here...

--
Cheers:)

Merlin Zener Ph/fax: +61 75 766 594
Musician, Technician Mobile: +61 18 779 594
Gold Coast, Australia. email: merlin@merlin.edex.edu.au

"Research shows that no-one ever went blind from
looking on the bright side of life"

3527. SIGMA DESIGN's JAG PC ISA Board for the PC

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 03:21:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.418.249.0N966941@teaminfinity.com>
Source record: 15931

What is going on with SIGMA DESIGN and their JAG PC ISA board for the PC ? (For those who do not know, the JAGPC is the JAGUAR Chipset on an ISA BUS Board for the Intel line of PCs)

game.guru@TeamIfninity.com

3528. BRUTAL SPORTS FOOTBALL ??

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 03:23:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.419.249.0N966942@teaminfinity.com>
Source record: 15932

Does anyone out there own Brutal Sports Football ?

What do you think of it ?

Would you be willing to trade it for TEMPEST 2000 ?

Thanks,

game.guru@TeamInfinity.com

3529. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 03:30:20 UTC
From: masakado@deakin.edu.au
Message-ID: <33eesc$1jc@sol.ccs.deakin.edu.au>
Source record: 15925
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

* SIGH *

Another glorious chapter in The Adventures of Captain FlameBlazer...

>8^)

3530. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 04:16:25 UTC
From: b98182@vaxb.phx1.aro.allied.com
Message-ID: <1994Aug23.211625.1460@vaxb.phx1.aro.allied.com>
Source record: 15927
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <33dsqq$c51@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
> In article <tksaveryCuyJ5z.3z9@netcom.com>,
> Techs Avery <tksavery@netcom.com> wrote:
>>
>>I prefer the freedom of choice on PCs to Big Daddy Apple telling me what
>>I can and can't have. Like a 2 or 3 button mouse. Or an interface
>>designed to optimize the performance of the program at hand. Or the
>>latest cutting edge accessories. I will sacrifice ease of use and ease of
>>installation for ease of customization.
>>
> Isn't funny how the MAC has evolved from the image that Apple tried to
> impress upon us with their '1984' commercial to introduce the MAC. It
> was a take-off on George Orwells 1984 where masses of lifeless 'clones'
> sat starring at a huge screen and some guy comes running in with a sledge
> hammer and shatters the screen. Now Apple has turned into the Big Brother
> of computing, telling us just how things can look and how we can interact
> with our software, depriving us of the freeedom of choice.
>
> I agree that the PC has evolved to the more open architecture with more
> freedom of choice.
>
> RandyH
>
> I'll Have to agree also, I own both a P.C. and a MAC.
> Super Tech.
>

3531. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 04:20:33 UTC
From: mentat@satelnet.org
Message-ID: <33ehqh$b59@sefl.satelnet.org>
Source record: 15926
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

```
In article <33bsvo$t46@ccnet.ccnet.com>,
Felinoid the Cat Mage <felinoid@ccnet.com> wrote:
>There are more Computers on the market than Mac and IBM....
>
>The Hidden cost list was rediculis...
>IBMs do not natraly run Windows.... owning one dosn't mean you must run
>windows...
>Mac software is not superor to IBM software (as was segested)...
>many times Mac software is inferror.... there are some expensive
>pacage programs for IBM that are worthless by any standards they are not
>the norm....
>
>In the hidden cost list three things stand out
>A moniter is usualy an extra cost for Macs as well as IBMs...
>Only the Mac Classic and pacage IBMs have a moniter included...
>A network (Lan) is only useful if your conecting the computer to many
>other computers.... This can usualy be presumed NOT the case...
>also the internal Lan on Macs (Apple Talk) is not very efective and
>the user will have to get a Novel network controler....
>(Another blunder is he said "$50" for IBM network... this is wrong...
>that should read $150... Novel cards are not cheap)
>Being able to read Mac disks is not useful sence Macs read/write IBM disks
>and in order to have a Mac disk to read you have to have a Mac....
>Also the price was again in error... I am shure $150 for a Mac disk drive
>would be resonable.... but you can install a program for $50 to do
>the same task.... I have never heard of adding a Mac disk drive to an
>IBM but I belave it is posable....
>
>Rember however that he is a Mac sales person....
>Talk to a Microsoft sales rep and you'll get all kinds of nonsence
>about how great Windows is.....
>
>only thicker......
>But Macs are good systems... they just aren't the "If you don't aboslotly
>need an IBM" defalt....
>
>I NEED Unix....

No, you need a spell-checker.

:)
```

3532. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 09:45:23 UTC
From: t93074@mail.vitech.fi
Message-ID: <1994Aug24.094523.15349@mail.vitech.fi>
Source record: 15928

Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
: SNORKY WEZZLE TORTS (snorky@spunky.com) wrote:

: : What shits me worst than the ST's ugliness is the god damn freaking
: : diamond shaped function keys. Were the hell did they get the designers
: : from

: Anyway... The function keys are not diamond shape but parallelagram (sp?)
: shape.

: And diamond looks like this /\
: / \
: / \
: \ /
: \ /
: \/

: And ST/Falcon function keys look like this _____
: / /
: / /
: / /
: ----------

: What grade of school are you in that you cannot tell the difference???

Looks like same to me. Just in different angle.
BTW, IMO there is nothing wrong with this diamond look a like...but is sure
does look like diamond.

: Atari has stood the test of time and have come through it with some damn good
: computers and consoles.

Sure, but I have a wheeling that Falcon is the last home computer from Atari.

: : And besides...the interface sux too. Our Workbench 2/3 leaves it for dead!

: Weren't Atari one of he first to use a GEM/GUI interface, the kind of
: interface that everyone now wants???

What kind of GUI is that?

: : Snorky = Dickhead!

: Andrew Collington @ University of Sussex, England
--
==========
= Jani Miettinen =
= t93074@mail.vitech.fi =

==========

3533. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 09:54:17 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Cv1A6I.ACt@cix.compulink.co.uk>
Source record: 15929

>The St stinks big time. It's all but fizzled out in the dust of Amiga
>supremacy. We no longer compare our superior piece of hardware to the St
>anymore. The St was never any competition.
The ST beat the Amiga in sales terms and support for many years. Plus CBM
have gone now and Atari still live! Anyway, it's nearly 10 years old now
so I wouldn't expect it to be state of the art, would you? Now the Falcon,
that's a nice machine.

>And besides...the interface sux too. Our Workbench 2/3 leaves it for dead!
I prefer GEM.

>Har Har!!!
Hee hee.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

3534. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 12:10:50 UTC
From: kowallik@ifh.de
Message-ID: <33fdca$635@dscomsa.desy.de>
Source record: 15933
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <Cv0B8q.Er8@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:
|> In article <33cbig$ncb@dscomsa.desy.de>,
|> Rainer Kowallik <kowallik@ifh.de> wrote:
|> >1. Stereo sound (8-bit, but you will not really hear the difference to 16-bit)
|>
|> Come on. I can tell the difference between 8-bit sound and 16-bit sound...
|> You can't??
If I want to hear a brilliant sound, I turn on my HiFi tower.
If I want to hear the radio news, I turn on the radio.
If I want to see television, I turn on my old color TV with integrated
speaker. The quality of my radio and my TV is shurely not as good
as the quality of my HiFi-tower and I think it doesn't need to be.
For good music I have allready my equipment and I don't want to hear my CD
from my computer, just because I could. And I don't want to turn on my
computer, just to hear a CD !
Also you should add the noise of the fan from the computer to the general
signal to noise ratio. This gives you a quality of nearly 8-Bit for
all available number of bits on every sound card.
For most of the stuff 8-Bit sound is OK. It has the same quality as my TV
and I think it does not need more.
16 Bit sound on a Computer is like having a 4WD on the Highway.
You could drive through the desert or the forest, but here in germany you
are not allowed to drive through the forest with a Jeep,
we have no deserts and the Highway is in good shape.
So why do people have cars with 4WD ?
If you offer people 64-Bit sound cards in full oktaphonie and
256-bit graphic boards with 1000 fps they will buy these things too,
even knowing, that nobody can hear more than 16 bits with more than two ears,
see more than 24-bit colours and resolve more than 30 fps.

Rainer

3535. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 15:04:43 UTC
From: cgra@se.alcbel.be
Message-ID: <4835@btmwj1.se.bel.alcatel.be>
Source record: 15934
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

P
In article <33bjvb$nec@ccnet.ccnet.com>, felinoid@ccnet.com (Felinoid the Cat Mage)
writes:

> [...] IBM makes no smiler effory)

Det er sant.

--

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

--

Atari had good music software but looks damn ugly.

3536. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 15:44:16 UTC
From: ljw1004@cus.cam.ac.uk
Message-ID: <33fpsg$ss6@lyra.csx.cam.ac.uk>
Source record: 15935
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.advocacy

>The Mac can be used without a mouse. A control panel called "Easy Access"
>lets you use the numeric keypad to move the pointer. This is similar to the
>way the Atari lets you move the mouse pointer with the [Alternate]-[Arrow]
>key combinations.

Using the numeric keypad to control the mouse is like driving a car with
only your tongue.

The windows solution for keyboard use - giving everything a keyboard
shortcut - is at once both elegant and useful. It fails in graphical
drawing programs, but I cannot image drawing graphics without a mouse.

--
Lucian Wischik, Queens' College, U of Cambridge. ljw1004@cus.cam.ac.uk

3537. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 17:49:51 UTC
From: jazz@connected.com
Message-ID: <33g17v$dbf@gibeah.connected.com>
Source record: 15936
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

> In my experience (I sell Macs), most people who have used both Macs and
> PCs like the Macs far more, and always prefer buying them. The only time
Hmm.. Yeah, I've heard this too..
> 2) They have never used Macs (and usually never used Windows, either).
I'll REALLY have to disagree with this. It takes NO brains to use a Mac,
and Windows is just plain slower than hell and is more complicated for a
new user. If you're new, use a mac, its simple. Nobody buys PCs as
their first computer for 'ease of use'...
> I will be switching in a year to a PowerMac. I feel that the Atari will
PowerMac sucks, only good for graphics. although it seems that's what
you'll be doing....
> way to go for a new computer purchase. The PC world lags far behind Apple
> for ease of use and user friendliness, and I don't see that changing anytime
True
> soon. I have an extreme dislike for DOS/Windows, as I find it cumbersome
Dos is well made, windows isn't. However, windows is pretty nice, I just
never use it
Dos is really simple if you know what you're doing. Plus the add on
programs are so much better... Like.. I hate graphic comm programs. and
I really hate text based comm programs running outta windows or on a
mac.. I hate running stuff in little windows that don't fill the screen
like dos software
> Apple's design standards; "plug-and-play" is becomming a buzword as "the
> new thing" in PCs, though Macintosh has always had that design, and the
> next incarnation of Windows (v4.0, called Chicago) will just be a poor
> imitation of System 7.0.1P on the Macintosh. If you buy a PC now, you
> will be buying either a Mac wanna-be that is years from catching up, or a
> UNIX or OS2 platform (and if that suits your needs, then go with it).
Haha! At first this started as an informative post, I've learned much
from you guys about Atari's for video, and Amigas, and other computers
that I thought were just obsolete. I really have no problem with
putting in modems, etc, it would not help my at all w/plug and play. I
do realize, however, that some people don't understand how to add new
cards, etc, and configure them, so that's fine.
'Chicago' is a wannabe mac. Correct. That's why it sucks. MS wants to
screw dos and force us to use some crappy GUI. Just like apple. Apple's
interface is easy to use; I just hate it. If you buy a PC now and run
dos, you'll be happy. If you buy a PC simply because you 'want a PC',
but want a graphic interface, you're screwed.
> If you compare the quality of machines, service, customer support, and
> features built into the computers, you will also find that Macs cost less
> than PCs. Of course, you can get PCs that cost less, but they have
> little or no support, and are likely to break at least once a year. The only

> machine I know of which is definitely comparable to a Mac is Compaq's
> line of computers; they too offer good customer support and quality
> components. Let me give you an idea of the hidden costs of a Compaq (or
> any PC). I will compare a Performa Mac (sold in retail stores) to a
> similar Compaq.
Hahaha!!!!!!! That is the dumbest thing! Macs are a HELLA more expensive
that PCs! And I do not know ONE person who has EVER EVER EVER had their
PC break down. Same thing with macs, except our CD ROM PCs at school do
fine, and the Quadras with CD just fall apart and quit working, but I
wouldn't necessarily say its just the drive.. or the computer. They
get hard use. Sorry but my PC has FINE tech support, thank you very
much. This is all just stuff that's in your head, not based on fact.
And.. Why would you buy a compaq when you can buy a mac? Compaq's are
just mac's waiting for a interface like system 7. There's no reason
to buy one.
> Feature ($1499)Mac |($1099) Compaq
> --
> 8-bit stereo sound built in | add $100 + $40
8 bit sound cards are $50 or less.. speakers.. Well that might total
$100, true
> .28 Monitor built in | add $260
oops. Huh? Macs almost NEVER EVER have monitors in the price! That's
their biggest rip! They sell powerpcs for $3000 bucks, saying its a
great deal for a 70mHz system, and charge ya $600-$700 for an A/V
monitor, and $100 for a keyboard!
The Performas, as you note, do have monitors, though. So do Compaqs
> networking built in | add $70
> read/write both Mac
> and IBM disks built in | add $150
Its called shareware. How come I can't copy a pc disk in pc form to a
mac HD, and then move it to another pc disk? 'Cause it sucks. Shareware
for PC can do that.
> software built in | built in
> plug and play yes | no
Yup.. Although compaq is moving towards it, they don't have it yet.
After all, its just a wannabe-mac waiting for periphs and OSes to support
it
> set up time ~15 min | ~ 50 min
Huh? They're like, exactly the same. More like 5-10 and 5-10 minutes..
> ==
> Total $1499 | $1719
Hmmm
> The $40 added to the sound is to have a technician add it in so you
> don't void your warranty. Of course, adding the networking and replacing the
> disk drive to read Mac disks will also cost tech time, so the price may go up
> even further. And of course, the Mac still has advantages that no amount
> of money can give the Compaq (or any PC).
You don't need to put in a special FDD to read mac disks.
> The only advantage PCs have is the incredible amount of cheap (cheap
> price and cheap quality) software; there is more software available for under

> $15 than for the Mac, but lots of it barely works, so this isn't a big plus.
what the hell? The software is just as good as mac software, but less
expensive. We got Borland Quattro Pro v5.0 for $50. It is an AWESOME,
full-featured spreadsheet. just because of price-slashing doesn't mean
the software sucks. Don't base the quality of software on the price
> In my opinion, unless you need to meet one of the conditions I stated
> above, the Macintosh is the way to go; it is easy to use, easy to set up,
> easy to upgrade, easy to learn, has good customer support, is made with
> quality parts, and has a good warranty. And of course, most good
Yup, correct, sure, yup, yeah.. All right
> software is available for both Macs and PCs.
HAHAHA!!! Macs have SO MUCH LESS SOFTWARE than PC's!!!! They have so
LITTLE SOFTWARE! And the programs that PCs have that aren't for MAc
aren't the crappy things you refer to, its REAL STUFF
> I hope this helps you some, and if you have any other questions, let me
> know. The bottom line, though, is that you need to decide exactly what
> you will be using the computer for, and then go out and see what's available,
> get your hands on some machines, and decide what you like using best for
> yourself.
Which is probably a Mac. Hey, if you don't wanna spend too much time
setting it up, want to have a graphical interface and all the
pluses/minuses that come with one, go ahead. Just be prepared to pay
the price in software and Price. However, the Mac DOES have many built
in features that you won't have to worry about adding later, and there's
PLENTY of software selection, more that you'll ever need. But don't
expect a fast computer. Unless you do graphics and buy a powermac
I hate macs, but I have no problem with the people that use them.
They're a perfectly good computer for MANY people! I can understand
that. they're just WAY too expensive.. Lemme check the paper really
quick for an ad..
okay.. got one
Feature Quadra 605 AMD 486/DX2 66
Price $935 (2% cash discount) $1499
HDD 160MB 420MB
FDD 1.4MB superdrive 1.44MB
RAM 4 megs 4 megs
CD ROM Double Speed(Iguess) Double Speed
Sound card 8 bit 16 bit
speakers on a/v monitor included
Monitor 14" a/v $599extra 14" .28dpi, NI
Keyboard Godknowshowmuchmore$ Included
Software pack yes yes
cd pack no 10 CDs

Total cost $1635 $1499
Hmm.. Gee.. I wonder. And.. Hmm.. Modems for macs cost more $$.. just a
little, though. Networking.. Maybe $100 for a pc.. But its still
cheaper. and look at that! Quadra 605 is what, a 486 sx 25?? About
right. And the AMD is much better for less
The reason apple's cost ya mega bucks is because apple makes macs.

Nobody else does. No independant makers. And they're the ones to are
nice to ya, and give ya tech support w/o waiting in a 10-hour phone line
for some bozo to get off the line.. Because everybody calls apple.
Nobody calls the apple clone makers. There are none.

--
|---|
| jazz@gibeah.connected.com Prodigy, AOL, Netcom users: lamer@netcom.com |
| http://gibeah.connected.com/~jazz/jazz.homepage.html | Long Live Dhall! |
____/

3538. Atari, Apple. Get a life!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 21:49:04 UTC
From: ing1215@babel.ee.up.ac.za
Message-ID: <ing1215.4.2E5BC050@babel.ee.up.ac.za>
Source record: 15819

All you Atari & Apple morons. get a life and get an Amiga, the ONLY REAL computer with a REAL O/S!!!!!

Fuck off & die!!!

horror@tcm.ee.techpta.ac.za

==========
God created silicon, man created Amiga =
==========

3539. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 22:00:06 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <33gft6$avk@infa.central.susx.ac.uk>
Source record: 15787

Jani Miettinen (t93074@mail.vitech.fi) wrote:

: Looks like same to me. Just in different angle.
: BTW, IMO there is nothing wrong with this diamond look a like...but is sure
: does look like diamond.

Ok. I'm sorry, my ascii art is not all it should be. The function key
picture should have been a little longer, or not so tall, therefore not making
it a diamond.
Sorry!

: Sure, but I have a wheeling that Falcon is the last home computer from Atari.

Hope not. After the success that the Jag will be (is?) then maybe Atari can
put some more computers on the production line.

: : Weren't Atari one of he first to use a GEM/GUI interface, the kind of
: : interface that everyone now wants???

: What kind of GUI is that?

Doesn't GUI stand for Graphical User Interface? If it does (and I'm sure it
DOES) then the Atari desktop, (even the old style, ie, no replacement) has
graphics in it. The delete function looks like a waste paper bin to me, and
the drives are pictures of filing cabinet drawers. The user interacts with
these via the mouse or keyboard, and the mouse pointer and a graphical arrow.
So the standard Atari desktop might not be the worlds best graphical desktop,
but it is GRAPHICAL, and the USER does INTERFACE with it. So it is a GUI,
although maybe a bit of a lame one by todays comparison, and it does it's job.
(hope that answers the question!!)

: ==========================
: = Jani Miettinen =
: = t93074@mail.vitech.fi =
: ==========================

--
Andrew Collington @ University of Sussex, England

3540. Re: Is there a newsgroup devoted to 7800 and 2600 advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 22:37:21 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <33gi31$q2v@psuvax1.cse.psu.edu>
Source record: 15788

Andrew M. Ross (rossam@dunx1.ocs.drexel.edu) wrote:
: In article <32q2an$102@agate.berkeley.edu>,
: Jody Scott Weissler <jweiss@uclink.berkeley.edu> wrote:
: >Is there a newsgroup devoted to the late 70's and 80's game systems?

: Try rec.games.video.classic.

try alt.atari.2600

3541. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 23:00:29 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <33gjed$q2v@psuvax1.cse.psu.edu>
Source record: 15789

G MORAN (moran@bires046) wrote:
: Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
: > >The St stinks big time. It's all but fizzled out in the dust of Amiga
: > >supremacy. We no longer compare our superior piece of hardware to the St

"we" is incorrect.
"superior" is based on opinion, relativistic frame of reference.

: > >anymore. The St was never any competition.
: > The ST beat the Amiga in sales terms and support for many years. Plus CBM
: > have gone now and Atari still live! Anyway, it's nearly 10 years old now
: > so I wouldn't expect it to be state of the art, would you? Now the Falcon,
: > that's a nice machine.

: hmm, the ST was ahead for the first year or two. The fact that the Amiga
: came from behind to dominate the market shows how it was technologically
: superior. The ST wasn't good enough to capitalise on the larger user

Wait...coming from behind shows "technological superiority??!?!
You are saying then that in 1982 the IBM XT with 128K, green screens,
etc... was superior!??!?! to the Atari 8bit from 1979 with 256 colors
4 voice sound?!?! and 3 years of software behind it?

: base and breadth of software - people still went for Amiga despite there
: being more support initially for the ST.

: CBM international may be dead but the Amiga isn't - yet! Theres still
: a good chance of it being produced by anyone of a number of potential

Sounds like someone is hoping ....desperately.

: buyers. As for the Atari home computer line - ie the Falcon, Atari
: have dropped it. They don't make 'em and they don't expect to earn
: any significant revenue from them. And with a much smaller userbase
: the Falcon has a much shakier future than the Amiga with a large user
: base to sustain it.

er... WRONG!!! Falcon is not a user base. Atari ST technology is....
So...that HUGE Amiga base outnumbers the St people?!?!

: As for the Falcon being 'state of the art', well a 16Mhz 030 with a
: 16 bit datapath isn't exactly the sort of processor you would expect

um..isnt the 030 32bit? Hmm.... not sure...but its used in
these Sun boxes.

: a modern computer to come with as the only option. Where are the 040
: models and faster 030 models? Atari just released the machine and said

: 'there you are' - no further R&D or high-end models. Even a big box

You also have no R&D anymore. =)

: machine with expansion slots would have been nice but there isn't
: even that - theres not an awful lot of room in a Falcon for expansion.

: gavan

I would just like to say that this "crap" will always be.
Being a Computer Engineer I have seen just about everything there is
about hardware. Which is better? St/amiga, IBM/Apple, 3do/jag, sega/snes.

To be honest.... snes I think has better hardware....but the sega
is a lot more fun. Apples work. And the amiga is just a game machine! =)
3do jag? well... the jag has much better hardware...

Maybe I shouldn't be saying any of this.... after all.... I own 12
Atari 8bit computers (all of which are used for productive use.....)
a few Xt's and 286's a dumb terminals...., a "state of the art" 486
(cough gag) which I use to play Epic Pinball, store atari8bit info, or run
unix. I have studied the Amiga and the ST. Own neither... don't want
neither.... but I would sure as heck by a ST before an amiga!
Why, it can run PC and MAC software! in addition to its own large
software base.

blah blah....

Karl
==========
Rolly Polly fishheads are never seen drinking capachino in
Italian resteraunts with oriental women....

3542. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-24 23:36:04 UTC
From: wade@macc.wisc.edu
Message-ID: <wade-2408941833110001@f181-080.net.wisc.edu>
Source record: 15790
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33g17v$dbf@gibeah.connected.com>, jazz@connected.com (Reid Cameron Conti) wrote:

[delted]

> Hahaha!!!!!!! That is the dumbest thing! Macs are a HELLA more expensive
> that PCs! And I do not know ONE person who has EVER EVER EVER had their

On which planet are PCs "a hellofalot" (I assume that is what HELLA means) more expensive that Macs? One note: I am talking about roughly equivalent PCs, not some butt-cheap luzer klone 25 MHz '486 vs. PowerMac 8100.

[more discussion deleted]

> oops. Huh? Macs almost NEVER EVER have monitors in the price! That's
> their biggest rip! They sell powerpcs for $3000 bucks, saying its a
> great deal for a 70mHz system, and charge ya $600-$700 for an A/V
> monitor, and $100 for a keyboard!

Macintoshes can use the same monitors that PCs do, with an adaptor. You don't HAVE to buy Apple brand monitors. Also, there are no 70MHz PowerMacs. As for the AV monitor, it is a nice package IF you want something like that. I think I would rather buy the new 15" (plain) monitor, which supports multiple resolutions, and hook my sound output to my stereo.

> The Performas, as you note, do have monitors, though. So do Compaqs
> > networking built in | add $70
> > read/write both Mac
> > and IBM disks built in | add $150
> Its called shareware. How come I can't copy a pc disk in pc form to a
> mac HD, and then move it to another pc disk? 'Cause it sucks. Shareware
> for PC can do that.

Well, so can shareware for the Mac. There is a program (available via FTP to ftp.apple.com) called DART (Disk Archive & Retrieval Tool) that will read Mac & PC disks on any Mac with a SuperDrive. You can just make a direct (disk to disk) copy or you can save a disk image file (compressed) on you hard disk.

> > The $40 added to the sound is to have a technician add it in so you
> > don't void your warranty. Of course, adding the networking and replacing the
> > disk drive to read Mac disks will also cost tech time, so the price may go up
> > even further. And of course, the Mac still has advantages that no amount
> > of money can give the Compaq (or any PC).
> You don't need to put in a special FDD to read mac disks.

You won't be able to read 800K or 400K Mac disks, just the High Density disks. Of course, you can argue that 800K disks are old-fashioned & not used any more, but the flip side is that the Mac can read high & low density PC disks but the reverse is not true.

[more deletia]

> > software is available for both Macs and PCs.
> HAHAHA!!! Macs have SO MUCH LESS SOFTWARE than PC's!!!! They have so
> LITTLE SOFTWARE! And the programs that PCs have that aren't for MAc
> aren't the crappy things you refer to, its REAL STUFF

What software catagories are there that are available for the PC, but not for the Mac? Please give some examples. I haven't (yet) had a situation where there was something that I wanted to do on my Mac but couldn't find the software. However, I know that there are probably some niche products that are only available for certain platforms.

--
+---+
| "Shop smart...shop S-Mart" |
| Ash, 'Army of Darkness' |
+---+
| wade@macc.wisc.edu |
+---+

3543. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 03:09:29 UTC
From: dreamer@arrakis.apana.org.au
Message-ID: <33h219$l9n@cleese.apana.org.au>
Source record: 15795

SNORKY WEZZLE TORTS (snorky@spunky.com) wrote:

: What shits me worst than the ST's ugliness is the god damn freaking
: diamond shaped function keys. Were the hell did they get the designers
: from?

: The St stinks big time. It's all but fizzled out in the dust of Amiga
: supremacy. We no longer compare our superior piece of hardware to the St
: anymore. The St was never any competition.

: And besides...the interface sux too. Our Workbench 2/3 leaves it for dead!

: Har Har!!!

obviously you havn't heard of the new O.S. for the atari SMS2..
this is True Multitasking.. and beats the hell out of multiTos..
and is based on the X-windows format.. AND IT leaves workbench
for dead.. Oh yeah, did I say that it can network ataris together
with noextra harware through the midi port..

And one more thing.. Dose the Amiga run the best sequencing package
in the World!!! (cubase for those who don't know) I think not!!!

Steven

3544. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 03:42:00 UTC
From: felinoid@ccnet.com
Message-ID: <33h3u8$56@ccnet.ccnet.com>
Source record: 15791
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

: >Rember however that he is a Mac sales person....
: >I NEED Unix....

: No, you need a spell-checker.

Welcome to Inernet.... where people who barely speak english
let alone type it can talk with Dislexics around the world...

I am shure your aware of the "Spell" feature of TIN...
I am sorry I don't make much use of it... I usualy find my work no better
off after a spell checker.... I have no choice but to do my best
and try to inprove my spelling as time moves on...

Anyway I need Unix..... Oh yea most implamentations of Unix
have spell checkers....

3545. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 05:20:12 UTC
From: felinoid@ccnet.com
Message-ID: <33h9mc$3kt@ccnet.ccnet.com>
Source record: 15792
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Gee after arguing agenst this post now I find myself defending
it??? Ok I dissagree with the origanl poster but I also
disagree with this reply...
Reid Cameron Conti (jazz@connected.com) wrote:
: > In my experience (I sell Macs), most people who have used both Macs and
: > PCs like the Macs far more, and always prefer buying them. The only time
: Hmm.. Yeah, I've heard this too..
I have heard this and the reverse.... and a lot of how people using
Dos and mac prefer Unix... or some other computer....
: > 2) They have never used Macs (and usually never used Windows, either).
: I'll REALLY have to disagree with this. It takes NO brains to use a Mac,
: and Windows is just plain slower than hell and is more complicated for a
: new user. If you're new, use a mac, its simple. Nobody buys PCs as
: their first computer for 'ease of use'...
Windows is a pain in the neck.. But it dose take some getting use to Mac...
Still it's a lot easyer than Dos or any other operating system for a new
user...
: > I will be switching in a year to a PowerMac. I feel that the Atari will
: PowerMac sucks, only good for graphics. although it seems that's what
: you'll be doing....
PowerPc I belave was the wording in the origanl post....
PowerPcs are nice systems... Still have the Mac os but a new CPU... a risc
chip and is much faster than before...

: > soon. I have an extreme dislike for DOS/Windows, as I find it cumbersome
: Dos is well made, windows isn't. However, windows is pretty nice, I just
: never use it
I have used it.. Dos to... Dos is well made but due to it's simplistic
design and age it is combersom...
Windows is porely made....
: Dos is really simple if you know what you're doing. Plus the add on
: programs are so much better... Like.. I hate graphic comm programs. and
: I really hate text based comm programs running outta windows or on a
: mac.. I hate running stuff in little windows that don't fill the screen
: like dos software
Get a bigger moniter....
: dos, you'll be happy. If you buy a PC simply because you 'want a PC',
: but want a graphic interface, you're screwed.
OS/2, Linex (With Xwindows), GeoWorks (Not that useful on a PC unless you
own a zoomer) Desview... This is what comes off the top of my head....
Being a Unix type I prefer Linex with Xwindows... realy nice...
Of corse you can make the text so small most people can't read it...
For people who have very good eye site this is a nifty trick to play on

people... Of corse if you have vison problems big fonts are avalable
on ALL graphical interfaces (and 40col for Dos is also posable)
So many many graphical interfaces are avalable for Dos... Not Macs...
(due to a patent) but still just as good...(in most cases)
: Hahaha!!!!!!! That is the dumbest thing! Macs are a HELLA more expensive
: that PCs! And I do not know ONE person who has EVER EVER EVER had their
: PC break down. Same thing with macs, except our CD ROM PCs at school do
: fine, and the Quadras with CD just fall apart and quit working, but I
: wouldn't necessarily say its just the drive.. or the computer. They
: get hard use. Sorry but my PC has FINE tech support, thank you very
: much. This is all just stuff that's in your head, not based on fact.
: And.. Why would you buy a compaq when you can buy a mac? Compaq's are
: just mac's waiting for a interface like system 7. There's no reason
: to buy one.
I look down at my spare computer... a Compaq... running Dos.....
I rember somthing... The Compaq is sold with Windows already installed
This can be removed... Many systems are sold this way....
As for break downs... I repare computers for friends... as well as help
people out just becouse I feal like it.... PCs do experence breakdowns...
as do Macs... There is no judging Macs as "Breaking down more often"
I'd say somone didn't install the CDrom drives on the Macs corectly...
at your school... Pc support varys from comapny to company...
you can get crapy support or you can get supream support... shop around
Macs support is fine....
: > .28 Monitor built in | add $260
: oops. Huh? Macs almost NEVER EVER have monitors in the price! That's
: their biggest rip! They sell powerpcs for $3000 bucks, saying its a
: great deal for a 70mHz system, and charge ya $600-$700 for an A/V
: monitor, and $100 for a keyboard!
: The Performas, as you note, do have monitors, though. So do Compaqs
Some Macs and some Compaqs do have internal moniters...
and Macs with internal moniters get as cheap as $500 (last I looked anyway)
: PLENTY of software selection, more that you'll ever need. But don't
: expect a fast computer. Unless you do graphics and buy a powermac
: I hate macs, but I have no problem with the people that use them.
PowerPc... and the PowerPc is very fast... and for graphics ALL
Macs are very fast becouse the Mac dose most of the acual work in
hardware.. while the PC has to use software to figure out where every
pixcle gose... also the PC has to baby sit the VGA chipset the Mac
graphics chips pamper the CPU insted... So the Mac ends up doing more
faster when it gets into graphics... But thats becouse the CPU isn't
dealing with detales... The Pc dose... and has to deal with other detales
like the Vga chips have to be bank switched to get to diffrent features..
This slows things down...
: They're a perfectly good computer for MANY people! I can understand
: that. they're just WAY too expensive.. Lemme check the paper really
: quick for an ad..
: okay.. got one
: Total cost $1635 $1499
: Hmm.. Gee.. I wonder. And.. Hmm.. Modems for macs cost more $$.. just a

: little, though. Networking.. Maybe $100 for a pc.. But its still
: cheaper. and look at that! Quadra 605 is what, a 486 sx 25?? About
: right. And the AMD is much better for less
Mac uses the same modems IBM dose... (The external anyway...)
All my modems will work on any Mac... no problem.....
So eactly what do you mean when you say a Mac Modem is costs more than
an IBM modem when there is no distinction between Mac and IBM modems...

Jeff

3546. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 06:07:03 UTC
From: felinoid@ccnet.com
Message-ID: <33hce7$5nu@ccnet.ccnet.com>
Source record: 15793
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Wade E. Masshardt (wade@macc.wisc.edu) wrote:
: In article <33g17v$dbf@gibeah.connected.com>, jazz@connected.com (Reid Cameron Conti) wrote:

: [delted]

: [more discussion deleted]
: > Its called shareware. How come I can't copy a pc disk in pc form to a
: > mac HD, and then move it to another pc disk? 'Cause it sucks. Shareware
: > for PC can do that.

: Well, so can shareware for the Mac. There is a program (available via FTP to ftp.apple.com) called DART (Disk Archive & Retrieval Tool) that will read Mac & PC disks on any Mac with a SuperDrive. You can just make a direct (disk to disk) copy or you c an save a disk image file (compressed) on you hard disk.
If you have a Mac disk chances are you have a Mac to go with it...
Copy the blasted Mac disk on the Mac and the Pc disk on the Pc...
Shouldn't be that big of a problem...
anyway.. the only use of tramsfering data to a Mac disk is to transfer data
from a Pc to a Mac... and sence the Mac can read a Pc disk anyway...
why are we fussing about wether IBM can prepare a disk especaly for Mac...
It shouldn't have to.... It's nice that Apple made it avalable for
Mac users... what more is needed?
: [more deletia]

: > > software is available for both Macs and PCs.
: > HAHAHA!!! Macs have SO MUCH LESS SOFTWARE than PC's!!!! They have so
: > LITTLE SOFTWARE! And the programs that PCs have that aren't for MAc
: > aren't the crappy things you refer to, its REAL STUFF

: What software catagories are there that are available for the PC, but not for the Mac? Please give some examples. I haven't (yet) had a situation where there was something that I wanted to do on my Mac but couldn't find the software. However, I know
that there are probably some niche products that are only available for certain platforms.

Hmmm.... Lets see.... I'll get realy sneaky and refere to software that
there is only one or two versions of on the IBM...
an AI wordproseser with an AI spell checking system than will corect
your spelling as you go and over time will do a better and better
job of doing it....
(This is my favret wordproseser by the way)

and how about this...
Forth programing laguage... my favret programing laguage...
There are all kinds of versions of Forth for the IBM....

Here's a one of a kind..... a Sun Sparc corss compiler...
Make and test programs for the Sun Sparc...

In fact there are loads of cross compilers for IBM....
Amiga, Atari ST, CP/M etc...
Also the Termanl program market for Macs is very limited...
While we on IBMs take ANSI graphics for grated Macs usualy do not...

There are usualy only a few of each kind of program for the Mac
while the IBM usualy has millions of any one class of program...
Mind you if you just grab the most expensive IBM program your gona get
crap becouse far to many people think the price directly efects the
power of the program.. It acualy directly reflects the ego of the programer..
But you still have to do some reasirch to make shure what your getting
dose the job you need... becouse crapy software dose exsit for IBM...

How ever with Mac while there is less crapy software there is also
less good software... and at times you may not even be able to find a good
program for what you need.... for example... while there are good
termanl programs for the Mac they are very hard to find as people who
know about then go hunting them down...
NovaLink by ResNova as I understand is a good mac termanl....
But good IBM termanl programs are commen....
ProComm Plus is considered realy pore quality for an IBM termanl
but outstrips most mac termanl programs....
Commo is great but complex... Boyan lacks a graphical interface...
but is still powerful and easy to use (To spite the lack of a graphical
inerface) Telamate is also very populer for IBM... and thies are
only one ones I have used... There is ByteComm, BitCom, Telex,
and many many others....

I picked Boyan becouse it works for me... Most people use Telamate
but not all...

Another example... the one I will exit with....
With Mac the options for CADing is AutoCad or nothing...
With IBM you can use DanCad, AutoCat, 3dCad etc the list gose on and on
and on....

and after reviewing that list the best of those programs is AutoCad...
and as it turns out it runs Better on a Mac....

Software selction isn't the last word... is what you need to do...

and you will have a wider selection of software if you havn't gotten a
computer yet... go out look and see what program dose what you need the
best and on what system dose it do the best job.....
Get that computer,

Bye!

3547. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 07:08:39 UTC
From: tpearson@newsserver.trl.oz.au
Message-ID: <33hg1n$o47@newsserver.trl.OZ.AU>
Source record: 15794
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Felinoid the Cat Mage (felinoid@ccnet.com) wrote:

> Hmmm.... Lets see.... I'll get realy sneaky and refere to software that
> there is only one or two versions of on the IBM...
> an AI wordproseser with an AI spell checking system than will corect
> your spelling as you go and over time will do a better and better
> job of doing it....
> (This is my favret wordproseser by the way)

[5000 other spelling errors deleted]

If it's your favourite word processor because it has AI spell checking,
WHY don't you ever use it??

3548. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 08:14:47 UTC
From: b98182@vaxb.phx1.aro.allied.com
Message-ID: <1994Aug25.011447.1482@vaxb.phx1.aro.allied.com>
Source record: 15803
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <33h68p$1m2@ccnet.ccnet.com>, felinoid@ccnet.com (Felinoid the Cat Mage)
writes:
> Rainer Kowallik (kowallik@ifh.de) wrote:
> : |> >1. Stereo sound (8-bit, but you will not really hear the difference to 16-bit)
> : |> Come on. I can tell the difference between 8-bit sound and 16-bit sound...
> : |> You can't??
> : If I want to hear a brilliant sound, I turn on my HiFi tower.
> : If I want to hear the radio news, I turn on the radio.
> : If I want to see television, I turn on my old color TV with integrated
> : speaker. The quality of my radio and my TV is shurely not as good
> : as the quality of my HiFi-tower and I think it doesn't need to be.
> : For good music I have allready my equipment and I don't want to hear my CD
> : from my computer, just because I could. And I don't want to turn on my
> : computer, just to hear a CD !
> To lissen to the TV I turn on my stereo....
> To lissen to the raido I turn on my stereo....
> But I do not bother with my computer becouse my computer uses an 8 bit
> stereo sound card
> : Also you should add the noise of the fan from the computer to the general
> : signal to noise ratio. This gives you a quality of nearly 8-Bit for
> : all available number of bits on every sound card.
> My computer is almost never off... the fan isn't that loud....
> (and on some the fan is compleatly silent)... The sound of my voice
> or even the sound of my typing drounds it out... adding the sound
> of a pin drop to the signal to noise ratio dosn't change the signal to
> noise ratio.... even the noise drounds out the fan...
>
> : For most of the stuff 8-Bit sound is OK. It has the same quality as my TV
> : and I think it does not need more.
> Ummm no... the TV is a little better than 8 bit... like 10 bit....
>
> : 16 Bit sound on a Computer is like having a 4WD on the Highway.
>
This analogy sounds similar to what the Microsoft must have said
in reference to the 640k conventional memory."aw nobody will ever need more
than 640k of conventional memory!"
>
I say don't ever limit the possibilities of my computers or O.S. any
advancement of any platform is good.Bring it on!

Super tech

3549. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 09:24:51 UTC
From: strgh@csv.warwick.ac.uk
Message-ID: <33ho13$kln@clover.csv.warwick.ac.uk>
Source record: 15796

Here's my recent PC vs. Atari experience.

I'd developed a certain method for numerical integration,
and was very pleased with myself when it took only 13 minutes
to integrate a 20-dimensional probability density, using APL68000
on a 4Mb 1040STF [APL68000 is a very well-regarded implementation].

When I ported the code to APL*PLUS on a 486DX/33, with no rewriting,
the same calculations took 11 seconds.

I don't like DOS, Windows, memory (mis-)management etc., but as a
computer *user*, given the availability of APL, visual programming,
Linux etc., I can almost ignore them.

-- Ewart Shaw

[Sorry for the lack of atari advocacy.]
[CFD: comp.sys.atari.advocacy.not :-)]
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick
University of Warwick, | BITNET: strgh%uk.ac.warwick@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
yacc - the piece of code that understandeth all parsing

3550. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 09:34:50 UTC
From: g94p5233@warthog.ru.ac.za
Message-ID: <g94p5233.41.2E5C65BA@warthog.ru.ac.za>
Source record: 15797
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33hg1n$o47@newsserver.trl.OZ.AU> tpearson@newsserver.trl.oz.au (Trevor Pearson) writes:
>From: tpearson@newsserver.trl.oz.au (Trevor Pearson)
>Subject: Re: What computer should I buy?
>Date: 25 Aug 1994 07:08:39 GMT

>Felinoid the Cat Mage (felinoid@ccnet.com) wrote:

>> Hmmm.... Lets see.... I'll get realy sneaky and refere to software that
>> there is only one or two versions of on the IBM...
>> an AI wordproseser with an AI spell checking system than will corect
>> your spelling as you go and over time will do a better and better
>> job of doing it....
>> (This is my favret wordproseser by the way)

>[5000 other spelling errors deleted]

>If it's your favourite word processor because it has AI spell checking,
>WHY don't you ever use it??
DEFINITELY NOT A MAC. TRY A CALCULATOR

3551. Re: Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 09:36:26 UTC
From: g94p5233@warthog.ru.ac.za
Message-ID: <g94p5233.42.2E5C661A@warthog.ru.ac.za>
Source record: 15798

In article <33db8i$fto@post-office.nevada.edu> gaghon@nevada.edu (GEORGE GAGHON) writes:
>From: gaghon@nevada.edu (GEORGE GAGHON)
>Subject: Uh.. Isn't this Atari advocacy?
>Date: 23 Aug 1994 17:22:26 GMT

>I was just curious if I am in the wrong Newsgroup. I though that this
>section is about Atari advocacy. I must be mistaken. Well, time to
>unsubsribe.

>Vince

YOU LOT ARE ALL DREAMERS. THE ATARI DIED YEARS AGO. FACE IT THE AMIGA
RULES, EVEN WITHOUT COMMODORE...

3552. Re: Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 09:36:41 UTC
From: g94p5233@warthog.ru.ac.za
Message-ID: <g94p5233.43.2E5C6629@warthog.ru.ac.za>
Source record: 15799

In article <33db8i$fto@post-office.nevada.edu> gaghon@nevada.edu (GEORGE GAGHON) writes:
>From: gaghon@nevada.edu (GEORGE GAGHON)
>Subject: Uh.. Isn't this Atari advocacy?
>Date: 23 Aug 1994 17:22:26 GMT

>I was just curious if I am in the wrong Newsgroup. I though that this
>section is about Atari advocacy. I must be mistaken. Well, time to
>unsubsribe.

>Vince

Very perceptive of you.

3553. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 10:05:58 UTC
From: moran@bires069
Message-ID: <33hqe6$khg@bmerha64.bnr.ca>
Source record: 15800

Andrew K Heller (heller@blue.crayola.cse.psu.edu) wrote:
> G MORAN (moran@bires046) wrote:

> : hmm, the ST was ahead for the first year or two. The fact that the Amiga
> : came from behind to dominate the market shows how it was technologically
> : superior. The ST wasn't good enough to capitalise on the larger user

> Wait...coming from behind shows "technological superiority??!?!
> You are saying then that in 1982 the IBM XT with 128K, green screens,
> etc... was superior!??!?! to the Atari 8bit from 1979 with 256 colors
> 4 voice sound?!?! and 3 years of software behind it?

The original PC XT had 80 column display and was 16 bit (sort of) as
oppposed to the 8 bit of the XL. With CGA the gfx rez was also higher.
The XL was much better for games, but for business the PC was always
the best bet. Plus it had the IBM name which made it a cert.

> : CBM international may be dead but the Amiga isn't - yet! Theres still
> : a good chance of it being produced by anyone of a number of potential

> Sounds like someone is hoping ....desperately.

Its quite a reasonable hope. There are a number of interested parties.
Whether or not the new owner will support the Amiga or just take the
technology remains to be seen. Certainly the C=UK management buy out team
are committed to supporting the Amiga.

> : buyers. As for the Atari home computer line - ie the Falcon, Atari
> : have dropped it. They don't make 'em and they don't expect to earn
> : any significant revenue from them. And with a much smaller userbase
> : the Falcon has a much shakier future than the Amiga with a large user
> : base to sustain it.

> er... WRONG!!! Falcon is not a user base. Atari ST technology is....
> So...that HUGE Amiga base outnumbers the St people?!?!

Yep, the Amiga base outnaumbers the ENTIRE Atari 16/32 bit line by
quite a bit (1 1/2 million Amigas in the UK ALONE). Plus of course
AGA amigas vastly outnumber Falcons.

> : As for the Falcon being 'state of the art', well a 16Mhz 030 with a
> : 16 bit datapath isn't exactly the sort of processor you would expect

> um..isnt the 030 32bit? Hmm.... not sure...but its used in
> these Sun boxes.

The 030 in the Falcon has only a 16 bit memory connection thanks to
the way the Falcon is designed. Sort of like a 68030SX set up.

> : a modern computer to come with as the only option. Where are the 040
> : models and faster 030 models? Atari just released the machine and said
> : 'there you are' - no further R&D or high-end models. Even a big box
>
> You also have no R&D anymore. =)

No C= R&D which puts the Amiga in the same situation that the Falcon
was in since launch. Since the Amiga has a larger userbase, 3rd party
r&D is better, Check out the Warp engine : 040 at 40Mhz with a FAST
SCSI II port (9.1 megs/sec from a 2.1gig seagate barracuda). It plugs
into the processor slot in the A3000 and A4000.

The Amiga big-box machines all have processor and 32-bit expansion
slots. There isn't much scope (by comparison) for expansion in the Falcon.
Plus of course there are 040 Amigas officially available. The only way
to do it with a Falcon is with a mythical 040 hack...

> Maybe I shouldn't be saying any of this.... after all.... I own 12
> Atari 8bit computers (all of which are used for productive use.....)

Check out the Amiga - its a turbo-XL! (really, it was designed by the
same guy - the late Jay Miner)

> a few Xt's and 286's a dumb terminals...., a "state of the art" 486
> (cough gag) which I use to play Epic Pinball, store atari8bit info, or run
> unix. I have studied the Amiga and the ST. Own neither... don't want
> neither.... but I would sure as heck by a ST before an amiga!
> Why, it can run PC and MAC software! in addition to its own large
> software base.

Amiga - Emplant/Amax 256 Colour, System 7.
Pc - up to 50Mhz 486 bridgeboard with ISA slots in big box machines
for PC add-on cards (SVGA, network, etc)

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3554. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 13:37:13 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33i6q9$q8o@msuinfo.cl.msu.edu>
Source record: 15801

In article <33ho13$kln@clover.csv.warwick.ac.uk>, strgh@csv.warwick.ac.uk (J E H Shaw) writes:
>Here's my recent PC vs. Atari experience.
>
>I'd developed a certain method for numerical integration,
>and was very pleased with myself when it took only 13 minutes
>to integrate a 20-dimensional probability density, using APL68000
>on a 4Mb 1040STF [APL68000 is a very well-regarded implementation].
>
>When I ported the code to APL*PLUS on a 486DX/33, with no rewriting,
>the same calculations took 11 seconds.

Off the top of my head:
If the APL68000 runs about the same speed as a Motorola 68000, then it should be doing around 0.8 MIPS. Assuming the 486DX/33 (notice it has an FPU built in) runs about the same speed as a MC68040, then the DX is probably running up around 24 MIPS. That means a 13 minute calculation shouldn't take more than about 45 seconds on the DX. Undoubtedly, the pressence of the FPU in the Intel processor speeds this up even more. Of course, you'd be surprised how much faster the Pentium or PowerPC would be compared to the DX (not so great as between 68000 and DX, however).

>I don't like DOS, Windows, memory (mis-)management etc., but as a
>computer *user*, given the availability of APL, visual programming,
>Linux etc., I can almost ignore them.

This is a perfect example of picking the right computer for the job; in this case, picking the one that does the most mathematical computations. I would certainly prefer the DX over my MC68000 Atari for mathematical computation, though I prefer the Atari for wordprocessing and the like.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

> -- Ewart Shaw
>
>[Sorry for the lack of atari advocacy.]
>[CFD: comp.sys.atari.advocacy.not :-)]
>--

3555. Re: Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 13:39:27 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33i6uf$q8o@msuinfo.cl.msu.edu>
Source record: 15802

In article <g94p5233.42.2E5C661A@warthog.ru.ac.za>, g94p5233@warthog.ru.ac.
za (MR S PANAGOU) writes:
>In article <33db8i$fto@post-office.nevada.edu> gaghon@nevada.edu (GEORGE
GAGHON) writes:
>>I was just curious if I am in the wrong Newsgroup. I though that this
>>section is about Atari advocacy. I must be mistaken. Well, time to
>>unsubsribe.
>
>YOU LOT ARE ALL DREAMERS. THE ATARI DIED YEARS AGO. FACE IT THE AMIGA
>RULES, EVEN WITHOUT COMMODORE...
^^^^^
You are from a different world than I, Panagou.

3556. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 14:09:07 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94237.100907STIRRE31@MAINE.MAINE.EDU>
Source record: 15808

Gavan,
Apparently you are not keeping up with the Falcon scene as far
as upgrades go. Wizztronics has just released a 040 board
(available from Toad) and I believe there are many other
accelerators (Sonic....). There are also tower cases available
for the Falcon. You also seem to be forgetting the nifty
processor direct slot which has a nice 286 emulator for it
(with a 486 emulator on the way). Of course that 1200 case
is sooooo nice.... :-P. Don't get me wrong.... I like the Amiga....
but I've also never regretted switching from the Amiga to the ST.
IMO, TOS is much better than Workbench. Just the way Workbench
LOOKS annoyed the heck out of me. I realize this is subjective....
Are there any alternative desktops for the Amiga like there are
for the Atari?
-scott tirrell

3557. Re: Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 14:16:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94237.101619STIRRE31@MAINE.MAINE.EDU>
Source record: 15810

Hmmmmm.... if the Atari died years ago then I guess we should
tell all those magazine publishers and developers. It is a shame
that they are in the dark about this situation. I'll let them
know at Connecticut Atarifest this weekend :-P.
-scott tirrell

3558. Re: Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 14:29:43 UTC
From: moran@bires046
Message-ID: <33i9sn$1d5@bmerha64.bnr.ca>
Source record: 15804

hopper_t@msupa.pa.msu.edu wrote:
> In article <g94p5233.42.2E5C661A@warthog.ru.ac.za>, g94p5233@warthog.ru.ac.
> za (MR S PANAGOU) writes:
> >In article <33db8i$fto@post-office.nevada.edu> gaghon@nevada.edu (GEORGE
> GAGHON) writes:
> >>I was just curious if I am in the wrong Newsgroup. I though that this
> >>section is about Atari advocacy. I must be mistaken. Well, time to
> >>unsubsribe.
> >
> >YOU LOT ARE ALL DREAMERS. THE ATARI DIED YEARS AGO. FACE IT THE AMIGA
> >RULES, EVEN WITHOUT COMMODORE...
> ^^^^^
> You are from a different world than I, Panagou.

I didn't get the post (he's in my killfile) but he was on
the amiga.advocacy group posting the same thing (only about PCs
vs the Amiga). Its a fair bet he's just some maladjusted dork
looking for attention and is trolling around all the .advocacy
type groups.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3559. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 14:32:20 UTC
From: moran@bires046
Message-ID: <33ia1k$1d5@bmerha64.bnr.ca>
Source record: 15805

hopper_t@msupa.pa.msu.edu wrote:
> Off the top of my head:
> If the APL68000 runs about the same speed as a Motorola 68000, then it
> should be doing around 0.8 MIPS. Assuming the 486DX/33 (notice it has an
> FPU built in) runs about the same speed as a MC68040, then the DX is
> probably running up around 24 MIPS. That means a 13 minute calculation
> shouldn't take more than about 45 seconds on the DX. Undoubtedly, the
> pressence of the FPU in the Intel processor speeds this up even more. Of
> course, you'd be surprised how much faster the Pentium or PowerPC would be
> compared to the DX (not so great as between 68000 and DX, however).

The DX/33 will probably NOT match a 25Mhz 040 for either integer
or floating point maths. A DX/33 runs at approx 16 MIPS depending
on what benchmark you use.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3560. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 15:17:37 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <33icmh$43s@booz.bah.com>
Source record: 15807
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

I recommend an A500. I've got a complete setup I'll sell you. B^)

-- Gerald

3561. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 16:00:02 UTC
From: benkeen@aol.com
Message-ID: <33if62$o5v@search01.news.aol.com>
Source record: 15809

In article <33gft6$avk@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:

Hope not. After the success that the Jag will be (is?) then maybe Atari can
put some more computers on the production line.
==========

Seems to me that Atari has planned to support its existing machines only as far as there is demand for parts and service and not introduce any new models. They have staked their future on the Jag. It probably wouldn't have been too hard to come out with a TT040 built around an LC040, or perhaps even a full blown one, but they haven't done that. They also seem to have failed to do anything to retain/gain market share. The episode with the STfms in the UK shows what I mean. They don't seem too anxious to sell computers.

-Ben Keen

3562. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 16:03:04 UTC
From: benkeen@aol.com
Message-ID: <33ifbo$o7h@search01.news.aol.com>
Source record: 15811

In article <33gjed$q2v@psuvax1.cse.psu.edu>,
heller@blue.crayola.cse.psu.edu (Andrew K Heller) writes:

Wait...coming from behind shows "technological superiority??!?!
You are saying then that in 1982 the IBM XT with 128K, green screens,
etc... was superior!??!?! to the Atari 8bit from 1979 with 256 colors
4 voice sound?!?! and 3 years of software behind it?
================

In '82, for business tasks (word processing, basic database, mostly) the
XT was undeniably the superior machine to the 8 bit Atari.

Also, in '82, for games and 'home computing' tasks the Atari was
undoubtedly more suitable.

You could substitute 'Apple][' in for Atari in the above statements and
they would be equally true.

=Ben Keen

3563. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 16:09:08 UTC
From: benkeen@aol.com
Message-ID: <33ifn4$oa2@search01.news.aol.com>
Source record: 15812

In article <60.5720.5323.0N1AB8C1@canrem.com>, paul.nazaroff@canrem.com (Paul Nazaroff) writes:

Open two windows; the source folder and the target folder, hold down Control while dragging the icon (or filename) from the one folder to the other, then release. Three steps. Real hard.
==========

That's still 2 steps too many. And BTW, how come you have to hold down a key?

-Ben Keen

3564. Re: PC vs. FALCON

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 16:13:08 UTC
From: benkeen@aol.com
Message-ID: <33ifuk$oc0@search01.news.aol.com>
Source record: 15813

In article <33ho13$kln@clover.csv.warwick.ac.uk>, strgh@csv.warwick.ac.uk (J E H Shaw) writes:

I'd developed a certain method for numerical integration,
and was very pleased with myself when it took only 13 minutes
to integrate a 20-dimensional probability density, using APL68000
on a 4Mb 1040STF [APL68000 is a very well-regarded implementation].

When I ported the code to APL*PLUS on a 486DX/33, with no rewriting,
the same calculations took 11 seconds.
==========
Probably has something to do with the fact that for numerical stuff a 486 is a zillion times fater than a 68K. :-) Which causes me to wonder why the hell Atari hasn't come out with a good fast number-crunching machine. Like one with an 040. (frankensteinish third party upgrades don't count) As time goes by the Ataris will have less and less competitiveness.

=Ben Keen

3565. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 16:44:10 UTC
From: neeri@iis.ee.ethz.ch
Message-ID: <NEERI.94Aug25184410@yggdrasil.ethz.ch>
Source record: 15815
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

> In article <tksaveryCuyJ5z.3z9@netcom.com>,
> Techs Avery <tksavery@netcom.com> wrote:
>>
>> I prefer the freedom of choice on PCs to Big Daddy Apple telling me what
>> I can and can't have. Like a 2 or 3 button mouse.

There are companies that sell 3 button mice. I find them irritating.

>> I will sacrifice ease of use and ease of installation for ease of
>> customization.

Some people prefer to use their computers, rather than tinker with them. All
the customization of Emacs 19 still leaves it somewhat inferior to BBEdit for
text editing tasks.

Matthias

Matthias Neeracher <neeri@iis.ee.ethz.ch> http://err.ethz.ch/members/neeri.html
"I'm set free to find a new illusion" -- Velvet Underground

3566. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 16:56:17 UTC
From: moran@bires038
Message-ID: <33iifh$501@bmerha64.bnr.ca>
Source record: 15814

STIRRE31@MAINE.MAINE.EDU wrote:
> Gavan,
> Apparently you are not keeping up with the Falcon scene as far
> as upgrades go. Wizztronics has just released a 040 board
> (available from Toad) and I believe there are many other
> accelerators (Sonic....).

Does anyone on the net actually HAVE any of these 040 upgrades?
They seem to be pretty thin on the ground to me. And how do they
interface to the Falcon? By slotting into the existing 030/882
sockets??

> There are also tower cases available
> for the Falcon. You also seem to be forgetting the nifty
> processor direct slot which has a nice 286 emulator for it
> (with a 486 emulator on the way).

Only 286? The Amiga has 486/50 bridgeboards NOW. But not for
the A1200 however. Does the tower case have proper 32-bit expansion
slots a la Zorro 3?

> Of course that 1200 case
> is sooooo nice.... :-P. Don't get me wrong.... I like the Amiga....
> but I've also never regretted switching from the Amiga to the ST.
> IMO, TOS is much better than Workbench. Just the way Workbench
> LOOKS annoyed the heck out of me. I realize this is subjective....
> Are there any alternative desktops for the Amiga like there are
> for the Atari?

Try Magic Workbench. Its an updated look, no extra functionality.
It looks superb in hirez on a good monitor - MUCH better than the
std wb (I hope you weren't comparing with WB1.3 BTW). For extra
functionality ToolsManager is an excellent object oriented program
launcher. Both total freeware of course - just d/l them off any
Aminet site on the net.

For more flexible file management - Directory Opus, about 50 dollars
or pounds.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3567. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 17:31:23 UTC
From: bjgrier@bnr.ca
Message-ID: <33ikhb$alr@nrtphaa9.nt.com>
Source record: 15817

In article <33ifn4$oa2@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
|> In article <60.5720.5323.0N1AB8C1@canrem.com>, paul.nazaroff@canrem.com
|> (Paul Nazaroff) writes:
|>
|> Open two windows; the source folder and the target folder, hold down
|> Control while dragging the icon (or filename) from the one folder to
|> the other, then release. Three steps. Real hard.
|> ==================================
|>
|> That's still 2 steps too many. And BTW, how come you have to hold down a
|> key?
|>

Well you really do not have to open the target folder to copy/move a file.
You must have an icon that points to the folder visable. (Either a disk icon
or a folder open that contains the icon of the target folder) This is the same
as a MAC.

If what you are complaining about is that the Atari desktop performs
copies by default, as opposed to the MAC which will perform a move or
copy depending upon whether the target folder is/is not on the same
disk drive/partition, then tough.

Making a copy of a file, on the same hard drive partition, on the MAC is
a royal PIA. My favorite is when the MAC owner has to drag a file from
the hard drive to a floppy, forces a copy because it is not the same
drive/partition, the drags the file from the floppy back to the hardrive
in the final resting place, again forcing a copy not a move, then drags
the file from the floppy to the trash-can, then empties the trash can
(to really get rid of the file on the floppy).

This is known as the MACs user-friendliness :P

Brian
p.s. I know what keys to hold down on the MAC to force it to copy the
file versus move it. Most users do not.

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

3568. Re: **Atari is exposed!**

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 17:38:38 UTC
From: swanson@metalx.enet.dec.com
Message-ID: <1994Aug25.163726.21491@peavax.mlo.dec.com>
Source record: 15816
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy

In article <1994Aug23.222229.8695@schbbs.mot.com>, einbml@NOCMPC.uucp (Marshal L. Einbinder) writes...
> But, why does everyone "hate" Atari so much..you all sound
>afraid of it and what it could do if it does succeed.

That's exactly it! And that's why the 3DO'ers are always putting down the Jag. They're afraid it will succeed and crush the 3DO.

```
| /
|/ __ | __ ________________________________________
|\ ( > |/ | ______ / All opinions expressed are my own
| \_\'__/| | ____/ and not of my employer.
```

3569. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 18:00:06 UTC
From: wade@macc.wisc.edu
Message-ID: <wade-2508941259190001@bucky.famres.wisc.edu>
Source record: 15823
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33hce7$5nu@ccnet.ccnet.com>, felinoid@ccnet.com (Felinoid the Cat Mage) wrote:

> Wade E. Masshardt (wade@macc.wisc.edu) wrote:
> : In article <33g17v$dbf@gibeah.connected.com>, jazz@connected.com (Reid Cameron Conti) wrote:
>
> : [delted]
>
> : [more discussion deleted]
> : > Its called shareware. How come I can't copy a pc disk in pc form to a
> : > mac HD, and then move it to another pc disk? 'Cause it sucks. Shareware
> : > for PC can do that.
>
> : Well, so can shareware for the Mac. There is a program (available via FTP to ftp.apple.com) called DART (Disk Archive & Retrieval Tool) that will read Mac & PC disks on any Mac with a SuperDrive. You can just make a direct (disk to disk) copy or you c
> an save a disk image file (compressed) on you hard disk.
> If you have a Mac disk chances are you have a Mac to go with it...
> Copy the blasted Mac disk on the Mac and the Pc disk on the Pc...
> Shouldn't be that big of a problem...
> anyway.. the only use of tramsfering data to a Mac disk is to transfer data
> from a Pc to a Mac... and sence the Mac can read a Pc disk anyway...
> why are we fussing about wether IBM can prepare a disk especaly for Mac...
> It shouldn't have to.... It's nice that Apple made it avalable for
> Mac users... what more is needed?

If you bothered to read what I was replying to you would see that the person specifically asked why they couldn't " copy a pc disk in pc form to a mac HD, and then move it to another pc disk?"

As you will notice, my reply directly answered that question.

[deleted: discussion & request for apps that exists only on the PC]

> Hmmm.... Lets see.... I'll get realy sneaky and refere to software that
> there is only one or two versions of on the IBM...
> an AI wordproseser with an AI spell checking system than will corect
> your spelling as you go and over time will do a better and better
> job of doing it....
> (This is my favret wordproseser by the way)

The Mac has word processor that correct your spelling as you type. Frankly, I don't see the need for AI in a spell checker. Either a word is

misspelled (not in the dictionary) or it isn't. I don't know what AI would do for you; make up new words, maybe. It is possible that you are refering to grammar/sentence structure checkers, which would use some AI to learn the way that you write & make suggestions. Those exist for the Mac as well.

> and how about this...
> Forth programing laguage... my favret programing laguage...
> There are all kinds of versions of Forth for the IBM....

There is one at the sumex-aim archive (& mirror sites) called Mops as well as one called PocketForth and one called Gambit that implements the Scheme (?) dialect of Forth. These are all shareware, there may be commercial Forth compilers for the Mac.

> Here's a one of a kind..... a Sun Sparc corss compiler...
> Make and test programs for the Sun Sparc...
>
> In fact there are loads of cross compilers for IBM....
> Amiga, Atari ST, CP/M etc...

I won't comment on cross compilers, since I prefer to work in the environment that I am compiling for.

> Also the Termanl program market for Macs is very limited...
> While we on IBMs take ANSI graphics for grated Macs usualy do not...

I use a SLIP connection, so I have little use for a terminal program. I do know that there are several out there, including some shareware.

> There are usualy only a few of each kind of program for the Mac
> while the IBM usualy has millions of any one class of program...

How many of one kind of program do you need? If you have about 5 that are competing for the same market (e.g., mid to high end word processor) that should be all the competition that you need to keep the programs inovating. Even 2 or 3 should be enough.

[more stuff deleted]

--
+---+
| "I vote for outer space. No way these are local boys." |
| Actor Fred Ward in "Tremors" |
+---+
| wade@macc.wisc.edu |
+---+

3570. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 20:20:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cv3xtC.L1A@ecf.toronto.edu>
Source record: 15818

In article <33ikhb$alr@nrtphaa9.nt.com>,
Brian Grier Perpk <bjgrier@bnr.ca> wrote:
>Well you really do not have to open the target folder to copy/move a file.
>You must have an icon that points to the folder visable. (Either a disk icon
>or a folder open that contains the icon of the target folder) This is the same
>as a MAC.

This is true.

>If what you are complaining about is that the Atari desktop performs
>copies by default, as opposed to the MAC which will perform a move or
>copy depending upon whether the target folder is/is not on the same
>disk drive/partition, then tough.

Having the default action as "move" makes more sense. Think about it -- when
you pick up a piece of paper on your real desktop and drag it around, does a
copy magically appear, or does the paper simply move to a new location?
(I seem to remember an option which allows you to change the default action
to move instead of copy. Is that correct, or am I imagining it?)

>Making a copy of a file, on the same hard drive partition, on the MAC is
>a royal PIA. My favorite is when the MAC owner has to drag a file from
>the hard drive to a floppy, forces a copy because it is not the same
>drive/partition, the drags the file from the floppy back to the hardrive
>in the final resting place, again forcing a copy not a move, then drags
>the file from the floppy to the trash-can, then empties the trash can
>(to really get rid of the file on the floppy).
>
>This is known as the MACs user-friendliness :P

Actually, it's known as user stupidity. To make a copy of a file on a Mac,
select the file, then either choose "Duplicate" from the File menu, or press
Command-D.

>Brian
>p.s. I know what keys to hold down on the MAC to force it to copy the
> file versus move it. Most users do not.

Then they can look under "Finder Shortcuts" in the Help menu.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3571. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 21:40:58 UTC
From: tksavery@netcom.com
Message-ID: <tksaveryCv41KA.Dyu@netcom.com>
Source record: 15821
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

47@newsserver.trl.OZ.AU>
Organization: NETCOM On-line Communication Services (408 261-4700 guest)

This seems as good a thread as any to post this. I recently saw a demo of the new Fractal Painter on a Mac, (It will also be on the PC).

It features animation support and animated brushes, something all you Amiga guys have been familiar with for say, six years. Except Painter is 24 bit with alpha channels, has some amazing paint and mask capabilities and can produce professional results at any resolution.

I heard someone ask about Amigas, and the demo guy mentioned that two of the guys responsible for Painter were former Amigans who's demand for functionality is higher than the average Mac programmer or user.

Not that Mac users are slouches, or Mac programmers, but Amigas have always had animation, and have had things like onion skin (or lightbox) and integrated animation/paint packages.

Anyway, another example of the Amiga diaspora and its influence on the computer world at large (did I mention that 4 out of 5 programmers on the Onyx systems where I work are also ex Amigans?).

I like Painter because it is also available on PCs, minimizing the software availability in which platform issue.

In another report that I got, there will also be Quicktime authoring software available on the PC (RSN, predicted for fall).

Techs

--
Techs Avery
tksavery@netcom.com

3572. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-25 21:59:51 UTC
From: aspect@cats.ucsc.edu
Message-ID: <33j48n$ctp@darkstar.UCSC.EDU>
Source record: 15820

In <Cv3xtC.L1A@ecf.toronto.edu> pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>Having the default action as "move" makes more sense. Think about it -- when
>you pick up a piece of paper on your real desktop and drag it around, does a
>copy magically appear, or does the paper simply move to a new location?
>(I seem to remember an option which allows you to change the default action
>to move instead of copy. Is that correct, or am I imagining it?)

But, a computer is not a real desktop. Move is a potentially destructive
action. Copy is better. And either is better than the Mac way of "I know
what you want to do, let me decide"

I'd like it if the "Copy FIle" dialog on the ST allowed you to click on
the word "COpy" and change it to "Move" or "Copy & Rename" or "Move & Rename".
Then I wouldn't have to worry about holding down keys...

~Chris

>--
> David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
>___ _____ "Engineering is the art of moulding materials we do not fully
>|__ |) | | | understand into shapes we cannot fully analyse and preventing
>|__ |\ | |/\| the public from realising the full extent of our ignorance."

3573. Text Editors Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-26 00:44:27 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <33jdtb$jlr@booz.bah.com>
Source record: 15822
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Matthias Neeracher (neeri@iis.ee.ethz.ch) wrote:
: > Techs Avery <tksavery@netcom.com> wrote:
: >> I will sacrifice ease of use and ease of installation for ease of
: >> customization.
:
: Some people prefer to use their computers, rather than tinker with them. All
: the customization of Emacs 19 still leaves it somewhat inferior to BBEdit for
: text editing tasks.

Try Lemacs 19, Lucid Emacs. Blows everything else away. Ease of use and
tremendous customization possibilities. Leave BBEdit to the kids.

-- Gerald

3574. Re: Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-26 06:20:32 UTC
From: ken.stevens@srs.gov
Message-ID: <01HGCUQ7MBQA009BUJ@Mailhub.srs.gov>
Source record: 15824

Gavan, this is not a flame or anything. I'm just interested in knowing whether another company has picked up the Amiga technology yet, and if they are going to continue to produce the computer systems.

Ken

--
Ken Stevens | ken.stevens@srs.gov |

3575. Re: Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-26 17:50:16 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Aug26.175016.43048@rmece02.upr.clu.edu>
Source record: 15826

In article <01HGCUQ7MBQA009BUJ@Mailhub.srs.gov>, ken.stevens@srs.gov (Ken Stevens) writes:
|> Gavan, this is not a flame or anything. I'm just interested in knowing
|> whether another company has picked up the Amiga technology yet, and if
|> they are going to continue to produce the computer systems.
|>
|>
|> Ken
|>
|> --
|> Ken Stevens | ken.stevens@srs.gov |

The latest news is that former C= UK managers are making
a bid to buy a the rights and other things of C= International.
C= UK is in bankruptcy too, but the bid, again is by former
C= UK manager with the financial backing of a non-disclosed
company (or financial institution of what have you).

This is not a rumour, but a truth, as an interview with
Dave Pleasance was published in more than 1 Amiga magazine.
Now, their plans are to resume manufacturing A1200's, CD-32's,
A4000's for the next christmas, but for now they will concentrate
on the UK market only (and probably other selected parts of Europe).

They also stated that they indeed want to continue further
research & development (AAA chipset someday maybe? :-)).

Well, I am not holding my breath too much for it, but
the latest deadline for the final bid I heard was this very month,
the end of it- August.

I know this is ATARI advocacy... but you asked for info :-)

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

3576. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-26 18:43:44 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cv5o0w.4u5@ecf.toronto.edu>
Source record: 15825

In article <33j48n$ctp@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>Having the default action as "move" makes more sense. Think about it -- when
>>you pick up a piece of paper on your real desktop and drag it around, does a
>>copy magically appear, or does the paper simply move to a new location?
>>(I seem to remember an option which allows you to change the default action
>>to move instead of copy. Is that correct, or am I imagining it?)
>
>But, a computer is not a real desktop.

Isn't the Finder/GEM Desktop supposed to represent a real desktop?

> Move is a potentially destructive action. Copy is better.

How is Move a potentially destructive action? If you make a mistake, just
move the file back!

>And either is better than the Mac way of "I know what you want to do, let me
>decide"

This is an idiotic statement. The Mac works almost exactly the same,
it's just that the default action is different. On the Atari, if you drag a
file, it gets copied instead of moved -- is this a case of "I know what you
want to do, let me decide?" On both the Atari and the Mac, you hold down
a key to override the default action. On the Mac, you Option-Drag to copy,
on the Atari, you Control-Drag to move.

How can "either" (By either, I assume you are referring to either Move or Copy)
be better than the "Mac way" when to move the file *is* the Mac way?

The Mac's method of copying also has the benefit that you can copy the file
to its own directory -- with the Atari you have to copy a file to another
directory, then move the copy back.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3577. I'm Back

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-26 19:31:44 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <33lfv0$reo@pepper.rutgers.edu>
Source record: 15829

LIVE FROM RUTGERS UNIVERSITY:

After a 3-1/2 month hiatus, I have returned to the wonderful world of Usenet!
It was a great summer, but it's good to be back.

What's Sinclap been up to lately? Is he still his good old obnoxious self?

-Tom (former King of the Russians)

3578. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-26 21:49:44 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug26.214945.4236@bay.cc.kcl.ac.uk>
Source record: 15828

In article <33ifn4$oa2@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
! In article <60.5720.5323.0N1AB8C1@canrem.com>, paul.nazaroff@canrem.com
! (Paul Nazaroff) writes:
!
! Open two windows; the source folder and the target folder, hold down
! Control while dragging the icon (or filename) from the one folder to
! the other, then release. Three steps. Real hard.
! ================================
!
! That's still 2 steps too many. And BTW, how come you have to hold down a
! key?

Simple. The default option is to copy, not move. To copy a file,
simply drag one icon from one window to another. If you prefer the
move op to be the default, run a desktop with that operation as the
default.

As for "2 steps too many". Exactly how can you do it in fewer steps ?
If you have the source and dest windows open already, it's a simple
op, if you haven't, then open them. If you want a CLI version, run
an alternative desktop, or if you're running a multitasking OS, run
a CLI in a window. Now exactly how can you improve on this situation?
(Hint: Answer = "You can't").

Simon.

3579. Re: Briefly, the benefits of polling (was Re: RISC OS etc.)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-26 21:50:44 UTC
From: herbert@greathan.apana.org.au
Message-ID: <33lo3k$h1q@greathan.apana.org.au>
Source record: 15830
Cross-posted to: aus.computers,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.os.linux.misc

John Wiltshire (wiltshir@c18.s1.elec.uq.oz.au) wrote:
: cs315679@dingo.cc.uq.oz.au (Robert Stuart) writes:

: >wiltshir@c18.s1.elec.uq.oz.au (John Wiltshire) writes:

: >>The method you described to me about getting the system to preempt
: >>the current thread sounds simple enough (and I should have realised
: >>it would be possible - maybe I'll try to get Windows to do this?) though
: >>it is still effectively a kludge - the OS was not originally designed
: >>for this, some smart hacker did it for you. Sounds like unix - if
: >>you don't like something, get someone to modifiy the OS source code
: >>and recompile!

: >Why is this a kludge ?

: Hacking the OS is a kludge - it shouldn't be necessary and is
: generally dangerous as it leads to hundereds of variations of your
: OS to someone else's OS which is supposed to be the same. My defn
: of a kludge is hacking the OS, that's all.

: >And take about 2 days as opposed to 2 years for the next release from MS

: Hey, I never said MS was perfect. I use Windows too much (and
: program it too much as well) to ever say something like that.

Hmm, if we could increase the 2 years above to 20 years, what will happen?
--
A. B <=> True B. A <=> False
Email: <herbert@greathan.apana.org.au>
PGP Key: finger herbert@sleeper.apana.org.au

3580. 1040 Mega /STE for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-27 02:52:05 UTC
From: masona@aol.com
Message-ID: <33m9ol$t4l@search01.news.aol.com>
Source record: 15831

I have a 1040 Mega STE (4 meg RAM/50 meg Hard drive) for sale. The package includes a 14" Atari Super VGA monochrome monitor (compatible w/IBM PC/, PC/AT and PS/2), Spectre GCR 3.0, Migraph hand scanner (with TouchUp), Golden Image floppy drive, and SupraModem 2400. Lots of software including PageStream, DataLIte 2, WordWriter, Flash, TrackerST, and more.

If interested, make an offer and e-mail to MASONA on AOL or to:

aldricm@firn.edu

3581. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-27 03:00:10 UTC
From: millert@grad.csee.usf.edu
Message-ID: <33ma7q$l2v@mother.usf.edu>
Source record: 15832

BenKeen (benkeen@aol.com) wrote:
: In article <60.5720.5323.0N1AB8C1@canrem.com>, paul.nazaroff@canrem.com
: (Paul Nazaroff) writes:

: Open two windows; the source folder and the target folder, hold down
: Control while dragging the icon (or filename) from the one folder to
: the other, then release. Three steps. Real hard.
: ==========

: That's still 2 steps too many. And BTW, how come you have to hold down a
: key?

: -Ben Keen

How come you have to hold down a key when copying, something that people
do more often, eh?

3582. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-27 19:04:10 UTC
From: Russell@lilyn.demon.co.uk
Message-ID: <778014250snz@lilyn.demon.co.uk>
Source record: 15833

In article <94237.100907STIRRE31@MAINE.MAINE.EDU>
STIRRE31@MAINE.MAINE.EDU "<STIRRE31@MAINE.MAINE.EDU>
" writes:

> Gavan,
> Apparently you are not keeping up with the Falcon scene as far
> as upgrades go. Wizztronics has just released a 040 board
> (available from Toad) and I believe there are many other
> accelerators (Sonic....). There are also tower cases available
> for the Falcon. You also seem to be forgetting the nifty
> processor direct slot which has a nice 286 emulator for it
> (with a 486 emulator on the way). Of course that 1200 case
> is sooooo nice.... :-P. Don't get me wrong.... I like the Amiga....
> but I've also never regretted switching from the Amiga to the ST.
> IMO, TOS is much better than Workbench. Just the way Workbench
> LOOKS annoyed the heck out of me. I realize this is subjective....
> Are there any alternative desktops for the Amiga like there are
> for the Atari?
> -scott tirrell
>
Hi, I am new to all this internetting stuff however, I do have one small
fairly innocent question. Exactly what is the point of arguing among
yourselves re. which is the better machine? I have both machines and think
that each has its merits, both OS's on the other hand are fairly naff
compared to Windows or OS/2. The only thing that pissed me off good style is
the way that both Atari and Commodore treats their customers (especially
Commodore) Its a real pity that Commodore have got themselves into so much
strife, the Amiga certainly deserves to be "owned" by a better management team.
I should say however, that both Commodore and Atari are guilty of resting
on their laurels, lets hope that the Jag is a success, I hope so, I forked out
over 400 pounds last December on a USA import machine.

Kelvin Hughes (Scotland)

--
Russell Brennan

3583. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-27 19:20:35 UTC
From: Kelvin@lilyn.demon.co.uk
Message-ID: <778015235snz@lilyn.demon.co.uk>
Source record: 15844
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33dr2k$2sg@ccnet.ccnet.com>
felinoid@ccnet.com "Felinoid the Cat Mage" writes:

> Thomas W. Laughlin (thomas@iglou.iglou.com) wrote:
>
> : Oh.. One other word in favor of the Amiga... The Amiga is the only
> : computer I have seen that can emulate ANY other computer there is... IBM,
> : Mac, Apple, C-64....
>
> Up untill recently this has been MOSTLY true ...
>
> (There are a few systems not listed that Amiga dose not emulate but then
> you wouldn't want to pay the money it costs for emulation hardware)
>
> Amiga dose good enough emulation of an IBM to run the emulation
> software that runs on the IBM... this alows you to include... CP/M
> as many CP/M emulaters were made for IBM when IBM was new and CP/M was
> alive and kicking...
>
> But a flood of emulaters for IBM,Mac and Unix alow emulation of
> C64,Mac, Apple//, Unix(Not an emulation but the real thing) and PC AT..
>
> You can safely turn on a Mac run an emulation to run IBM....
> and run a Mac emulater... while not all your software will run (This is
> life when you run an emulater) and sence the emulaters have eaten up
> your ram your probably not going to run much...
>
> How ever the IBM emulaters also include (In the "I wouldn't
> pay money to emulate that" catigory) Raido Shack CoCos TRS80s
> and the Timex Sinclare... This WILL run on your Amiga in IBM emulation
> so you get to add all that to the list...
>
> To be fare to Amiga... The IBM emulation is packed in hardware
> and is better than what you might get from a software emulater...
> Amiga tends to emulate in hardware rather than relying on software...
> this dose provide for better emulation.....
>
> On the list of what Amiga dose that IBM has yet to do...
> C128 emulation is NOT YET avalable for the IBM.... this is done in software
> on the Amiga...
> Oh and a Vic20 emulater....
>
> But Amigas Unix isn't emulated... this acualy is Unix.....

>
>

To be perfectly honest, after mistakenly buying a PC emulator for my Amiga I have come to the conclusion that if I want to run PC software I would rather have a bona fide PC. This goes for all the others. Emulators sofware or hardware are too much of a compromise expecially now that most really good quality software on almost any format of Computer requires loads of RAM, a big hard disk and a fairly nippy processor.

--
Kelvin Hughes
Computacenter Ltd (Edinburgh)
IBM IEA X.400 Address: GBBCCLKH

3584. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-27 19:38:25 UTC
From: Kelvin@lilyn.demon.co.uk
Message-ID: <778016305snz@lilyn.demon.co.uk>
Source record: 15842
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33h3u8$56@ccnet.ccnet.com>
felinoid@ccnet.com "Felinoid the Cat Mage" writes:

> : >Rember however that he is a Mac sales person....
> : >I NEED Unix....
>
> : No, you need a spell-checker.
>
> Welcome to Inernet.... where people who barely speak english
> let alone type it can talk with Dislexics around the world...
>
> I am shure your aware of the "Spell" feature of TIN...
> I am sorry I don't make much use of it... I usualy find my work no better
> off after a spell checker.... I have no choice but to do my best
> and try to inprove my spelling as time moves on...
>
> Anyway I need Unix..... Oh yea most implamentations of Unix
> have spell checkers....
>
>
>
The spelling in general is atrocious, which does not say much for the
MAC spell checkers you lot are supposedly using. It may be of course that I
am not used to the way you Americans spell (color instead of colour for example)

--

3585. Re: Atari, Apple. Get a life!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-27 21:33:28 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <33obf8$96l@infa.central.susx.ac.uk>
Source record: 15886

ing1215@babel.ee.up.ac.za wrote:

: Fuck off & die!!!

Oh, please. After you.

: horror@tcm.ee.techpta.ac.za

: ==
: God created silicon, man created Amiga =
: ==

God had the sense NOT to create Amigas

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

3586. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-27 21:53:08 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EH2TBEYP1UP@sos.sh.sub.de>
Source record: 15835

In <33iifh$501@bmerha64.bnr.ca> C SWEENEY wrote :

>STIRRE31@MAINE.MAINE.EDU wrote:
> Does anyone on the net actually HAVE any of these 040 upgrades?
>They seem to be pretty thin on the ground to me. And how do they
>interface to the Falcon? By slotting into the existing 030/882
>sockets??

They put FastRAM and processor on one board and placed it on the (internal)
expansion bus of the Falcon. How else should they've done it?

>> There are also tower cases available
>> for the Falcon. You also seem to be forgetting the nifty
>> processor direct slot which has a nice 286 emulator for it
>> (with a 486 emulator on the way).
>
> Only 286? The Amiga has 486/50 bridgeboards NOW. But not for
>the A1200 however. Does the tower case have proper 32-bit expansion
>slots a la Zorro 3?

a) The Amiga does NOT have 486/50 bridgeboards, for the Vortex boards
are ALL based on 16bit processors, the fastest one on a Cyrix "486".
b) These boards are only for sensible Amigas, not for games machines
like the 1200/CD^32. Zorro 2 required.

>> Of course that 1200 case
>> is sooooo nice.... :-P. Don't get me wrong.... I like the Amiga....
>> but I've also never regretted switching from the Amiga to the ST.
>> IMO, TOS is much better than Workbench. Just the way Workbench
>> LOOKS annoyed the heck out of me. I realize this is subjective....
>> Are there any alternative desktops for the Amiga like there are
>> for the Atari?
>
> Try Magic Workbench. Its an updated look, no extra functionality.
>It looks superb in hirez on a good monitor - MUCH better than the
>std wb (I hope you weren't comparing with WB1.3 BTW). For extra
>functionality ToolsManager is an excellent object oriented program
>launcher. Both total freeware of course - just d/l them off any
>Aminet site on the net.

Try GEMINI.

> For more flexible file management - Directory Opus, about 50 dollars
>or pounds.

Try Kobold, ask klump@wolf.deg.sub.org (A4000/040) for details.

Weregoose

--
-- _()
- guenther@sos.sh.sub.de (Thorsten Guenther) - /
- [This space for rent] - _
-- _)

3587. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-28 00:38:57 UTC
From: geoff@damp.apana.org.au
Message-ID: <33ombf$r6o@frisbee.damp.apana.org.au>
Source record: 15834

sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:

>In article <33ifn4$oa2@search01.news.aol.com>, benkeen@aol.com (BenKeen) writes:
>! In article <60.5720.5323.0N1AB8C1@canrem.com>, paul.nazaroff@canrem.com
>! (Paul Nazaroff) writes:
>!
>! Open two windows; the source folder and the target folder, hold down
>! Control while dragging the icon (or filename) from the one folder to
>! the other, then release. Three steps. Real hard.
>! ================================
>!
>! That's still 2 steps too many. And BTW, how come you have to hold down a
>! key?

>Simple. The default option is to copy, not move. To copy a file,
>simply drag one icon from one window to another. If you prefer the
>move op to be the default, run a desktop with that operation as the
>default.

And don't forget you can also copy and rename in the one step by pressing
[ALT] when dragging the file, or you can move and rename in the same step
by pressing both [ALT] and [Control] when dragging the file.

>As for "2 steps too many". Exactly how can you do it in fewer steps ?
>If you have the source and dest windows open already, it's a simple
>op, if you haven't, then open them. If you want a CLI version, run
>an alternative desktop, or if you're running a multitasking OS, run
>a CLI in a window. Now exactly how can you improve on this situation?
>(Hint: Answer = "You can't").

>Simon.

Geoff

3588. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-28 02:12:01 UTC
From: masakado@deakin.edu.au
Message-ID: <33orph$4ak@sol.ccs.deakin.edu.au>
Source record: 15838
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

I've said it before, I'll say it again.

My accelerated 4000 can...

- format floppies.
- download a file.
- transfer files.
- generate a fractal.
- Play a game of "Hired Guns".
- print a document.

All at the same time with no slow down whatsoever. When the PC and Mac can do that I'll string my gonads with fuse wire and jump off a bridge.

The ONLY thing that Mac and PC users can say about the Amiga is that there's no Commodore. Boohoo...

3589. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-28 02:55:46 UTC
From: barrett@iastate.edu
Message-ID: <33oubi$dj9@news.iastate.edu>
Source record: 15843
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33orph$4ak@sol.ccs.deakin.edu.au> masakado@deakin.edu.au (JAMES NGUYEN)
writes:
>I've said it before, I'll say it again.
>
>My accelerated 4000 can...
>
>- format floppies.
>- download a file.
>- transfer files.
>- generate a fractal.
>- Play a game of "Hired Guns".
>- print a document.
>
>All at the same time with no slow down whatsoever. When the PC and Mac
>can do that I'll string my gonads with fuse wire and jump off a bridge.

With the exception of playing a game of "Hired Guns", a PC running
OS/2 2.2 CAN do all that simulteneously, and more. It can also play
Hired Guns as well, if Hired Guns is available for PCs.

>The ONLY thing that Mac and PC users can say about the Amiga is that
>there's no Commodore. Boohoo...

You need to take a visit to the 1990's. There is FAR more that
PC and Macs can do that Amigas can't do, then Amigas can do that PCs and
Macs can't do.

+++++++
++++ Marc Barrett -MB-
++ IRC nick: Cyclone | e-mail: barrett@iastate.edu
+ Amiga: yesterday's technology, FOREVER!!!

3590. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-28 03:31:35 UTC
From: jthomas@pluto.njcc.com
Message-ID: <33p0en$hot@pluto.njcc.com>
Source record: 15839
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

masakado@deakin.edu.au (JAMES NGUYEN) writes:

>I've said it before, I'll say it again.

>My accelerated 4000 can...
>
>- format floppies.
>- download a file.
>- transfer files.
>- generate a fractal.
>- Play a game of "Hired Guns".
>- print a document.

>All at the same time with no slow down whatsoever. When the PC and Mac can do that I'll string my gonads with fuse wire and jump off a bridge.
^^^^^^^^^^^^^^^^^^^^^^
>The ONLY thing that Mac and PC users can say about the Amiga is that there's no
>Commodore. Boohoo...

Uh-huh. I believe you. But do you have a newsreader that can varnish waffles?

3591. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-28 03:45:37 UTC
From: jkuhne@ivory.trentu.ca
Message-ID: <1994Aug28.034537.2289@blaze.trentu.ca>
Source record: 15837
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

>>My accelerated 4000 can...
>>- format floppies.
>>- download a file.
>>- transfer files.
>>- generate a fractal.
>>- Play a game of "Hired Guns".
>>- print a document.

> You need to take a visit to the 1990's. There is FAR more that
>PC and Macs can do that Amigas can't do, then Amigas can do that PCs and
>Macs can't do.

Can you tell me how I can get the functionality of the A4000 described
above, while having compatibility with DOS & Windows 3.1?

Tell me how I can benefit using an IBM AT PC, and I'll switch.
--
John Frederick Kuhne (jkuhne@trentu.ca)

3592. Re: Peter Sinclair's Usenet access gets cut off...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-28 06:24:10 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug28.062410.979@escape.widomaker.com>
Source record: 15836

Kevin Haley (khaley@nova.gmi.edu) wrote:

: >email its still possible to annoy usenet groups. AFAIK there is no way
: >for a sysop to restrict USEnet access without actually removing a
: >persons mail and internet access too.....

Not remotely true. Lot's of news software has a fascist setting to
control user posting.

: Yes, this is true, there are several ways to work around restricted access
: to just about anything.

You really think Peter Sinclair would know how? Isn't he using a Mac?
:) :) :) :) :)

--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

3593. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-28 19:27:29 UTC
From: bob@morinda.it.ntu.edu.au
Message-ID: <33qof1$ddn@pellew.ntu.edu.au>
Source record: 15849
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

JAMES NGUYEN (masakado@deakin.edu.au) wrote:
: I've said it before, I'll say it again.

: My accelerated 4000 can...
:
: - format floppies.
: - download a file.
: - transfer files.
: - generate a fractal.
: - Play a game of "Hired Guns".
: - print a document.

: All at the same time with no slow down whatsoever. When the PC and Mac can do that I'll string my gonads with fuse wire and jump off a bridge.

No, it can't, James. At least not if the fractal program is trying to get
as much CPU time as it can.

If you took out the rest, I'd agree that your Amiga can do it. On the other
hand, so can the LC575.

Any fuse wire handy? I'm sure you'll have no problem finding a bridge.

--
Robert Watkins bob@it.ntu.edu.au
Real Programmers never work 9 to 5. If any real programmers
are around at 9 am, it's because they were up all night.

3594. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-28 21:58:44 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug28.215844.2359@escape.widomaker.com>
Source record: 15852
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

jthomas@pluto.njcc.com (Jay Thomas) writes:

>masakado@deakin.edu.au (JAMES NGUYEN) writes:

>>I've said it before, I'll say it again.

>>My accelerated 4000 can...
>>
>>- format floppies.
>>- download a file.
>>- transfer files.
>>- generate a fractal.
>>- Play a game of "Hired Guns".
>>- print a document.

First of all... BIG DEAL. I did this stuff under Windows, OS/2, and MacOS. It took a lot of fiddling under Windows, OS/2 does it just fine, and MacOS was slow as hell. But they did it. I hate Windows and DOS but they'll do that. None of the above is what real multitasking is all about. The Mac OS sucks rocks but I'd run that before I'd run Windows I think. Ick, I'd hate to have that choice in front of me. OS/2 is the right idea done very poorly.

>>All at the same time with no slow down whatsoever. When the PC and Mac
^^^^^^^^^^^^^^^^^^^^^^^

That is bullshit. Every task you add to *ANY* CPU on the planet slows it down, end of story. It may or may not affect what the user sees depending on the mix of tasks.

It's stupid to promote an impossibility in order to make your choice of computer look good. The day you get a computer than can divide itself among tasks with no slowdown you'll be Nobel Prize material and wealthy beyond your wildest dreams. It simply is not possible. The 4000 is some nifty hardware but it is still bound by mathematical and physical laws.

I might be willing to give that to you if it has more processors than tasks and near 100% efficient symmetrical multiprocessing though.

>>can do that I'll string my gonads with fuse wire and jump off a bridge.

Well you better start because I can load my machine up more than that *AND* have several people logged in in addition to:

* ray tracing
* and recompiling my kernel

My main system is a 486DX/40mHz running Linux 1.1.19.

--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

3595. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 00:01:12 UTC
From: kgray@netcom.com
Message-ID: <kgrayCv9s21.Mxq@netcom.com>
Source record: 15840
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Marc N. Barrett (barrett@iastate.edu) wrote:
: In article <33orph$4ak@sol.ccs.deakin.edu.au> masakado@deakin.edu.au (JAMES NGUYEN) writes:
: >I've said it before, I'll say it again.
: >
: >My accelerated 4000 can...
: >
: >- format floppies.
: >- download a file.
: >- transfer files.
: >- generate a fractal.
: >- Play a game of "Hired Guns".
: >- print a document.
: >
: >All at the same time with no slow down whatsoever. When the PC and Mac
: >can do that I'll string my gonads with fuse wire and jump off a bridge.

: With the exception of playing a game of "Hired Guns", a PC running
: OS/2 2.2 CAN do all that simulteneously, and more. It can also play
: Hired Guns as well, if Hired Guns is available for PCs.

Well, if it ain't old MB still calling from Iowa. Graduated yet?

Yes, a PC with OS/2 can do all that, but it does it clumsily, slowly, and
while consuming computer resources at a rate even UNIX would envy. I use
an Amiga. I use OS/2. The Amiga is a sprinter, the OS/2 machine is a
bloated hog. Even so, it's miles ahead of Windows

: >The ONLY thing that Mac and PC users can say about the Amiga is that
: >there's no Commodore. Boohoo...

: You need to take a visit to the 1990's. There is FAR more that
: PC and Macs can do that Amigas can't do, then Amigas can do that PCs and
: Macs can't do.

Aside from running specific apps, there isn't that much.

Also, from now on remember: it's "more THAN," not "more THEN"

3596. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 04:20:39 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <33rnmn$tbf@hearst.cac.psu.edu>
Source record: 15841

G MORAN (moran@bires069) wrote:
: Andrew K Heller (heller@blue.crayola.cse.psu.edu) wrote:
: > G MORAN (moran@bires046) wrote:

: > : hmm, the ST was ahead for the first year or two. The fact that the Amiga
: > : came from behind to dominate the market shows how it was technologically
: > : superior. The ST wasn't good enough to capitalise on the larger user

: > Wait...coming from behind shows "technological superiority??!?!
: > You are saying then that in 1982 the IBM XT with 128K, green screens,
: > etc... was superior!??!?! to the Atari 8bit from 1979 with 256 colors
: > 4 voice sound?!?! and 3 years of software behind it?

: The original PC XT had 80 column display and was 16 bit (sort of) as
: oppposed to the 8 bit of the XL. With CGA the gfx rez was also higher.
: The XL was much better for games, but for business the PC was always
: the best bet. Plus it had the IBM name which made it a cert.

First of all, if you ever learned of the history of big blue you would
not be holding it up so high. Nobody there could build a PC..NOBODY...
so many times they failed..even Atari offered IBM in 79 to have IBM
slap their name on the machine...but they declined.
They finally gave the project over to some people who were not restriced
to IBM policy in anyway... they could do whatever they liked...even obtain
parts from outside IBM...(a terrible thing at the time).

And the night before the great unvailing of the PC, IBM had to fly people
all over the place to repair the power supply fan because those brilliant
engineers realized that if too much dust built up on the blade it shorted
to the power cage. DUH...good design guys!

CGA res is higher than what?

16bit? er... 8086 was sorta, ..not the 8088. sorry..and thats what they used.
For business? well..lets see....IBM is god to everybody without a brain
so, yeah..it became more popular. But dear god...what crap IBM did develop.

--
Andrew K. Heller - Making the world safe once again.

Rolly Polly Fish heads are never seen drinking Capachino in
Italian restaurants with Oriental women....

3597. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 05:16:48 UTC
From: terence@hitech.po.my
Message-ID: <1994Aug29.051648.20853@hitech.po.my>
Source record: 15851
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Kay Wollmer (kay@chickenwings.com) wrote:

: I considered purchasing an Amiga but somebody told me Commodore was no more.
: So I thought a Macintosh but some fella told me the OS sucks big time.
: Atari had good music software but looks damn ugly.
: PCs, well...yer can't format floppies in the background.

Since you're already here.. Buy an Amiga.. After all who want's to be a follower..
Not me... Radical archnarhist and revolutionaries choose the Amiga.. Face it do you want
to cool like us or a faceless PC/Mac user.. Join us.. The Dark side of the force beckons..

Oii.. get away from me you guys in the white suits.. Hey.. No.. you're not putting that
straight jacket on me.. Ehh.. You know who I am.. I am Skeletor.. Master of the Universe
and
other cool nifty places.. You'll never get me..

Argh..Viva la Revolution..I know Bill Gates sent you..ehh..you mongering no good PC lovers.
Yeah..

Next...

3598. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 08:34:54 UTC
From: moran@bires069
Message-ID: <33s6je$2jc@bmerha64.bnr.ca>
Source record: 15845

Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
> In <33iifh$501@bmerha64.bnr.ca> C SWEENEY wrote :

> >STIRRE31@MAINE.MAINE.EDU wrote:
> > Does anyone on the net actually HAVE any of these 040 upgrades?
> >They seem to be pretty thin on the ground to me. And how do they
> >interface to the Falcon? By slotting into the existing 030/882
> >sockets??

> They put FastRAM and processor on one board and placed it on the (internal)
> expansion bus of the Falcon. How else should they've done it?

I seem to remember that early 030 Falcon boards worked by plugging
in to the 030/882 sockets on the motherboard which is dodgy to say
the least. I'm glad to hear that newer models use a proper expansion
bus.

> >> There are also tower cases available
> >> for the Falcon. You also seem to be forgetting the nifty
> >> processor direct slot which has a nice 286 emulator for it
> >> (with a 486 emulator on the way).
> >
> > Only 286? The Amiga has 486/50 bridgeboards NOW. But not for
> >the A1200 however. Does the tower case have proper 32-bit expansion
> >slots a la Zorro 3?

> a) The Amiga does NOT have 486/50 bridgeboards, for the Vortex boards
> are ALL based on 16bit processors, the fastest one on a Cyrix "486".
> b) These boards are only for sensible Amigas, not for games machines
> like the 1200/CD^32. Zorro 2 required.

Yes, and with the 25mHz Cyrix 486 board you just replace the processor
with the 50mHz clock doubled version. You can also do this with the
official C= 386SX bridgeboard. I've heard of some German company
shipping 50mHz cyrix bridgeboards direct.

And just what makes the A1200 a 'game machine?' Is it software like
Pagestream 3, Imagine or Scala? Of course, it _does_ have lots of
excellent games but I don't think any owner is going to complain
about that..

> > For more flexible file management - Directory Opus, about 50 dollars
> >or pounds.

> Try Kobold, ask klump@wolf.deg.sub.org (A4000/040) for details.

Sounds interesting.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3599. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 08:38:59 UTC
From: moran@bires069
Message-ID: <33s6r3$2jc@bmerha64.bnr.ca>
Source record: 15846

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

> CGA res is higher than what?

Higher than what was on the XL series - 640x200 in monochrome
was considered quite good in those days. Even 320x200 in those
yucky 4 colours was better than the XLs 320x192 in monochrome.

> 16bit? er... 8086 was sorta, ..not the 8088. sorry..and thats what they used.
> For business? well..lets see....IBM is god to everybody without a brain
> so, yeah..it became more popular. But dear god...what crap IBM did develop.

The 8088 is like the 68008 in some ways. Externally 8bit but with
internal 16 bit design. (32 bit in the case of the 68008). Although
it stinks as the basis for a modern processor, its still a lot
better than the 6502 was.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3600. Re: Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 08:45:14 UTC
From: moran@bires069
Message-ID: <33s76q$2jc@bmerha64.bnr.ca>
Source record: 15847

Ken Stevens (ken.stevens@srs.gov) wrote:
> Gavan, this is not a flame or anything. I'm just interested in knowing
> whether another company has picked up the Amiga technology yet, and if
> they are going to continue to produce the computer systems.

Parties involved are some former C= US and UK managers, Philips,
Amstrad and Samsung. The common wisdom is only the former management
are interested in keeping the Amiga line, the rest only want the
technology for set-top boxes (or maybe to kill off a competitor
in Philips case..).

The ex C= managers involved are actually quite,shall we say,
'competant' as opposed to much of C=s former team. They have the
backing of several large UK financial institutions and claim that
they have large advertising and r&d plans and money to back them.
We've heard that before however (as have Jaguar owners from Atari)
so it remains to be seen how things go.

Deadline for decision of who gets company - 31 August....

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3601. Re: Uh.. Isn't this Atari advocacy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 08:47:30 UTC
From: moran@bires069
Message-ID: <33s7b2$2jc@bmerha64.bnr.ca>
Source record: 15848

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:

> The latest news is that former C= UK managers are making
> a bid to buy a the rights and other things of C= International.
> C= UK is in bankruptcy too, but the bid, again is by former
> C= UK manager with the financial backing of a non-disclosed
> company (or financial institution of what have you).

C= Uk are still trading as they were seperate from C= - but they
are still part of C= intls _assets_. The bid is as you say from
former and current C= Uk and US staff and not C= UK itself (which
would be impossible)

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3602. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 09:03:30 UTC
From: t93074@mail.vitech.fi
Message-ID: <1994Aug29.090330.7593@mail.vitech.fi>
Source record: 15873
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
: jthomas@pluto.njcc.com (Jay Thomas) writes:

: >masakado@deakin.edu.au (JAMES NGUYEN) writes:

: >>I've said it before, I'll say it again.

: >>My accelerated 4000 can...

[...do a miracle?]

: >>All at the same time with no slow down whatsoever. When the PC and Mac
: ^^^^^^^^^^^^^^^^^^^^^^
: That is bullshit. Every task you add to *ANY* CPU on the planet slows it
: down, end of story. It may or may not affect what the user sees depending
: on the mix of tasks.

I don't know about your CPU, but mine will not certainly slow down when I
add tasks. Tasks might get little less CPU time than before when new tasks
were launched, but CPU won't slow down. :)

Sorry, I just had to.

: The day you get a computer than can divide itself among tasks with no slow-
: down you'll be Nobel Prize material and wealthy beyond your wildest dreams.
: It simply is not possible.

There you have it. Buy Amiga, it's CPU won't slowdown when more tasks
are added.

--
==========
= Jani Miettinen =
= t93074@mail.vitech.fi =
==========

3603. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 12:49:58 UTC
From: khopper@sempco.uucp
Message-ID: <khopper.31n1@sempco.uucp>
Source record: 15857
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

666222222222222ppppppp>sheldon@iastate.edu (Steve Sheldon) wrote:

>In <1994Aug23.015431.5311@iglou.com> thomas@iglou.iglou.com (Thomas W.
>Laughlin) wrote:
>
>>Kay Wollmer (kay@chickenwings.com) wrote:
>
>>: I considered purchasing an Amiga but somebody told me Commodore was no >>
more.
>>: So I thought a Macintosh but some fella told me the OS sucks big time.
>>: Atari had good music software but looks damn ugly.
>>: PCs, well...yer can't format floppies in the background.
>
>>True, Commodore is no more, but support for Commodore products still
>>exists in large amounts... Actually Commodore is Liquidating, so it is
>>still up in the air if the Amiga line of computers will be made
>>anymore.. Personally, I hope the do continue it.. I am a PROUD owner of
>
> I think what Thomas is trying to say here is that even if Commodore goes
>bankrupt and disappears from the face of the earth, it won't change the
>amount of Amiga support at all, because Commodore never really supported the
>Amiga. :)
>
>--
>Steve Sheldon [These are my own opinions]
>Iowa State University ICSS Resource Facility by day
>sheldon@iastate.edu ProMap by night
> BEEF! -- Cause the west wasn't won on salad.

```
**********************************************************************
* Ken Hopper (aka. Elk), please address E-Mail as follows, *
*--------------------------------------------------------------------*
* INTERNET: sempco!khopper@wupost.wustl.edu "lower-case must *
* UUCP: wupost.wustl.edu!sempco!khopper be preserved" *
*--------------------------------------------------------------------*
* Host is:SEMPCO(CNET BBS) (314)531-5311, St.Louis, Missouri, USA *
**********************************************************************
```

3604. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 15:30:32 UTC
From: D.A.G.Gillies@bradford.ac.uk
Message-ID: <1994Aug29.153032.4991@bradford.ac.uk>
Source record: 15850
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <778016305snz@lilyn.demon.co.uk> Kelvin@lilyn.demon.co.uk writes:
>In article <33h3u8$56@ccnet.ccnet.com>
> felinoid@ccnet.com "Felinoid the Cat Mage" writes:
>
>> : >Rember however that he is a Mac sales person....
>> : >I NEED Unix....
>>
>> : No, you need a spell-checker.
>>
>> Welcome to Inernet.... where people who barely speak english
>> let alone type it can talk with Dislexics around the world...
>>
>> I am shure your aware of the "Spell" feature of TIN...
>> I am sorry I don't make much use of it... I usualy find my work no better
>> off after a spell checker.... I have no choice but to do my best
>> and try to inprove my spelling as time moves on...
>>
>> Anyway I need Unix..... Oh yea most implamentations of Unix
>> have spell checkers....
>>
>>
>>
>The spelling in general is atrocious, which does not say much for the
>MAC spell checkers you lot are supposedly using. It may be of course that I
>am not used to the way you Americans spell (color instead of colour for example)
>
Sadly this does not appear to be the case: Mr Felinoid genuinely can't
spell or write grammatical English. What *do* these people learn at school?

Why is it that the commercial Internetters from the UK, who mostly use
Demon, have a grasp of English grammar and spelling that is so much better
than their US counterparts, who mostly use AOL? The World wonders...

3605. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 17:20:57 UTC
From: bakke@rock.enet.dec.com
Message-ID: <33t5dp$7lu@mrnews.mro.dec.com>
Source record: 15855
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

```
> I admit most stores would never resort to such tactics...
>Of corse that store lost a lot of sales for a year.... so much so
>that they had to lay off a few sales people (hehe)....
> Still many Computer stores selling both Mac and IBM
>show an incredable bise agenst the IBMs they sell...

Do you speak English natively? You need to learn how to spell.

incredable -> incredible
bise -> bias
agenst -> against
of corse -> of course

I don't normally correct people, but reading your posts was getting painful.

-SB
```

3606. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 17:21:38 UTC
From: isis@netcom.com
Message-ID: <isisCvB482.D83@netcom.com>
Source record: 15853
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

masakado@deakin.edu.au (JAMES NGUYEN) writes:

>I've said it before, I'll say it again.

>My accelerated 4000 can...
>
>- format floppies.
>- download a file.
>- transfer files.
>- generate a fractal.
>- Play a game of "Hired Guns".
>- print a document.

>All at the same time with no slow down whatsoever. When the PC and Mac can do that I'll string my gonads with fuse wire and jump off a bridge.

Have you heard of Linux & A/UX? My crappy 486 can do that now with Linux & my old Mac used to be able to do it with A/UX. My RS/6000 can also do that with AIX (and hopefully there will soon be AIX for the PowerMac).

Here's some fuse wire ;-)

--
Mike Cohen - isis@netcom.com
NewtonMail, eWorld: MikeC / ALink: D6734 / AOL: MikeC20
Home Page: file://ftp.netcom.com/pub/isis/home.html

3607. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 18:47:11 UTC
From: bakke@rock.enet.dec.com
Message-ID: <33taff$7lu@mrnews.mro.dec.com>
Source record: 15856
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

```
>>only thicker......
>>But Macs are good systems... they just aren't the "If you don't aboslotly
>>need an IBM" defalt....
>>
>>I NEED Unix....

>No, you need a spell-checker.

>:)

A spell-checker only works if the word is somewhat close to the actual
spelling. :)

-SB
```

3608. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 19:47:16 UTC
From: amorsen@malva.daimi.aau.dk
Message-ID: <AMORSEN.94Aug29214716@malva.daimi.aau.dk>
Source record: 15854
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

[amiga doing a lot of things without slowdown]

RW> No, it can't, James. At least not if the fractal program is trying
RW> to get as much CPU time as it can.

It is not a question whether the fractal program _wants_ CPU time - if I put it on a low priority level it gets whatever is left over after the other processes have taken what they need.

If the priorities are set correctly I can multitask without slowing down interactive tasks. Of course, since the amount of cpu power pr time unit is constant the non-interactive tasks are going to suffer.

Thus, the download and transfers are probably put at a high priority. It is rather important that a task using the serial port gets the time it is asking for.

The game is at a priority just below. It is interactive and has to respond quickly.

The floppy format uses no appreciable amount of CPU time and it does not really matter if it is slowed down a little, so that could be put at an arbitrary priority.

The printing is at a rather low priority because even cheap printers have at least 4kb buffer. Thus even at a low priority it would be easy to ensure that the printer is always printing at full speed.

The fractal generation is at the lowest priority. The other tasks are using constant amounts of cpu power, this one is eating all it can get. It should get only what is left over when the other tasks have taken their share.

RW> If you took out the rest, I'd agree that your Amiga can do it. On
RW> the other hand, so can the LC575.

If the LC575 is a mac then it cannot do it. Prioritizing tasks the way I did above requires preemptive multitasking. Moreover, if I want to be sure that the fractal generator are only getting left-over cycles, a realtime OS is needed. AmigaOS is realtime, UNIX is not. I think OS/2 is realtime and I have heard that Windows NT is.

UNIX has many strengths but I would have liked the option of switching the multitasking to realtime. However, that would more or less defeat the multiuser features, since any user would be able to suck all the CPU time.

Benny Amorsen

Email: amorsen@daimi.aau.dk
WWW: <A HREF="http://www.daimi.aau.dk/~amorsen/">Benny's homepage</A>

3609. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-29 23:37:13 UTC
From: morgan@krynn.augs.se
Message-ID: <morgan.0f27@krynn.augs.se>
Source record: 15859
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33oubi$dj9@news.iastate.edu> barrett@iastate.edu (Marc N. Barrett) writes:

> With the exception of playing a game of "Hired Guns", a PC running
> OS/2 2.2 CAN do all that simulteneously, and more. It can also play
> Hired Guns as well, if Hired Guns is available for PCs.

Yeah, right! We have very different OS/2 experiences. I tried OS/2 on
my PC (A standard 486DX33 with 16Mb ram and a GUS) and it crashed more
often than WB1.3! I used OS/2 2.1 and it crashed two times just during
installation. But it's such a pleasure to install all those about 20
disks a couple of times, right!

And then when the installation finally worked, the rest of the system
kept crashing. Runnig different DOS programs crashed it, runnig a game
installation crashed it and runnig most of the games on my HD crashed it.
Out of all the games I tried, only the demo version of raptor worked.

No, I'd take my amiga 3000 over a PC with OS/2 any day.

> You need to take a visit to the 1990's. There is FAR more that
> PC and Macs can do that Amigas can't do, then Amigas can do that PCs and
> Macs can't do.

If OS/2, Chicago and System 7 is the 1990's I'd rather skip the 90's or
return to the 80's.

Sure, Amiga OS isn't perfect but I suits me better than all of the above.
And my PC? It has linux installed, of course. A REAL OS!

--

Morgan Ericsson, CS/CE student at VAXJO UNIVERSITY (A1200HD/A3000)

---------UUCP-------------FIDO--------Phone----------InterNet---------
morgan@krynn.augs.se | 2:204/404 | 0470-????? | merdi92@hermes.hv.se
---
merdi(92) on IRC! -- Finger me for my PGP key (Soon!)

3610. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 02:24:04 UTC
From: mentat@satelnet.org
Message-ID: <33u585$r9l@sefl.satelnet.org>
Source record: 15858
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <khopper.31n1@sempco.uucp>, Ken Hopper <khopper@sempco.uucp> wrote:
[...Much deletia...]
> **
> * Ken Hopper (aka. Elk), please address E-Mail as follows, *
> *--*
> * INTERNET: sempco!khopper@wupost.wustl.edu "lower-case must *
> * UUCP: wupost.wustl.edu!sempco!khopper be preserved" *
> *--*
> * Host is:SEMPCO(CNET BBS) (314)531-5311, St.Louis, Missouri, USA *
> **

STANDARDIZED BONEHEAD REPLY FORM
[abridged version]
(c) copyright 1994 by
someone else.

I took exception to your recent _X_ post to _comp.sys.amiga.advocacy_
(newsgroup)
___ email

It was (check all that apply):

___ lame.
_X_ stupid.
___ much longer than any worthwhile thought of which you may be capable.

Your attention is drawn to the fact that:

___ what you posted/said has been done before.
(Mark only if above checked)
___ Not only that, it was also done better the last time.
___ your post/letter was a pathetic imitation of _____.
(net.personality)
___ you quoted an article/letter in followup and only added _0_ lines
of text.
___ you flamed someone who has been around far longer than you.
___ you flamed someone who is far more intelligent and witty than you.
_X_ your .sig is longer than four lines.
(Mark only if above checked)
___ And your newsreader truncated it.
___ your .sig is ridiculous because (check all that apply):
___ you listed ___ snail mail address(es).
(Mark only if above checked)
___ you listed a nine-digit ZIP code.
___ you listed ___ phone numbers for people to use in prank calls.

___ you included a stupid disclaimer.
(Mark only if above also)
___ your pathetic attempt at being witty in the disclaimer failed.
(Mark only if above also)
___ Miserably.

Furthermore:

___ You have greatly misunderstood the purpose of _____.
(newsgroup)
___ You have greatly misunderstood the purpose of the net.
_X_ You are a loser.
_X_ You must have spent your entire life in a skinner box to be this
clueless.
___ *plonk*
___ This has been pointed out to you before.
_X_ It is recommended that you:
(Mark all that apply)
___ stick to FidoNet and come back when you've grown up.
___ find a volcano and throw yourself in.
___ get a gun and shoot yourself.
___ stop reading Usenet news and get a life.
___ stop sending email and get a life.
___ consume excrement.
___ consume excrement and thus expire.

Additional comments:

This may have been a genuine error, and if so I apologise, but enough
bandwidth is wasted on this group WITHOUT meaningless posts like yours
that I felt it had to be pointed out. (And yes, I KNOW this post is also
a waste of bandwidth, but I'm bigger than you, so get used to it, bucko. :)

--
!Productions 1994...

http://satelnet.org/~mentat/
Official US home of the Britcom Digest.

3611. Smug Wars - was re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 05:31:19 UTC
From: 2119784@hydra.maths.unsw.EDU.AU
Message-ID: <1994Aug30.053119.5301@usage.csd.unsw.OZ.AU>
Source record: 15860
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Mac Zealot: "Get a Macintosh! Plug in and play, you don't have to get
heaps of annoying little bits because its all built in! And even
a baboon can use a Mac!"
Amiga Zealot: "Get an Amiga! You can format a disk, play a Nine Inch
Nails CD, play SimCity, download from a BBS, do raytracing and
film an entire episode of Babylon 5 ALL AT THE SAME TIME!"
Linux Zealot: "You can do all that on a PC compatible with Linux,
and have an internet node with 20 users!"
Amiga Zealot: "Yes, but the PC architecture STINKS! At least the Amiga
has heaps of specialist chips to do things!"
Linux Zealot: "So does my PC! I've got an Gravis Ultrasound, and a SVGA
card that does a lot of graphics processing separate from the main
chip!"
Chicago Zealot: "Umm, can I say something?"
Everyone else: "No, get lost you Microsoft droid!"
Acorn Zealot: "Hey, we've got a RISC processor which is really doovy!
and we're getting a port of DooM REAL SOON NOW! and you can run all
your PC software with hardware emulation!"
Linux Zealot: "I don't need no steenkin emulation. I've got UNIX!"
Mac Zealot: "UNIX is hard to use! Mac's are easy to use!"
Linux Zealot: "Hey, bud, anything is easy to use if you set it up right!
besides, Macintrashes crash all the time!"
Amiga Zealot: "Amiga's don't!"
Acorn Zealot: "No, just their parent company."
Chicago Zealot: "Umm, can I say something? Our marketing rules!"
Everyone else: "No, get lost you servant of Satan!"

After this, the debate descends to an orgy of Nerf bat flagellation...

Graham the Happy Scum.

3612. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 06:55:58 UTC
From: cgra@se.alcbel.be
Message-ID: <4846@btmwj1.se.bel.alcatel.be>
Source record: 15875

In article <33h219$l9n@cleese.apana.org.au>, dreamer@arrakis.apana.org.au (Steven Delvizis) writes:

> [..]
> And one more thing.. Dose the Amiga run the best sequencing package
> in the World!!! (cubase for those who don't know) I think not!!!

Actually the Best Sequencing Package In The World is called KCS/Omega, and it was originally developed for Amiga... but it does run on Ataris. ;>

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

3613. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 07:08:35 UTC
From: cgra@se.alcbel.be
Message-ID: <4847@btmwj1.se.bel.alcatel.be>
Source record: 15876

Actually you don't have to hold down Ctrl (or Alt) for the entire duration of the drag, it only has to be depressed at the moment you release the mouse button.

Oops sorry, that was a practical hint conveying useful information. Better move to another newsgroup. 8>

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

3614. Re: Smug Wars - was re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 09:34:58 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.778239298@bruce.cs.monash.edu.au>
Source record: 15863
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

2119784@hydra.maths.unsw.EDU.AU () writes:

An excellent article. Only one glitch: The Mac-crashing bit below IMHO should
be attributed to the Amiga Zealot :-)

>Linux Zealot: "Hey, bud, anything is easy to use if you set it up right!
> besides, Macintrashes crash all the time!"
>Amiga Zealot: "Amiga's don't!"

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

3615. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 09:41:05 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33uurh$64n@bognor.barclays.co.uk>
Source record: 15865
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Hey, why not buy the computer that runs the software you want to use? Pretty wierd concept I know, but.....

--

+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3616. Re: Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 10:12:52 UTC
From: bettie@deakin.edu.au
Message-ID: <33v0n4$r5k@sol.ccs.deakin.edu.au>
Source record: 15861

Richard Hecker (richard.hecker@canrem.com) wrote:
: -> They much better than atari, atari are crap
:
: My. The sloped foreheads are in abundance this season.

Hey idiot. Just what is you god damn problem? This is advocacy you moron. If you don't have anything worthwhile to contribute in MCIBTY's debate rather than show us what an ignorant baboon you are by posting offensive irrelevencies then get off the net! We do not need stupid, ignorant and rascist idiots like you dumb Ku Klux Klan idiot. Your type of stupidity belongs in other degenerate newsgroups. Now get lost!

Male dominated comp.advocacy is over! My 4000/030 kicks!

3617. Re: Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 10:56:35 UTC
From: sys1@exnet.com
Message-ID: <CvCH2C.su@exnet.com>
Source record: 15862

In article <33v0n4$r5k@sol.ccs.deakin.edu.au> bettie@deakin.edu.au (JENNIFER SUSAN JONES) writes:
>Richard Hecker (richard.hecker@canrem.com) wrote:
>: -> They much better than atari, atari are crap
>:
>: My. The sloped foreheads are in abundance this season.
>
>than show us what an ignorant baboon you are by posting offensive
^^^^^^
Coooh! a speciesist and bigot in our midst!

> We do not need stupid, ignorant and rascist idiots like
^^^^^^^
Can we assume you have a sloped forhead? (CLUE---:))

>you dumb Ku Klux Klan idiot. Your type of stupidity belongs in other degenerate
>newsgroups. Now get lost!

Which newsgroups are these, can I join, huh? Huh?

Get over it.
xavier

3618. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 12:06:13 UTC
From: mook@deakin.edu.au
Message-ID: <33v7bl$2lc@sol.ccs.deakin.edu.au>
Source record: 15868
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Jani Miettinen (93074@mail.vitech.fi) wrote:

> [...do a miracle?]

Yes it can! God has sveral dozen Amigas up in heaven generating thousands
of miracles everyday! Infact...the Amiga generated the miracle that was needed to lift
jesus into the air just after the last supper. And...yer know them visions of the virgin
Mary in that place (fergot)...those were VideoToaster effects.
Thats how good the Amiga is.

Did you also know that if you leave your Amiga computer on, inside a fridge
for approximately two hours. Take it out and put it in the sun light for five minutes. Pick
the snot in your nose and say "Wzchic koychue numcher reeek" flick it at the Amiga...It
will turn into Cindy Crawford? Did you know that?

3619. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 12:33:17 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33v8ud$64n@bognor.barclays.co.uk>
Source record: 15869
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33v7bl$2lc@sol.ccs.deakin.edu.au>, mook@deakin.edu.au (GARY CHEE MOK) writes:
|>
|> Jani Miettinen (93074@mail.vitech.fi) wrote:
|>
|> > [...do a miracle?]
|>
|> Did you also know that if you leave your Amiga computer on, inside a fridge
|> for approximately two hours. Take it out and put it in the sun light for five
|> minutes. Pick the snot in your nose and say "Wzchic koychue numcher reeek" flick it at
|> the Amiga...It will turn into Cindy Crawford? Did you know that?
Bloody amatures. If you use "Wzchic koychue numcher reeeek" (Note extra "e"), you then
simply
need to add the name of the desired person to the cast and you get that person eg
"Wzchic koychue numcher reeeek Winona Ryder". Much better than having to remember a
seperate
spell for each person.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3620. Re: Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 12:45:57 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94242.084557STIRRE31@MAINE.MAINE.EDU>
Source record: 15866

Of course, Jennifer, you consider "ataris are crap, amigas rule"
a constructive post? That wouldn't be because you own an
Amiga 4000, would it? What would happen if I switched that
around and put it in Amiga advocacy? Would I get flamed perhaps?
Oh, and Ataris rule.... the Amiga is a joke (this is _Atari_
advocacy after all).
-scott tirrell

3621. Re: Peter Sinclair's Usenet access gets cut off...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 12:54:02 UTC
From: 932907da@cent.gla.ac.uk
Message-ID: <932907da.778251242@cent.gla.ac.uk>
Source record: 15867

It may be simpler than that - there is an anon server in Finland (?) - I won't print the address! It allows you to e-mail to most news groups with the name "anon".

3622. Re: Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 12:59:44 UTC
From: bjgrier@bnr.ca
Message-ID: <33vag0$dmj@nrtphaa9.nt.com>
Source record: 15864

In article <33v0n4$r5k@sol.ccs.deakin.edu.au>, bettie@deakin.edu.au (JENNIFER SUSAN JONES) writes:
|> Richard Hecker (richard.hecker@canrem.com) wrote:
|> : -> They much better than atari, atari are crap
|> :
|> : My. The sloped foreheads are in abundance this season.
|>
|> Hey idiot. Just what is you god damn problem? This is advocacy you moron. If
|> you don't have anything worthwhile to contribute in MCIBTY's debate rather
|> than show us what an ignorant baboon you are by posting offensive irrelevencies then get off the net! We do not need stupid, ignorant and rascist idiots like
|> you dumb Ku Klux Klan idiot. Your type of stupidity belongs in other degenerate
|> newsgroups. Now get lost!
|>
|> Male dominated comp.advocacy is over! My 4000/030 kicks!
|>
|>

Yup the sloped foreheads are definitely in abundance this season!!

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
| Research Triangle Park, NC | have REAL computing work to do. |
|____________________________________|_____________________________________|
```

3623. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 13:16:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <33vbeg$5g5@lyra.csx.cam.ac.uk>
Source record: 15871
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Iain.Laskey@barclays.co.uk writes:
>Bloody amatures. If you use "Wzchic koychue numcher reeeek" (Note extra "e"),
>you then simply need to add the name of the desired person to the cast and
>you get that person eg "Wzchic koychue numcher reeeek Winona Ryder".
>Much better than having to remember a seperate >spell for each person.

And what could be better than Winona Ryder???
BTW it didn't work....

:) :) :)
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3624. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 13:25:41 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33vc0l$64n@bognor.barclays.co.uk>
Source record: 15884
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33vbeg$5g5@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
|> Iain.Laskey@barclays.co.uk writes:
|> >Bloody amatures. If you use "Wzchic koychue numcher reeeek" (Note extra "e"),
|> >you then simply need to add the name of the desired person to the cast and
|> >you get that person eg "Wzchic koychue numcher reeeek Winona Ryder".
|> >Much better than having to remember a seperate >spell for each person.
|>
|> And what could be better than Winona Ryder???
|> BTW it didn't work....
Well, obviously it didn't. She's here with me. I already did the spell :-)

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3625. Re: Amigas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 15:35:37 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33vjk9$12ti@msuinfo.cl.msu.edu>
Source record: 15870

In article <33vag0$dmj@nrtphaa9.nt.com>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <33v0n4$r5k@sol.ccs.deakin.edu.au>, bettie@deakin.edu.au (JENNIFER SUSAN JONES) writes:
>|> Richard Hecker (richard.hecker@canrem.com) wrote:
>|> : -> They much better than atari, atari are crap
>|> :
>|> : My. The sloped foreheads are in abundance this season.
>|>
>|> Hey idiot. Just what is you god damn problem? This is advocacy you moron. If
>|> you don't have anything worthwhile to contribute in MCIBTY's debate rather
>|> than show us what an ignorant baboon you are by posting offensive irrelevencies then get off the net! We do not need stupid, ignorant and rascist idiots like
>|> you dumb Ku Klux Klan idiot. Your type of stupidity belongs in other degenerate
>|> newsgroups. Now get lost!
>
>Yup the sloped foreheads are definitely in abundance this season!!

Must be that "back to school" thing.

3626. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 18:55:00 UTC
From: trauth@torch.rutgers.edu
Message-ID: <33vva4$a5u@torch.rutgers.edu>
Source record: 15872

snorky@spunky.com (SNORKY WEZZLE TORTS) writes:

>What shits me worst than the ST's ugliness is the god damn freaking
>diamond shaped function keys. Were the hell did they get the designers
>from?

>The St stinks big time. It's all but fizzled out in the dust of Amiga
>supremacy. We no longer compare our superior piece of hardware to the St
>anymore. The St was never any competition.

>And besides...the interface sux too. Our Workbench 2/3 leaves it for dead!

>Har Har!!!

>--
>Snorky

And the PC leaves BOTH the ST and AMIGA in the dust. As I recall, the
PC clones have over three-quarters of the personal computer market.
What is the market share of the AMIGA? About 1% or less. That is
hardly "supremacy" in my book. And if you are refering to technical
supremacy, the supreme machine would be a DEC ALPHA or some other RISC
workstation, definitely not the AMIGA. Before putting down other computers
like the Atari ST, AMIGoids should put their own house in order (such as
by getting the Amiga in the hands of a company that A) is solvent and B)
knows how to market computers). Till then, AMIGoids should leave other
computers alone.

* Tom Trauth

3627. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 21:47:04 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.94Aug30164704@piano.adept.ih.att.com>
Source record: 15874
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

It is not a question whether the fractal program _wants_ CPU time - if
I put it on a low priority level it gets whatever is left over after
the other processes have taken what they need.

Hence, it slows down.

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

3628. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-30 21:54:08 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EH5VDIUV1UP@sos.sh.sub.de>
Source record: 15882

In <33s6je$2jc@bmerha64.bnr.ca> G MORAN wrote :
> And just what makes the A1200 a 'game machine?' Is it software like
>Pagestream 3, Imagine or Scala? Of course, it _does_ have lots of
>excellent games but I don't think any owner is going to complain
>about that..

Pagestream 3 is weak in comparison to Calamus or even XPress. Imagine
and Scala fit much better on a 4000/040, IMHO.

Weregoose
--
-- _()
- guenther@sos.sh.sub.de (Thorsten Guenther) - /
- [This space for rent] - _
-- _)

3629. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-31 03:20:28 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug31.032028.5261@escape.widomaker.com>
Source record: 15878
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

amorsen@malva.daimi.aau.dk (Benny Amorsen) writes:

>RW> No, it can't, James. At least not if the fractal program is trying
>RW> to get as much CPU time as it can.

>If the priorities are set correctly I can multitask without slowing
>down interactive tasks.

No, you don't NOTICE the slowdown. User interface response doesn't suffer.
But everything else does. Also, an OS which maintains responsiveness under
a load does so with high-granualarity and is less efficient than one which
give priority to load-handling rather than responsiveness.

> Of course, since the amount of cpu power pr
>time unit is constant the non-interactive tasks are going to suffer.

Sherlock!

>Thus, the download and transfers are probably put at a high
>priority. It is rather important that a task using the serial port
>gets the time it is asking for.

Yeah, that's why they usually run on in interrupt. Easier to do than
polling them.

>The floppy format uses no appreciable amount of CPU time and it does
>not really matter if it is slowed down a little, so that could be put
>at an arbitrary priority.

Most floppies are on a timer and must never miss an interrupt and each
individual operation of the format must usually be atomic. Floppies
aren't like a hard drive where you can send a command go do something
else. The CPU must usually keep track of it pretty closely. A lot of
them (even non IBM/PC/ISA Intel) use timers to control the drive.

>The printing is at a rather low priority because even cheap printers
>have at least 4kb buffer. Thus even at a low priority it would be easy
>to ensure that the printer is always printing at full speed.

Unless you have a fast printer. That theory doesn't hold water for a
PostScript, raster, or very fast line printer.

>The fractal generation is at the lowest priority. The other tasks are
>using constant amounts of cpu power, this one is eating all it can
>get. It should get only what is left over when the other tasks have
>taken their share.

Sure... in a perfect and nonexistant world.

>RW> If you took out the rest, I'd agree that your Amiga can do it. On
>RW> the other hand, so can the LC575.

>If the LC575 is a mac then it cannot do it.

I don't like Mac's but I've certainly done all you mentioned (minus the game) on a very low-end Mac. I think what you mean is it won't be very fast and efficient. Agreed.

> Prioritizing tasks the way
>I did above requires preemptive multitasking.

Plenty of OS's in the 60's and 70's did so without preemtive tasking. Simple timesharing can priortize to hell and back.

> Moreover, if I want to
>be sure that the fractal generator are only getting left-over cycles,
>a realtime OS is needed.

Clueless bullshit.

> AmigaOS is realtime,

Bwahahahahahahahhahahahahaha! If it was then people wouldn't spend $$$$ on things like QNX and VxWorks. Do you make this crap up as you go along?

>UNIX is not.

Standard UNIX, no. But it doesn't keep it from doing what your Amiga does. Given that I do it every day, day in and day out, year after year I'd say you don't know much about UNIX...

>I think
>OS/2 is realtime

Or OS/2...

>and I have heard that Windows NT is.

Or NT...

>UNIX has many strengths but I would have liked the option of switching
>the multitasking to realtime.

Be nice if Amiga's had it too. If you want real-time get Solaris 2.4 with real-time extensions, QNX (great little OS), VxWorks, and a myriad of other offerings. Amiga OS can be hacked up to do some things but then so can any UNIX you have source for.

There are free real-time OS's that are far better than Amiga's OS for that sort of thing.

>However, that would more or less defeat
>the multiuser features, since any user would be able to suck all the
>CPU time.

No doubt about it now. You have no idea whatsover what it means for an
OS to be real-time.

Also, were I work we build real-time systems with plain-vanilla UNIX.
Only when we are unable to garantee real-time response to I/O are we
forced to use a real-time OS. Everything else is kept real-time by
clever programming, multiple CPU's, and other tricks. Our software
tracks it's cycles and responsiveness so we know if we cannot meet
real-time goals. At that point it's because some of our development
machines just aren't fast enough. Even if they had an real-time OS,
they wouldn't do any better. A real-time OS is not a panacea.

>Benny Amorsen

>Email: amorsen@daimi.aau.dk
>WWW: <A HREF="http://www.daimi.aau.dk/~amorsen/">Benny's homepage</A>
--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

3630. Scheme/CommonLISP for Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-31 04:51:17 UTC
From: mabdul@viking.dvc.edu
Message-ID: <341285$bv0@viking.dvc.edu>
Source record: 15877

Does anyone know if there is a Scheme or CommonLISP interpreter/compiler
for the Atari and where I can find it.

Thanks.
--
M. Abdulkareem [XAF] Diversity in computing.
cc: M.ABDULKAREE@genie.geis.com

3631. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-31 07:21:58 UTC
From: b98182@vaxb.phx1.aro.allied.com
Message-ID: <1994Aug31.002158.1522@vaxb.phx1.aro.allied.com>
Source record: 15880
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

```
In article <33u585$r9l@sefl.satelnet.org>, mentat@satelnet.org (!Productions) writes:
> In article <khopper.31n1@sempco.uucp>, Ken Hopper <khopper@sempco.uucp> wrote:
> [...Much deletia...]
>> ********************************************************************
>> * Ken Hopper (aka. Elk), please address E-Mail as follows, *
>> *------------------------------------------------------------------*
>> * INTERNET: sempco!khopper@wupost.wustl.edu "lower-case must *
>> * UUCP: wupost.wustl.edu!sempco!khopper be preserved" *
>> *------------------------------------------------------------------*
>> * Host is:SEMPCO(CNET BBS) (314)531-5311, St.Louis, Missouri, USA *
>> ********************************************************************
>
> STANDARDIZED BONEHEAD REPLY FORM
> [ abridged version ]
> (c) copyright 1994 by
> someone else.
>
> I took exception to your recent _X_ post to _comp.sys.amiga.advocacy_
> (newsgroup)
> ___ email
>
> It was (check all that apply):
>
> ___ lame.
> _X_ stupid.
> ___ much longer than any worthwhile thought of which you may be capable.
>
> Your attention is drawn to the fact that:
>
> ___ what you posted/said has been done before.
> (Mark only if above checked)
> ___ Not only that, it was also done better the last time.
> ___ your post/letter was a pathetic imitation of _____.
> (net.personality)
> ___ you quoted an article/letter in followup and only added _0_ lines
> of text.
> ___ you flamed someone who has been around far longer than you.
> ___ you flamed someone who is far more intelligent and witty than you.
> _X_ your .sig is longer than four lines.
> (Mark only if above checked)
> ___ And your newsreader truncated it.
> ___ your .sig is ridiculous because (check all that apply):
> ___ you listed ___ snail mail address(es).
```

> (Mark only if above checked)
> ___ you listed a nine-digit ZIP code.
> ___ you listed ___ phone numbers for people to use in prank calls.
> ___ you included a stupid disclaimer.
> (Mark only if above also)
> ___ your pathetic attempt at being witty in the disclaimer failed.
> (Mark only if above also)
> ___ Miserably.
>
> Furthermore:
>
> ___ You have greatly misunderstood the purpose of _____.
> (newsgroup)
> ___ You have greatly misunderstood the purpose of the net.
> _X_ You are a loser.
> _X_ You must have spent your entire life in a skinner box to be this
> clueless.
> ___ *plonk*
> ___ This has been pointed out to you before.
> _X_ It is recommended that you:
> (Mark all that apply)
> ___ stick to FidoNet and come back when you've grown up.
> ___ find a volcano and throw yourself in.
> ___ get a gun and shoot yourself.
> ___ stop reading Usenet news and get a life.
> ___ stop sending email and get a life.
> ___ consume excrement.
> ___ consume excrement and thus expire.
>
> Additional comments:
>
> This may have been a genuine error, and if so I apologise, but enough
> bandwidth is wasted on this group WITHOUT meaningless posts like yours
> that I felt it had to be pointed out. (And yes, I KNOW this post is also
> a waste of bandwidth, but I'm bigger than you, so get used to it, bucko.

>Who are you the Bandwidth Gestapo? What in the hell is a skinner box?(never
mind I don't think I want to know what a skinner box is.) :.)

3632. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-31 09:57:14 UTC
From: moran@bires069
Message-ID: <341k5q$9ot@bmerha64.bnr.ca>
Source record: 15879

Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
> guenther@sos.sh.sub.de (Thorsten Guenther) writes:

> >a) The Amiga does NOT have 486/50 bridgeboards, for the Vortex boards
> >are ALL based on 16bit processors, the fastest one on a Cyrix "486".

> The Cyrix 486 is not a 16-bit CPU. Both bus and internally 32-bits.

There are a number of Cyrix 486 chips.

They are all 32-bit internal with cache, but some have a 16 bit
external databus.

486SLC - 16 bit databus.
486DLC - full 32 bit databus.
486DX/2 - full 32 bit databus (+internal FPU?)

The Cyrix 486s found in the Amiga bridgebaords are all SLC models.

The 16 bit databus will slow the machine a little. How much depends
on whether or not you are running 32 bit code. With DOS and Win-16 there
is v. little difference.

The Falcon however also only has a 16 bit databus connection. However
with the 68k series, ALL code is essentially 32 bit so I'd say that the
speed decrease from the Falcons CPU interface design will be more
critical than that experienced by a 486SLC design (for what its worth).

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3633. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-31 15:54:55 UTC
From: ashdown@mpr.ca
Message-ID: <1994Aug31.155455.26529@mprgate.mpr.ca>
Source record: 15881
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <1994Aug31.032028.5261@escape.widomaker.com> shendrix@escape.widomaker.com (Shannon Hendrix) writes:
>
>
>>RW> No, it can't, James. At least not if the fractal program is trying
>>RW> to get as much CPU time as it can.
>
>>If the priorities are set correctly I can multitask without slowing
>>down interactive tasks.
>
>No, you don't NOTICE the slowdown. User interface response doesn't suffer.

Isn't that what was said? "...without slowing down interactive tasks".

>But everything else does. Also, an OS which maintains responsiveness under
>a load does so with high-granualarity and is less efficient than one which
>give priority to load-handling rather than responsiveness.

Sure, if you take the definition of efficiency from a textbook, where examples of MT are pulled from the aims of giant batch-bound mainframes.

I find I'm more efficient in my work if the computer reponds to *me*.

>>Thus, the download and transfers are probably put at a high
>>priority. It is rather important that a task using the serial port
>>gets the time it is asking for.
>
>Yeah, that's why they usually run on in interrupt. Easier to do than
>polling them.

No, not easier, but simply more efficient (your definition) to make it event driven.

>>The floppy format uses no appreciable amount of CPU time and it does
>>not really matter if it is slowed down a little, so that could be put
>>at an arbitrary priority.
>
>Most floppies are on a timer and must never miss an interrupt and each
>individual operation of the format must usually be atomic. Floppies
>aren't like a hard drive where you can send a command go do something
>else. The CPU must usually keep track of it pretty closely. A lot of
>them (even non IBM/PC/ISA Intel) use timers to control the drive.

Timers to *control* the drive? Rethink that.

>>The printing is at a rather low priority because even cheap printers
>>have at least 4kb buffer. Thus even at a low priority it would be easy
>>to ensure that the printer is always printing at full speed.
>
>Unless you have a fast printer. That theory doesn't hold water for a
>PostScript, raster, or very fast line printer.

Well, it's not a theory, it's an actual working system.

>>The fractal generation is at the lowest priority. The other tasks are
>>using constant amounts of cpu power, this one is eating all it can
>>get. It should get only what is left over when the other tasks have
>>taken their share.
>
>Sure... in a perfect and nonexistant world.

In what way is a round-robin scheme w/priority nonexistant?

>> Prioritizing tasks the way
>>I did above requires preemptive multitasking.
>
>Plenty of OS's in the 60's and 70's did so without preemtive tasking.
>Simple timesharing can priortize to hell and back.

I'd like to see a discussion on a robust cooperative timeshare system,
it'd be interesting. I doubt you'll be able to find one.

>> Moreover, if I want to
>>be sure that the fractal generator are only getting left-over cycles,
>>a realtime OS is needed.
>
>Clueless bullshit.

You've obviously taking a course in operating systems and have just had your
first class on MT. May I suggest waiting until the end of the semester before
deciding you know it all?

>> AmigaOS is realtime,
>
>Bwahahahahahahahhahahahahaha! If it was then people wouldn't spend $$$$
>on things like QNX and VxWorks. Do you make this crap up as you go along?

The Amiga OS in many ways qualifies as a realtime OS.

Do you make this crap up as you go along?

>>UNIX is not.
>
>Standard UNIX, no. But it doesn't keep it from doing what your Amiga does.
>Given that I do it every day, day in and day out, year after year I'd
>say you don't know much about UNIX...

I find it hard to believe you know anything about realtime SW, so I doubt
you use a UNIX variant as an RTOS.

>There are free real-time OS's that are far better than Amiga's OS for that
>sort of thing.

For what sort of thing? You've somehow been able to class all realtime
systems together and give them a standard set of environmental requirements?
Amazing.

>No doubt about it now. You have no idea whatsover what it means for an
>OS to be real-time.

It would appear that you have even less.

>Also, were I work we build real-time systems with plain-vanilla UNIX.
>Only when we are unable to garantee real-time response to I/O are we
>forced to use a real-time OS. Everything else is kept real-time by

No offence, but without IO, there's no way you're dealing with a realtime
system. The computer's not responding to anything that's "real".

>clever programming, multiple CPU's, and other tricks. Our software

Oh, so you're an expert in parallel processing too, eh?

>tracks it's cycles and responsiveness so we know if we cannot meet
>real-time goals. At that point it's because some of our development
>machines just aren't fast enough. Even if they had an real-time OS,
>they wouldn't do any better. A real-time OS is not a panacea.

A panacea for what?

A user interface is, inherently, a realtime problem. The Amiga OS has several
features that make it suitable for such RT systems, making user interface
response on the machine very good indeed.

Pick up a few textbooks. Until you've reada them, pray daily that your
employer doesn't read your post. You just might lose your job.

--
Scott Ashdown
Engineer, MPR Teltech Ltd.
Burnaby, British Columbia, Canada.
ashdown@mprgate.mpr.ca

3634. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-31 15:57:54 UTC
From: rhode@ee.rochester.edu
Message-ID: <3429a2$7v5@bilbo.ceas.rochester.edu>
Source record: 15883
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <AMORSEN.94Aug29214716@malva.daimi.aau.dk>, amorsen@malva.daimi.aau.dk (Benny Amorsen) writes:
> Prioritizing tasks the way
> I did above requires preemptive multitasking.

I'm sorry, but I just can't let you get away with that. That statement is utterly false. If you had said, "No cooperative multitasking system currently implements user-assigned process priorities," then I'd let it go.

- Bob

3635. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-08-31 22:13:31 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.94Aug31171331@piano.adept.ih.att.com>
Source record: 15885

> And one more thing.. Dose the Amiga run the best sequencing package
> in the World!!! (cubase for those who don't know) I think not!!!

Actually the Best Sequencing Package In The World is called KCS/Omega, and
it was originally developed for Amiga... but it does run on Ataris. ;>

I could have sworn that KCS/Omega was an ST first package.

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

3636. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-01 13:56:07 UTC
From: amorsen@sorbus.daimi.aau.dk
Message-ID: <AMORSEN.94Sep1155608@sorbus.daimi.aau.dk>
Source record: 15700
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

>>>>> "RR" == Robert Rhode <rhode@ee.rochester.edu> writes:

RR> In article <AMORSEN.94Aug29214716@malva.daimi.aau.dk>,
RR> amorsen@malva.daimi.aau.dk (Benny Amorsen) writes:
BA>> Prioritizing tasks the way I did above requires preemptive
BA>> multitasking.

RR> I'm sorry, but I just can't let you get away with that. That
RR> statement is utterly false. If you had said, "No cooperative
RR> multitasking system currently implements user-assigned process
RR> priorities," then I'd let it go.

What I am trying to say is: When cooperatively multitasking I cannot
be sure that the interactive processes get all the available CPU
cycles when they need to.

The interactive processes need to be able to preempt the
non-interactive processes. I fail to see how that could be done with
cooperative multitasking.

If I am wrong, please flame me.

Email: amorsen@daimi.aau.dk
WWW: <A HREF="http://www.daimi.aau.dk/~amorsen/">Benny's homepage</A>

3637. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-02 04:51:14 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep2.045114.2063@escape.widomaker.com>
Source record: 15692
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

ashdown@mpr.ca (Scott Ashdown) writes:

>>No, you don't NOTICE the slowdown. User interface response doesn't suffer.

>Isn't that what was said? "...without slowing down interactive tasks".

No, it's entirely different. It *does* slow down interactive tasks.
You, the human, just do not notice unless it is severe.

>Sure, if you take the definition of efficiency from a textbook, where examples
>of MT are pulled from the aims of giant batch-bound mainframes.

Or small computers that have a lot of work to do. Efficiency is basically
the ratio of time spent processing vs time spent switching context plus
OS overhead.

Also, few modern textbooks are going to be about batch processing
mainframes (which still do a great job on some tasks). It's been over 6
years since I programmed an IBM mainframe and while I have a little of
that in my head that isn't where I get my definition of efficiency.

>I find I'm more efficient in my work if the computer reponds to *me*.

Fine. It will also take longer overall. That is the tradeoff. If
the kernel is more responsive it's efficiency goes down. If you
increase efficiency, responsiveness goes down because the computer
is optimizing for overall throughput.

Systems like ITS had to deal with that. Did you make for better overall
throughput or did you make sure terminal users didn't see massive
time lag when they hit keys on their terminals?

For awhile, Linux archives had a modified scheduling algorithm for
heavy loads like news processing. But, the higher granularity made
the system less responsive. In the long run, the system was more
efficient and that was good for people who were running large programs
all the time, doing news processing every 15 minutes, etc.

>>Yeah, that's why they usually run on in interrupt. Easier to do than
>>polling them.

>No, not easier, but simply more efficient (your definition) to make it event
>driven.

I view event driven and interrupt driven as totally different. And yes,
it is easier and a lot of hardware won't support interrupts. Lot's of
systems have polled I/O ports (which, depending on the hardware, just

might be better... though rarely).

>Timers to *control* the drive? Rethink that.

Why? Pick up a hardware manual for programming floppy devices and
see for yourself. Not all systems do it that way, but many do.
Look in the source code for Linux where they have to program the
system timers in the floppy device driver code.

>>>The fractal generation is at the lowest priority. The other tasks are
>>>using constant amounts of cpu power, this one is eating all it can
>>>get. It should get only what is left over when the other tasks have
>>>taken their share.
>>
>>Sure... in a perfect and nonexistant world.

>In what way is a round-robin scheme w/priority nonexistant?

In that the fractal generation program will either eat a lot of CPU
or run very slowly. In a simple round-robin tasker with priority,
sure. But then it runs slowly. In that respect AmigaOS is a bit
like Minix. I prefer a system which dynamically alters priority
according to what is going on in the system. Of course, you can
change process priority in UNIX as root (or to a lower priority as
a user) but it's not the same.

>I'd like to see a discussion on a robust cooperative timeshare system,
>it'd be interesting. I doubt you'll be able to find one.

First of all you said robust and I didn't. Second, priority driven
time sharing systems may not have been robust but they existed and
they worked after a fashion.

And, I don't have to find one. I have only to open up a book about
one of them and read it.

>You've obviously taking a course in operating systems and have just had your
>first class on MT. May I suggest waiting until the end of the semester before
>deciding you know it all?

May I suggest that you take some classes? I've had mine years ago.

>>Bwahahahahahahahhahahahahaha! If it was then people wouldn't spend $$$$
>>on things like QNX and VxWorks. Do you make this crap up as you go along?

>The Amiga OS in many ways qualifies as a realtime OS.

So you are saying that AmigaOS will respond instantly to an I/O request,
immediately dropping any other task regardless of priority, and service
the I/O? Will it garantee microsecond context switching time? QNX
and VxWorks do.

>>>UNIX is not.
>>
>>Standard UNIX, no. But it doesn't keep it from doing what your Amiga does.

>>Given that I do it every day, day in and day out, year after year I'd
>>say you don't know much about UNIX...

>I find it hard to believe you know anything about realtime SW, so I doubt
>you use a UNIX variant as an RTOS.

I never said I used UNIX as a real-time OS. I said it can do what your
Amiga can with little trouble. Now, I do program real-time systems
under UNIX but that isn't what I was talking about above.

>>There are free real-time OS's that are far better than Amiga's OS for that
>>sort of thing.

>For what sort of thing? You've somehow been able to class all realtime
>systems together and give them a standard set of environmental requirements?
>Amazing.

OK, I'll give you that. I am not classifying all of them the same. But
I do mean to say that there are a number of freely available real-time
kernels that are much better suited to real-time data-aquistion, control,
logging, and embedded applications than AmigaOS.

>It would appear that you have even less.

>>Also, were I work we build real-time systems with plain-vanilla UNIX.
>>Only when we are unable to garantee real-time response to I/O are we
>>forced to use a real-time OS. Everything else is kept real-time by

>No offence, but without IO, there's no way you're dealing with a realtime
>system. The computer's not responding to anything that's "real".

Not true. A system can be responding in real time to a model or simulation
as well as I/O hardware. The same garantees of responce time and priority
exist, especially when the model is simulating the real hardware and the
user must not be able to tell which is which. We have the same software
talking to real hardware able to talk to a simulation and it doesn't
know the difference except that some flags are different (our user
interface has to know after all).

Real-time constraints on the UNIX side are quarter-second for data
analysis and tenths of a second for I/O. The I/O system is running
VxWorks and must respond truly real-time with little or no delay in
response. The I/O hardware does not buffer and a miss can be fatal.
Once in shared memory, the UNIX side has a bit of leeway though not
much. It's just that on that side nothing gets fried if the system
misses a beat now and then. It just makes a blip on the stripcharts
is all.

>>clever programming, multiple CPU's, and other tricks. Our software

>Oh, so you're an expert in parallel processing too, eh?

Never claimed to be an expert in anything. I just claimed that you
were wrong in your post and you were. Not totally, but you missed

quite a few.

No, we have no parallel processing systems. We run VME cages with Sparc or Motorolla CPU's alongside i860's sharing memory on the bus. That and the fact that our analysis, modeling, and GUI run on 3 different computers networked via ethernet is what I mean by multiple CPU's.

>>tracks it's cycles and responsiveness so we know if we cannot meet
>>real-time goals. At that point it's because some of our development
>>machines just aren't fast enough. Even if they had an real-time OS,
>>they wouldn't do any better. A real-time OS is not a panacea.

>A panacea for what?

I.E. it won't solve problems of not enough CPU power. If the time to handle a request is greater than the time between requests then it won't matter if you have a real time OS. You have to get more CPU power or write tighter code or both.

>A user interface is, inherently, a realtime problem.

No it isn't. If the OS doesn't respond to your mouse click in less than 15ms it won't cause anything to explode, burn, trash a simulation's data, or cause lights and switches to be missed. It can take all day if it wishes and nothing will be harmed. The user won't like it, but it's OK for it to happen. If the system is heavily loaded, it WILL happen.

> The Amiga OS has several
>features that make it suitable for such RT systems, making user interface
>response on the machine very good indeed.

Fast graphics hardware and a decent OS, not real time. My UNIX box has fast graphics, decent CPU, nice OS. Same effect, although better at handling a load. Not as small but that's OK with me.

I don't really think the Amiga would be a good platform unless you had source code and could get one on a nicer bus (like VME).

>Pick up a few textbooks.

Bite me. I've got all I need if not all I want.

>Until you've reada them, pray daily that your
>employer doesn't read your post. You just might lose your job.

Sure... shakin' in my boots. About all he would do is laugh at you.

>--
>Scott Ashdown
>Engineer, MPR Teltech Ltd.
>Burnaby, British Columbia, Canada.
>ashdown@mprgate.mpr.ca
--
csh
----

shendrix@escape.widomaker.com | Linux and BSD

3638. Re: Volume of traffic in *.advocacy, and dying computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-02 09:03:09 UTC
From: newcombe@aa.csc.peachnet.edu
Message-ID: <newcombe.667.0033DC30@aa.csc.peachnet.edu>
Source record: 15689
Cross-posted to: comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <34708p$p2a@lyra.csx.cam.ac.uk> ljw1004@cus.cam.ac.uk (L.J. Wischik) writes:
>It seems to me that the volume of traffic in a *.advocacy newsgroup is
>proportional to how soon that computer system will die out. The large
>number of postings is similar to the final flurry of panicked activity
>when ants rush about wildly under a magnifying class, or when politicians
>insist they have done nothing wrong just before a major scandal breaks
>out. It is, as it were, the final death-gasp, or the 'false recovery'
>just before a seriously ill patient dies.

Hmm... comp.unix.advocacy is almost dead. There is not
comp.os.linux.advocacy. Hmmm :)

--
Dan Newcombe newcombe@aa.csc.peachnet.edu
Clayton State College Morrow, Georgia
-=
"And the man in the mirror has sad eyes." -Marillion

3639. Re: Falcon vs. Macintosh

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-02 15:01:07 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Sep2.150107.4267@bay.cc.kcl.ac.uk>
Source record: 15687

In article <Cv5o0w.4u5@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

! The Mac's method of copying also has the benefit that you can copy the file
! to its own directory -- with the Atari you have to copy a file to another
! directory, then move the copy back.

Why ?

Just pick up the icon and drag it to an empty bit of the same folder.
You'll get a "File exists" dialogue which asks you if you want to
copy it to another name. Type in the name and you're done.

I can't see how easier that can be.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3640. Volume of traffic in *.advocacy, and dying computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-02 15:05:13 UTC
From: ljw1004@cus.cam.ac.uk
Message-ID: <347ev9$13l@lyra.csx.cam.ac.uk>
Source record: 15688

It seems to me that the volume of traffic in a *.advocacy newsgroup is proportional to how soon that computer system will die out. The large number of postings is similar to the final flurry of panicked activity when ants rush about wildly under a magnifying class, or when politicians insist they have done nothing wrong just before a major scandal breaks out. It is, as it were, the final death-gasp, or the 'false recovery' just before a seriously ill patient dies.

I propose, therefore, to measure traffic in the *.advocacy groups and to divide by the total number of users of that system.

Perhaps the best way to affect the outcome would be to abandon your 'home turf', and take on in vicious onslaughts the heathens from other advocacy groups.

I shall post results.

(If anyone could point me to documents listing newsgroup propogagion & readership, or statistics listing computers sold or their market shares, I would be very grateful).

--
Lucian Wischik, Queens' College, U of Cambridge. ljw1004@cus.cam.ac.uk

3641. Re: Volume of traffic in *.advocacy, and dying computers

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-02 17:18:43 UTC
From: x90wardell@wmich.edu
Message-ID: <1994Sep2.131843.21081@wmichgw>
Source record: 15690
Cross-posted to: comp.sys.mac.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.acorn.advocacy

In article <newcombe.667.0033DC30@aa.csc.peachnet.edu>, newcombe@aa.csc.peachnet.edu (Dan Newcombe) writes:
> In article <34708p$p2a@lyra.csx.cam.ac.uk> ljw1004@cus.cam.ac.uk (L.J. Wischik) writes:
>>It seems to me that the volume of traffic in a *.advocacy newsgroup is
>>proportional to how soon that computer system will die out. The large
>>number of postings is similar to the final flurry of panicked activity
>>when ants rush about wildly under a magnifying class, or when politicians
>>insist they have done nothing wrong just before a major scandal breaks
>>out. It is, as it were, the final death-gasp, or the 'false recovery'
>>just before a seriously ill patient dies.
>
> Hmm... comp.unix.advocacy is almost dead. There is not
> comp.os.linux.advocacy. Hmmm :)
>

Well, it's been my experience that .advocacy activity grows as
speculation grows. Right now, with Chicago looming, Daytona nearing
release, Personal OS/2 in beta and also nearing release, and Enterprise
OS/2 not so far off (not to mention OS/2 for PowerPC and Taligent) it
would just seem that users have a lot to talk about.

Indeed, the best time to know when the end is coming is to look
for posts like "XXX is shit!" , "N is going to buy M!", "new N rumors!",
"N chipset about to come out!"
(no offense to Amiga users.. :))

> --
> Dan Newcombe newcombe@aa.csc.peachnet.edu
> Clayton State College Morrow, Georgia
> -=-=-=-

3642. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-02 17:45:18 UTC
From: millert@grad.csee.usf.edu
Message-ID: <347obe$ck1@mother.usf.edu>
Source record: 15691

I have been told by someone who works for IBM that when IBM designed the PC, they went to Intel and had them redesign the 8088 so that the jump-points for the IBM BIOS and add-on cards were hard-programmed into the microcode.

This has caused problems to no end when running operating systems that don't want the BIOS ROM in the way and the CPU doing screwy things because IBM forced Intel to design it a certain way.

3643. I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-02 22:56:41 UTC
From: sinclair@ins.infonet.net
Message-ID: <348aj9$bq@insosf1.infonet.net>
Source record: 15693

I thought I let everyone know. This news group has gone down since my last post....

he he he he he

-Peter

3644. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-03 02:38:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <348njv$par@darkstar.UCSC.EDU>
Source record: 15694

In <348aj9$bq@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>I thought I let everyone know. This news group has gone down since my last post....

Damn. Where'd I leave that roach spray?

So Petey, any enlightened souls mail you yet thanking you for your
contributions to the newsgroup?

~Chris

>he he he he he

>-Peter

3645. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-03 05:15:14 UTC
From: greer@utdallas.edu
Message-ID: <3490p2$fgt@news.utdallas.edu>
Source record: 15695
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

bakke@rock.enet.dec.com wrote:

> >>But Macs are good systems... they just aren't the "If you don't aboslotly
> >>need an IBM" defalt....
> >>
> >>I NEED Unix....

> >No, you need a spell-checker.

> A spell-checker only works if the word is somewhat close to the actual
> spelling. :)

No, I think spell-checkers are for witches and others who cast spells.
A hex calculator also comes in handy if you're into that kind of thing.

--

Dale Greer, greer@utdallas.edu
"What good fortune for those in power,
that people do not think." - Adolph Hitler

3646. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-03 13:52:17 UTC
From: sinclair@ins.infonet.net
Message-ID: <349v2h$23n@insosf1.infonet.net>
Source record: 15696

In article <348njv$par@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <348aj9$bq@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>I thought I let everyone know. This news group has gone down since my last post....
>
>Damn. Where'd I leave that roach spray?
>
>So Petey, any enlightened souls mail you yet thanking you for your
>contributions to the newsgroup?

This newsgroup has gone down hill since my vacation. I am sure deep down that
i have been missed...

>
> ~Chris
>
>>he he he he he
>
>>-Peter

-Peter

3647. Unix on Atari ST

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-03 19:13:26 UTC
From: tober@alkinoos.sdf.luth.se
Message-ID: <34ahsm$l5c@alkinoos.sdf.luth.se>
Source record: 15699

Does anybody know if there is a Unix clone to the Atari ST series?

--
tober@sdf.luth.se (Mats.Sandstrom@sdf.luth.se)

3648. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-03 20:11:31 UTC
From: brewer@hamlet.umd.edu
Message-ID: <34al9j$rrk@hamlet.umd.edu>
Source record: 15697
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <1994Aug29.153032.4991@bradford.ac.uk>,
David Gillies <D.A.G.Gillies@bradford.ac.uk> wrote:
>
>Sadly this does not appear to be the case: Mr Felinoid genuinely can't
>spell or write grammatical English. What *do* these people learn at school?
>
>Why is it that the commercial Internetters from the UK, who mostly use
>Demon, have a grasp of English grammar and spelling that is so much better
>than their US counterparts, who mostly use AOL? The World wonders...
>

Well if one were to listen to G. Gordon Liddy's Radio program or (programme)
you would be told it was due to Outcome Based Education. :-) Still, even
the occupants of the Logres must agree that language is a 'living' rather than
fixed thing. Thus, one must expect changes over time. The problem lies in
the fact that given much improved technology the changes are far more rapid
than they were in the past. Expect 'ugly' versions of English to appear
in the not too distant future. Too bad French isn't the 'International'
language; I would enjoy spending time making hideous grammatical errors in
French on the Internet.

-- Peter
--
SAVE Mac Desktop Unix! Tell Apple to continue A/UX! Don't Let It Happen Again!->
"Just about every computer on the market today runs Unix, except the Mac
(and nobody cares about it)." -- Bill Joy 6/21/85
********* Peter W. Brewer brewer@umd5.umd.edu **********************

3649. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-03 20:45:43 UTC
From: brewer@hamlet.umd.edu
Message-ID: <34an9n$sjm@hamlet.umd.edu>
Source record: 15698
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <33orph$4ak@sol.ccs.deakin.edu.au>,
JAMES NGUYEN <masakado@deakin.edu.au> wrote:
>I've said it before, I'll say it again.
>
>My accelerated 4000 can...
>
>- format floppies.
>- download a file.
>- transfer files.
>- generate a fractal.
>- Play a game of "Hired Guns".
>- print a document.
>
>All at the same time with no slow down whatsoever. When the PC and Mac can do that I'll
string my gonads with fuse wire and jump off a bridge.
>
>The ONLY thing that Mac and PC users can say about the Amiga is that there's no
>Commodore. Boohoo...
>

Commodore never had any respect for the Amiga. Reopen Amiga-Lorraine in
Los Gatos. Yeah, thats the ticket!

-- Peter
--
SAVE Mac Desktop Unix! Tell Apple to continue A/UX! Don't Let It Happen Again!->
"Just about every computer on the market today runs Unix, except the Mac
(and nobody cares about it)." -- Bill Joy 6/21/85
********* Peter W. Brewer brewer@umd5.umd.edu **********************

3650. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-03 21:48:09 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep3.214809.1547@escape.widomaker.com>
Source record: 15703

millert@grad.csee.usf.edu (Timothy Miller) writes:

>I have been told by someone who works for IBM that when IBM designed the
>PC, they went to Intel and had them redesign the 8088 so that the
>jump-points for the IBM BIOS and add-on cards were hard-programmed into
>the microcode.

Don't think so. The 8088 was around before DOS. What I read in the
Gates biography was that IBM designed the motherboard to jump right
into DOS and that little was done to make it generic for other OS.
But I'm not clear on that.

Another thing, CP/M ran find on the PC as does Minix, Xinu, and a few
real-time operating systems.

>This has caused problems to no end when running operating systems that
>don't want the BIOS ROM in the way and the CPU doing screwy things
>because IBM forced Intel to design it a certain way.

If they don't want BIOS then they just don't use it. The only real problem
is that it takes up some available address space. Technically, you could
install a tiny ROM and remove most of it. That would keep BIOS from doing
something on powerup that you didn't want. There are many 8088/8086
systems that aren't PC's and have a different BIOS or none at all. There
are some PC's with the original BIOS removed and replaced with a different
one too.
--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

3651. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-04 05:13:21 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.778655601@bruce.cs.monash.edu.au>
Source record: 15701
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

shendrix@escape.widomaker.com (Shannon Hendrix) writes:

>ashdown@mpr.ca (Scott Ashdown) writes:

>>>No, you don't NOTICE the slowdown. User interface response doesn't suffer.

>>Isn't that what was said? "...without slowing down interactive tasks".

No, what was actually said was along the lines of "with no slowdown at all".
It really helps to remember not what you want to remember, but what was
actually happening :-)

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

3652. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-04 10:18:38 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.778673847@krynn>
Source record: 15702

tober@alkinoos.sdf.luth.se (Mats Sandstrom) writes:

>Does anybody know if there is a Unix clone to the Atari ST series?

I have heard that Linux now is aviable but you must have a 68030 in your
machine... I would like to get a TT and try it iut though... ;)

/J
--
Shine on You crazy Diamond and make sure you Keep Talking
after all, we're only ordinary men...
/|\ Joakim Nordlander jonord@solace.mh.se

3653. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-04 14:42:53 UTC
From: bknotts@northcoast.com
Message-ID: <jpTQk8wdePrM071yn@northcoast.com>
Source record: 15705
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <morgan.0f27@krynn.augs.se>,
morgan@krynn.augs.se (Morgan Ericsson) wrote:
>
> In article <33oubi$dj9@news.iastate.edu>,
barrett@iastate.edu (Marc N. Barrett) writes:
>
> > With the exception of playing a game of "Hired Guns", a PC running
> > OS/2 2.2 CAN do all that simulteneously, and more. It can also play
> > Hired Guns as well, if Hired Guns is available for PCs.
>
> Yeah, right! We have very different OS/2 experiences. I tried OS/2 on
> my PC (A standard 486DX33 with 16Mb ram and a GUS) and it crashed more
> often than WB1.3! I used OS/2 2.1 and it crashed two times just during
> installation. But it's such a pleasure to install all those about 20
> disks a couple of times, right!
>
> And then when the installation finally worked, the rest of the system
> kept crashing. Runnig different DOS programs crashed it, runnig a game
> installation crashed it and runnig most of the games on my HD crashed it.
> Out of all the games I tried, only the demo version of raptor worked.
>

I would venture to say that yours is not the "typical" OS/2 experience, or
there would not be so many OS/2 .advocates...

But seriously, my 386DX-25 (!) runs OS/2 just fine. I've had minor
problems, but never anything I would consider serious. I doubt any
platform's ability to achieve absolute perfection. There's likely
someone out there having problems with every type of computer/OS.

Only DOS apps I haven't been able to run under OS/2 are those few that
use VCPI instead of DPMI. You can't run those under Windows either, though,
AFAIK.

And yes, I will be upgrading that motherboard soon. :-|

>No, I'd take my amiga 3000 over a PC with OS/2 any day.

I can understand that, assuming your interests correspond with the Amiga's
strengths. I hope you can understand that because of my (different)
interests, I'd take my PC with OS/2 over an Amiga 3000 "any day."

> > You need to take a visit to the 1990's. There is FAR more that
> > PC and Macs can do that Amigas can't do, then Amigas can do that PCs and
> > Macs can't do.

>
> If OS/2, Chicago and System 7 is the 1990's I'd rather skip the 90's or
> return to the 80's.
>
> Sure, Amiga OS isn't perfect but I suits me better than all of the above.
> And my PC? It has linux installed, of course. A REAL OS!

So, linux is a "real" OS, and OS/2 is, then, I would assume, an
"artificial" OS? Problem is, OS/2 can run all of my "real" software,
including the many Windows apps for which there are, sadly, no
reasonable alternative (i.e., PageMaker). Meanwhile, it is my
understanding that through WINE, linux can run Taipei, sort of.

Linux is great to have in Boot Manager, to do unix-type stuff and
for netting, but to suggest that it is the be-all, end-all PC OS
is, I believe, specious.

--

____
Brian Knotts <bknotts@northcoast.com> | finger for PGP pub. key
"Ham and eggs, and after these a pipe--an old, rank, delicious
pipe--ham and eggs and scenery, a "down grade," a flying coach,
a fragrant pipe and a contented heart--these make happiness.
It is what all the ages have struggled for." -- Mark Twain

3654. PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-04 23:35:17 UTC
From: sinclair@ins.infonet.net
Message-ID: <34dljl$c7o@insosf1.infonet.net>
Source record: 15704

Look for PowerMac price reductions on Sept.12. A 6100 for $1300 is a possibility and further puts the Falcon to shame...

-Peter

3655. Re: PowerPete brain reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-05 04:24:26 UTC
From: aspect@cats.ucsc.edu
Message-ID: <34e6hq$d3m@darkstar.UCSC.EDU>
Source record: 15706

In <34dljl$c7o@insosf1.infonet.net> sinclair@ins.infonet.net writes:

Oh wait... it can't be reduced any further...

~Chris

So, pete, any new letters from your fan club yet? well? well? well????????

>-Peter

3656. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-05 07:08:16 UTC
From: dcure@ifremer.fr
Message-ID: <1994Sep5.070816.13268@molene.ifremer.fr>
Source record: 15707

In article 778673847@krynn, jonord@krynn.solace.mh.se (Joakim Nordlander) writes:
>tober@alkinoos.sdf.luth.se (Mats Sandstrom) writes:
>
>>Does anybody know if there is a Unix clone to the Atari ST series?
>
> I have heard that Linux now is aviable but you must have a 68030 in your
>machine... I would like to get a TT and try it iut though... ;)
>

And a FPU for Falcon's user !!!

> /J
>--
>Shine on You crazy Diamond and make sure you Keep Talking
>after all, we're only ordinary men...
>/|\ Joakim Nordlander jonord@solace.mh.se

_/_/_/

3657. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-05 08:47:07 UTC
From: diehl@io.org
Message-ID: <34elub$ekh@ionews.io.org>
Source record: 15708

> This newsgroup has gone down hill since my vacation. I am sure deep
> down that i have been missed...

"With every bullet so far."
- Al Bundy

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

3658. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-05 10:59:05 UTC
From: moran@bires038
Message-ID: <34etlp$3ce@bmerha64.bnr.ca>
Source record: 15709

sinclair@ins.infonet.net wrote:
> I thought I let everyone know. This news group has gone down since my last post....

> he he he he he

Oh dear Peter! Is that a commercial Internet service provider address
that you're using?? I hope you don't now have to pay for your
download time coz` if you do, I think you're going to be VERY pissed
off when you provoke mail bombs now..... Not to mention the poor
sods who sold you the service... Not that it matters to me since as
of THIS message you are going into my killfile.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3659. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-05 15:19:22 UTC
From: djs@jet.uk
Message-ID: <1994Sep5.151922.13964@jet.uk>
Source record: 15710

In <349v2h$23n@insosf1.infonet.net> sinclair@ins.infonet.net writes:

Why does Sinclap keep changing ID? Is it because he keeps getting thrown
off Internet services for being such a twat? If so, how come he
doesn't have to change more often?

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3660. Wanted: UNIX program to access TOS disks

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-05 16:24:35 UTC
From: crath@bnr.ca
Message-ID: <CRATH.94Sep5122435@bcaricbe.bnr.ca>
Source record: 15711
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.advocacy

I have a set of backup disks I made several years ago (using Turtle)
just prior to selling my STe. I ftp'ed MTool off the net, but it only
reads standard MS-DOS disks. Has someone hacked MTool, or has some
other piece of software that can be used to access TOS floppy disks
from a UNIX workstation?

Christopher

P.S. The specific workstation is a NeXTstation, however any sofware
which compiles on a BSD based UNIX should be OK.
--
=== Christopher Rath ===== crath@bnr.ca ===== (613) 765-3141 ===
Bell-Northern Research |
Box 3511, Station `C' | ``Hydrogen is a colourless, odourless
Ottawa, ON K1Y 4H7 | gas which, given enough time, turns
FAX: (613) 763-4101 | into people.'' --- Henry Hiebert

3661. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-05 17:19:33 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Sep5111933@grasshopper.santafe.edu>
Source record: 15712

duh...

nevermind. he just isn't worth it.

--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

3662. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-05 18:18:43 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep5.181843.2806@escape.widomaker.com>
Source record: 15714

sinclair@ins.infonet.net writes:

>Look for PowerMac price reductions on Sept.12. A 6100 for $1300 is a
>possibility and further puts the Falcon to shame...

Wow... Apple is now down to only about 2 times the price of an Intel
box with the same performance.

I can't wait till the PowerPC chip is available in a non-Apple machine
so we can finally see what it can do when not saddled with the
CrappleMacOS. I used to think the Motorolla '040 was garbage because
all the Crapples running one were so incredibly slow compared to my
abacus (graphics weren't as good either). Then I saw an '040 in a
decent motherboard with a VME-bus and a good operating system and it
really screamed. CrappleMacOS must eat a huge chunk of CPU time.

I realize that a Mac is easy to use for a beginning but why does it
have to keep you chained to the GUI? Somes things are still better
done on a text screen and why suck up all that CPU for graphics when
you don't need them?

Why, after 12 years, hasn't Crapple created a decent operating system?
It doesn't have to be a choice between easy and powerful. I would be
really ticked off buying one of the current Crapples where you pay
in excess of $3000 to get what I have on my desk and you still don't
have decent video speed, filesystem speed, or a good OS.

>-Peter
--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

3663. Re: THE UGLIEST PIECE OF PLASTIC I'VE EVER SEEN.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-06 07:02:21 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <34h45t$kt0@Tut.MsState.Edu>
Source record: 15713

Chris Gray (cgra@se.alcbel.be) wrote:

: In article <33h219$l9n@cleese.apana.org.au>, dreamer@arrakis.apana.org.au (Steven Delvizis) writes:

: > [..]
: > And one more thing.. Dose the Amiga run the best sequencing package
: > in the World!!! (cubase for those who don't know) I think not!!!

: Actually the Best Sequencing Package In The World is called KCS/Omega, and
: it was originally developed for Amiga... but it does run on Ataris. ;>
: ____

: Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102
: ____

I'd have to disagree with ya...
Cubase and KCS are both really nice sequencers...loaded with features and punch...but C-Labs Notator is the my personal favorite...mainly because it doesn't glitch and barf during sequence play back just because you bumped the mouse. Notator/Creator can be multitasking three programs, sending a 64K sysex message, and playing a 200 track sequence all at once and not even skip a beat. KCS Omega hates Sysex and only multitasks with other Dr T. programs...many of which totaly stop your sequence from playing, or glitch when you activate them (actualy just clicking an option makes it glitch, let alone ask it to multitask). CueBase likes to skip beats when changing screens or clicking options as well. Notator is also the most flexible in editing and doing realtime manipulations of MIDI data. KCS is really awsome in this area, but very very hard to use and understand.
Oh well...that's my opinion and why.

Brian

3664. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-06 14:53:45 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <34hvpp$194@pepper.rutgers.edu>
Source record: 15715

sinclair@ins.infonet.net writes:

>I thought I let everyone know. This news group has gone down since my last post....

>he he he he he

>-Peter

Welcome back, sinclap2954!
I hope that you enjoyed your brief exile (but since you have no life outside
of Usenet, you probably didn't).
So tell me, what's your latest drivel concerning that great over-priced
floppy-drive-button-less piece of crap that you worship as a God!

* Tom

PS: Your right about one thing, Sinflop. This group did become kind of boring
after you were kicked off the net. I mean, what's .advocacy without
posts by idiots like yourself who has more shit coming out of your
brain than your asshole ;-)

3665. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-06 17:30:48 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Sep6113048@wijiji.santafe.edu>
Source record: 15721

actually, his new admins are *extremely* interested in not letting him
or others abuse the net.

I just thought I'd like to pass this little bit of information on to
you.

Scott
--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

3666. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-06 20:17:48 UTC
From: ashdown@mpr.ca
Message-ID: <1994Sep6.201748.6889@mprgate.mpr.ca>
Source record: 15719
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <1994Sep2.045114.2063@escape.widomaker.com> shendrix@escape.widomaker.com (Shannon Hendrix) writes:
>
>>>No, you don't NOTICE the slowdown. User interface response doesn't suffer.
>
>>Isn't that what was said? "...without slowing down interactive tasks".
>
>No, it's entirely different. It *does* slow down interactive tasks.
>You, the human, just do not notice unless it is severe.

Okay, then you're just plain wrong. The UI was at a higher pri, therefore no slowdown.

>>Sure, if you take the definition of efficiency from a textbook, where
>>examples of MT are pulled from the aims of giant batch-bound mainframes.
>
>Or small computers that have a lot of work to do. Efficiency is basically
>the ratio of time spent processing vs time spent switching context plus
>OS overhead.

You might want to reread your original post. The "work" which you were talking about there amounted to number crunching, and you gave the UI a back seat.

>Also, few modern textbooks are going to be about batch processing
>mainframes (which still do a great job on some tasks). It's been over 6

Most modern texts include such discussions.

>years since I programmed an IBM mainframe and while I have a little of
>that in my head that isn't where I get my definition of efficiency.

Again, reread your orignal post. It took you well over a week to respond, so you've obviously forgotten what you wrote.

>>I find I'm more efficient in my work if the computer reponds to *me*.
>
>Fine. It will also take longer overall. That is the tradeoff. If

What will take longer overall? Pure number crunching? Sure it will - that's obvious. However, a user is likely to gauge a machine's efficiency by how quickly it responds - to *them*. Your definition is, shal we say, archaic.

>the kernel is more responsive it's efficiency goes down. If you

There's your efficiency bit again. I guess you didn't forget.

>increase efficiency, responsiveness goes down because the computer
>is optimizing for overall throughput.

Views like this are ancient! "Overall throughput" doesn't mean much to a user
who has to wait five seconds for a window to light up when he moves the
pointer over it.

>Systems like ITS had to deal with that. Did you make for better overall
>throughput or did you make sure terminal users didn't see massive
>time lag when they hit keys on their terminals?
>
>For awhile, Linux archives had a modified scheduling algorithm for
>heavy loads like news processing. But, the higher granularity made
>the system less responsive. In the long run, the system was more
>efficient and that was good for people who were running large programs
>all the time, doing news processing every 15 minutes, etc.

If you're trying to argue that we go back to the days when maximum CPU
utilization is king, it's a wasted effort. If you're arguing something else,
state the point. Examples with no focus aren't of much use.

>>>Yeah, that's why they usually run on in interrupt. Easier to do than
>>>polling them.
>
>>No, not easier, but simply more efficient (your definition) to make it event
>>driven.
>
>I view event driven and interrupt driven as totally different. And yes,

Why would you view them differently? There's absolutely no reason - they're
identical.

>it is easier and a lot of hardware won't support interrupts. Lot's of
>systems have polled I/O ports (which, depending on the hardware, just
>*might* be better... though rarely).
>
>>Timers to *control* the drive? Rethink that.
>
>Why? Pick up a hardware manual for programming floppy devices and
>see for yourself. Not all systems do it that way, but many do.
>Look in the source code for Linux where they have to program the
>system timers in the floppy device driver code.

I don't disagree that timers are used to interface to floppies. They do
not, however, *control* the drive.

>>>>The fractal generation is at the lowest priority. The other tasks are
>>>>using constant amounts of cpu power, this one is eating all it can
>>>>get. It should get only what is left over when the other tasks have
>>>>taken their share.
>>>
>>>Sure... in a perfect and nonexistant world.
>
>>In what way is a round-robin scheme w/priority nonexistant?

>
>In that the fractal generation program will either eat a lot of CPU
>or run very slowly. In a simple round-robin tasker with priority,

Yes, it might well run very slowly. Neither myself nor the original poster
stated anything eother way. Indeed, the original poster mentioned that it
would get any left over CPU time, to which you replied 'Sure... in a perfect
and nonexistant world', which is totally incorrect.

>>I'd like to see a discussion on a robust cooperative timeshare system,
>>it'd be interesting. I doubt you'll be able to find one.
>
>First of all you said robust and I didn't. Second, priority driven
>time sharing systems may not have been robust but they existed and
>they worked after a fashion.

Yes, they did. However, the comment was *cooperative* systems. Robustness
is completely topical when it comes to MT.

>>You've obviously taking a course in operating systems and have just had your
>>first class on MT. May I suggest waiting until the end of the semester before
>>deciding you know it all?
>
>May I suggest that you take some classes? I've had mine years ago.

You might consider a refresher, then.

>>>Bwahahahahahahahhahahahahaha! If it was then people wouldn't spend $$$$
>>>on things like QNX and VxWorks. Do you make this crap up as you go along?
>
>>The Amiga OS in many ways qualifies as a realtime OS.
>
>So you are saying that AmigaOS will respond instantly to an I/O request,
>immediately dropping any other task regardless of priority, and service
>the I/O? Will it garantee microsecond context switching time? QNX
>and VxWorks do.

Your IO example assumes a hard RT system. I never stated such compliance.
(Besides, interrupt response on the Amiga is quite good indeed.)

As for microsecond context switch times, that's seriously hardware dependent,
and is largely irrelevant for many RT systems (i.e. 1us and 60us both do just
fine in many cases).

>>>>UNIX is not.
>>>
>>>Standard UNIX, no. But it doesn't keep it from doing what your Amiga does.
>>>Given that I do it every day, day in and day out, year after year I'd
>>>say you don't know much about UNIX...
>
>>I find it hard to believe you know anything about realtime SW, so I doubt
>>you use a UNIX variant as an RTOS.
>

>I never said I used UNIX as a real-time OS. I said it can do what your
>Amiga can with little trouble. Now, I do program real-time systems
>under UNIX but that isn't what I was talking about above.

You write real-time apps under UNIX but don't consider it an RTOS. I see.

>>>There are free real-time OS's that are far better than Amiga's OS for that
>>>sort of thing.
>
>>For what sort of thing? You've somehow been able to class all realtime
>>systems together and give them a standard set of environmental requirements?
>>Amazing.
>
>OK, I'll give you that. I am not classifying all of them the same. But
>I do mean to say that there are a number of freely available real-time
>kernels that are much better suited to real-time data-aquistion, control,
>logging, and embedded applications than AmigaOS.

Of course there are. But to suggest that the Amiga OS can't perform such
duties quite well (well enough that several labs use the machine for data
acquisition) is false.

>>>Also, were I work we build real-time systems with plain-vanilla UNIX.
>>>Only when we are unable to garantee real-time response to I/O are we
>>>forced to use a real-time OS. Everything else is kept real-time by
>
>>No offence, but without IO, there's no way you're dealing with a realtime
>>system. The computer's not responding to anything that's "real".
>
>Not true. A system can be responding in real time to a model or simulation
>as well as I/O hardware. The same garantees of responce time and priority

This is no longer real time. It's a simulation, hence the term "simulation".

>exist, especially when the model is simulating the real hardware and the
>user must not be able to tell which is which. We have the same software
>talking to real hardware able to talk to a simulation and it doesn't
>know the difference except that some flags are different (our user
>interface has to know after all).

Lots of people allow their RT SW to run with simulated inputs. Testing would
be pretty tough otherwise. However, if RT systems didn't have IO as a critical
component, you could just throttle the incoming data flow and eliminate most
RT concerns. Such systems become nothing more than number crunchers.

>>>clever programming, multiple CPU's, and other tricks. Our software
>
>>Oh, so you're an expert in parallel processing too, eh?
>
>Never claimed to be an expert in anything. I just claimed that you
>were wrong in your post and you were. Not totally, but you missed
>quite a few.

Hint: people who spout off about their accomplishments here are usually
trying to impress someone. I hope I wasn't the intended individual.

As for missing quite a few, you've done nothing to convince me that you're
much more than a coding lacky.

>>A user interface is, inherently, a realtime problem.
>
>No it isn't. If the OS doesn't respond to your mouse click in less than
>15ms it won't cause anything to explode, burn, trash a simulation's
>data, or cause lights and switches to be missed. It can take all day if it

You have a very narrow view of RT systems.

>wishes and nothing will be harmed. The user won't like it, but it's
>OK for it to happen. If the system is heavily loaded, it WILL happen.

You don't think the event could get lost? Why do you think events are
buffered? Look at that - bits of RT design creeping in already.

A UI isn't your classical control-the-space-shuttle RT system, but research
in this area is heavily focused to user feedback. Once you decide that the
user *needs* feedback, the system becomes real time.

An example? Sure. The dialtone on your phone shows up within a bounded
time period - the UI is an RT system.

>> The Amiga OS has several
>>features that make it suitable for such RT systems, making user interface
>>response on the machine very good indeed.
>
>Fast graphics hardware and a decent OS, not real time. My UNIX box has
>fast graphics, decent CPU, nice OS. Same effect, although better at
>handling a load. Not as small but that's OK with me.

Better at handling the load for number-crunching, not for the OS, which is
why SPARC 10s can still be made to freak out and ignore the user for a long
time compared to the Amiga (and we're talking stock A2000 here).

As an aside, the Amiga's graphics are anything but fast.

>I don't really think the Amiga would be a good platform unless you
>had source code and could get one on a nicer bus (like VME).

VME? With the 64bit extensions that came in with (AFAIK) Revision D? The
whole system is far too slow, not being desinged with modern convienences
like controlled-slope drivers in mind. NewBridge uses VME for setup/takedown
of communications only, and employs FDDI on the front panel for actual data
transfer. Why would they have to do this if VME were the saviour?

Although it's definitely PC-directed, PCI is nicer in many ways, and if
there's ever another Amiga, it'll have PCI.

As for source, if you mean you like hacking the OS, there are few machines
that are as flexible as the Amiga.

>>Pick up a few textbooks.
>
>Bite me. I've got all I need if not all I want.
>
>>Until you've read them, pray daily that your
>>employer doesn't read your post. You just might lose your job.
>
>Sure... shakin' in my boots. About all he would do is laugh at you.

Laugh at me for your post? Why?

--
Scott Ashdown
Engineer, MPR Teltech Ltd.
Burnaby, British Columbia, Canada.
ashdown@mprgate.mpr.ca

3667. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-06 20:20:26 UTC
From: ashdown@mpr.ca
Message-ID: <1994Sep6.202026.7021@mprgate.mpr.ca>
Source record: 15720
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <berndm.778655601@bruce.cs.monash.edu.au> berndm@cs.monash.edu.au (Bernd U Meyer) writes:
>
>>>>No, you don't NOTICE the slowdown. User interface response doesn't suffer.
>
>>>Isn't that what was said? "...without slowing down interactive tasks".
>
>No, what was actually said was along the lines of "with no slowdown at all".
>It really helps to remember not what you want to remember, but what was
>actually happening :-)

Well, if she actually meant that slowdown was occuring but was so minor that the user didn't notice it, then she can't possibly under stand RR pri MT systems. I gave her the benefit of the doubt.

--
Scott Ashdown
Engineer, MPR Teltech Ltd.
Burnaby, British Columbia, Canada.
ashdown@mprgate.mpr.ca

3668. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-06 20:59:23 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <34il7b$bv7@pepper.rutgers.edu>
Source record: 15716

sinclair@ins.infonet.net writes:

>Look for PowerMac price reductions on Sept.12. A 6100 for $1300 is a possibility and further puts the Falcon to shame...

>-Peter

The fire sale continues!!! Apple is once again forced to reduce the prices of its ridiculously expensive (and crappy) machines!

As soon as Apple gets that price down to about 2 cents, I might consider buying a Macinshit. Until then, save your breath Peter!

* Tom
* Real computers have disk-eject buttons!
* Real computers have parallel printer ports!
* Real people don't have intimate relations with their machines!

3669. May '94 "Sinclap Go Home" Survey results anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-06 22:45:26 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <34ire6$n0l@pepper.rutgers.edu>
Source record: 15717

Remember the "Sinclap Go Home" Survey that I conducted in May. I went home for Summer vacation before all the results were in, but at the time I left I had 3 yea's E-mailed to me and saw 5 yeas and 1 nay posted (8-1). I know no one can anything about E-mailed responses, but does anyone know how many yea's and nay's were posted. Any information on this would be greatly appreciated.

On another note, what is the current top-of-the-line Atari computer, what chip does it use, who big is its hard disk, and how much memory can be put into it? I am not planning on buying an Atari (my next computer will be a 486DX2/66) but I am just curious.

Thank you,

* Tom

PS: Has the LORD (Steve) ever reappeared here? This group isn't the same w/o him. He was like Sinclap, except with brains, manners, and a more subtle "Buy a Mac" campaign.

3670. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-07 06:24:40 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.778919080@sfu.ca>
Source record: 15718

shendrix@escape.widomaker.com (Shannon Hendrix) writes:

>Wow... Apple is now down to only about 2 times the price of an Intel
>box with the same performance.

What Intel PC can you get for $1300 with the same Spec ratings, a 16-bit video card, a 44KHz stereo sound card, a 44KHz stereo input mike and a good mouse?

3671. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-07 15:39:17 UTC
From: mcookson@cats.ucsc.edu
Message-ID: <34kmr5$ii0@darkstar.UCSC.EDU>
Source record: 15722

Brian Quinlan <quinlan@kits.sfu.ca> wrote:
>shendrix@escape.widomaker.com (Shannon Hendrix) writes:
>>Wow... Apple is now down to only about 2 times the price of an Intel
>>box with the same performance.
>What Intel PC can you get for $1300 with the same Spec ratings, a 16-bit
>video card, a 44KHz stereo sound card, a 44KHz stereo input mike and a
>good mouse?

I don't see how this is really relevant to atari, but . . .

$1300 is an attractive price on a PowerMac, but it is still possible to
beat that price with an Intel.

Add the numbers, you can get a low end (60MHz) Pentium for that price.
The Pentum has similar specint numbers to the PowerPC (the main advantage is
the cost of the chip). [The PowerPC 604 will blow doors on the Pentium, but
that is a little while away].

Here is my computation incase you doubt it:

Case + Fan $70, mouse $20, keyboard $40, floppy $80, 250MB HD $140,
4 MB memory $150, 44KHz sound card $60, video $80, motherboard $200,
60MHz Pentium $500.

Remember, the PowerMac 6100 has pretty poor video speed, so I did not include
a good video card. Sound cards are a dime a dozen.

We will see if Apple even drops the 6100 that low. Of course the Mac doesnt
come with a keyboard, so that gives a few bucks leeway on the other numbers,
but they are all reasonable.

For a more relevant question, how much IS a Falcon and a TT? How
about other atari computers? I have not looked at price is a long time.

- mike

3672. Re: May '94 "Sinclap Go Home" Survey results anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-07 16:06:43 UTC
From: aspect@cats.ucsc.edu
Message-ID: <34koej$j1j@darkstar.UCSC.EDU>
Source record: 15723

In <34ire6$n0l@pepper.rutgers.edu> trauth@pepper.rutgers.edu (Thomas Trauth) writes:

>On another note, what is the current top-of-the-line Atari computer, what chip
>does it use, who big is its hard disk, and how much memory can be put into it?
>I am not planning on buying an Atari (my next computer will be a 486DX2/66) but
>I am just curious.

Still the same. I wouldn't expect any new atari computers from atari for a
while, I'd give it about a year. Clones are coming out, so I'd venture that the
Medusa/Pandora can be considered the top of the line for now. It has a 64mhz
040 and you basically order the gfx and HD you want. It is expensive, though.

>Thank you,

>* Tom

>PS: Has the LORD (Steve) ever reappeared here? This group isn't the same w/o
> him. He was like Sinclap, except with brains, manners, and a more subtle
> "Buy a Mac" campaign.

Nope. I think he's still upset at me. :)

~Chris

3673. Re: May '94 "Sinclap Go Home" Survey results anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-07 19:42:58 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <34l542$hkl@pepper.rutgers.edu>
Source record: 15729

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>In <34ire6$n0l@pepper.rutgers.edu> trauth@pepper.rutgers.edu (Thomas Trauth) writes:

>>On another note, what is the current top-of-the-line Atari computer, what chip
>>does it use, who big is its hard disk, and how much memory can be put into it?
>>I am not planning on buying an Atari (my next computer will be a 486DX2/66) but
>>I am just curious.

>Still the same. I wouldn't expect any new atari computers from atari for a
>while, I'd give it about a year. Clones are coming out, so I'd venture that the
>Medusa/Pandora can be considered the top of the line for now. It has a 64mhz
>040 and you basically order the gfx and HD you want. It is expensive, though.

Will this new Atari coming out in a year have a RISC chip? It seems that everyone
outside the Microsoft/Intel Axis is going RISC nowadays. I even saw articles last
year c.s.amiga.adv that said that an Amiga based on the HP PA-RISC chip would
eventually come out (with "eventually" probably meaning the year 2000 or something).

>>PS: Has the LORD (Steve) ever reappeared here? This group isn't the same w/o
>> him. He was like Sinclap, except with brains, manners, and a more subtle
>> "Buy a Mac" campaign.

>Nope. I think he's still upset at me. :)

If that guy had one problem, it was his complete lack of a sense of humor. He took
everything that was posted WAYYYY too seriously! Oh well <sigh>. I guess he's one
of those guys who has no life outside of Usenet.

Speaking of guys that have no life outside of Usenet, what did Sinclap (Sinclair,
whatever...) do that was so attrocious as to motivate his system administrator to
deprive him of his livelihood. I did not read Usenet during the Summer (had better
thing to do) and missed the post(s) on rec.video.games.atari that supposedly got
him in trouble.

> ~Chris

*
* TOM TRAUTH
* trauth@paul.rutgers.edu
* The Mac is evil! (I have proof)
*

* Still have a working Atari 800 (as soon as I put it back together at least) :)

3674. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-07 21:27:08 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Sep7.212708.46058@rmece02.upr.clu.edu>
Source record: 15724

In article <34hvpp$194@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
|> sinclair@ins.infonet.net writes:
|>

[stuff deleted]

|> * Tom
|>
|> PS: Your right about one thing, Sinflop. This group did become kind of boring
|> after you were kicked off the net. I mean, what's .advocacy without
|> posts by idiots like yourself who has more shit coming out of your
|> brain than your asshole ;-)

You shouldn't wish for this, even if the list gets boring.
Believe me.

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

3675. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-07 21:53:36 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <Cvs4tC.8Fq@freenet.buffalo.edu>
Source record: 15725

Say, I'd love to know where I can ger a 250mb IBM hard drive for $140!!
Perhaps you can let us in on who your distributer/manufacturer is ?

Phillip Fries

3676. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-08 00:56:28 UTC
From: sinclair@ins.infonet.net
Message-ID: <34lnfs$m5v@insosf1.infonet.net>
Source record: 15726

In article <34kmr5$ii0@darkstar.UCSC.EDU>, mcookson@cats.ucsc.edu (tCW) writes:
>
>Brian Quinlan <quinlan@kits.sfu.ca> wrote:
>>shendrix@escape.widomaker.com (Shannon Hendrix) writes:
>>>Wow... Apple is now down to only about 2 times the price of an Intel
>>>box with the same performance.
>>What Intel PC can you get for $1300 with the same Spec ratings, a 16-bit
>>video card, a 44KHz stereo sound card, a 44KHz stereo input mike and a
>>good mouse?
>
> I don't see how this is really relevant to atari, but . . .
>
> $1300 is an attractive price on a PowerMac, but it is still possible to
>beat that price with an Intel.
>
> Add the numbers, you can get a low end (60MHz) Pentium for that price.
>The Pentum has similar specint numbers to the PowerPC (the main advantage is
>the cost of the chip). [The PowerPC 604 will blow doors on the Pentium, but
>that is a little while away].
>
> Here is my computation incase you doubt it:
>
> Case + Fan $70, mouse $20, keyboard $40, floppy $80, 250MB HD $140,
> 4 MB memory $150, 44KHz sound card $60, video $80, motherboard $200,
> 60MHz Pentium $500.

How many people are going to assemble their system?

>
> Remember, the PowerMac 6100 has pretty poor video speed, so I did not include
>a good video card. Sound cards are a dime a dozen.
>
> We will see if Apple even drops the 6100 that low. Of course the Mac doesnt
>come with a keyboard, so that gives a few bucks leeway on the other numbers,
>but they are all reasonable.
>

Keyboards are cheap. There will be a Performa version of one of the PowerMac
models soon that will include a keyboard and monitor.

> For a more relevant question, how much IS a Falcon and a TT? How
>about other atari computers? I have not looked at price is a long time.
>

To much....The Falcon 4/80 still costs $1300 for a 16 mhz 030!
>- mike

Hey, I lived in Santa Cruz from '77-78'. My mom recieved her BA at the UCSC campus. It's a nice campus on the coast. Have they reneamed College 5 and 8 yet?

-Peter
-Send comments and complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

3677. Re: May '94 "Sinclap Go Home" Survey results anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-08 01:00:54 UTC
From: sinclair@ins.infonet.net
Message-ID: <34lno6$m5v@insosf1.infonet.net>
Source record: 15727

In article <34koej$j1j@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <34ire6$n0l@pepper.rutgers.edu> trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>
>>On another note, what is the current top-of-the-line Atari computer, what chip
>>does it use, who big is its hard disk, and how much memory can be put into it?
>>I am not planning on buying an Atari (my next computer will be a 486DX2/66) but
>>I am just curious.

The $1300 Falcon 4/80 is the current one.
>
>Still the same. I wouldn't expect any new atari computers from atari for a
>while, I'd give it about a year. Clones are coming out, so I'd venture that the
>Medusa/Pandora can be considered the top of the line for now. It has a 64mhz
>040 and you basically order the gfx and HD you want. It is expensive, though.
>

Atari will not come out with another computer. Who would buy it?
>>Thank you,
>
>>* Tom
>
>>PS: Has the LORD (Steve) ever reappeared here? This group isn't the same w/o
>> him. He was like Sinclap, except with brains, manners, and a more subtle
>> "Buy a Mac" campaign.
>
>Nope. I think he's still upset at me. :)
>
> ~Chris
>

-Peter
-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

3678. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-08 07:03:10 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.779007790@sfu.ca>
Source record: 15728

This thread does not belong on this group but I didn't start it and
I think that I should be able to argue anything that I don't
beleive.

mcookson@cats.ucsc.edu (tCW) writes:

> $1300 is an attractive price on a PowerMac, but it is still possible to
>beat that price with an Intel.

> Add the numbers, you can get a low end (60MHz) Pentium for that price.
>The Pentum has similar specint numbers to the PowerPC (the main advantage is
>the cost of the chip). [The PowerPC 604 will blow doors on the Pentium, but
>that is a little while away].

The 60MHz pentium specs 10% faster for integer and 30% slower for floating
point performance. I would say the PPC beats it for pure SPEC and
remember that the 6100/60 has on optional L2 cache card that we are
not counting.

> Here is my computation incase you doubt it:

> Case + Fan $70, mouse $20, keyboard $40, floppy $80, 250MB HD $140,
> 4 MB memory $150, 44KHz sound card $60, video $80, motherboard $200,
> 60MHz Pentium $500.

You are buying a totally crappy mouse for the PC. The Apple mouse is sold
for $99. I don't know where you can get a 250Mb HD for $140 but if you
can that's a great deal! $1.78/Mb. The 6100 comes with 8Mb of RAM so you
will have to upgrade your pentium. Can you get a 16-bit 3 channel 44KHz
card for $60 without it using FM systhesis? Now all you need to add to
your pentium is a SCSI port, ethernet and a mic (44KHz stereo) and you
have $0 to do it with :)

> Remember, the PowerMac 6100 has pretty poor video speed, so I did not include
>a good video card. Sound cards are a dime a dozen.

I would think that the 6100 video is faster than a $80 video card. Are there
any $80 video cards with 1Mb VRAM?

> We will see if Apple even drops the 6100 that low. Of course the Mac doesnt
>come with a keyboard, so that gives a few bucks leeway on the other numbers,
>but they are all reasonable.

If you subtract the keyboard cost from the PC you get $1300 exactly so you
don't get any leeway.

3679. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-08 16:07:22 UTC
From: bjgrier@bnr.ca
Message-ID: <34ncrq$t0n@nrtphaa9.nt.com>
Source record: 15740

In article <1994Sep5.151922.13964@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> In <349v2h$23n@insosf1.infonet.net> sinclair@ins.infonet.net writes:
|>
|> Why does Sinclap keep changing ID? Is it because he keeps getting thrown
|> off Internet services for being such a twat? If so, how come he
|> doesn't have to change more often?
|>

Because he keeps getting kicked off for being about as clueless as one can get.
(oh he will TELL you that the first time was because the moved his account from
one system to another and was not allowed to keep the same user id. Yeah right :)

The reason he does not have to change it more often is that most people use
kill files, and it takes those that don't a while to get pissed off enough
to complain to the postmaster.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

3680. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-08 17:04:46 UTC
From: miked@arador.nsc.com
Message-ID: <CvtM3z.KK3@nsc.nsc.com>
Source record: 15732

Phillip M. Fries <ah818@freenet.buffalo.edu> wrote:
>Say, I'd love to know where I can ger a 250mb IBM hard drive for $140!!
>Perhaps you can let us in on who your distributer/manufacturer is ?

I could send you a catalog if you mail me your address.

This is not such an amazing deal.. It is a little hard to find low
density drives for cheap because of manufacturing costs, but it is possible.

In fact $140 for 1 250mb IDE hard drive is not very good from a $ per
Mb value. (I.e. it is more than $.50 a MB).

2.1 gb (formatted) drives can be found for $600 to $700.

But anyhow, if you really want a 250mb drive for $140 I can mail you a
catalog. There are at least two stores near here than can do that sort of
price.

- mike

3681. Re: May '94 "Sinclap Go Home" Survey results anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-08 20:55:46 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Sep8145546@wijiji.santafe.edu>
Source record: 15734

```
>>>>> "sinclair" == sinclair <sinclair@ins.infonet.net> writes:
sinclair> -Peter
sinclair> -Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

*chuckle*

--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org
```

3682. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-08 21:23:57 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <34nvdd$6g8@pepper.rutgers.edu>
Source record: 15730

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <34hvpp$194@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>|> sinclair@ins.infonet.net writes:
>|>

>[stuff deleted]

>|> * Tom
>|>
>|> PS: Your right about one thing, Sinflop. This group did become kind of boring
>|> after you were kicked off the net. I mean, what's .advocacy without
>|> posts by idiots like yourself who has more shit coming out of your
>|> brain than your asshole ;-)

> You shouldn't wish for this, even if the list gets boring.
>Believe me.

I believe, I believe!!
Sorry for my incredible stupidity.
Fortunately, there are always kill
files.

*
* TOM TRAUTH
* trauth@paul.rutgers.edu
* The Mac is evil! (I have proof)
*

* "@ins" is the mark of the Devil!!!

3683. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-08 21:27:45 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <34nvkh$6lo@pepper.rutgers.edu>
Source record: 15731

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>In article <1994Sep5.151922.13964@jet.uk>, djs@jet.uk (David Stevenson) writes:
>|> In <349v2h$23n@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>|>
>|> Why does Sinclap keep changing ID? Is it because he keeps getting thrown
>|> off Internet services for being such a twat? If so, how come he
>|> doesn't have to change more often?
>|>

>Because he keeps getting kicked off for being about as clueless as one can get.
>(oh he will TELL you that the first time was because the moved his account from
>one system to another and was not allowed to keep the same user id. Yeah right :)

>The reason he does not have to change it more often is that most people use
>kill files, and it takes those that don't a while to get pissed off enough
>to complain to the postmaster.

>Brian

What'll he do when he runs out of Internet services?
Commit suicide perhaps? What an enticing thought. ;-)

*
* TOM TRAUTH
* trauth@paul.rutgers.edu
* The Mac is evil! (I have proof)
*

* Cedar Falls, IA, is Shitsville USA!!!!!!!!!

3684. Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 01:58:57 UTC
From: trauth@torch.rutgers.edu
Message-ID: <34ofh1$gj@torch.rutgers.edu>
Source record: 15736

A) They don't make very good doormatts.
B) They can't be used to make popcorn.
C) They take up too much room in the closet.
D) They never released a System 7 version of Star Raiders.
E) They aren't compatible with the Nintendo Game Boy.
F) They don't make your bed for you.
G) You can't go to bed with one of them (unless you're Sinclap)
H) Sinclap uses them.
I) They can't run non-Mac software except under slow emulation.
J) They are uncivilized.
K) They make their users uncivilized (just look at old Clapper).
L) They render their users unable to write a complete and
grammatically correct sentence (see K).
M) They fry their users brains (see K).
N) They can't slice bread.
O) They don't drink.
P) They aren't cool.
Q) You can't dance with them (once again, Sinclap is an
exception here).
R) You can't eat them for dinner (even IF you're Sinclap).
S) They are the official computer of Iowa, the most boring
state in the Union.
T) They can't play your old Elvis records.
U) They are named after a kind of fruit.
V) They are made by Apple.
W) You can't shoot Sinclap with them.
X) They aren't sexy (no matter what Sinclap thinks).
Y) They aren't waterproof.
Z) They just plain suck!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

* Tom

3685. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 02:16:52 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep9.021652.6495@escape.widomaker.com>
Source record: 15735

tCW (mcookson@cats.ucsc.edu) wrote:

: Add the numbers, you can get a low end (60MHz) Pentium for that price.
: The Pentum has similar specint numbers to the PowerPC (the main advantage is
: the cost of the chip). [The PowerPC 604 will blow doors on the Pentium, but
: that is a little while away].

The problem is that the MacOS is so doggone slow. Slow graphics on
most Mac's don't help much either. That's one reason I wish Apple
and Atari and all of them would do like PC's and always have a standard
expansion bus so you can upgrade later. Standard cases that can take
new motherboards would be great too.

There is no reason at all why an Atari built in 1986 should not still
be running with the latest Atari motherboard. They had only to create
a standard crate and stick with it.

: We will see if Apple even drops the 6100 that low. Of course the Mac doesnt
: come with a keyboard, so that gives a few bucks leeway on the other numbers,
: but they are all reasonable.

I wonder why no one has created a way to plug standard PC keyboards into
a Mac? They are so much cheaper.

: For a more relevant question, how much IS a Falcon and a TT? How
: about other atari computers? I have not looked at price is a long time.

I ordered a Toad catalog two weeks ago but it's not arrived yet or I'd
say. Last time I checked some of them were decently priced while others
were a bit on the high side.

: - mike

--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

3686. Top Ten ways to kill Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 02:21:09 UTC
From: trauth@torch.rutgers.edu
Message-ID: <34ogql$j2@torch.rutgers.edu>
Source record: 15737

10. Complain to his system administrator.
9. Force him to watch the destruction of 100 PowerMacs.
8. Disgrace him by posting his picture all over the Net.
7. Force him to buy an Atari ST.
6. Make him trade in his beloved Game Boy for a Jaguar.
5. Put a virus in his Mac that flashes "ATARI RULES"
every time he boots it.
4. Tie his ankle to box containing 25 PowerMacs and throw
it off a cliff.
3. Resurrect Commodore.
2. Make the Atari Lynx the #1 computer in the world.

And (drums please) ...

The #1 way to kill Sinclap is to banish him forever from
Usenet, which would deprive him of the only thing
he lives for and thus force him to commit suicide!

(Applause please)

* Tom (Letterman) Trauth
* "@ins" is the mark of the Devil!

PS: If anyone can think of any more creative ways to kill our
friend Peter Sinclair-Day, please post them as a
follow-up to this post. Thank you.

3687. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 02:28:06 UTC
From: raine@msupa.pa.msu.edu
Message-ID: <raine.43.00B61B86@msupa.pa.msu.edu>
Source record: 15733
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

>Jani Miettinen (t93074@mail.vitech.fi) wrote:
>: Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
>: : jthomas@pluto.njcc.com (Jay Thomas) writes:

>: : >masakado@deakin.edu.au (JAMES NGUYEN) writes:

>: : >>I've said it before, I'll say it again.

>: : >>My accelerated 4000 can...

>: [...do a miracle?]

>: : >>All at the same time with no slow down whatsoever. When the PC and Mac
>: : ^^^^^^^^^^^^^^^^^^^^^^
>: : That is bullshit. Every task you add to *ANY* CPU on the planet slows it
>: : down, end of story. It may or may not affect what the user sees depending
>: : on the mix of tasks.
>That's simply true.

>: I don't know about your CPU, but mine will not certainly slow down when I
>So you didn't read the article to the end ? (He has a 40 MHz 486...)

>: add tasks. Tasks might get little less CPU time than before when new tasks
>: were launched, but CPU won't slow down. :)

***This is the point the CPU is still running a XX MHz it dose not slow down!**
It's a Joke get it. Stupid.

>Oh, so you nice, swell, intelligent guy can tell me why there are multiprocessor
>Supercomputers and Workstations with over 340 Mips [the workstations] (Gee, your
>Amiga has - umh, ohh let's see... about 12 MIPS ?) when they could simply buy
>that great AMIGA, which never, ever will slow down ? :-) ROTFL !

>: : The day you get a computer than can divide itself among tasks with no slow-
>: : down you'll be Nobel Prize material and wealthy beyond your wildest dreams.
>: : It simply is not possible.
>I agree.

>: There you have it. Buy Amiga, it's CPU won't slowdown when more tasks
>: are added.
>See above. Dream on!

I got it. The fact that these guys are going ape shit over it just adds to my
ammusement. HA HA HA HA HA :-)

Only Amiga Makes it Happen Bob Raine

The computer for the creative mind Michigan State University
Make Up Your Own Mind Physics Astronomy Dept.
Amiga / The Alternative Raine@msupa.pa.msu.edu

3688. this is a test

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 11:16:08 UTC
From: jons@stud.cs.uit.no
Message-ID: <1994Sep9.111608.17178@news.uit.no>
Source record: 15738

```
This is a test...
```

... I haven't lost my mind; it's backed up on tape somewhere!

 Blue Wave/QWK v2.12

3689. this is a test

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 11:16:17 UTC
From: jons@stud.cs.uit.no
Message-ID: <1994Sep9.111617.17236@news.uit.no>
Source record: 15739

```
This is a test...
```

... I haven't lost my mind; it's backed up on tape somewhere!

 Blue Wave/QWK v2.12

3690. Re: Top Ten ways to kill Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 12:30:05 UTC
From: moran@bires069
Message-ID: <34pkgd$99g@bmerha64.bnr.ca>
Source record: 15741

Thomas Trauth (trauth@torch.rutgers.edu) wrote:
[deleted]
>
> The #1 way to kill Sinclap is to banish him forever from
> Usenet, which would deprive him of the only thing
> he lives for and thus force him to commit suicide!

> PS: If anyone can think of any more creative ways to kill our
> friend Peter Sinclair-Day, please post them as a
> follow-up to this post. Thank you.

Or just mail-bomb now that he uses a commercial service. A bit hard
on the legitimate users of that service though.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3691. Re: Top Ten ways to kill Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 12:53:35 UTC
From: rappleye@felix.kodak.com
Message-ID: <34plsf$p18@kodak.rdcs.Kodak.COM>
Source record: 15742

Shouldn't this be the top 10 ways to kill c.s.a.a? Peter is the only thing that keeps this group going.

RevDrFreak
'foot soldier

3692. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 12:59:01 UTC
From: rappleye@felix.kodak.com
Message-ID: <34pm6l$p18@kodak.rdcs.Kodak.COM>
Source record: 15743

In article <34kmr5$ii0@darkstar.UCSC.EDU>
mcookson@cats.ucsc.edu (tCW) writes:

>
> Here is my computation incase you doubt it:
>
> Case + Fan $70, mouse $20, keyboard $40, floppy $80, 250MB HD $140,
> 4 MB memory $150, 44KHz sound card $60, video $80, motherboard $200,
> 60MHz Pentium $500.
>
Now what are the prices for an assembled/tested system from a major
manufacturer? If your going to do a comparison, do it fairly. Like it
or not, the PPCs will be getting very price competetive, and price
competition is a good thing for all of us.

RevDrFreak
'foot soldier

3693. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 14:00:54 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94252.100054STIRRE31@MAINE.MAINE.EDU>
Source record: 15747

Brian,
You mean that you LIKE the Mac mouse?! Ugh! If it is a $99 item
than there is a problem. My friend hated the new Mac mouse because
if you press the button down too hard to drag it usually causes mouse
movements to be very difficult. This wasn't a desgn problem; he just
shouldn't press down so hard, right? :-). Another thing I hate about
the Mac is the keyboard. For all the complaints about the ST/Falcon
keyboard they are so much nicer than the Mac's.
Back to the mouse: try out a Golden Image mouse: $60. Much nicer
than the Mac mouse.
-scott tirrell

3694. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 15:29:37 UTC
From: hwe@uebemc.siemens.de
Message-ID: <34pv11$ruv@bodo.uebemc.siemens.de>
Source record: 15749
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Jani Miettinen (t93074@mail.vitech.fi) wrote:
: Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
: : jthomas@pluto.njcc.com (Jay Thomas) writes:

: : >masakado@deakin.edu.au (JAMES NGUYEN) writes:

: : >>I've said it before, I'll say it again.

: : >>My accelerated 4000 can...

: [...do a miracle?]

: : >>All at the same time with no slow down whatsoever. When the PC and Mac
: : ^^^^^^^^^^^^^^^^^^^^^^
: : That is bullshit. Every task you add to *ANY* CPU on the planet slows it
: : down, end of story. It may or may not affect what the user sees depending
: : on the mix of tasks.
That's simply true.

: I don't know about your CPU, but mine will not certainly slow down when I
So you didn't read the article to the end ? (He has a 40 MHz 486...)

: add tasks. Tasks might get little less CPU time than before when new tasks
: were launched, but CPU won't slow down. :)

Oh, so you nice, swell, intelligent guy can tell me why there are multiprocessor
Supercomputers and Workstations with over 340 Mips [the workstations] (Gee, your
Amiga has - umh, ohh let's see... about 12 MIPS ?) when they could simply buy
that great AMIGA, which never, ever will slow down ? :-) ROTFL !

: : The day you get a computer than can divide itself among tasks with no slow-
: : down you'll be Nobel Prize material and wealthy beyond your wildest dreams.
: : It simply is not possible.
I agree.

: There you have it. Buy Amiga, it's CPU won't slowdown when more tasks
: are added.
See above. Dream on!

: ========================
: = Jani Miettinen =
: = t93074@mail.vitech.fi =
: ========================

Well, I myself am sitting here at a SparcStation 10 with quite a lot more
CPU-Power, than any Amiga will perhaps ever have (nearly 100 Mips) - and
I'm still sometimes annoyed, because I have to wait for some tasks. But

maybe it's only because I use it in a large Multiuser-Networked-Environment
with lot's of Power-hungry users and a GUI, that allows me to run a programm
on a Supercomputer and have it's graphical output onto *MY* screen !?

Believe a grown-up, who has left these nice toy computers, you are talking
about, some years ago, that the slowdown on any machine is depending on:

- how many tasks you try to run at the same time
- how much real CPU-time is needed for that program
(What does your Amiga, if you start 10 times the fractal
program ? - Do you have any chance to start any other program,
then? Try starting a C-compiler at the same time - have fun!)
- the amount of memory you have
- how fast your harddisk is (important for swapping...)
- how your operating performs the taskswitches and
copes with your resources
- how many CPUs and/or special I/O-processors your machine has

Well, i don't believe that this list is complete, but it covers some of the
most important things.

I started my computer carreer with a 300 baud acoustic coupler logged into
a host system at a university with more than 20 people standing around me,
while i was hacking into some kind of teletyper (some kind of a printer
with a keyboard added :-). - I know, i know - That's quite sophisticated
technology. I know some people which had to wire their programs into magnetic
rings... :-) - But that's the way i started.

Later I bought myself an ATARI 800 XL which I was very fond of, because it
was much better than that !@$#-C64, and much cheaper than the Apple][
which my friend had.

Later i was interested in some faster hardware, so i asked around which
computer has the best architecture, processor, basic software (not the
language!) and operating system.

I had the choice between a 286, a Mac, an Atari ST and an AMIGA.
- I chosed the ST. - And: I still love it.

But later i needed much more power and i got in touch with real multitasking
systems. So I first tried to speed up my ST. But it was of not much use.
There was for a long time no multitasking OS available, and the sheer need
of power for those really mighty systems forced me to buy an Intel-based
System. (I still hate this dang thing! - But there's no cheap alternative
for a power-hungry...)

I do use my 486-40 MHz under DOS only for the nice Games, they have. And
if i have some real work to do - I boot Linux !!!!
It's quite nice for me, because in the meantime i have an old Sun 3/60
so i can use them with NFS, X11, and so on. I can share each others
hardware and have still one of my beloved 680x0-CPU's with an OS for
grown-ups...

By the way: If you don't have a grown-up OS like SunOS 4.1.3 and have some trouble with a BUG, what do you do on your Amiga ? - Gee - You can *wait* ! - And hope for someone who may sometimes run into the same bug. And then you have to wait for some thousends more, and then you can get a new Version of your OS - The bug still won't be fixed...

So I really love Linux, because if you have a problem there, it's up to your's to fix it!!! - Just only having the possibility to do that gives me a *very* good feeling.

So, dear Jani, please don't feel too much offended, when I suppose you now:

Flame on:

Go and get yourself a *real* computer, with a *real* operating System, and keep your baby-talk about your *dream-machine* (AMIGA) for yourself.
It's too obvious that you don't have any real expierience with computers at all.

Flame off!

Best wishes,

Herbert

---
hwe == Herbert Wengatz, FRG, Munich
"If it has tits, or wheels, or a CPU - it will cause you troubles!"

3695. Re: PowerMac price reductions(?)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 16:32:55 UTC
From: miked@arador.nsc.com
Message-ID: <CvvFAv.A9n@nsc.nsc.com>
Source record: 15748

Brian Quinlan <quinlan@kits.sfu.ca> wrote:
>mcookson@cats.ucsc.edu (tCW) writes:
>> $1300 is an attractive price on a PowerMac, but it is still possible to
>>beat that price with an Intel.
>
>> Add the numbers, you can get a low end (60MHz) Pentium for that price.
>>The Pentum has similar specint numbers to the PowerPC (the main advantage is
>>the cost of the chip). [The PowerPC 604 will blow doors on the Pentium, but
>>that is a little while away].
>
>The 60MHz pentium specs 10% faster for integer and 30% slower for floating
>point performance. I would say the PPC beats it for pure SPEC and
>remember that the 6100/60 has on optional L2 cache card that we are
>not counting.

Yeah, the Pentium uses an external cache as well. Generally 256K, 512K, or
1MB (1MB is very costly. 256K is basically free on the motherboard). I would
expect pretty similar performace. I am not an Intel fan, and their
architecture is likely to slow down real life performance. But the PPC is
probably not being used as well as it should be in the Mac OS.

>> Here is my computation incase you doubt it:
>
>> Case + Fan $70, mouse $20, keyboard $40, floppy $80, 250MB HD $140,
>> 4 MB memory $150, 44KHz sound card $60, video $80, motherboard $200,
>> 60MHz Pentium $500.
>
>You are buying a totally crappy mouse for the PC. The Apple mouse is sold
>for $99. I don't know where you can get a 250Mb HD for $140 but if you
>can that's a great deal! $1.78/Mb. The 6100 comes with 8Mb of RAM so you
>will have to upgrade your pentium. Can you get a 16-bit 3 channel 44KHz
>card for $60 without it using FM systhesis? Now all you need to add to
>your pentium is a SCSI port, ethernet and a mic (44KHz stereo) and you
>have $0 to do it with :)

The SCSI port is not really needed for a PC. It is a luxury. You can get
a Microsoft mouse in a plain box for like $45. That is a decent quality
mouse. True a $20 mouse probably sucks pretty badly. The HD price is
possible, but deffinately a good deal. (IDE is much cheaper than SCSI for
small drivers. For > 2 GB the price difference is much less). As far as
sound, the Pro Audio Spectrum offers 4 channel 44KHz 16 bit sound. I
honestly do not know if this is using FM synthesis. (Well, the card does use
FM synthesis, but it might also have other capabilities - I dont know).
(I have not been impressed with any IBM sound card simply because they have
a tendancy to have some static and discontinuous sounds. But ignoring that

fact, they do have good sound quality.) [Also you get MIDI thrown in the deal. That would probably add a few bucks to the cost of the Mac]

>> Remember, the PowerMac 6100 has pretty poor video speed, so I did not include
>>a good video card. Sound cards are a dime a dozen.
>
>I would think that the 6100 video is faster than a $80 video card. Are there
>any $80 video cards with 1Mb VRAM?

I think you could get older 1 MB VRAM cards for that price. Maybe an Orchid Pro Designer II or somenthing like that.

>> We will see if Apple even drops the 6100 that low. Of course the Mac doesnt
>>come with a keyboard, so that gives a few bucks leeway on the other numbers,
>>but they are all reasonable.
>
>If you subtract the keyboard cost from the PC you get $1300 exactly so you
>don't get any leeway.

Yeah, all in all $1300 is really not possible for a Pentium system. You could do it, but it would be very stripped down and have several low quality components.

I like Macs better anyhow :-)

But I don't think I would even consider a 6100 for my self. I just don't like the machine. It does not offer much expandibility, and has some other less than attractive features. I would put my bottom line at a 7100.

Apple has a real bad tendancy to rip you off for the middle and high end of their product line. The bottom line has been driven down to compete with the PC world.

For example, if you want the Mini-tower for your Mac (which I think is reasonable) and at least 3 expansions slots, you get heavily raped. You pay a BIG premium for the damn case and a few extras.

Enough blabbing!

- mike

3696. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 18:01:55 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Sep9120155@wijiji.santafe.edu>
Source record: 15750

also... why I hate macs:

I can outproduce anyone with an out-of-the-box unix box compared to an out-of-the-box mac. I prefer CLIs.

you can't have windows "follow" the mouse. you are forced to use click-to-type (which is really annoying).

you can't do rediculously simple things in parallel even with the advance multiprocessing (hahaha) of system 7.... things like when you copy a file, you're totally locked up until the copy finishes.

now for the little thigs:

apple's prices are insane

apple support is the pits

sys7 requires insane amounts of memory and mac/apple memory is not cheap.

sys7's memory management is broken.

you can't make those f'n pop-up-windows appear anywhere else than their default location

macs crash with unintelligible and cryptic error messages.

init conflicts (install one program and it kills 3 previously installed ones)

the insanity of programs not seeing or opening a data file just because the maker/type isn't what the application wants 9even though the data in the file *IS* correct).

I'll stop there, but the list is quite long.

Scott

--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

3697. Re: Top Ten ways to kill Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 18:07:16 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Sep9120716@wijiji.santafe.edu>
Source record: 15751

>>>>> "G" == G MORAN <moran@bires069> writes:
G> Or just mail-bomb now that he uses a commercial service. A bit hard
G> on the legitimate users of that service though.

this is wrong. advocacy is a perfect group for sinclair. I think he
ahs a right to post here ... or at least he should have a chance to
post his opinion here.

lies, libelous posts should lead to a law suit...

It's one thing for him not to like Atari and atari products. It's
another thing to make up information and post articles with lies and
claim they are fact.

now, mailbombing. that' wrong.

first, it's the wrong way to do it.... if you want to be that way,
mailbombing is a good way to get your access cut. Finally, the
internet is not a battlefield. Believe me, the effects of using the
net to pound on a site or sub-network is quite devastating...

Scott
--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

3698. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 20:54:12 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CvvrED.AKL@ecf.toronto.edu>
Source record: 15745

In article <34ofh1$gj@torch.rutgers.edu>,
Thomas Trauth <trauth@torch.rutgers.edu> wrote:
>I) They can't run non-Mac software except under slow emulation.

Really? I guess those PC emulation boards are just a figment of my
imagination...

>

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3699. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-09 21:03:06 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cvvrt7.As4@ecf.toronto.edu>
Source record: 15746

In article <SCOTT.94Sep9120155@wijiji.santafe.edu>,
Scott D. Yelich <scott@santafe.edu> wrote:
>
>also... why I hate macs:
>
>I can outproduce anyone with an out-of-the-box unix box compared to an
>out-of-the-box mac. I prefer CLIs.

IYHO.

>you can't have windows "follow" the mouse. you are forced to use
>click-to-type (which is really annoying).

IYHO.

>you can't do rediculously simple things in parallel even with the
>advance multiprocessing (hahaha) of system 7.... things like when you
>copy a file, you're totally locked up until the copy finishes.

First of all, System 7 is multiTASKing. Apple makes no claims that System 7
is multiPROCESSing. Second of all, the problem with copying is fixed in
System 7.5, which is available now.

>now for the little thigs:
>
>apple's prices are insane
>
>apple support is the pits
>
>sys7 requires insane amounts of memory and mac/apple memory is not
>cheap.

System 7 can run comfortably (ie, with a few medium-to-large sized apps)
in 5Mb.

>sys7's memory management is broken.

I will grant you that it could be better.

>you can't make those f'n pop-up-windows appear anywhere else than
>their default location
>
>macs crash with unintelligible and cryptic error messages.

Like Ataris and Unix boxes don't? (Can you say "TOS Error #35?")

>init conflicts (install one program and it kills 3 previously
>installed ones)

First of all, extensions are caused by badly programmed extensions. Second
of all, when I had my Atari I had constant conflicts with AUTO folder programs,
whereas I have had almost none on my Mac.

>the insanity of programs not seeing or opening a data file just
>because the maker/type isn't what the application wants 9even though
>the data in the file *IS* correct).

Programs which work with files which tend to be typed improperly (eg, JPEG
graphics, or sound files which both tend to be downloaded from DOS machines.)
usually allow ANY file to be opened, and will automatically fix the type for
you. JPEGView, Sound-Trecker, and Brian's Sound Tool are examples.
In addition, Macintosh Easy Open, which is a part of System 7.5 (available
now) fixes this.

>
>I'll stop there, but the list is quite long.
>
>Scott
>

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3700. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-10 01:25:31 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.779160331@sfu.ca>
Source record: 15753

scott@santafe.edu (Scott D. Yelich) writes:

>I can outproduce anyone with an out-of-the-box unix box compared to an
>out-of-the-box mac. I prefer CLIs.

I'd like to see you produce a three page layout using a CLI faster than
I can do it with my mac. What are going to do, write it in Post Script?

>you can't do rediculously simple things in parallel even with the
>advance multiprocessing (hahaha) of system 7.... things like when you
>copy a file, you're totally locked up until the copy finishes.

That was never true in system 7. You could always to something in another
application and system 7.5 allows you to still use other finder functions.

>apple's prices are insane

The 6100/60 is very competitive with the 66MHz pentium.

>sys7 requires insane amounts of memory and mac/apple memory is not
>cheap.

If you are using a quadra or a PPC mac then you use standard 72-pin SIMS.
The same ones that your PC uses.

>macs crash with unintelligible and cryptic error messages.

So does DOS, TOS, Windows and UNIX.

>init conflicts (install one program and it kills 3 previously
>installed ones)

That applies only to INITs and not applications. BTW, I've never had
an INIT conflict.

>the insanity of programs not seeing or opening a data file just
>because the maker/type isn't what the application wants 9even though
>the data in the file *IS* correct).

Most programs will open a file of any time.

3701. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-10 09:42:45 UTC
From: sinclair@ins.infonet.net
Message-ID: <34rv2l$fvu@insosf1.infonet.net>
Source record: 15754

In article <34ofh1$gj@torch.rutgers.edu>, trauth@torch.rutgers.edu (Thomas Trauth) writes:
>A) They don't make very good doormatts.
>B) They can't be used to make popcorn.
>C) They take up too much room in the closet.
>D) They never released a System 7 version of Star Raiders.
>E) They aren't compatible with the Nintendo Game Boy.
>F) They don't make your bed for you.
>G) You can't go to bed with one of them (unless you're Sinclap)
>H) Sinclap uses them.
>I) They can't run non-Mac software except under slow emulation.
>J) They are uncivilized.
>K) They make their users uncivilized (just look at old Clapper).
>L) They render their users unable to write a complete and
> grammatically correct sentence (see K).
>M) They fry their users brains (see K).
>N) They can't slice bread.
>O) They don't drink.
>P) They aren't cool.
>Q) You can't dance with them (once again, Sinclap is an
> exception here).
>R) You can't eat them for dinner (even IF you're Sinclap).
>S) They are the official computer of Iowa, the most boring
> state in the Union.
>T) They can't play your old Elvis records.
>U) They are named after a kind of fruit.
>V) They are made by Apple.
>W) You can't shoot Sinclap with them.
>X) They aren't sexy (no matter what Sinclap thinks).
>Y) They aren't waterproof.
>Z) They just plain suck!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>
>* Tom

Forget to take your daily dose of Prozac? You must have a lot of time on your
hands to put so much effort in your list.

-Peter
-Alumni of the University of Northern Iowa(still have the cobra account)
-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

>
>
>

3702. Re: Top Ten ways to kill Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-10 09:45:50 UTC
From: sinclair@ins.infonet.net
Message-ID: <34rv8e$fvu@insosf1.infonet.net>
Source record: 15755

In article <34pkgd$99g@bmerha64.bnr.ca>, moran@bires069 (G MORAN) writes:
>Thomas Trauth (trauth@torch.rutgers.edu) wrote:
>[deleted]
>>
>> The #1 way to kill Sinclap is to banish him forever from
>> Usenet, which would deprive him of the only thing
>> he lives for and thus force him to commit suicide!
>
>
>> PS: If anyone can think of any more creative ways to kill our
>> friend Peter Sinclair-Day, please post them as a
>> follow-up to this post. Thank you.
>
> Or just mail-bomb now that he uses a commercial service. A bit hard
>on the legitimate users of that service though.

Thats been tried before, I am still here..This is advocacy!!

>
>gavan
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter
-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

3703. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-10 14:00:23 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94253.100023STIRRE31@MAINE.MAINE.EDU>
Source record: 15756

Dave,
Tos Error #35 is trying to run a non-program with a program
extension. Not too hard to remember.
Also, how can you blame Auto program conflicts on the Atari?
Programs conflict. I certainly do not blame the Mac hardware
for the inability to use Photoshop and RAM Doubler together
for instance.
I am still interested.... what is the most recent version of
TOS you've used? I think the number is below 3.... Want
to compare System 6 to TOS 4.04?
Finally, this is not a flame.... are there any good alternative
OSs for the Mac like Neodesk for the Atari?
-scott tirrell

3704. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-10 17:24:38 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CvxCD2.CJr@cix.compulink.co.uk>
Source record: 15752

>actually, his new admins are *extremely* interested in not letting him
>or others abuse the net.
Who are they (for future ref)? We *will* need to contact them eventually,
I'm sure.

3705. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-11 12:27:31 UTC
From: anime@indirect.com
Message-ID: <34ut3j$3gv@herald.indirect.com>
Source record: 15757
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Robert Owen Raine (raine@msupa.pa.msu.edu) wrote:

: >Jani Miettinen (t93074@mail.vitech.fi) wrote:
: >: Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
: >: : jthomas@pluto.njcc.com (Jay Thomas) writes:

: >: : >masakado@deakin.edu.au (JAMES NGUYEN) writes:

: >: : >>I've said it before, I'll say it again.

: >: : >>My accelerated 4000 can...

: >: [...do a miracle?]

: >: : >>All at the same time with no slow down whatsoever. When the PC and Mac
: >: : ^^^^^^^^^^^^^^^^^^^^^^
: >: : That is bullshit. Every task you add to *ANY* CPU on the planet slows it
: >: : down, end of story. It may or may not affect what the user sees depending
: >: : on the mix of tasks.
: >That's simply true.

: >: I don't know about your CPU, but mine will not certainly slow down when I
: >So you didn't read the article to the end ? (He has a 40 MHz 486...)

: >: add tasks. Tasks might get little less CPU time than before when new tasks
: >: were launched, but CPU won't slow down. :)

: ***This is the point the CPU is still running a XX MHz it dose not slow down!**
: It's a Joke get it. Stupid.

: >Oh, so you nice, swell, intelligent guy can tell me why there are multiprocessor
: >Supercomputers and Workstations with over 340 Mips [the workstations] (Gee, your
: >Amiga has - umh, ohh let's see... about 12 MIPS ?) when they could simply buy
: >that great AMIGA, which never, ever will slow down ? :-) ROTFL !

Actualy the 68040 is faster than than that... more like 30 MIPs and the
68060 is 100 MIPS.... (Fusion '060 avialable direct from RCS right now)

: >: : The day you get a computer than can divide itself among tasks with no slow-
: >: : down you'll be Nobel Prize material and wealthy beyond your wildest dreams.
: >: : It simply is not possible.
: >I agree.

: >: There you have it. Buy Amiga, it's CPU won't slowdown when more tasks
: >: are added.
: >See above. Dream on!

: I got it. The fact that these guys are going ape shit over it just adds to my
: ammusement. HA HA HA HA HA :-)

: ---
: Only Amiga Makes it Happen Bob Raine
: The computer for the creative mind Michigan State University
: Make Up Your Own Mind Physics Astronomy Dept.
: Amiga / The Alternative Raine@msupa.pa.msu.edu
: ---

--

-------The Power of Jaho--------
Itsumo no yoru no matchi no naka tobashitsuzukete yuku no sa.....

3706. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-11 12:33:39 UTC
From: anime@indirect.com
Message-ID: <34utf3$3j4@herald.indirect.com>
Source record: 15758
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Herbert Wengatz (hwe@uebemc.siemens.de) wrote:
: Jani Miettinen (t93074@mail.vitech.fi) wrote:
: : Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
: : : jthomas@pluto.njcc.com (Jay Thomas) writes:

: : : >masakado@deakin.edu.au (JAMES NGUYEN) writes:

: : : >>I've said it before, I'll say it again.

: : : >>My accelerated 4000 can...

: : [...do a miracle?]

: : : >>All at the same time with no slow down whatsoever. When the PC and Mac
: : : ^^^^^^^^^^^^^^^^^^^^^^^^
: : : That is bullshit. Every task you add to *ANY* CPU on the planet slows it
: : : down, end of story. It may or may not affect what the user sees depending
: : : on the mix of tasks.
: That's simply true.

: : I don't know about your CPU, but mine will not certainly slow down when I
: So you didn't read the article to the end ? (He has a 40 MHz 486...)

: : add tasks. Tasks might get little less CPU time than before when new tasks
: : were launched, but CPU won't slow down. :)

: Oh, so you nice, swell, intelligent guy can tell me why there are multiprocessor
: Supercomputers and Workstations with over 340 Mips [the workstations] (Gee, your
: Amiga has - umh, ohh let's see... about 12 MIPS ?) when they could simply buy
: that great AMIGA, which never, ever will slow down ? :-) ROTFL !

: : : The day you get a computer than can divide itself among tasks with no slow-
: : : down you'll be Nobel Prize material and wealthy beyond your wildest dreams.
: : : It simply is not possible.
: I agree.

: : There you have it. Buy Amiga, it's CPU won't slowdown when more tasks
: : are added.
: See above. Dream on!

: : ========================
: : = Jani Miettinen =
: : = t93074@mail.vitech.fi =
: : ========================

: Well, I myself am sitting here at a SparcStation 10 with quite a lot more
: CPU-Power, than any Amiga will perhaps ever have (nearly 100 Mips) - and

: I'm still sometimes annoyed, because I have to wait for some tasks. But
: maybe it's only because I use it in a large Multiuser-Networked-Environment
: with lot's of Power-hungry users and a GUI, that allows me to run a programm
: on a Supercomputer and have it's graphical output onto *MY* screen !?

Nearly 100 MIPS? the Motorola 68060 60Mhz has 100MIPS today! The chip is
made and it it out. RCS already has a board developed for the Amiga
owners of RCS 68040 boards can upgrade right now.... 100 MIPS....

: Believe a grown-up, who has left these nice toy computers, you are talking
: about, some years ago, that the slowdown on any machine is depending on:

: - how many tasks you try to run at the same time
: - how much real CPU-time is needed for that program
: (What does your Amiga, if you start 10 times the fractal
: program ? - Do you have any chance to start any other program,
: then? Try starting a C-compiler at the same time - have fun!)
: - the amount of memory you have
: - how fast your harddisk is (important for swapping...)
: - how your operating performs the taskswitches and
: copes with your resources
: - how many CPUs and/or special I/O-processors your machine has

: Well, i don't believe that this list is complete, but it covers some of the
: most important things.

: I started my computer carreer with a 300 baud acoustic coupler logged into
: a host system at a university with more than 20 people standing around me,
: while i was hacking into some kind of teletyper (some kind of a printer
: with a keyboard added :-). - I know, i know - That's quite sophisticated
: technology. I know some people which had to wire their programs into magnetic
: rings... :-) - But that's the way i started.

: Later I bought myself an ATARI 800 XL which I was very fond of, because it
: was much better than that !@$#-C64, and much cheaper than the Apple][
: which my friend had.

: Later i was interested in some faster hardware, so i asked around which
: computer has the best architecture, processor, basic software (not the
: language!) and operating system.

: I had the choice between a 286, a Mac, an Atari ST and an AMIGA.
: - I chosed the ST. - And: I still love it.

: But later i needed much more power and i got in touch with real multitasking
: systems. So I first tried to speed up my ST. But it was of not much use.
: There was for a long time no multitasking OS available, and the sheer need
: of power for those really mighty systems forced me to buy an Intel-based
: System. (I still hate this dang thing! - But there's no cheap alternative
: for a power-hungry...)

: I do use my 486-40 MHz under DOS only for the nice Games, they have. And
: if i have some real work to do - I boot Linux !!!!

: It's quite nice for me, because in the meantime i have an old Sun 3/60
: so i can use them with NFS, X11, and so on. I can share each others
: hardware and have still one of my beloved 680x0-CPU's with an OS for
: grown-ups...

: By the way: If you don't have a grown-up OS like SunOS 4.1.3 and have some
: trouble with a BUG, what do you do on your Amiga ? - Gee - You can *wait* !
: - And hope for someone who may sometimes run into the same bug. And then
: you have to wait for some thousends more, and then you can get a new Version
: of your OS - The bug still won't be fixed...

: So I really love Linux, because if you have a problem there, it's up to your's
: to fix it!!! - Just only having the possibility to do that gives me a *very*
: good feeling.

: So, dear Jani, please don't feel too much offended, when I suppose you now:

: *Flame on:*

: Go and get yourself a *real* computer, with a *real* operating
: System, and keep your baby-talk about your *dream-machine* (AMIGA)
: for yourself.
: It's too obvious that you don't have any real expierience with
: computers at all.

: *Flame off!*

: Best wishes,

: Herbert

: --
: hwe == Herbert Wengatz, FRG, Munich
: "If it has tits, or wheels, or a CPU - it will cause you troubles!"
: --

--

-------The Power of Jaho--------
Itsumo no yoru no matchi no naka tobashitsuzukete yuku no sa.....

3707. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-11 12:36:25 UTC
From: anime@indirect.com
Message-ID: <34utk9$3j4@herald.indirect.com>
Source record: 15759
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Herbert Wengatz (hwe@uebemc.siemens.de) wrote:
: Jani Miettinen (t93074@mail.vitech.fi) wrote:
: : Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
: : : jthomas@pluto.njcc.com (Jay Thomas) writes:

: : : >masakado@deakin.edu.au (JAMES NGUYEN) writes:

: : : >>I've said it before, I'll say it again.

: : : >>My accelerated 4000 can...

: : [...do a miracle?]

: : : >>All at the same time with no slow down whatsoever. When the PC and Mac
: : : ^^^^^^^^^^^^^^^^^^^^^^^
: : : That is bullshit. Every task you add to *ANY* CPU on the planet slows it
: : : down, end of story. It may or may not affect what the user sees depending
: : : on the mix of tasks.
: That's simply true.

: : I don't know about your CPU, but mine will not certainly slow down when I
: So you didn't read the article to the end ? (He has a 40 MHz 486...)

: : add tasks. Tasks might get little less CPU time than before when new tasks
: : were launched, but CPU won't slow down. :)

: Oh, so you nice, swell, intelligent guy can tell me why there are multiprocessor
: Supercomputers and Workstations with over 340 Mips [the workstations] (Gee, your
: Amiga has - umh, ohh let's see... about 12 MIPS ?) when they could simply buy
: that great AMIGA, which never, ever will slow down ? :-) ROTFL !

: : : The day you get a computer than can divide itself among tasks with no slow-
: : : down you'll be Nobel Prize material and wealthy beyond your wildest dreams.
: : : It simply is not possible.
: I agree.

: : There you have it. Buy Amiga, it's CPU won't slowdown when more tasks
: : are added.
: See above. Dream on!

: : ========================
: : = Jani Miettinen =
: : = t93074@mail.vitech.fi =
: : ========================

: Well, I myself am sitting here at a SparcStation 10 with quite a lot more
: CPU-Power, than any Amiga will perhaps ever have (nearly 100 Mips) - and

: I'm still sometimes annoyed, because I have to wait for some tasks. But
: maybe it's only because I use it in a large Multiuser-Networked-Environment
: with lot's of Power-hungry users and a GUI, that allows me to run a programm
: on a Supercomputer and have it's graphical output onto *MY* screen !?

: Believe a grown-up, who has left these nice toy computers, you are talking
: about, some years ago, that the slowdown on any machine is depending on:

: - how many tasks you try to run at the same time
: - how much real CPU-time is needed for that program
: (What does your Amiga, if you start 10 times the fractal
: program ? - Do you have any chance to start any other program,
: then? Try starting a C-compiler at the same time - have fun!)
: - the amount of memory you have
: - how fast your harddisk is (important for swapping...)
: - how your operating performs the taskswitches and
: copes with your resources
: - how many CPUs and/or special I/O-processors your machine has

: Well, i don't believe that this list is complete, but it covers some of the
: most important things.

: I started my computer carreer with a 300 baud acoustic coupler logged into
: a host system at a university with more than 20 people standing around me,
: while i was hacking into some kind of teletyper (some kind of a printer
: with a keyboard added :-). - I know, i know - That's quite sophisticated
: technology. I know some people which had to wire their programs into magnetic
: rings... :-) - But that's the way i started.

: Later I bought myself an ATARI 800 XL which I was very fond of, because it
: was much better than that !@$#-C64, and much cheaper than the Apple][
: which my friend had.

: Later i was interested in some faster hardware, so i asked around which
: computer has the best architecture, processor, basic software (not the
: language!) and operating system.

: I had the choice between a 286, a Mac, an Atari ST and an AMIGA.
: - I chosed the ST. - And: I still love it.

: But later i needed much more power and i got in touch with real multitasking
: systems. So I first tried to speed up my ST. But it was of not much use.
: There was for a long time no multitasking OS available, and the sheer need
: of power for those really mighty systems forced me to buy an Intel-based
: System. (I still hate this dang thing! - But there's no cheap alternative
: for a power-hungry...)

: I do use my 486-40 MHz under DOS only for the nice Games, they have. And
: if i have some real work to do - I boot Linux !!!!
: It's quite nice for me, because in the meantime i have an old Sun 3/60
: so i can use them with NFS, X11, and so on. I can share each others
: hardware and have still one of my beloved 680x0-CPU's with an OS for
: grown-ups...

: By the way: If you don't have a grown-up OS like SunOS 4.1.3 and have some
: trouble with a BUG, what do you do on your Amiga ? - Gee - You can *wait* !
: - And hope for someone who may sometimes run into the same bug. And then
: you have to wait for some thousends more, and then you can get a new Version
: of your OS - The bug still won't be fixed...

: So I really love Linux, because if you have a problem there, it's up to your's
: to fix it!!! - Just only having the possibility to do that gives me a *very*
: good feeling.

Linux is available for the Amiga so what's your point?

: So, dear Jani, please don't feel too much offended, when I suppose you now:

: *Flame on:*

: Go and get yourself a *real* computer, with a *real* operating
: System, and keep your baby-talk about your *dream-machine* (AMIGA)
: for yourself.
: It's too obvious that you don't have any real expierience with
: computers at all.

: *Flame off!*

: Best wishes,

: Herbert

: --
: hwe == Herbert Wengatz, FRG, Munich
: "If it has tits, or wheels, or a CPU - it will cause you troubles!"
: --

--

-------The Power of Jaho--------
Itsumo no yoru no matchi no naka tobashitsuzukete yuku no sa.....

3708. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-11 15:24:11 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cvz1GB.2E1@ecf.toronto.edu>
Source record: 15760

In article <94253.100023STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Dave,
>Tos Error #35 is trying to run a non-program with a program
>extension. Not too hard to remember.

I see... "Easy to remember" for the Atari, but "Cryptic" when the Mac does it.
Can you say "Double standard?" I knew you could!

>Also, how can you blame Auto program conflicts on the Atari?
>Programs conflict. I certainly do not blame the Mac hardware
>for the inability to use Photoshop and RAM Doubler together
>for instance.

The person who wrote the article to which I replied seemed to.

>I am still interested.... what is the most recent version of
>TOS you've used? I think the number is below 3.... Want
>to compare System 6 to TOS 4.04?

The last version I used was the last TT TOS -- 3.06, I believe it was.
I have played with TOS 4.x, but did not use it extensively. From what I could
see, most of the changes were cosmetic (icons, 3-D windows and dialogues, etc.)
It still only single-tasks -- unless you load MultiTOS -- and IMHO doesn't
compare to System 6.

>Finally, this is not a flame.... are there any good alternative
>OSs for the Mac like Neodesk for the Atari?

NeoDesk is not an operating system. There are programs that replace the
Finder -- At Ease is an example.

>-scott tirrell

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3709. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-11 18:03:25 UTC
From: TIMDX@ix.netcom.com
Message-ID: <34vgpd$9h2@ixnews1.ix.netcom.com>
Source record: 15763
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

>Actualy the 68040 is faster than than that... more like 30 MIPs and the
>68060 is 100 MIPS.... (Fusion '060 avialable direct from RCS right now)

MIPS?! Hmmm... I was hoping for something more like Specfp92 and
Specint92 ratings.

3710. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-11 23:54:49 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep11.235449.2875@escape.widomaker.com>
Source record: 15761

pischke@ecf.toronto.edu (PISCHKE DAVID) writes:

>>I can outproduce anyone with an out-of-the-box unix box compared to an
>>out-of-the-box mac. I prefer CLIs.

>IYHO.

That wasn't an opinion it was a declaration of his capability.

>>you can't have windows "follow" the mouse. you are forced to use
>>click-to-type (which is really annoying).

>IYHO.

Then a Mac will automatically rotate a window to the top when the pointer
moves into it? I really don't know, none of the ones I've seen do it
but mayber there is some 3rd party program or obscure keystroke to
do that.

>First of all, System 7 is multiTASKing.

COOPERATIVE multitasking. Horrible, inefficient, slow, and buggy.

>Apple makes no claims that System 7
>is multiPROCESSing. Second of all, the problem with copying is fixed in
>System 7.5, which is available now.

If the OS was any good you would not need fixes like this. What else
did Apple kludge/screwup/slow down to make the floppies work fast in
the background?

>System 7 can run comfortably (ie, with a few medium-to-large sized apps)
>in 5Mb.

You must be kidding. The average app uses 1-2 megs each. 5mb is not
enough for System 7 unless you stick with one app or a few small ones
or put up with it's jumpy, buggy virtual memory option.

>>macs crash with unintelligible and cryptic error messages.

>Like Ataris and Unix boxes don't? (Can you say "TOS Error #35?")

First of all, it's extremely rare that a decent UNIX box every crashes.
When it does, 99% of the time you get detailed information in your log
files telling you exactly why it crashed. We are talking about a
mainframe class operating system here and it makes sure you can diagnose
problems and most of the time you simply do not have them.

All the more amazing when you consider how scalable UNIX is... everything
from micros to multi-million dollar super computer systems.

>First of all, extensions are caused by badly programmed extensions. Second
>of all, when I had my Atari I had constant conflicts with AUTO folder programs,
>whereas I have had almost none on my Mac.

That's true. But then Atari is a CP/M machine and that is a very old
microcomputer OS. Newer versions don't have those problems as much
but I do not like the auto folder junk (nor the file system and a
few other things).

>Programs which work with files which tend to be typed improperly (eg, JPEG
>graphics, or sound files which both tend to be downloaded from DOS machines.)
>usually allow ANY file to be opened, and will automatically fix the type for
>you. JPEGView, Sound-Trecker, and Brian's Sound Tool are examples.
>In addition, Macintosh Easy Open, which is a part of System 7.5 (available
>now) fixes this.

yeah, automatically screw the file up you mean. Almost without fail,
any time I get a graphic file that is trashed I look at it with a binary
editor and sure enough, it was from a Macintosh. That "fixing" doesn't
fix much. It changes them to something not standard jpeg. For one
thing, a lot of information is added before the header sometimes.
It's possible that this is because the Apple user screwed up when uploading
the file and sent something besides the data fork. Usually I just delete
the first X bytes from the file and create a valid jpeg/gif/blah header
and I can then read it. I guess someone needs to write a viewer that
will recognized a file that's come from a Mac and been "fixed".
--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

3711. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 00:02:28 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep12.000228.2976@escape.widomaker.com>
Source record: 15762

quinlan@kits.sfu.ca (Brian Quinlan) writes:

>scott@santafe.edu (Scott D. Yelich) writes:

>I'd like to see you produce a three page layout using a CLI faster than
>I can do it with my mac. What are going to do, write it in Post Script?

Pretty easy of you are good with TeX. I can take a 500 page document
that is formatted for three columns with graphics and the works and
by changing a single line in the TeX source, change it to be two columns
with completely correct spacing, graphics, flow, and all that. Such
a feat would take hours on most dtp packages for any platform. They
really slow down as the document size increases.

I tried doing a newsletter with dtp and TeX. Once I learned TeX I
found I could create, layout, and produce the newsletter far faster
than with the dtp program. It was easier initially with dtp but
after awhile I came to appreciate having the computer do the layout
for me.

>That was never true in system 7. You could always to something in another
>application and system 7.5 allows you to still use other finder functions.

>>apple's prices are insane

>The 6100/60 is very competitive with the 66MHz pentium.

But the Pentium has faster graphics most of the time and I'm not
altogether convinced of the 6100's speed after having used some
yesterday. Plus, I'd have to run MacOS on it... ick! I'd love to
have a PowerPC with UNIX on it though... incredible machine to waste
on System 7.

>If you are using a quadra or a PPC mac then you use standard 72-pin SIMS.
>The same ones that your PC uses.

True. I wish the prices for memory would fall again like they used
to be.

>So does DOS, TOS, Windows and UNIX.

True, true, true, false. UNIX provides detailed information in the
extremely rare event that it crashes. The vast majority of UNIX
systems just don't crash.

>That applies only to INITs and not applications. BTW, I've never had
>an INIT conflict.

Also applies to rabid CDEVs and plenty of Mac applications will hose
the whole system because their is no memory protection to speak of.

>Most programs will open a file of any time.

So will UNIX... I just changed a file's date to July 1, 1972 and it
opened... imagine that! :-)

--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

3712. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 04:40:44 UTC
From: t93074@mail.vitech.fi
Message-ID: <1994Sep12.044044.801@mail.vitech.fi>
Source record: 15767
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Robert Owen Raine (raine@msupa.pa.msu.edu) wrote:

Next time, remember this one, okay?:

[someone@unknown.place wrote:]

: >Jani Miettinen (t93074@mail.vitech.fi) wrote:
: >: Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
: >: : jthomas@pluto.njcc.com (Jay Thomas) writes:

: >: : >masakado@deakin.edu.au (JAMES NGUYEN) writes:

: >: I don't know about your CPU, but mine will not certainly slow down when I

: >So you didn't read the article to the end ? (He has a 40 MHz 486...)

: >: add tasks. Tasks might get little less CPU time than before when new tasks
: >: were launched, but CPU won't slow down. :)

: This is the point the CPU is still running a XX MHz it dose not slow down!
: It's a Joke get it. Stupid.

You have a strange (dangerous:) way to quote, Robert. You missed one writers
name. The one that said "So you didn't read the...."
--
=========================
= Jani Miettinen =
= t93074@mail.vitech.fi =
=========================

3713. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 04:47:19 UTC
From: t93074@mail.vitech.fi
Message-ID: <1994Sep12.044719.1022@mail.vitech.fi>
Source record: 15765
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Jaho Shikaze (anime@indirect.com) wrote:

[munch]

Jaho, You could write all your replys (conserning some-one's message) to
one and only _one_ reply-message.

--
==========
= Jani Miettinen =
= t93074@mail.vitech.fi =
==========

3714. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 05:11:54 UTC
From: krishna@max.tiac.net
Message-ID: <350nuq$ej9@sundog.tiac.net>
Source record: 15764
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

What is this tal of the Fusion 060? People are saying the machine won't even boot with an 060 in it, and no disk fudge will fix this, it will reguire a kickstart rewrite. DOes the Fusion 060 board have some kind of wedge in it (kickstart remapping?) to allow this?

--
-Sig file under construction.

3715. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 06:19:06 UTC
From: gdaswani@silicon.csci.csusb.edu
Message-ID: <350rsq$5uh@news.csus.edu>
Source record: 15766
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

```
: Nearly 100 MIPS? the Motorola 68060 60Mhz has 100MIPS today! The chip is
: made and it it out. RCS already has a board developed for the Amiga
: owners of RCS 68040 boards can upgrade right now.... 100 MIPS....

Why are you so surprised? Geesh the Pentium can already do 100 MIPS..
The power PC 601 can do more than a 100 (on faster clock speeds). And
the 604 will be even faster (250 MIPS).. The P6 is supposed to be
around 250 MIPS..

And the new processor released by DEC (The new ALPHA processor which
just came out ) can do a billion instruction per second..

Later..
George
```

3716. $125 Atari Sale!! PLEASE READ THIS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 09:08:55 UTC
From: bensmith@teleport.com
Message-ID: <3515r7$suj@sandra.teleport.com>
Source record: 15770
Cross-posted to: pdaxs.ads.computers,pdx.computing,pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

FOR SALE:

Atari 1040STF: Comes with built in Ports for Monitor, Printer, Modem, Hard Drive, External 3.5" Floppy Port, MIDI In and Out Ports, Cartridge Port plus Mouse and Joystick Ports. 1040STF has built in 3.5" Double Sided/Double Density 720K Floppy Drive. Built in drive reads 720K IBM disks. Computer has 10 Special Function Keys. Built in Numeric KeyPad. 94 Key Keyboard. Standard 1 MegaByte of Memory (RAM). Power Supply built-in, comes with Power Cable. Also comes with 2 Button Mouse for interfacing with GEM, (Graphics Enviromental Manager).

1040STF Computer Sells for $125!

Atari SC1224: Color Monitor has LED Power light on front. Has 3 Knobs on side: Brightness, Contrast and On/Volume Knob. Has Monitor Cable with 13 Pin Male Plug. Power Supply Built-in. Comes with Power Cable. Has 5 Video fine tune adjustments in back: V. Lin, V. Size, V. Hold, H. Position and H. Hold. Does both 40x25 and 80x25 Text. Does 320x200x16 Colors and 640x200x4 Colors. Does both InterLaced and NonInterLaced Graphics. Does both 50HZ and 60HZ refresh rate. Works great with Atari ST's, including 1040STF's.

SC1224 Color Monitor Sells for $125!

Your Choice, either the 1040STF or the SC1224 for $125!

Please Send E-Mail to my InterNet Address: bensmith@teleport.com Please don't reply in this Message Base as I don't regularly read the NewsGroups. Or you can call Ben at (503)256-9974.

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3717. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 11:17:00 UTC
From: tsuikki@liero.cc.lut.fi
Message-ID: <Cw0KoC.BI6@lut.fi>
Source record: 15768
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <34pv11$ruv@bodo.uebemc.siemens.de> hwe@uebemc.siemens.de (Herbert Wengatz) writes:
>: : That is bullshit. Every task you add to *ANY* CPU on the planet slows it
>: : down, end of story. It may or may not affect what the user sees depending
>: : on the mix of tasks.
>That's simply true.

No it isn't, if the tasks aren't busylooping. I have usually only 5% of
CPU time used on my A4000 even if I have about 30 tasks running.. Those
tasks WON'T slow down if I add a task that uses for example 50% of CPU..

>: add tasks. Tasks might get little less CPU time than before when new tasks
>: were launched, but CPU won't slow down. :)
>Amiga has - umh, ohh let's see... about 12 MIPS ?) when they could simply buy
>that great AMIGA, which never, ever will slow down ? :-) ROTFL !

My Amiga has only 20 MIPS now, but I've already ordered my Warp Engine
accelerator.

Jani meant that the _CPU_ doesn't slow down even if the tasks and OS does..
Or does your sparc switch to 10MIPS-mode when it detects that there are
over 50 tasks running, or something like that?

>Well, I myself am sitting here at a SparcStation 10 with quite a lot more
>CPU-Power, than any Amiga will perhaps ever have (nearly 100 Mips) - and

Hmm.. Sparc is RISC, so one shouldn't really compare MIPS.. But anyway
a 060 can do about 90 MIPS. And they are Motorola-MIPS, not Intel.. :)

>Believe a grown-up, who has left these nice toy computers, you are talking
>about, some years ago, that the slowdown on any machine is depending on:
> - how many tasks you try to run at the same time

Not really. Most tasks are just waiting for some event, like a key-press..
They won't take any CPU time, except under Windows. :)

> - how much real CPU-time is needed for that program
> (What does your Amiga, if you start 10 times the fractal
> program ? - Do you have any chance to start any other program,
> then? Try starting a C-compiler at the same time - have fun!)

Hmm. 10 fractal programs won't slow the C-compiler down AT ALL if the
fractal programs have lower priority. It seems that you haven't got
much experience of pre-emptive multitasking..

> - the amount of memory you have
> - how fast your harddisk is (important for swapping...)

True.

> - how your operating performs the taskswitches and
> copes with your resources
> - how many CPUs and/or special I/O-processors your machine has

True, but Amiga is much stronger in these aspects than many other machines..

>I had the choice between a 286, a Mac, an Atari ST and an AMIGA.
>- I chosed the ST. - And: I still love it.
>
>But later i needed much more power and i got in touch with real multitasking
>systems. So I first tried to speed up my ST. But it was of not much use.
>There was for a long time no multitasking OS available, and the sheer need

If you had chosen an Amiga in the first place, you would have had a
multitasking OS.

>By the way: If you don't have a grown-up OS like SunOS 4.1.3 and have some
>trouble with a BUG, what do you do on your Amiga ? - Gee - You can *wait* !
>So I really love Linux, because if you have a problem there, it's up to your's
>to fix it!!! - Just only having the possibility to do that gives me a *very*

You can patch AmigaOS if you feel like it. Try that on SunOS.

>So, dear Jani, please don't feel too much offended, when I suppose you now:
> Go and get yourself a *real* computer, with a *real* operating
> System, and keep your baby-talk about your *dream-machine* (AMIGA)
> for yourself.

Jani already has a real computer with real OS, and also a "dream-machine"..

3718. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 11:26:59 UTC
From: tsuikki@liero.cc.lut.fi
Message-ID: <Cw0L50.Bu3@lut.fi>
Source record: 15769
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <350rsq$5uh@news.csus.edu> gdaswani@silicon.csci.csusb.edu (George Daswani) writes:
>: Nearly 100 MIPS? the Motorola 68060 60Mhz has 100MIPS today! The chip is
>Why are you so surprised? Geesh the Pentium can already do 100 MIPS..

.. In "Intel-MIPS". 68060 can do 250MIPS in optimal conditions, but a more realistic value is 90-100MIPS.. Motorola could claim that 060 does 250MIPS, but they don't. Intel does..

And MIPS still means "Misleaded Information Provided by Salesmen" IMHO..

>The power PC 601 can do more than a 100 (on faster clock speeds). And
>the 604 will be even faster (250 MIPS).. The P6 is supposed to be
>around 250 MIPS..

PowerPC is RISC.

>And the new processor released by DEC (The new ALPHA processor which
>just came out) can do a billion instruction per second..

So is Alpha.

3719. Re: May '94 "Sinclap Go Home" Survey results anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 11:42:23 UTC
From: connelly@cobra.uni.edu
Message-ID: <1994Sep12.064223.31837@cobra.uni.edu>
Source record: 15771

```
In article <34lno6$m5v@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
> -Peter
> -Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

Bzzzttttt.

Peter Sinclair-Day is NO LONGER of the University of
Northern Iowa in Cedar Falls (note the e-mail address).

--
================================================================================
Ken Connelly Internet: Ken.Connelly@uni.edu
Systems/Operations Manager or: connelly@cobra.uni.edu
Information Systems and Computing Services
University of Northern Iowa USWestNet: (319) 273-5850
Cedar Falls, IA 50614-0121 FAX: (319) 273-5836
TRANSCEIVERS GOTS PINS!!!
================================================================================
```

3720. Re: May '94 "Sinclap Go Home" Survey results anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 13:28:23 UTC
From: sinclair@ins.infonet.net
Message-ID: <351l1n$aso@insosf1.infonet.net>
Source record: 15772

In article <1994Sep12.064223.31837@cobra.uni.edu>, connelly@cobra.uni.edu (Ken Connelly) writes:
>In article <34lno6$m5v@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>> -Peter
>> -Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
>
>Bzzzttttt.
>
>Peter Sinclair-Day is NO LONGER of the University of
>Northern Iowa in Cedar Falls (note the e-mail address).

Ouch....

Hey, people what have you done to the postmaster that would require him to post here...

>
>--
>==
>Ken Connelly Internet: Ken.Connelly@uni.edu
>Systems/Operations Manager or: connelly@cobra.uni.edu
>Information Systems and Computing Services
>University of Northern Iowa USWestNet: (319) 273-5850
>Cedar Falls, IA 50614-0121 FAX: (319) 273-5836
> TRANSCEIVERS GOTS PINS!!!
>==

-Peter
-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

3721. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 14:02:37 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94255.100237STIRRE31@MAINE.MAINE.EDU>
Source record: 15773

Hey, I never said that Mac error messeges were cryptic, Dave.
But you turning around and saying "like Error #35, right" was
silly. What other cryptic messages do you get on the Atari?
#35 is the most common and easy to remember. That was my point.
I'd say that TOS 4.04 is far superior to System 6 and as good
as System 7 from an average user's viewpoint (meant that I don't
need networking, etc.). It is faster than System 7 and allows
drag 'n' drop, assigning menu commands to any key, launching
applications with a function key, etc. I haven't seen anything
on the Mac that makes me want to switch OSs. Also, MultiTOS
is not the only solution for multitasking. Why not use Geneva
for cooperative multitasking or Magix for pre-emptive?
And, yes, sorry, Neodesk is a alternative desktop, not OS. Sorry
for the confusion. So, what does At Ease do for the Mac?
-scott tirrell

3722. WANTED: Used ATARI Lynx and Lynx cartridges

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 16:08:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.454.249.0N9669A7@teaminfinity.com>
Source record: 15783

Looking to buy used working ATARI LYNXES.

If you have an old LYNX you would like to sell please
drop us a line.

game.guru@TeamInfinty

Thanks !!

(Only LYNXES that are in perfect working order please)

3723. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 17:55:27 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cw134G.2nD@ecf.toronto.edu>
Source record: 15774

In article <94255.100237STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Hey, I never said that Mac error messeges were cryptic, Dave.
>But you turning around and saying "like Error #35, right" was
>silly. What other cryptic messages do you get on the Atari?

I didn't claim that you said Mac error messages were more cryptic. The
poster who started this thread did. TOS Error 35 doesn't bug me so much as
the way the bomb icons flash on the screen so briefly when a major error
occurs -- it goes by too fast for anyone to see how many bombs there are,
and thus to determine which error has occurred.

>#35 is the most common and easy to remember. That was my point.
>I'd say that TOS 4.04 is far superior to System 6 and as good
>as System 7 from an average user's viewpoint (meant that I don't
>need networking, etc.).

I have to disagree that System 7 and TOS 4.04 are just as good from an
average user's viewpoint. Even if you don't take into account multitasking,
System 7 offers features such as balloon help, aliases, transparent filetypes,
a universal font/printing system, descriptive filenames, and much more.
System 7.5 has Apple Guide, an *VERY* nice help system which actually shows
you on-screen what to do. TOS does not have any of these -- and desktop icons
are not as powerful as aliases; I've been through that argument before.

> It is faster than System 7 and allows
>drag 'n' drop, assigning menu commands to any key, launching
>applications with a function key, etc.

If you compare only base systems -- i.e, no third-party AUTO programs or
extensions, System 7 is faster. Even if you add programs, System 7 still
comes ahead, IMHO. System 7.1 runs at an acceptable speed, and System 7.5
has been speeded up significantly.

TOS drag and drop is not as powerful as Mac drag and drop, and there are many
programs which do not support it. I will grant you that the Finder, to my
knowledge, does not allow you to assign menu commands to any key or launch
applications with a function key, but I believe those functions can be
obtained by adding shareware utilities. These types of things are minor
compared to features such as descriptive filenames and a universal font/
printing system, that third-party software on the Atari has not or cannot
add.

> I haven't seen anything
>on the Mac that makes me want to switch OSs. Also, MultiTOS
>is not the only solution for multitasking. Why not use Geneva

>for cooperative multitasking or Magix for pre-emptive?

That's a matter of opinion. I saw a lot on the Mac that made me want to switch. I was tired of not only the lack of software, but also the lack of support for simple features such as a universal font system and a universal clipboard.

>And, yes, sorry, Neodesk is a alternative desktop, not OS. Sorry
>for the confusion. So, what does At Ease do for the Mac?

At Ease is a simplified desktop for new users. Square One puts up a pallete of icons and lets you launch programs and manipulate files. SpeedyFinder speeds up the Finder. Greg's Browser lets you manipulate files and run programs using something similar to the NeXT Browser. There are many others that I've probably forgotten.

Unlike the Desktop replacements for the Atari, they all try to do something different (eg, pallete of icons, a file browser) than the Finder. By contrast, the Atari Desktop replacements all use the same desktop metaphor as the Atari Desktop -- they just try to "get it right," so to speak, by adding features Atari missed.

>-scott tirrell

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."

3724. Re: May '94 "Sinclap Go Home" Survey results anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 20:02:21 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <352c4d$q08@pepper.rutgers.edu>
Source record: 15775

connelly@cobra.uni.edu (Ken Connelly) writes:

>In article <34lno6$m5v@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>> -Peter
>> -Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

>Bzzzttttt.

>Peter Sinclair-Day is NO LONGER of the University of
>Northern Iowa in Cedar Falls (note the e-mail address).

>--
>==
>Ken Connelly Internet: Ken.Connelly@uni.edu
>Systems/Operations Manager or: connelly@cobra.uni.edu
>Information Systems and Computing Services
>University of Northern Iowa USWestNet: (319) 273-5850
>Cedar Falls, IA 50614-0121 FAX: (319) 273-5836
> TRANSCEIVERS GOTS PINS!!!
>==

Most of us realize this. I hope not too many people believed Sinclap and sent
you a ton of E-mail. BTW I commend you greatly for kicking this idiot off
the net (at least temporarily). We are all sick of his crap! If only I knew
how to get in touch with his new Postmaster. Hmmmmm.....
Postmaster@ins.infonet.net perhaps. I think I'll try it.

* Tom

3725. Re: May '94 "Sinclap Go Home" Survey results anyone?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 20:04:54 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <352c96$q3k@pepper.rutgers.edu>
Source record: 15776

sinclair@ins.infonet.net writes:

>In article <1994Sep12.064223.31837@cobra.uni.edu>, connelly@cobra.uni.edu (Ken Connelly)
writes:
>>In article <34lno6$m5v@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>>> -Peter
>>> -Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
>>
>>Bzzzttttt.
>>
>>Peter Sinclair-Day is NO LONGER of the University of
>>Northern Iowa in Cedar Falls (note the e-mail address).

>Ouch....

>Hey, people what have you done to the postmaster that would require him to post
>here...

>>
>>--
>>==
>>Ken Connelly Internet: Ken.Connelly@uni.edu
>>Systems/Operations Manager or: connelly@cobra.uni.edu
>>Information Systems and Computing Services
>>University of Northern Iowa USWestNet: (319) 273-5850
>>Cedar Falls, IA 50614-0121 FAX: (319) 273-5836
>> TRANSCEIVERS GOTS PINS!!!
>>==

>-Peter

>-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
^^
I guess some people were actually dumb enough to believe this. Oh well.
At least I wasn't fooled.

* Tom

PS: So, Pete, where's all your fan mail? Well?

3726. A mail program that'll kill Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 20:21:44 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <352d8o$quo@pepper.rutgers.edu>
Source record: 15779

Two years ago, one of my friends would always send me twenty copies of the same E-mail message whenever he was mad at me. To get back at him, I devised a ridiculously simple yet extremely annoying C program that mailed him the same E-mail message 1000 times!

I have figured that that program would be the perfect weapon against Sinclap now that he has to pay for his mail. However, I wouldn't use this program myself because I think it is unethical to make the other users of his Internet service suffer for his sins. However, there is nothing to stop me from posting the source code for anyone who has no such qualms.

Well, here it is folks:

```
/* Evil C mail program */

#include <stdio>

main()
{
int i;

for (i = 0; i < 1000; i++)
{
system (mail -s "WELCOME TO CH. 11!" sinclair@ins.infonet.net < mess");
}
}

/* End of source code */
/* No Copyright. Copy and distribute at will. */
```

Where 'mess' is the message that you want to send him.
This program was written for UNIX, but can easily be modified
for other systems.

HE HE HE HE HE!!!!!!!

* Tom

PS: Top this program MR. CLAP!!

3727. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-12 22:28:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94255.182829STIRRE31@MAINE.MAINE.EDU>
Source record: 15777

What is more powerful about drag 'n' drop on the Mac? On the
Falcon, I just specify what filetype the app should deal with
and when that type of file is dragged to the icon or double
clicked the application will launch.
I also think TOS seems faster to me on the Falcon than System 7
on the LCIII (the LCIII is faster than the Falcon, right?).
One thing that seemed slow to me is the opening of windows.
I would double click on the drive and wait as each icon popped
up in the individually. TOS opens the window with all contents
displayed instantly.
Okay, I see your point about the bombs. I will concede this.
However, my Falcon bombs less frequently than the mac anyway....
:-)
Oh, I have seen At Ease on the Performas. For some reason it
did not ring a bell.
As far as fonts go, I personally like SpeedoGDOS. Have you used it?
Also, why does the mac seem to take so long to print things? This
observation came from using Quickbasic and Works on the Classic
so I suppose it could be faster on other OSs (7) or under other
apps.
Another thing that I don't like about the Mac is the Filetype/
Creator business. I haven't used a Mac long enough to understand
what all this business is about (it was created on an IBM instead
of a Mac?) but it does seem annoying.
-scott tirrell

3728. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-13 02:58:47 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3534h7$896@pepper.rutgers.edu>
Source record: 15778

<Original posts + Sinclap's stupid comments deleted>

>-Peter
>-Alumni of the University of Northern Iowa(still have the cobra account)
I never knew that the U. of N. Iowa was a grammar school :)
>-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
Send tons of hate mail to sinclair@ins.infonet.net (Peter Sinclair-Day)

|||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||

--------- TOM TRAUTH, King of the Russians (in Civ) ---------

//

PS: What's that "Day" for anyway Sinclap? Isn't plain "Sinclair" good
enough?

3729. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-13 03:02:54 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep13.030254.1447@escape.widomaker.com>
Source record: 15744

<STIRRE31@MAINE.MAINE.EDU> writes:

>I am still interested.... what is the most recent version of
>TOS you've used? I think the number is below 3.... Want
>to compare System 6 to TOS 4.04?

Good point. The Mac is as crash prone as any. CDEV and INIT problems
abound. All kinds of software that won't work with each other.

The basic problem is that you are adding stuff into a single tasking
machine. You never have these problems on a machine with a multitasking
OS (or a good one anyway). No need for accessories, TSR's, CDEVs,
INITs, and all that stuff when you can just start another program
running.

>Finally, this is not a flame.... are there any good alternative
>OSs for the Mac like Neodesk for the Atari?
^^^ ^^^^^^^

This isn't a flame either but Neodesk is not an OS. Nice file manager
(or whatever you should call it) but not an OS.

>-scott tirrell
--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

3730. Re: A mail program that'll kill Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-13 09:08:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <353q6j$4mk@bognor.barclays.co.uk>
Source record: 15780

Yes, very clever. At least wait until he starts being a pain. So far he's been pretty good IMHO. We also have his sysops details to complain to. This is the correct way to deal with it.

--


```
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

3731. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-13 09:20:21 UTC
From: anime@indirect.com
Message-ID: <353qsl$n40@herald.indirect.com>
Source record: 15781
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Tim Dallacqua (TIMDX@ix.netcom.com) wrote:
: >Actualy the 68040 is faster than than that... more like 30 MIPs and the
: >68060 is 100 MIPS.... (Fusion '060 avialable direct from RCS right now)

: MIPS?! Hmmm... I was hoping for something more like Specfp92 and
: Specint92 ratings.

If I knew such detail of floating point capabilty and integer calc
capability I would work to Motarola

--

-------The Power of Jaho--------
Itsumo no yoru no matchi no naka tobashitsuzukete yuku no sa.....

3732. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-13 09:27:18 UTC
From: anime@indirect.com
Message-ID: <353r9m$n40@herald.indirect.com>
Source record: 15782
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: What is this tal of the Fusion 060? People are saying the machine won't
: even boot with an 060 in it, and no disk fudge will fix this, it will
: reguire a kickstart rewrite. DOes the Fusion 060 board have some kind of
: wedge in it (kickstart remapping?) to allow this?

I read ISI design a "smart" PGA socket which contain voltage regulator
and logic conversion for seamless data migration for chip '060 inside
'040 socket....

: --
: -Sig file under construction.

--

-------The Power of Jaho--------
Itsumo no yoru no matchi no naka tobashitsuzukete yuku no sa.....

3733. Re: A mail program that'll kill Sinclap!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-13 20:38:50 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3552kq$pkc@pepper.rutgers.edu>
Source record: 15784

Iain.Laskey@barclays.co.uk writes:

>Yes, very clever. At least wait until he starts being a pain. So far he's been pretty
>good IMHO. We also have his sysops details to complain to. This is the correct way to
>deal with it.
>--
>+---+
>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+

What's the E-mail address of his current sys. admin.?
If you know, please post it here...we'll all need to know
it eventually.

And you're right about one thing: that program is very clever!

|||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||

--------- TOM TRAUTH, King of the Russians (in Civ) ---------

//

3734. Star Raiders

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-13 20:41:44 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3552q8$pv5@pepper.rutgers.edu>
Source record: 15785

Just curious. Does anyone know if the old video game
Star Raiders is still around? If so what systems is
it available on?

|||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||

--------- TOM TRAUTH, King of the Russians (in Civ) ---------

//

3735. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-14 04:01:06 UTC
From: johns@rd.scitec.com.au
Message-ID: <1994Sep14.040106.9789@rd.scitec.com.au>
Source record: 15786
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Tim Dallacqua (TIMDX@ix.netcom.com) wrote:
> >Actualy the 68040 is faster than than that... more like 30 MIPs and the
^^^^^^
Thats pretty fast since Motorola only rate the 25MHz '040 at 19.2 MIPS.
Scale that up for a 33MHz '040 and you only get 25 MIPs.

> >68060 is 100 MIPS.... (Fusion '060 avialable direct from RCS right now)

I could believe 100 MIPs, they skiped the '050 to make the 68K family more
RISC like. Most RISC chips can do 100 MIPs easily, especially if you're
talking NO-OP MIPS ;-).

> MIPS?! Hmmm... I was hoping for something more like Specfp92 and
> Specint92 ratings.

I think you will find that the SPEC marks rating system is only used by a
closed syndicate of companies. The algorithms for calculating these are
not generally available.
--
+---+
| John SAUNDERS - AARnet johns@rd.scitec.com.au - #include <stddisclaimer.h> |
| SCITEC Communication Systems - Phone +61 2 428 9541 - Fax +61 2 418 6954 |
+---+

3736. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-14 05:38:45 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.779521125@sfu.ca>
Source record: 15637

shendrix@escape.widomaker.com (Shannon Hendrix) writes:

>The basic problem is that you are adding stuff into a single tasking
>machine. You never have these problems on a machine with a multitasking
>OS (or a good one anyway). No need for accessories, TSR's, CDEVs,
>INITs, and all that stuff when you can just start another program
>running.

I can't see how the stability of INITs and CDEVs would be enhanced by a preemptive system. The basic problem with INITs and CDEVs is they tend to patch operating system code. That means that they break when two INITs/CDEVs compete for the same routine or the coding of the OS routine changes.

3737. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-14 06:53:58 UTC
From: thwang@expert.cc.purdue.edu
Message-ID: <3566m6$6et@expert.cc.purdue.edu>
Source record: 15638
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

In article <1994Sep14.040106.9789@rd.scitec.com.au>,
John Saunders <johns@rd.scitec.com.au> wrote:
>Tim Dallacqua (TIMDX@ix.netcom.com) wrote:
>> >Actualy the 68040 is faster than than that... more like 30 MIPs and the
> ^^^^^^
>Thats pretty fast since Motorola only rate the 25MHz '040 at 19.2 MIPS.
>Scale that up for a 33MHz '040 and you only get 25 MIPs.

There IS an easier way to see who is right... Anyone with either
a BASE excalibur 040 board? test to see how fast it is and post it.
Right? I, unfortunately, am still waiting for my Cyberstorm board, which
I ordered this past saturday. BTW, what software on the C= measures
MIPS or speed?? Where can I get it? Thanx.

>> MIPS?! Hmmm... I was hoping for something more like Specfp92 and
>> Specint92 ratings.

But like before does such testers exist for C=
or INTEL-Compa't machines (I know DEC uses it for their systems, so it
would make a direct comparasion between my systems:-))

-TKH '94

3738. Is Atari still manufacturing computers?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-14 07:13:41 UTC
From: mfunke@harp.aix.calpoly.edu
Message-ID: <1994Sep14.071341.127893@zeus.aix.calpoly.edu>
Source record: 15639

I am now the happy owner of a new Jaguar... and I used to own an Atari and since I'm sick and tired of my IBM... the question remains, does Atari produce computers still? What are they? What can they do better than Mac/Ms Dog platforms.

I'm willing to give anything a try... I mean I own an Amiga to.

--

__
||| Mark Funke [mfunke@???.???.?.???] /\ /_/ -"DOOM has met
||| "The victor will be the judge and /--\ \/ /. it's match"

3739. Re: Is Atari still manufacturing computers?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-14 17:02:08 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94257.130208STIRRE31@MAINE.MAINE.EDU>
Source record: 15643

Atari still produces the Falcon and the TT. They are producing
many, though, and probably will update the line soon. There
is talk of clones coming out (the Medusa '040 is out but tough
on the wallet).
The Falcon is based on the 68030 at 16MHz, has a DSP (56001 I
believe), has built-in Midi, 16-bit graphics, 16-bit stereo
sound.... It is a very nice machine, IMO.
The TT is based on a 68030 running at 32MHz (cheap upgrades
accelerate this) has built-in MIDI ports (all Ataris do actually)
doesn't have the same graphic capabilities as the Falcon
(what are those specs, guys?). The TT is more of a powerhouse
than the Falcon but the Falcon has better graphics and sound.
IMO, the Falcon and TT do everything better than IBMs :-).
The problem is that software hasn't come out to prove this.
The OS crushes the DOS/Windows setup (again IMO). But then again,
the Amiga's OS is pretty keen too, right :-)? The Atari setup
is most often used for musical or DTP work. The support is
less than you'll find for the Amiga, though.
Pretty much what I'd say is that the Atari is a FUN computer
to work with. The Falcon can easily do what most people want
to do in a user-friendly way. It is expensive, though ($1300
for a 4/85 setup).
I don't know if the rambling helped. Hope so.
-scott tirrell

3740. Re: Is Atari still manufacturing computers?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-15 02:43:09 UTC
From: sinclair@ins.infonet.net
Message-ID: <358cbt$j7u@insosf1.infonet.net>
Source record: 15640

In article <94257.130208STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Atari still produces the Falcon and the TT. They are producing
>many, though, and probably will update the line soon. There
>is talk of clones coming out (the Medusa '040 is out but tough
>on the wallet).

If Atari is producing many, Why are sales almost non existence? Atari's sales
in the last quarter was $8 million, almost all Jagflop..

>The Falcon is based on the 68030 at 16MHz, has a DSP (56001 I
>believe), has built-in Midi, 16-bit graphics, 16-bit stereo
>sound.... It is a very nice machine, IMO.

Was a nice machine. The Q630 at $1199 blows it away...

>The TT is based on a 68030 running at 32MHz (cheap upgrades
>accelerate this) has built-in MIDI ports (all Ataris do actually)
>doesn't have the same graphic capabilities as the Falcon
>(what are those specs, guys?). The TT is more of a powerhouse
>than the Falcon but the Falcon has better graphics and sound.
>IMO, the Falcon and TT do everything better than IBMs :-).
>The problem is that software hasn't come out to prove this.
>The OS crushes the DOS/Windows setup (again IMO). But then again,
>the Amiga's OS is pretty keen too, right :-)? The Atari setup
>is most often used for musical or DTP work. The support is
>less than you'll find for the Amiga, though.
>Pretty much what I'd say is that the Atari is a FUN computer
>to work with. The Falcon can easily do what most people want
>to do in a user-friendly way. It is expensive, though ($1300
>for a 4/85 setup).
>I don't know if the rambling helped. Hope so.

$1300 for a fun computer. I think the $1199 Q630 is a better buy because you
can add inexpensive audio-video boards and quicktime..
The Falcon is a bad deal. You even have yours for sale...

>-scott tirrell

-Peter

3741. Re: I am Back...With a vengance.....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-15 06:21:47 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Sep15002147@grasshopper.santafe.edu>
Source record: 15644

>>>>> ""Iain" == "Iain Laskey" <ilaskey@cix.compulink.co.uk> writes:

>> actually, his new admins are *extremely* interested in not letting him
>> or others abuse the net.
"Iain> Who are they (for future ref)? We *will* need to contact them eventually,
"Iain> I'm sure.

I guess I as was the person who posted taht quoted text:
References: <348aj9$bq@insosf1.infonet.net><34hvpp$194@pepper.rutgers.edu>
<SCOTT.94Sep6113048@wijiji.santafe.edu>

anyway.... his postmaster. Don't worry about it. This is advocacy.
If he starts posting lies again, then worry about it.

Scott

--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

3742. Re: Is Atari still manufacturing computers?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-15 13:43:12 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Sep15.134313.4402@bay.cc.kcl.ac.uk>
Source record: 15650

In article <358cbt$j7u@insosf1.infonet.net>, sinclair@ins.infonet.net writes:

! >The Falcon is based on the 68030 at 16MHz, has a DSP (56001 I
! >believe), has built-in Midi, 16-bit graphics, 16-bit stereo
! >sound.... It is a very nice machine, IMO.
!
! Was a nice machine. The Q630 at $1199 blows it away...
!
! $1300 for a fun computer. I think the $1199 Q630 is a better buy because you
! can add inexpensive audio-video boards and quicktime..
! The Falcon is a bad deal. You even have yours for sale...

Ah, but there are things like the 25fps MPEG player available in
SOFTWARE for the Falcon. Can your Powermac do that Peter ? <smug
grin> Email griff to ask him about it :-)

(This I got from Rob@Systems Solutions who say they may even be
marketing the logical development of this: an MPEG player that plays
the file from CD, in truecolour at full MPEG resolution (which is
apparently only 320x240, but in TC this won't matter as much)

Again, email griff for details :-)))

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
PGP public key:
mQBNAi51sjIAAAECALNQ5dZ+3ISMY//rkyjNKqCz208QfMVlW3mwMNj1iyBYaEjF
ZZmi5fneXq8nBcUTHa1RmidlzHsb31d6q+lfN20ABRG0JlNpbW9uIEdvcm5hbGwg
PHNqZ0BwaGxlbS5waC5rY2wuYWMudWs+

3743. Is Atari still manufactu

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-15 14:00:00 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <a27_9409170517@softtech.brisnet.org.au>
Source record: 15659

Hi there well yes Atari is still a manufacturer they make a 68030 machine called a Falcon. As they don't make any Atari accessories(monitors , printers, etc.) they don't have a large overhead with regard to it so they don't advertise it much. Also there is a german clone called a Medusa T40 a 68040 machine built in the Dos Box stile with mini tower and a large number of card slots. reports on it are garbled but they are talking L3200UK and screen res of up to 1024x768 pixels with 256 colours and all sorts of other goog bits. Strangely enough one mag showed the inside of one, pointing out a large board at the rear and saying it was an ST on a PC plug in board. It uses an enhansed version of TOS 2.6 (1 meg). The Falcon is impressive too but it is a comsole machine. You can however get a tower for it from the U.K.
Anyway I hope that is some help.
Seeyoulatermate,
Geoff of OZ.

3744. Re: Is Atari still manufacturing computers?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-15 14:06:35 UTC
From: gaghon@nevada.edu
Message-ID: <359kdb$p7u@post-office.nevada.edu>
Source record: 15641

Mark K Funke (mfunke@harp.aix.calpoly.edu) wrote:
: I am now the happy owner of a new Jaguar... and I used to own an Atari
: and since I'm sick and tired of my IBM... the question remains, does
: Atari produce computers still? What are they? What can they do better
: than Mac/Ms Dog platforms.

: I'm willing to give anything a try... I mean I own an Amiga to.

The only new computer Atari has for sale is the Falcon. But, now third party companies are shipping high end Ataris. There is a TT clone, and a Falcon clone comming.

I understand you fustration with the IBM, I own one as well. I also own a Falcon. Planning to start uprading it with lots of stuff. :)

If you can find a used system, grab one. If you want to get a new one, get one without the hard drive, and you can plug your own in. It only has support for 2.5" IDE inside. But, you can hook up a SCSI outside, or buy these 2.5" to 3.5" IDEs adaptors. I know one person who fit his 3.5" inside, at the cost of the internal speaker. (darn!) :)

I don't have a Jag yet, but plan to get one real soon.

Vince

3745. Re: Is Atari still manufacturing computers?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-15 14:27:27 UTC
From: gaghon@nevada.edu
Message-ID: <359lkf$p7u@post-office.nevada.edu>
Source record: 15642

Mark K Funke (mfunke@harp.aix.calpoly.edu) wrote:
: I am now the happy owner of a new Jaguar... and I used to own an Atari
: and since I'm sick and tired of my IBM... the question remains, does
: Atari produce computers still? What are they? What can they do better
: than Mac/Ms Dog platforms.

There is a guy selling a Falcon right now:

It includes a Falcon, monitor, printer, 2400bps modem, and some software
for $1150.

STIRRE31@MAINE.MAINE.EDU

Vince

3746. Re: Why one should never buy a Mac!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-15 15:35:36 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94258.113536STIRRE31@MAINE.MAINE.EDU>
Source record: 15649

Well, I hate to admit it, but Pete corrected me. I meant to
say that Atari is not making many Falcons and that they probably
will not update their line any time soon. Sorry! I think
that my intentions are made clear by the "though" in the sentence.
I wasn't trying to mislead. Sorry.
-scott tirrell

3747. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 00:39:26 UTC
From: wiltshir@s1.elec.uq.oz.au
Message-ID: <wiltshir.779675966@s1.elec.uq.oz.au>
Source record: 15648
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

johns@rd.scitec.com.au (John Saunders) writes:

>Tim Dallacqua (TIMDX@ix.netcom.com) wrote:
>> >Actualy the 68040 is faster than than that... more like 30 MIPs and the
> ^^^^^^
>Thats pretty fast since Motorola only rate the 25MHz '040 at 19.2 MIPS.
>Scale that up for a 33MHz '040 and you only get 25 MIPs.

>> >68060 is 100 MIPS.... (Fusion '060 avialable direct from RCS right now)

>I could believe 100 MIPs, they skiped the '050 to make the 68K family more
>RISC like. Most RISC chips can do 100 MIPs easily, especially if you're
>talking NO-OP MIPS ;-).

>> MIPS?! Hmmm... I was hoping for something more like Specfp92 and
>> Specint92 ratings.

>I think you will find that the SPEC marks rating system is only used by a
>closed syndicate of companies. The algorithms for calculating these are
>not generally available.

How about using something like the Dhrystone and Whetstone pair of benchmarks
then (source can be dredged up from archie somewhere I believe)? At least
these remove the ambiguity of MIPS (are we talking native MIPS or VAX MIPS
here anyhow). I'm sure I could design a processor that ran at some ungodly
number of instructions per second on a ten way superscalar architecture
as long as you didn't want it to actually compute anything (ie all instructions
decode to NOP) ;-)

John Wiltshire
wiltshir@elec.uq.oz.au

3748. I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 02:27:17 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35avq5$2j6@pepper.rutgers.edu>
Source record: 15651
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

Peter Sinclair-Day's (Sinclap's) current postmaster is Kevin Houle.
His E-mail address is: kevin@ins.infonet.net

Just thought that I'd pass on this very useful piece of information.

* Tom Trauth
* trauth@paul.rutgers.edu

3749. I hate System *.* and want Unix for my Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 04:00:59 UTC
From: jhammons@tucson.princeton.edu
Message-ID: <1994Sep16.040059.29417@Princeton.EDU>
Source record: 15662
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Someone made the mistake of buying a Mac ni my family and as a result I am stuck with the default idiot proof and hence unusable OS that comes with the Mac. I dont want to conform my every keystroke to the great dictate of Crapple Computer.

So I want Unix for my computer. DOS sucks and Windows blows so dont even mention those. Linux would be ideal since it is the best PC OS and free to boot. I'm not sure if anyone here would know of a free Unix clone for the Mac that is actually functioning (so A/UX is out it blows the big one).

Please help me get rid of the MacOS. I know you probably like using it but hey my choice and my opinion are mine. Death to MacOS and Crapple Computer

--
Guido

NB: this is from a friends account so please send flames to him (wgsohne@princeton.edu) Also I am not repeat not in any way affiliated with him except by friendship.

PS I am NOT lying

3750. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 04:51:20 UTC
From: johns@rd.scitec.com.au
Message-ID: <1994Sep16.045120.12808@rd.scitec.com.au>
Source record: 15647
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Tommy Hwang (thwang@expert.cc.purdue.edu) wrote:
> In article <1994Sep14.040106.9789@rd.scitec.com.au>,
> John Saunders <johns@rd.scitec.com.au> wrote:
> >Tim Dallacqua (TIMDX@ix.netcom.com) wrote:
> >> >Actualy the 68040 is faster than than that... more like 30 MIPs and the
> > ^^^^^^
> >Thats pretty fast since Motorola only rate the 25MHz '040 at 19.2 MIPS.
> >Scale that up for a 33MHz '040 and you only get 25 MIPs.

> There IS an easier way to see who is right... Anyone with either
> a BASE excalibur 040 board? test to see how fast it is and post it.
> Right?

Depends on what benchmark software you use and how good your compiler
is. The number I quoted was from the Motorola data sheets.

> I ordered this past saturday. BTW, what software on the C= measures
> MIPS or speed?? Where can I get it? Thanx.

I find that SYSINFO is a good package to use. Gives you all kinds
of info. Check out your favourite BBS or Aminet ftp site.

> >> MIPS?! Hmmm... I was hoping for something more like Specfp92 and
> >> Specint92 ratings.

> But like before does such testers exist for C=
> or INTEL-Compa't machines (I know DEC uses it for their systems, so it
> would make a direct comparasion between my systems:-))

I guy emailed me saying that it was freely available. When I asked where,
he said you have to pay for a distribution of the relevany source code.
So I guess that the term free is used slightly differently.
--
+---+
| John SAUNDERS - AARnet johns@rd.scitec.com.au - #include <stddisclaimer.h> |
| SCITEC Communication Systems - Phone +61 2 428 9541 - Fax +61 2 418 6954 |
+---+

3751. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 05:41:36 UTC
From: sheldon@iastate.edu
Message-ID: <sheldon.779694096@mystic.agron.iastate.edu>
Source record: 15646
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In <35avq5$2j6@pepper.rutgers.edu> trauth@pepper.rutgers.edu (Thomas Trauth) writes:

>Peter Sinclair-Day's (Sinclap's) current postmaster is Kevin Houle.
>His E-mail address is: kevin@ins.infonet.net

>Just thought that I'd pass on this very useful piece of information.

And Kevin is a pretty nice guy from what I've seen, don't waste his time
sending your baby whining crap to him.

Grow up, this is USENET not some stupid IRC channel.
--
Steve Sheldon [These are my own opinions]
Iowa State University ICSS Resource Facility by day
sheldon@iastate.edu ProMap by night
BEEF! -- Cause the west wasn't won on salad.

3752. Re: Star Raiders

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 05:42:06 UTC
From: diehl@grin.io.org
Message-ID: <35bb7e$4hp@ionews.io.org>
Source record: 15645

Thomas Trauth (trauth@pepper.rutgers.edu) wrote:
: Just curious. Does anyone know if the old video game
: Star Raiders is still around? If so what systems is
: it available on?

As far as I know, the 8-bit Atari, the Atari ST and ATari 2600/5200. (It is an Atari game, after all)

--

```
_____________________________ _______________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

3753. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 12:47:44 UTC
From: tnassaue@snakeoil.uchicago.edu
Message-ID: <1994Sep16.124744.4741@midway.uchicago.edu>
Source record: 15655
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In article <sheldon.779694096@mystic.agron.iastate.edu> sheldon@iastate.edu (Steve Sheldon) writes:

>
> And Kevin is a pretty nice guy from what I've seen, don't waste his time
>sending your baby whining crap to him.
>
> Grow up, this is USENET not some stupid IRC channel.

You obviously know nothing about which you speak. Sinclap has been a net.pest on this group for a *long* time now, and the only bit of relief we received was when this former sysadmin spanked him. Hang around, and you'll see......

-Tim
tnassaue@medicine.bsd.uchicago.edu

3754. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 13:28:04 UTC
From: sinclair@ins.infonet.net
Message-ID: <35c6h4$l87@insosf1.infonet.net>
Source record: 15656
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In article <35avq5$2j6@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>Peter Sinclair-Day's (Sinclap's) current postmaster is Kevin Houle.
>His E-mail address is: kevin@ins.infonet.net
>
>Just thought that I'd pass on this very useful piece of information.

Oh gee, what an idiot. I should send a note to your postmaster that you wet
your pants on the usenet and he/she should define 'advocacy' for you..

Marc Barret must have a sensible postmaster who ignores dweebs like you.
>
>
>* Tom Trauth
>* trauth@paul.rutgers.edu
>

-Peter
-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

3755. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 13:38:44 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.779722724@bruce.cs.monash.edu.au>
Source record: 15657
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

johns@rd.scitec.com.au (John Saunders) writes:

>Tommy Hwang (thwang@expert.cc.purdue.edu) wrote:

[about the Spec Benchmarks]

>> But like before does such testers exist for C=
>> or INTEL-Compa't machines (I know DEC uses it for their systems, so it
>> would make a direct comparasion between my systems:-))

>I guy emailed me saying that it was freely available. When I asked where,
>he said you have to pay for a distribution of the relevany source code.
>So I guess that the term free is used slightly differently.

But don't you think that the first thing Intel and Motorola (and DEC
and MIPS and Acorn ....) do when they release a new processor to the
public is to run the SpecSuite on it? Come on, those beasties take
hundreds of millions of dollars to design, so who cares about a 5 digit
sum to get the sourcecode for the only widely accepted benchmarks?

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

3756. Re: Is Atari still manuf

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 14:00:00 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <5e3_9409180249@softtech.brisnet.org.au>
Source record: 15660

Well Scott another Atarian got on an Atari node and got up your nose did he. Scott i'me sure that these inexpensive boards you talk about for your computer will not be so inexpensive as not to bring the price of your computer up to or may be even over the $1300.00 mark. It has been my experience that the Falcon does not need an audio and or video board and or whatever the other thing you are talking about. The Falcon is a stand aloan platform and does not need any adons. If it does not do what you want it to do then dont buy it. Now since this is an Atari node and all you seem to be able to do is attack Atari people who use it and since we give
you so much agro why dont you discontinue down loading this node and help out your blood pressure.
Don't get angry just go away.
Catch you later

_-_|\
/ * <--Geoff of OZ.
_.-._/
v

3757. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 20:11:14 UTC
From: Derek B Shaffer <dsc4+@andrew.cmu.edu>
Message-ID: <siSTjWG00UhW078mEj@andrew.cmu.edu>
Source record: 15652
Cross-posted to: comp.sys.amiga.advocacy,rec.games.video.atari,comp.sys.atari.advocacy

Excerpts from netnews.comp.sys.amiga.advocacy: 16-Sep-94 Re: I KNOW WHO SINCLAP'S NE.. by sinclair@ins.infonet.net
> Oh gee, what an idiot. I should send a note to your postmaster that you wet
> your pants on the usenet and he/she should define 'advocacy' for you..
>
> Marc Barret must have a sensible postmaster who ignores dweebs like you.

You seem to be missing the picture here. Perhaps you need 'advocacy' defined for yourself? -MB-'s postmaster, I would guess, rarely gets any complaints about him. You, on the other hand, are often significantly ruder in your posts. You seem to think that 'advocacy' includes insulting as much as anything.
But maybe I souldn't have told you this - most subscribers of this group probably prefer that you continue your behavior until you get axe again.

-DS

"Once you start down the "Aaarrgggghh! Aaarrrggghhh!"
dark path, forever will /\ -Chewbacca
it dominate your destiny." /~^\/\^/\
-Yoda / /`/^~\`~\ "65 2 slow." - DS
==========
Derek Shaffer dsc4@andrew.cmu.edu (Carnegie Mellon) A3k/Emplant

3758. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 21:11:47 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35d1mj$n67@pepper.rutgers.edu>
Source record: 15653
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

OH!! Did I make the baby cry? I'm sooo sorry!

||||||||||||||||||||||||||||||||||||||||||||||

sinclair@ins.infonet.net writes:

>In article <35avq5$2j6@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>>Peter Sinclair-Day's (Sinclap's) current postmaster is Kevin Houle.
>>His E-mail address is: kevin@ins.infonet.net
>>
>>Just thought that I'd pass on this very useful piece of information.

>Oh gee, what an idiot. I should send a note to your postmaster that you wet
^^
>your pants on the usenet and he/she should define 'advocacy' for you..
^^^^^^^^^^^^^^^^^^^^^^^^^^

Go ahead and do that Sincrap. Make my day!!

>Marc Barret must have a sensible postmaster who ignores dweebs like you.

Me a "dweeb"? Have you by any chance looked in the mirror lately?
And what does Mark Barrett have to do with this anyway, except that
you constantly do a fifth-rate immitation of him?

>>
>>
>>* Tom Trauth
>>* trauth@paul.rutgers.edu
>>

>-Peter
Sinclair-Dork
>-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
-Send comments/complaints to: kevin@ins.infonet.net(Kevin Houle)

Not that I think that everyone should harass Kevin just because he has the
terrible misfortune of being Sincrap's postmaster, but if Sincrap gets out
of control again (as he will eventually, mark my words!) don't hesitate to
complain to Kevin about our (least) favorite net pest, Monsieur Pierre
LeCrap.

||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||

--------- TOM TRAUTH, King of the Russians (in Civ) ---------

3759. Re: Is Atari still manufacturing computers?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-16 21:18:49 UTC
From: quinlan@kits.sfu.ca
Message-ID: <quinlan.779750329@sfu.ca>
Source record: 15654

sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:

>Ah, but there are things like the 25fps MPEG player available in
>SOFTWARE for the Falcon. Can your Powermac do that Peter ? <smug
>grin> Email griff to ask him about it :-)

>(This I got from Rob@Systems Solutions who say they may even be
>marketing the logical development of this: an MPEG player that plays
>the file from CD, in truecolour at full MPEG resolution (which is
>apparently only 320x240, but in TC this won't matter as much)

I can get about 30fps playing a 316x236 movie using 32-bit color. So that leaves 24-bits of "true" color. This includes a 22.2 kHz mono sound track. The total data thoughput is 21.7K/s audio and 231.7k/s video. This data is from the one QT movie I have so it may be possible to get the same fps with better audio and a larger window size. This is still getter than your Atari though since you never mentioned an audio track and your "true color" is 16-bit.

3760. Re: What computer should I buy?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-17 14:11:46 UTC
From: s151716@proffa.cc.tut.fi
Message-ID: <35etf2$42n@cc.tut.fi>
Source record: 15658
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Herbert Wengatz (hwe@uebemc.siemens.de) wrote:
: Well, I myself am sitting here at a SparcStation 10 with quite a lot more
: CPU-Power, than any Amiga will perhaps ever have (nearly 100 Mips) - and
: I'm still sometimes annoyed, because I have to wait for some tasks. But
: maybe it's only because I use it in a large Multiuser-Networked-Environment
: with lot's of Power-hungry users and a GUI, that allows me to run a programm
: on a Supercomputer and have it's graphical output onto *MY* screen !?
That's not possible on Amigas...

: [Stuff deleted]

: By the way: If you don't have a grown-up OS like SunOS 4.1.3 and have some
: trouble with a BUG, what do you do on your Amiga ? - Gee - You can *wait* !
: - And hope for someone who may sometimes run into the same bug. And then
: you have to wait for some thousends more, and then you can get a new Version
: of your OS - The bug still won't be fixed...

You don't know how to program an Amiga? You haven't heard of SetPatch or other
patches?

:So I really love Linux, because if you have a problem there, it's up to your's
: to fix it!!! - Just only having the possibility to do that gives me a *very*
: good feeling.
|flame| Well up to your's too |flame|

: Best wishes,

: Herbert

: ____
: hwe == Herbert Wengatz, FRG, Munich
: "If it has tits, or wheels, or a CPU - it will cause you troubles!"
: ---
--
Metalite [ams@modeemi.cs.tut.fi] A Bodiless Voice in the Void of CyberSpace.
Any views expressed above are mine and as I have poor eye sight
they might well be unfocused. Don't bother The Organization with this.

3761. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-17 15:51:16 UTC
From: sinclair@ins.infonet.net
Message-ID: <35f39k$nam@insosf1.infonet.net>
Source record: 15661
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In article <35d1mj$n67@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>OH!! Did I make the baby cry? I'm sooo sorry!
>
>||||||||||||||||||||||||||||||||||||||||||||||
>
>sinclair@ins.infonet.net writes:
>
>>In article <35avq5$2j6@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>>>Peter Sinclair-Day's (Sinclap's) current postmaster is Kevin Houle.
>>>His E-mail address is: kevin@ins.infonet.net
>>>
>>>Just thought that I'd pass on this very useful piece of information.
>
>>Oh gee, what an idiot. I should send a note to your postmaster that you wet
> ^^^

>>>* trauth@paul.rutgers.edu
>>>
>
>>-Peter
> Sinclair-Dork

You are very personal. You should be positive..Are you frustrated that a
boy/girl will not date you..

>>-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
>-Send comments/complaints to: kevin@ins.infonet.net(Kevin Houle)
>
>Not that I think that everyone should harass Kevin just because he has the
>terrible misfortune of being Sincrap's postmaster, but if Sincrap gets out
>of control again (as he will eventually, mark my words!) don't hesitate to
>complain to Kevin about our (least) favorite net pest, Monsieur Pierre
>LeCrap.
>

Out of control for example that on the CNN Headline news that on the left of
the anchor sits a Powerbook 5XX(BlackBird). Nice exposure and free
advertising, only if Apple can make enough of them...
>
>--
>||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||
>
>--------- TOM TRAUTH, King of the Russians (in Civ) ---------
> (weenies)
>//
>--
>
>
>
>
>
>
>
>
>
>
>
>

-Peter
-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

3762. Are you from Cologne? I have a question to you. Personal replies only, please. Thanks. <empty>

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-17 19:26:04 UTC
From: "Igor A. Baikov" <igor@wlad.spb.su>
Message-ID: <AAedpUkKH5@wlad.spb.su>
Source record: 15663
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,alt.music.filk

[No readable article body recovered]

3763. Brutal Sports Footbal

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-18 13:30:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.456.249.0N9669DE@teaminfinity.com>
Source record: 15674

What do people think of BRUTAL Sports Football ?

Anyone willing to trade it for Tempest 2000 ?

Thanks,

game.guru@TeamInfinity.com

3764. Medusa T40

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-18 13:42:27 UTC
From: joern@zelator.de
Message-ID: <VVNSBAGC@zelator.de>
Source record: 15664

I think, the Medusa T40 is a swiss product!
It's too expensive for "normal" users, but interesting for DTP-companies.
The price is 7000 DM.

3765. Re: Is Atari still manufactu

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-18 14:40:11 UTC
From: diehl@grin.io.org
Message-ID: <35hjgb$sip@ionews.io.org>
Source record: 15665

Nesral (Nesral@closer.brisnet.org.au) wrote:
: Hi there well yes Atari is still a manufacturer they make a 68030 machine
: called a Falcon. As they don't make any Atari accessories(monitors ,
: printers, etc.) they don't have a large overhead with regard to it so they
: don't advertise it much. Also there is a german clone called a Medusa T40
: a 68040 machine built in the Dos Box stile with mini tower and a large
: number of card slots. reports on it are garbled but they are talking
: L3200UK and screen res of up to 1024x768 pixels with 256 colours and all
: sorts of other goog bits. Strangely enough one mag showed the inside of
: one, pointing out a large board at the rear and saying it was an ST on a
: PC plug in board. It uses an enhansed version of TOS 2.6 (1 meg). The
: Falcon is impressive too but it is a comsole machine. You can however get
: a tower for it from the U.K.
: Anyway I hope that is some help.
: Seeyoulatermate,
: Geoff of OZ.

They do, in fact, make monitors. The PTM and PTC monitors for the TT, the SC1435 stereo colour monitor, and the SM142 (I think that's the newer model). And Atari are also still manufacturing the TT030 as well as the Falcon030.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3766. In CAIN Newsletter THIS Month! Check it out!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-18 20:31:42 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <35i83e$3s3@usenet.INS.CWRU.Edu>
Source record: 15666
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.classic

```
-
/ \
Don't Miss! / \
/ \ CAIN0994.ZIP!
This Exciting issue! / \
__________/ \_________
\ /
160k issue! \ Sep 15, 1994 Vol.I No.6 / 40k supplement!
\ /
_____________________________________________|_____________
/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
/____|_|_|__________ ______| |_________/
/____/__|__\_________ Central Atari ______| |________/
/____/___|___\________ Information Network ____| | | |_____/
/_____________________________________________________________/
/ / \ \
August / / \ \ September
/ / \ \
```

The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

---

telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300-14400 bps | type 'go atari' at any menu

Covering:
7800/XE/XL/800/400,FALCON030/ST/TT/ST(e),PORTFOLIO,LYNX,JAGUAR

CAIN Online Newsletter Published and Copyright (c) 1994
by Cain Publishing

THIS MONTH IN CAIN NEWSLETTER:

-=-=-=- CAIN Atari Fun Fest 94 Report! -=-=-=-

-=-=-=- CAIN 1994 Jaguar Letter Writing Campaign!! -=-=-=-

-=- Atari SIG Conference No More? -=- CAIN Atari Fun Fest 94 Show
-=- New 16/32-Bit Computers SIGOp! Exhibitor List!
-=- CAIN Atari Fun Fest 94 Prize -=- Atari Gaming Classic: Pitfall
Report Map & Treasures

-=- NOISE in Greater Cleveland Area! -=- Lynx: New games from
-=- Video Gamers Need Not Wait (PR) Telegames!
-=- Atari Abolishes All Rules with -=- Lynx: Lynx CAIN Show Report
Brutal Sports Football! (PR) -=- Lynx: Summer Steal Deal
-=- Jaguar Tips & Tricks Publication Extended!
available soon (PR) -=- Jag: AvP & DOOM Update
-=- Alien Vs. Predator Advertisement! -=- Jag: AvP, Iron Soldier, and
-=- Wolf 3-D on Babbages Top 10 List other mini-reviews!
-=- European Trade Show Report! -=- Jag: Brutal Sports Football
-=- Jag Site Returns Reviews
-=- Jaguar in "History of Computing"! -=- Jag: BSF Strategy Tips!
-=- 8-Bit: Atari Classics Report -=- Jag: Retailer Game Release
-=- 8-Bit: 8-Bit FidoNet Echo BBS List! Date List
-=- 8-Bit: Commentary! -=- Jag: Messages of Interest!
-=- 16/32-Bit: The Persistence of -=- Jag: Commentary
Vision Raytracer Review -=- Head Organizer Show Report!

-=-=- CAIN Atari Fun Fest 94 Responses -=-=-

-=-=- Upcoming Atari Shows -=-=-

Coming to: atari.archives.umich.edu or an FTP site near you!

Or write: xx004@cleveland.freenet.edu for a copy!

To be added to e-mail distribution list, write xx004@cleveland.freenet.edu
(but only if you plan on remaining on the list)

3767. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 01:26:24 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35ipc0$4sg@pepper.rutgers.edu>
Source record: 15667
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

sinclair@ins.infonet.net writes:

>>>>Peter Sinclair-Day's (Sinclap's) current postmaster is Kevin Houle.
>>>>His E-mail address is: kevin@ins.infonet.net
>>>>
>>>>Just thought that I'd pass on this very useful piece of information.
>>
>>>Oh gee, what an idiot. I should send a note to your postmaster that you wet
>> ^^
>>>your pants on the usenet and he/she should define 'advocacy' for you..
>> ^^^^^^^^^^^^^^^^^^^^^^^^
>>
>>Go ahead and do that Sincrap. Make my day!!

>Why? I am not a baby like you. You spend most of your bandwith attacking me
>personally than the substance of the purpose of Atari Advocacy..

You mustn't have read all my posts; most of them have nothing to do with you.
By the way, WHAT exactly is the purpose of .advocacy in your opinion? I don't
think .advocacy == .bash, which is what I think your definition is.

In any case, how is posting who your postmaster is a personal attack?
I guess your just scared that everyone will complain to him now and get
you thrown off the net again, Sinflop.

>>
>>>Marc Barret must have a sensible postmaster who ignores dweebs like you.
>>
>>Me a "dweeb"? Have you by any chance looked in the mirror lately?
>>And what does Mark Barrett have to do with this anyway, except that
>>you constantly do a fifth-rate immitation of him?

>Marc Barrett posted truths about the amiga that irritaded Amiga users in Amiga
>Advocacy. I am sure his Postmaster received alot of mail about his activity on
>Amiga advocacy. He participated appropriately and I am sure his Postmaster
>would agree too. My ex Postmaster is too accomodatating and he reduced my acce
>ss on the usenet. He did not cut me off. He cut my access three times and I
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Ahah! I knew it! Thanks for FINALLY admitting the truth, Peter.

>had to see him at his office(I am sure he was sick of seeing me) and I held my
>ground. He lastly violated my Constitutional rights.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

And many of your posts violate slander laws? Some of them, like that letter
from that "software company president" in r.g.v.atari, are out-and-out forgery.

>>>-Peter
>> Sinclair-Dork

>You are very personal. You should be positive..Are you frustrated that a
>boy/girl will not date you..

And you shouldn't be a hypocrite! I have yet to see a positive post from you.
All that you can ever do, it seems, is put down Atari! Why do you hate Atari
so much anyway? Did they kill your parents or something? Can you please just
explain to all of us why Atari is, in your opinion, evil?

And why do you always post your Mac propaganda in c.s.atari.adv instead of
c.s.mac.adv where it belongs?

BTW are you frustrated that your Mac won't date you? ;-)

>-Peter
>-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
-Send comments/complaints to: kevin@ins.infonet.net(Kevin Houle)

[Note: I had to edit this post because Peter doesn't seem to know how to]

* Tom Trauth
* trauth@paul.rutgers.edu

PS: BTW where do you live now Mr. NJ -> Calif. -> Iowa?

3768. Atari 800

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 01:34:53 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35iprt$52q@pepper.rutgers.edu>
Source record: 15668

Just wondering..does anyone besides me still have an Atari 800?

* Tom Trauth
* trauth@paul.rutgers.edu

PS: I also still have a working Atari 2600 :-)

3769. Re: Atari 800

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 02:38:11 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94261.223811STIRRE31@MAINE.MAINE.EDU>
Source record: 15669

Tom,
Look in comp.sys.atari.8bit and you'll find many other Atari
8-bitters :-). A lot of cool stuff has been coming out for the
old 8-bits, too, IMO. I know I miss my XEGS.
-scott tirrell

3770. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 07:30:00 UTC
From: t93074@mail.vitech.fi
Message-ID: <1994Sep19.073000.4667@mail.vitech.fi>
Source record: 15670
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

sinclair@ins.infonet.net wrote:
: In article <35d1mj$n67@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:

: Marc Barrett posted truths about the amiga that irritaded Amiga users in
: Amiga Advocacy. I am sure his Postmaster received alot of mail about his
: activity on Amiga advocacy. He participated appropriately and I am sure
: his Postmaster would agree too. My ex Postmaster is too accomodatating
: and he reduced my access on the usenet. He did not cut me off.

I bet he will be sorry and regrets that decision.

: He cut my access three times and I had to see him at his office(I am sure
: he was sick of seeing me)

Even a thought about seeing Your face makes me sick.

: and I held my ground. He lastly violated my Constitutional rights.

This is _INTERNATIONAL_ !!!

: -Peter
: -Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

--
==========
= Jani Miettinen =
= t93074@mail.vitech.fi =
==========

3771. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 10:40:46 UTC
From: sinclair@ins.infonet.net
Message-ID: <35jpre$ftr@insosf1.infonet.net>
Source record: 15671
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In article <1994Sep19.073000.4667@mail.vitech.fi>, t93074@mail.vitech.fi (Jani Miettinen) writes:
>sinclair@ins.infonet.net wrote:
>: In article <35d1mj$n67@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>
>: Marc Barrett posted truths about the amiga that irritaded Amiga users in
>: Amiga Advocacy. I am sure his Postmaster received alot of mail about his
>: activity on Amiga advocacy. He participated appropriately and I am sure
>: his Postmaster would agree too. My ex Postmaster is too accomodatating
>: and he reduced my access on the usenet. He did not cut me off.
>
>I bet he will be sorry and regrets that decision.

I doubt it, he has better things to do than listen to a buch of whiners who can dish it out but not getting it dished back. What a bunch of hyprocrates..
>
>: He cut my access three times and I had to see him at his office(I am sure
>: he was sick of seeing me)
>
>Even a thought about seeing Your face makes me sick.
>
Well, you don't have to worry about that..

>: and I held my ground. He lastly violated my Constitutional rights.
> ----------------------
>This is _INTERNATIONAL_ !!!

Doesn't matter, the post originated from the U.S. were freedom of speach is protected.

>
>: -Peter
>: -Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
>
>--
> ========================
> = Jani Miettinen =
> = t93074@mail.vitech.fi =
> ========================

-Peter
-Send comments.complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

3772. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 10:52:30 UTC
From: sinclair@ins.infonet.net
Message-ID: <35jqhe$ftr@insosf1.infonet.net>
Source record: 15672
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In article <35ipc0$4sg@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
>>>>>Peter Sinclair-Day's (Sinclap's) current postmaster is Kevin Houle.
>>>>>His E-mail address is: kevin@ins.infonet.net
>>>>>
>>>>>Just thought that I'd pass on this very useful piece of information.
>>>
>>>>Oh gee, what an idiot. I should send a note to your postmaster that you wet
>>> ^^
>>>>your pants on the usenet and he/she should define 'advocacy' for you..
>>> ^^^^^^^^^^^^^^^^^^^^^^^^
>>>
>>>Go ahead and do that Sincrap. Make my day!!
>
>>Why? I am not a baby like you. You spend most of your bandwith attacking me
>>personally than the substance of the purpose of Atari Advocacy..
>
>You mustn't have read all my posts; most of them have nothing to do with you.
>By the way, WHAT exactly is the purpose of .advocacy in your opinion? I don't
>think .advocacy == .bash, which is what I think your definition is.

I hve read your posts and most of them attack me..On my header of 'Atari Advocacy" defines 'defending and attacking Atari'..

>
>In any case, how is posting who your postmaster is a personal attack?
>I guess your just scared that everyone will complain to him now and get
>you thrown off the net again, Sinflop.

Nope...

>
>>>
>>>>Marc Barret must have a sensible postmaster who ignores dweebs like you.
>>>
>>>Me a "dweeb"? Have you by any chance looked in the mirror lately?
>>>And what does Mark Barrett have to do with this anyway, except that
>>>you constantly do a fifth-rate immitation of him?
>
>>Marc Barrett posted truths about the amiga that irritaded Amiga users in Amiga
>>Advocacy. I am sure his Postmaster received alot of mail about his activity on
>>Amiga advocacy. He participated appropriately and I am sure his Postmaster

>>would agree too. My ex Postmaster is too accomodatating and he reduced my acce
>>ss on the usenet. He did not cut me off. He cut my access three times and I
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>Ahah! I knew it! Thanks for FINALLY admitting the truth, Peter.
>
>>had to see him at his office(I am sure he was sick of seeing me) and I held my
>>ground. He lastly violated my Constitutional rights.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>And many of your posts violate slander laws? Some of them, like that letter
>from that "software company president" in r.g.v.atari, are out-and-out forgery.

that was no lie...
>
>>>>-Peter
>>> Sinclair-Dork
>
>>You are very personal. You should be positive..Are you frustrated that a
>>boy/girl will not date you..
>
>And you shouldn't be a hypocrite! I have yet to see a positive post from you.
>All that you can ever do, it seems, is put down Atari! Why do you hate Atari
>so much anyway? Did they kill your parents or something? Can you please just
>explain to all of us why Atari is, in your opinion, evil?
>
Atari is handled incompently by present management. If atari sheds it's
present management, than the company may have success in the market.
Everything that the Tramiels have done have flopped. Remember the 5200, 7800(I
own one), the XE games system, the Lynx(I own one), the ST, TT(whats in a
name), the Falcon(Thats why Stires sold his) and now the Jagflop..

>And why do you always post your Mac propaganda in c.s.atari.adv instead of
>c.s.mac.adv where it belongs?

This is advocacy isn't it. There is Intel and Amiga proproganda in mac
Advocacy as well.
>
>BTW are you frustrated that your Mac won't date you? ;-)
>
Eh..

>>-Peter
>>-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
>-Send comments/complaints to: kevin@ins.infonet.net(Kevin Houle)
>
>[Note: I had to edit this post because Peter doesn't seem to know how to]
>
>* Tom Trauth
>* trauth@paul.rutgers.edu
>
>

>PS: BTW where do you live now Mr. NJ -> Calif. -> Iowa?
>
>

-Peter

>
>

3773. Re: I hate System *.* and want Unix for my Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 11:11:26 UTC
From: chall@clover.cleaf.com
Message-ID: <35jrku$opj@clover.cleaf.com>
Source record: 15673
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Jesse Michael Hammons (jhammons@tucson.princeton.edu) wrote:

: Someone made the mistake of buying a Mac ni my family and as a result I
: am stuck with the default idiot proof and hence unusable OS that comes
: with the Mac. I dont want to conform my every keystroke to the great
: dictate of Crapple Computer.

: So I want Unix for my computer. DOS sucks and Windows blows so dont even
: mention those. Linux would be ideal since it is the best PC OS and free
: to boot. I'm not sure if anyone here would know of a free Unix clone for
: the Mac that is actually functioning (so A/UX is out it blows the big
: one).

: Please help me get rid of the MacOS. I know you probably like using it
: but hey my choice and my opinion are mine. Death to MacOS and Crapple
: Computer

In the Sept 94 issue of Unix Review there was an ad inside the back cover for a Unix for the Mac called Mach10. It multitasks with the Mac's OS. It's produced by a company called Tenon Intersystems at 1-800-6-MACH-10. The only price they list is that it's under $500 (probably $499.99 :).

I wish someone would write a Mach Unix system that would multitask with the Amiga's OS. I wonder what it would take to create an Amiga personality for Mach.

Chris Hall

3774. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 14:53:32 UTC
From: mfrost@csi.compuserve.com
Message-ID: <35k8lc$24c@mhz.inhouse.compuserve.com>
Source record: 15675
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In article <35f39k$nam@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>
>You are very personal. You should be positive..Are you frustrated that a
^^^ ^^^^^^ ^^ ^^^^^^^^
>boy/girl will not date you..
>

Did anyone else find this to be a real knee-slapper. Sinflop telling someone
to be positive, Get Real :)

--Mike

---------- I did not say this, I am not here ----------

3775. Jaguar, Brutal Sports Football.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 19:20:00 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <701_9409200507@nisc.fidonet.org>
Source record: 15686

To all experiencing problems with Brutal sports Football on the ATARI Jaguar game console. A number of game catridges are slightly incompatible and cause some strange effects, two that i have noticed is one being redrawing the screen so it is uncomprehensible, the other is acting as if the console has been switched off.

I called Telegames at 1-214-228-0690 and they gave me a code to enter into the password selection option.

RMVVKL343
333VZ6387

Good luck and keep those heads flying...

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@f616.n2605.z1.fidonet.org ~ |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

3776. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 19:41:10 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35kpgm$nav@pepper.rutgers.edu>
Source record: 15676
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

sinflop writes:

>>: Marc Barrett posted truths about the amiga that irritaded Amiga users in
>>: Amiga Advocacy. I am sure his Postmaster received alot of mail about his
>>: activity on Amiga advocacy. He participated appropriately and I am sure
>>: his Postmaster would agree too. My ex Postmaster is too accomodatating
>>: and he reduced my access on the usenet. He did not cut me off.
>>
>>I bet he will be sorry and regrets that decision.

>I doubt it, he has better things to do than listen to a buch of whiners who can
>dish it out but not getting it dished back. What a bunch of hyprocrates..

As far as I can tell, you dish out an AWFUL LOT of crap, but can't take getting
ANY of it dished back. Therefore, YOU are the one who is a hypocrite (spelled
w/ an 'i' by the way) Mr. Sincrap.

>>Even a thought about seeing Your face makes me sick.
>>
>Well, you don't have to worry about that..

Thank god!

>>: and I held my ground. He lastly violated my Constitutional rights.

You have the right to remain silent! Anything you say can an d will be used
against you! ;-)

>Doesn't matter, the post originated from the U.S. were freedom of speach is
>protected.

Libel, defamation of character, and forgery are NOT protected by the
First Amendment. Sorry, Sincrap.

>>
>>: -Peter
>> = Jani Miettinen =
>-Peter
-Send comments/complaints to kevin@ins.infonet.net(Kevin Houle)

* Tom Trauth

3777. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 19:57:03 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35kqef$obo@pepper.rutgers.edu>
Source record: 15677
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

sinflop writes:

>>>>>Oh gee, what an idiot. I should send a note to your postmaster that you wet
>>>>>your pants on the usenet and he/she should define 'advocacy' for you..

>>>>Go ahead and do that Sincrap. Make my day!!

>>>Why? I am not a baby like you. You spend most of your bandwith attacking me
>>>personally than the substance of the purpose of Atari Advocacy..

>>You mustn't have read all my posts; most of them have nothing to do with you.
>>By the way, WHAT exactly is the purpose of .advocacy in your opinion? I don't
>>think .advocacy == .bash, which is what I think your definition is.

>I hve read your posts and most of them attack me..On my header of 'Atari
>Advocacy" defines 'defending and attacking Atari'..

Really? Have you really read ALL my posts?
Do you ever read c.s.ppc, alt.music.*, alt.r-n-r.*, alt.sports.*, or c.s.mac.adv, etc.?
I think not!

>>In any case, how is posting who your postmaster is a personal attack?
>>I guess your just scared that everyone will complain to him now and get
>>you thrown off the net again, Sinflop.

>Nope...

He's in denial, everyone. ;-)

>>>>>Marc Barret must have a sensible postmaster who ignores dweebs like you.

>>>>Me a "dweeb"? Have you by any chance looked in the mirror lately?
>>>>And what does Mark Barrett have to do with this anyway, except that
>>>>you constantly do a fifth-rate immitation of him?

>>>had to see him at his office(I am sure he was sick of seeing me) and I held my
>>>ground. He lastly violated my Constitutional rights.

>>And many of your posts violate slander laws? Some of them, like that letter
>>from that "software company president" in r.g.v.atari, are out-and-out forgery.

>that was no lie...

Than why did he make the exact same spelling mistakes and grammatical errors
that you make. Sorry, Sinflop, but that post FOOLED NO ONE!

>>>You are very personal. You should be positive..Are you frustrated that a
>>>boy/girl will not date you..

>>
>>And you shouldn't be a hypocrite! I have yet to see a positive post from you.
>>All that you can ever do, it seems, is put down Atari! Why do you hate Atari
>>so much anyway? Did they kill your parents or something? Can you please just
>>explain to all of us why Atari is, in your opinion, evil?

>Atari is handled incompently by present management. If atari sheds it's
>present management, than the company may have success in the market.
>Everything that the Tramiels have done have flopped. Remember the 5200, 7800(I
>own one), the XE games system, the Lynx(I own one), the ST, TT(whats in a
>name), the Falcon(Thats why Stires sold his) and now the Jagflop..

Comment #1:
"incompently" is usu. spelled "incompetently".

Comment #2:
Are you implying that Atari named a computer after me (The TT). I'm honored. :-)

Comment #3:
You still haven't explained what they have done to you personally. They must
have done something to you to make you have such a vendetta against them. I
think that the Atari mgmt. is incompetent also, but I don't hate them. If you
don't like Ataris, fine. Just don't buy any.

>>And why do you always post your Mac propaganda in c.s.atari.adv instead of
>>c.s.mac.adv where it belongs?

>This is advocacy isn't it. There is Intel and Amiga proproganda in mac
>Advocacy as well.

This doesn't answer my question. I was asking why you didn't post in c.s.mac.adv,
not why you did post in c.s.atari.adv.

>>BTW are you frustrated that your Mac won't date you? ;-)
>Eh..

Guess you are. ;-)

>>>-Peter
>>>-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)
>>-Send comments/complaints to: kevin@ins.infonet.net(Kevin Houle)

>-Peter
Sinflop

* Tom Trauth
* trauth@paul.rutgers.edu

3778. Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-19 20:05:51 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35kquv$orp@pepper.rutgers.edu>
Source record: 15678

From 1984 till 1991, I got an Atari magazine called
Atari Explorer (originally Atari Connection). I can-
celled my subscription in '91 because at that point
I had long since converted myself to IBM-PC-dom, but
I was wondering whether or not it is still around.

* Tom Trauth
* trauth@paul.rutgers.edu

3779. Re: I hate System *.* and want Unix for my Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 00:25:32 UTC
From: Anand Kumria <akumria@socs.uts.EDU.AU>
Message-ID: <Pine.SUN.3.90.940920102128.20361A-100000@sally>
Source record: 15680
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

On 19 Sep 1994, Chris Hall wrote:

> I wish someone would write a Mach Unix system that would multitask with the > Amiga's OS. I wonder what it would take to create an Amiga personality for Mach.

Linux for Amiga/Atari is available at FTP sites :

tsx-11.mit.edu/pub/linux/680x0

is you can use the WWW the URL is :

http://www-users.informatik.rwth-aachen.de/~hn/linux68k.html

Have fun ...

Anand.

```
----------------------+------------------------------------------------------------
/\ | akumria@socs.uts.edu.au
/ \ | akumria@banksia.itd.uts.edu.au *preferred*
/ \ |
/ \ | "I don't mind UNIX at all really. I like the cryptic
/ Kumria \ | nature of it all - i.e. it gives me something to
---/----------\--- | do on the toilet, apart from the obvious (not the
/ \ | devious!) .. UNIX manuals can be quite stimulating!"
/ \ | -- Bradley Kelly
```

3780. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 02:01:20 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94262.220120STIRRE31@MAINE.MAINE.EDU>
Source record: 15679

Tom,
Check out either Current Notes or ST Informer (or both!).
They each would be happy to give out a sample copy and both
are very good mags, IMHO. Atari Explorer was good to get Atari
Corp.'s spin on things but it really wasn't "hard hitting."
CN and ST Informer (CN more than ST-I) "tell it like it is."
While you're flipping through the pages you may notice
Rising Star Computer's ads. They sell cheap, used STs.
Come back to the fold, Tom ;-).
-scott tirrell

3781. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 02:17:50 UTC
From: dpj@delphi.com
Message-ID: <5+3x39u.dpj@delphi.com>
Source record: 15681

Thomas Trauth <trauth@pepper.rutgers.edu> writes:

>From 1984 till 1991, I got an Atari magazine called
>Atari Explorer (originally Atari Connection). I can-
>celled my subscription in '91 because at that point
>I had long since converted myself to IBM-PC-dom, but
>I was wondering whether or not it is still around.

Tom,

The hard copy version of Atari Explorer has been defunct for a couple
of years now. Atari felt that it couldn't devote the time and resources
to keep it going.

Dana @ STReport International Online Magazine

3782. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 04:59:06 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35lq6q$iar@pepper.rutgers.edu>
Source record: 15682

<STIRRE31@MAINE.MAINE.EDU> writes:

>Tom,
>Check out either Current Notes or ST Informer (or both!).
>They each would be happy to give out a sample copy and both
>are very good mags, IMHO. Atari Explorer was good to get Atari
>Corp.'s spin on things but it really wasn't "hard hitting."
>CN and ST Informer (CN more than ST-I) "tell it like it is."
>While you're flipping through the pages you may notice
>Rising Star Computer's ads. They sell cheap, used STs.
>Come back to the fold, Tom ;-).
>-scott tirrell

Where would I find CN or ST Info? I haven't seen an Atari mag.
in a bookstore for years. Not even in Barnes&Noble.

* Tom Trauth
* trauth@paul.rutgers.edu

3783. Re: I hate System *.* and want Unix for my Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 08:34:10 UTC
From: cgra@se.alcbel.be
Message-ID: <35m6q2$8i0@btmplq.god.bel.alcatel.be>
Source record: 15684
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

-Try MacMiNT?

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

3784. Re: I hate System *.* and want Unix for my Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 08:55:51 UTC
From: chall@clover.cleaf.com
Message-ID: <35m82n$6f1@clover.cleaf.com>
Source record: 15683
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Anand Kumria (akumria@socs.uts.EDU.AU) wrote:

: > I wish someone would write a Mach Unix system that would multitask with
: > the Amiga's OS. I wonder what it would take to create an Amiga
: > personality for Mach.

: Linux for Amiga/Atari is available at FTP sites :

: tsx-11.mit.edu/pub/linux/680x0

: is you can use the WWW the URL is :

: http://www-users.informatik.rwth-aachen.de/~hn/linux68k.html

Will it multi-task with the native AmigaOS? I've thought about just getting a bridgeboard and running NetBSD on it so that I can have both enviroments at the same time.

Chris Hall

3785. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 09:58:55 UTC
From: sinclair@ins.infonet.net
Message-ID: <35mbov$gpj@insosf1.infonet.net>
Source record: 15685

In article <35kquv$orp@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>From 1984 till 1991, I got an Atari magazine called
>Atari Explorer (originally Atari Connection). I can-
>celled my subscription in '91 because at that point
>I had long since converted myself to IBM-PC-dom, but
>I was wondering whether or not it is still around.

It's now Atari Explorer online. The official propaganda tool to put the spin on Managements incompetence..
>
>
>* Tom Trauth
>* trauth@paul.rutgers.edu
>

/sig

3786. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 15:08:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94263.110843STIRRE31@MAINE.MAINE.EDU>
Source record: 15588

Atari Explorer Online is available on the University of Michagan
FTP site. Check it out. It is great, as Pete said. And if
Atari Explorer is always glowing about Atari Corporation how
could we describe Pete's attitude towards Apple? :-) Maybe
these two net sources counter each other :-).
Tom, e-mail ST Informer at: st-informer@genie.geis.com. You
can reach the CN ST Editor at: plefebvre@delphi.com, I think.
Either that or it is plefebvre@genie.geis.com. If these are
wrong I can look it up for you :-).
-scott tirrell

3787. Re: Is Atari still manufacturing computers?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 15:45:50 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Sep20.154550.4452@bay.cc.kcl.ac.uk>
Source record: 15587

In article <quinlan.779750329@sfu.ca>, quinlan@kits.sfu.ca writes

! >Ah, but there are things like the 25fps MPEG player available in
! >SOFTWARE for the Falcon. Can your Powermac do that Peter ? <smug
! >grin> Email griff to ask him about it :-)
!
! >(This I got from Rob@Systems Solutions who say they may even be
! >marketing the logical development of this: an MPEG player that plays
! >the file from CD, in truecolour at full MPEG resolution (which is
! >apparently only 320x240, but in TC this won't matter as much)
!
! I can get about 30fps playing a 316x236 movie using 32-bit color. So that
! leaves 24-bits of "true" color. This includes a 22.2 kHz mono sound track.
! The total data thoughput is 21.7K/s audio and 231.7k/s video. This
! data is from the one QT movie I have so it may be possible to get the
! same fps with better audio and a larger window size. This is still
! getter than your Atari though since you never mentioned an audio track
! and your "true color" is 16-bit.
!
I think you've totally missed the point. No offence, but playing an
MPEG movie is a *damn* sight more difficult than a QuickTime movie
and a lot more computationally intensive. That's why the file size
is a lot smaller. You can't get QT video-CD's can you ?

I don't know about audio (I haven't got the s/w yet, there's a
new 30% faster version just been announced). but I dare say that
watching a video-CD would be a bit dull without sound :-) I'd say he
has to put sound on to it really...

I think there's an FLI player that goes like greased lightning (works
on the DSP again), but I've no figures for that - I'll try videoing it
to get a rough frame-rate...

ATB,
Simon.

3788. Public-Domain for Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 17:15:36 UTC
From: Werner Michaleck <Werner.Michaleck@muenst.Boerde.DE>
Message-ID: <2e7f18ad.16@muenst.Boerde.DE>
Source record: 15592

Hallo !
I'm a German User of BBS-Boerde.de Magdeburg.
We have in Magdeburg a great pool of ATARI-PD and Sharewarefiles.
we want to give it to all Users, if it need.
Also we want to new Files of PD and Shareware in this Box.
(we sent it over the Postway per Disc)
please give us Your Listing of PD- and Shareware-Files for The Atari, I load
my Listing after this Message !
My Adress is:
Werner Michaleck
Winkelmannstrasse 30
(D) 39108 Magdeburg

my Phone-Number: (049) - 0391 - 7314356

Also You can contact us over Werner.Michaleck.Muenst.boerde.de ore over
the FIDO-NET in HARDYS BOX im Magdeburg (SYSOP:HATMUT HESSING)

I wait for an Answer !
*** Sanyo **

Sanyowq/ENDE

3789. CATALEOG from me of PD - and Shareware

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 17:22:42 UTC
From: Werner Michaleck <Werner.Michaleck@muenst.Boerde.DE>
Message-ID: <2e7f1a5d.16@muenst.Boerde.DE>
Source record: 15597

```
------------------------------
Atari-Liste Stand: 01.09.1994
------------------------------

Virenkiller
```

Die neueste Verion unserer Virenkillerdiskette finden Sie in
Zukunft auf dieser PD-KATALOG-DISKETTE!
Durch st&#65533;ndige Erg&#65533;nzung und Erneuerung gibt es keine
Angaben zu den enthaltenen Programmen.

5 Flight F Demo des schon legend&#65533;ren Flugsimulator II
10 M Studio SW F 53 Musikst&#65533;cke f&#65533;r das Musikstudio(MIDI-MUSI)
Eldicad SW GFA hervorragendes Elektro CAD Progr.
voll GEM viele Optionen.
14 Minos SW F ACC Labyrinth mit L&#65533;sung !
Dulo SW F ACC
Mad SW F ACC, der Bildschirm spielt verr&#65533;ckt
Square SW F ACC
Happy 4 SW Das Spiel 4 gewinnt.
Pascal SW Passhel-Compiler, Linker, Editor.Hilfsprogramm
Ram Disk SW F einstellbare Ram Disc nur altes TOS
25 Megaram SW F ACC Ramdisk f&#65533;r Megarechner
VDI Samp F Darstellung verschiedener M&#65533;glichkeiten
und Farben f&#65533;r Grafikprogramme
Zord 7 SW VIP " Technologes " Demo !!
Mandel SW F &#65533;hnlich Apfelm&#65533;nnchen
PSPEED SW F &#65533;berp&#65533;ft die Lade- und Speicher
geschwindigkeit der einzelnen Laufwerke
Dump SW Monitor gut !
Silent SW F MIDI Progr. spielt das Lied Silent Night
Casio SW Progr.zur &#65533;bertragung von Daten
zwischen dem Casio Keybord CZ101 und
dem ST &#65533;ber die MIDI Anschl&#65533;sse
Color 512 F Alle 521 Farben auf dem Bildschirm
Iconname SW F Erm&#65533;glicht das &#65533;ndern der Namen
RTC 12 SW F resetfestes Einstellen von Zeit und Datum
X Modem SW F Terminalprogr.f&#65533;r X Modem und kompat.
Grafdemo SW F einige Grafikdemos
Ram 97 SW F Ramdisk f&#65533;r 260 mit Boot Tos
Etiketten SW F Druckt Disketteninhaltsverzeichnis
auf Endlosetiketten
Munchners SW eine Pac Man Version auf dem ST
Pool SW Monocrome Billard Version

Reversi SW F ACC Spiel
Puzzel SW Puzzle am ST
46 Desk Uhr SW F Tic Tac..... Tic Tac
Gemtool SW Demo f&#65533;r die GEM-Programmierung
Harddisk SW F Treiber f&#65533;r Harddisc.Automatischer
Start von der Festplatte
Master SW F Generationsberechnung mit
frei definierbaren Regeln
Memory SW F ACC zeigt freien Speicherplatz
von A bis D und RAM
Pegasus SW Malprogramm
RCS Scann SW RCS Scann analysiert Files
Toram SW F Kopiert automatisch bestimmte
Programme beim Booten in eine RAM Disc
Disc Uhr SW F Tic Tac..... Tic Tac
RAM DISC SW F ACHTUNG in diese frei definierbare
Ram Disc kann viel mehr eingeladen werden,
als sie normalerweise fasst.
Beispiel:Anmelden mit 400 K Byte
Einladen ca. 720 K Byte ?!?!
Aufl&#65533;sung: Die Ram Disc komprimiert die Progr.

48 Fram 77 SW Statische Berechnung f&#65533;r Konstrukteure.
Sehr umfangreich
Messwerte SW F Grafische Darstellung von Messwerten
66 AGO Finanz SW F Finanzmathe: Berechnung von Zinsen,
Laufzeit, Tilgung
Assembler SW F Assemblerpaket nach M68000 Standard
inkl. 2 Pass- Assembler, Disassembler,
Debugger, Editor Zum Erstellen von
Maschinenspracheprogrammen mit 14 K. Anleitung
Mathelib SW F Eine umfangreiche Mathebibliothek f&#65533;r
Pascal, igonometrische Funktionen,
Matrizenalgebra u.v.m..Nur f&#65533;r ST Pascal.
72 Auto SW F CH Maus versperrt Zugriff
auf Desktopleiste
Protect SW F ACC Der Protector (Schreibschutz)
Levis 123 SW F Chemieprogramm aus den USA.
Mit 50 KByte Anleitung
Bikalk SW ACC einfacher Taschenrechner
Speettos SW F ACC doppelte Geschwindigkeit
beim Laden und Speichern
Tinytool SW F ACC Monitor
Epromdisk SW F Erzeugt Ramdisk von 128 und 64 K
f&#65533;r die Ablage von Programmen, die auf ein
Eprom gebrannt werden sollen.
Disklable SW noch ein Etikettendruckprogramm.
Mit &#65533;ber 100 festen M&#65533;glichkeiten.
Etiketten SW Adressaufkleber f&#65533;r Label und Briefe.

Hardcopy SW ACC unterst�tzt eine gezielte Hardkopy
(Bildausschnitt)
79 LFD ST SW F Rund um den ATARI. Stand:19.4.1986
Eine etwas ausf�hrlichere Erkl�rung
als das Handbuch.75 KByte und optimal
f�r Einsteiger.Lesbar am Bildschirm.
Aufkleber SW komfortabler Adressaufkleber Forth
Digi Uhr SW Digitale Uhr, oben rechts im Desktop
Etiketten SW Beschriftung von 3,5" Disketten
Labelprog. SW F Herstellung von Texten, Etiketten
CPM Z 80 SW F Z 80 Emulator
Folks SW F Volks- Forth 83 Einstiegsm�glichkeiten
mit sehr vielen M�glichkeiten der
Weiterentwicklung
CBRAM SW F Ramdisk

90 Adress ST SW F eine gute Adressverwaltung, die
einigen k�uflichen das F�rchten lehrt
DiskUtilitySW F Der Weg an's Directory
manipuliert L�schschutz,
erzeugt echtes IBM-Format
Solitair SW F bekanntes 'Taschenspiel' -
�berspringen von Streichh�lzern
in einem breiten Kreuz
ST Grafik SW F GFA-Grafikausgabe in Form von Kuchen und
Balkengrafik und/oder Diagrammen [sehr gut]
Boxmaster F 2 Spiele
103 Yahtzee SW Altbekanntes Zockerspiel
Disk SW Spielautomatensimulation
Calc SW Superrechner der Wienand KG

140 Tendemo F hervorragendes Zeichenprogramm mit sehr
vielen Optionen wie DEGAS ELITE

141 Tridemo SW wie P.D. Nr 140
156 Syntw K 1 SW Originaldiskette von Steinberg Res.
Eine Slideshow zeigt, was das Originalprogramm
Syntworks K 1 kann. Ca 30 Minuten Laufzeit.
1 MB erforderlich.
Schieber SW ein alter Rechenschieber.
Slalom SW Geschicklichkeitsspiel
Skiabfahrtslauf in 4 Stufen.
Three GM SW Drei Spiele: 1.Kalah 2.Memo 3.Solitais
177 Roulet SW Wagen Sie den Schritt in Ihr privates
Spielkasino.
Eleganz und Kapital vorrausgesetzt.
Lohnsteuer SW F Lohnsteuerberechnung.
Maxidisk SW F !!!!! nur altes TOS
TOY Prolog SW F V 4.8 mit Source
Ansicht SW F sehr beruhigende Strichdemo.

Monodemo SW sehr beruhigende Strichdemo.
Doodle + SW F einfaches Malprogramm. Erkennt
alle g�ngigen Formate.
183 Bridgeit F Strategiespiel f�r 2 Personen.
CH Time SW F GFA Uhr stellen.
CLR Demo SW GFA Programmiervorschl�ge.
Dir SW F GFA Checkt Disketten nach Files und Folders.
ED Sprite SW GFA Sprite- und Mouse-Editor
GFA Mice SW Spiel GFA Nicht 100% lauff�hig.
GFA Shell SW F GFA, zum besseren Handling beim Arbeiten mit
Compiler
Globe F GFA-Demo zeigt schnellen Aufbau von 3 D-
Kugeln
Kalender GFA Kalender nach Wunsch!!!
Master F Mastermind (Superhirn) Stragespiel GFA
Microcard F GFA Zeichenprogramm
Pacman F 2 Pacman Versionen GFA
Scorfour F Vier Steine in einer Reihe GFA
Sensori F Spiel GFA
States F Strategiespiel GFA
TI TA TO SW GFA 3D Tic Tac Toe mit vier versetzten
Brettern �bereinander. Alle Bretter werden
gleichzeitig gespielt. 1 oder 2 Spieler.
GFA Basro SW F 41261
192 ST Klick SW F Notiz, Wecker, Schreibmaschine, Rechner
Kalender mit Tagen und Monaten, Druckeranp.
Mac Pan SW Der alte PAC MAN aus der Spielhalle.
Term SW Umfangreiches Terminalprogramm
X Ref SW F Anpassung von C Programmen, die f�r andere
Rechner geschrieben wurden.
Invaders SW Eine neuere Umsetzung des alten
Spielhallenspiels.
Andruil SW Geschicklichkeitsspiel mit 75 Bildern.
Diamon SW Vielseitiges Spiel mit 30 fertigen Levels,sehr
schneller Grafik und Feldeditor.(Boulder Dash)
Minefilds SW wagemutiges Spiel in einem Minenfeld.
Data Text SW Datenverarbeitung
194 Sprache SW F Softwarem�ssige Sprachausgabe
ZeitmanagerSW GFA Sehr �bersichtlich und gut durchdachtes
Zeitplanungskonzept. Super
Carpet SW Berechnungsprogramm von 3D-Funktionen.
Hiddenline,Algorithmus und Beleuchtungseffekten.

3 D Plott SW Berechnungsprogramm von 3D-Funktionen
mit einigen Extras.
Funktion SW Plotterprogramm mit verschiebbaren Achsen,
mehrere Darstellungsarten m�glich.

Tops SW F The Other Pascal Shell (Pascal Plus)

198 RCS ICN SW Icons einfach erstellen.Bildschirmbereiche
werden einfach umgewandelt in Icons.
Anlage SW Anlage / Aktien / Investmentverwaltung
Depot SW Aktiendepot
Aktie SW F Aktienverwaltung
Regelpro SW Simulation einer Regelstrecke
Berechnung und grafische Darstellung.
Schaltplan SW elektronische Schaltpl�ne mit Hilfe von
Schaltsymbolen selber entwickeln.
Rotax 4.0 SW Animation und Rotationsprogramm von 3-D K�rpern
Pic Switsh F V0.5 Darstellung verschiedener Bildformate.
RSC INN SW F Ausschneiden von Bildschirmausschnitten,
zur Weiterverarbeitung zu ICONS
200 Poster SW Druckt ein Bild in vierfacher Gr�sse.
Ausdrucke lassen sich dann zu einem Poster
zusammenf�gen.

ZS Editor SW Zeichensatzeditor f�r 24-Nadeldrucker
(P5/6/7 und andere). Down-Load Zeichensatz.
Basic Ref SW Crossreferenzprogramm f�r GFA-Basic.Hilft
mit vielen Optionen, Fehler aufzudecken.
Incl.Source in GFA-Basic.
MSK Edit SW GFA Maskeneditor f�r GFA-Basic.Generiert mit
einfacher Bedienung eine komplette
Eingabemaske als Quelltext (Form Input).
Retten SW Fortran. Speichert zu lange Dateien in mehreren
Teilen auf verschiedene Disketten.
Seco SW F GFA Verwaltet Bildausschnitte (mit GFA-
Basic-Befehlen PUT GET verwendbar) und
f�gt sie zu Bibliotheken zusammen.
World SW Lernprogramm. Fragt alle L�nder und
Hauptst�dte der Welt ab. Dabei erfolgt die
Antwort per Mausklick.
Enthaltene Landkarten: BRD, USA, Ozeanien,
Mittelamerika, S�damerika, Europa, Asien.

Kreuzwort SW Generiert Kreuzwortr�tsel.
203 Imperium SW Kaufen und verkaufen von �lfeldern, Pumpen,
Tankwagen.Nat�rlich ist auch Sabotage
enthalten.Wettbewerb vorrausgesetzt.
F1 Manager SW Sie m�ssen einen Formel-Eins-Rennstall
verwalten. Ausr�sten von Autos, Verpflichten
von Rennfahrern und einiges mehr geh�rt dazu
BOLO SW Wahrscheinlich die beste Arkanoidumsetzung
Columbia SW Malprogramm mit vielen Optionen.
Kermit v1.1SW F Datenfern�bertragungsprogramm

204 RAM SW F ACC zeigt freien Speicherplatz.
Paintlux SW Sehr umfangreiches Malprogramm. 3
Ein Muss f�r jeden Monochrombesitzer.
Inhalt SW Erzeugt eine Index-Liste von 1st Word-Texten.

Kopieren Sie einfach alle W�rter,
die ber�cksichtigt werden sollen, in eine
Datei."Inhalt" f�gt nun die Seitennummer an.
Index SW Programm zur Erstellung einer Seitenindexliste,
alphabetisch sortiert, Liste aller Zeilenlineale
und aller Bilder. Weiterhin wird ein Lexikon
aller vorkommenden W�rter erzeugt, mit Wortfilter.
BT Konvert SW Konvertiert 1st Word-Texte nach Becker-Text.
Incl. Sonderzeichenumwandlung und Schriftartanpassung.
Type SW Schreibmaschinenkurs in �ber 40 Lektionen.
Von einzelnen Buchstaben bis zu ganzen W�rtern
werden Aufgaben gestellt und bewertet .
Plotter SW F Darstellung von Werten in Diagrammen.
sehr aufwendig und vielseitig.
Morse SW F Morselernprogramm, mit Angabe der T�ne,
und Abfragen der Buchstaben und W�rter.
206 L Painter SW Malprogrgramm Rasteroperationen, Musterspray,
Verwischen, Drehen, Biegen,
Blockladen und Speichern, Fontloader.
Minigolf SW 18 Bahnen , Steuerung per Maus
Richtung Anschlagst�rke. Sehr Gut !!
Solit�r SW Dreidimensionales Solit�r mit guten Grafiken
Deutsch und Franz�sisch.
Roulette SW Was mag das wohl sein?
Surface SW einfache aber sehenswerte Strichdemo
Mazemaker SW F erstellt ein Labyrinth.
Setmaus SW F ACC Mauseinstellung 3 fache Geschwindigkeit,
CAD SW Student CAD nur altes TOS
Gut gestaltetes CAD Programm mit vielen
guten Optionen.Vergleichbar mit kommerziellen
CAD Programmen.
209 Schloss SW F Textadventure
Squixx SW Altbekanntes Spielhallenspiel f�r Maus
und Joy-Stick.Ziel:F�llen von Fl�chen
im Kampf gegen Steinbeisser.
StundenplanSW F erstellt Stundenplan nach Wahl.
APPLE ST SW F �bertragen von Textdaten zwischen ATARI ST
und APPLE �ber v 24 als GFA BAS + PRG.
Cartoon SW einfaches Zeichentrickfilmprogramm.
Erstellen von Animationen m�glich.
MIDI Mus SW MIDI Programm 1 MB und Keybord erforderlich
sehr �bersichtlich und professioneller Editor.
Einspielen �ber Keybord, Noten ausdrucken.
Erstellt f�r Yamaha PC R 800.

210 Kreuz AS SW Eine sinnvolle Art, mit dem Computer zu
spielen, ohne einen Pfennig Einsatz.
Nachahmung des gleichen Gl�cksspielautomaten.
X Modem SW F Datenfern�bertragung

AMIGA Demo F 100% Funktion wird nicht gew�hrleistet.
Spriter SW Sprite Editor
Denk Mal SW es weden Farbe und Ton vorgegeben, und
sollen nachgespielt werden. 3-6 Felder.
Deconv SW Deconvolutionsprogramm zur Bestimmung
von Abklingzeiten.
Bilanzen SW Kontenverwaltung mit Monats,-Jahresbilanzen,
Balken und Kuchengrafiken,sehr �bersichtlich.
Dakar Sw Dateiverwaltung
Rechnen SW F Wirtschaftsrechnen f�r B�rokaufleute.
Funktionen:Zeiteinheiten, Z�hlmasse,
Englische L�ngenmasse,-Gewichtseinheiten,
L�ngenmasse, Gewichte, K�rpermasse,
mathematische Berechnungen, Datenumwandlung,
Zinzrechnung, Dreisatz, Lagerkennzahlen,
Buchf�hrung, W�hrungsrechnen, Prozentrechnung,
Diskontrechnung, Kalkulation, Verfallzeit
Durchschnittsrechnung, Kurswert,u.v.m.
Auf jeden Fall zu empfehlen.
Zeichen SW F Grafikprogramm f�r alle g�ngigen Formate,
mit vielen neuen Funktionen und neuen Ideen.
Z.B.Ordner erzeugen, sroll, 4 Spiegel,q
Spiegel, Mausi, Gag, Effekt (horizontal-
vertikal), Tausch, Peil, Baum, Rahmung,
Kantenform,Mausiform, M-Kreis, Hardcopy.

216 Deskblue SW Gibt dem Desktop ein neues Gesicht.
alle Programme laufen einwandfrei(4 Wochen Test)
Lotto SW F Lotto Analyse. Chancensteigerung durch
Analysierung aller vorhergegangenen Ziehungen.
Eingabe der folgenden Ziehungen m�glich.
Morsen SW F Morsen �ber Centronics-Schnittstelle.
Erweiterung f�r Funkger�t ist m�glich.
Senden von Buchstaben, Kennung, Zeilen u.Dateien.
Morse ST SW Morsetrainer (nicht 100%, aber sehenswert)
Picsw 0.7 F Darstellung und Drucken von Degas PI1-PI3,
NEO, Tiny, NVision, Amiga IFF, Mac Paint,
Mac Startup, CIS Vidtex und alle Atariformate.
QTH LOC SW Programm f�r Funkamat zur Festestellung der
QTH Kenner.Sehr sch�ne Grafiken und Karten
Ratte SW lernende Ratte in einem Irrgarten
REM EX SW F Entfernt REM aus GFA Basic Programmen.
Mazemakr SW F Erzeugt ein Labyrinth f�r Bildschirm u. Drucker
M Help SW F ACC Hilfsprogramm mit den Funktionen:
Disk Formatieren, kopieren, Ordnernamen �ndern,
Disknamen �ndern, Directory drucken.
Netz SW Bestimmen Sie die Gr�sse einer Netzlandschaft.
Kprinter SW F Kassettenh�llendruckprogramm f�r Audiokassetten.
227 Sammelsorium der gebr�uchlichsten Accessories mit ACC Loader

Weller ToolSW F Setup. Auto-Programme, Accessory Auswahl,- und
Lade-Programm mit sehr vielen sinnvollen Infos.
PD; V.1.4; 1.8.1989; Autor: Clemens Weller
Calc SW - ACC Superrechner der Wienand KG mit ca.280 Funktionen
PD; V.3.0; 1986; Autor : M.Weller
MM Copy SW F ACC Filekopierprogramm von Laufwerk A bis H.
PD; V.1.0; 1986; Autor: K.Ullmann
Setmaus2 SW F ACC Ver�ndern der Mausparameter wie z.B.
Geschwindigkeit,Doppelklick auf der rechten Taste u.s.w.
Sideklick SW F ACC Multi ACC mit Taschenrechner, Terminkalender,
Kalender, Uhr, Wecker, Notizblock, Zeichensatz,
Disk Index Druck und Puzzle.
PD; V.1.0; 1986; Autor: ROS-Soft / H�hn & Ullmann
ST Klick SW F ACC Multi ACC mit Notizblock, Wecker, Drucker Init,
Schreibmaschine !!!, Kalender und Minitaschenrechner.
SHW; V.1.4; Autor: W.Zweygart
Word 400 SW F ACC einfache Textverarbeitung.(sehr sinnvoll)
PD; V.2.0; Autor: F.Gregory Schneller
Bigmacc SW F ACC Multi ACC mit ein oder zweiseitiges Formatieren
Kopieren A-A/A-B/B-B, Filecopy, Uhr, RAM Disk (einst),
RAM Disk laden, F Tasten Belegung und Spooler
PD; V.1.1; 1987; Autor: Marco van Meegen
Clock SW F ACC zeigt in einem Fenster die Zeit Analog an
CRT Saver SW F ACC Bildschirmschoner, schaltet den Bildschirm
nach einer einstellbaren Zeit dunkel.
PD; V.1.0; 7.1986; Autor: ASSoft
DIR Print SW F ACC druckt das Inhaltsverzeichniss (DIR) von A & B
PD; V.1.0; Autor: John Kurvink
Diskhelp SW F ACC mit den Funktionen: l�schen, kopieren, rename,
format, sortieren, tauschen und Ordnerh�ndling.
PD; Autor: Helmut M�nsch / Karl-heinz Wilder
DOLU SW - ACC Mauslupe. Vergr�pert den Bereich des Mauszeigers
ca. um das 16-fache in einem eigenen Fenster.
Freeram SW F ACC zeigt den derzeit freien Speicher an.
Info Box SW F ACC Speicheranzeige, Inversschaltung, Mausklick
ein und ausschaltbar, Weckereinstellung, Uhr.
MAD SW F ACC wahrscheinlich das verr�ckteste ACC �berhaupt.
Es passieren die unm�glichsten Dinge mit dem Desktop
M Help12 SW F ACC Multi ACC mit Formatieren, Kopieren, freiem
Speicher, Ordner �ndern, Disknamen �ndern, DIR Druck.
PD;V.1.2; Autor: Holger Brieger
Show RAM SW F ACC zeigt den derzeit freien Speicher oben rechts an.
Start Up SW F ACC er�ffnet die M�glichkeit ein PRG aus der
DeskTop Leiste zu starten. Witziger Bildschirmschoner
Supercalc SW F ACC einfacher Taschenrechner
Uhrzeit SW F ACC zeigt oben rechts die Systemzeit an.
PD; V.1.1; 7.2.1987; Autor: Dietmar Rabich
Software SW - PRG zur Erstellung eines Softwareverzeichnis.
PD; V1.0; Autor: Horst Fabry

240 STDCAT SW F Disketten-Katalog-Programm in GEM
FRW; V.4.0; 15.10.1988; Autor: Bob Silliker
Drucker SW F Druckereinstellung f�r Seikosha SP 1000 A
und Epson Kompatible. Sehr viel Optionen, wie z.B.
verschiedene Schriftarten, Grafik und Hardcopyausdruck,
Puffer, 10 verschiedene intern. Schriften, u.s.w.
PD; V.1.0; 23.3.1989; Autor: Siegfried H�bner
Fupball SW - Simulation der Fussball-Bundesliga. Sie sind der
Manager eines 3.Liga-Clubs und sollen Meister werden.
PD; V.1.61; 1988; Autor: Reiner Duda
Termin SW F gelungener Terminkalender mit kompl.Jahreskalender
incl. Feiertage auf einer Maske, jahres�bergreifende
Terminplanung, Suchfunktionen, Hilfsfunkotionen u.v.m.
PD; V.3.2; Autor: Siegfried Weckmann
P TAP SW professionelle Fupballbundesligaverwaltung
SHW; V.1.0; 1987; Autor: 2 S Ware
242 AUS I D SW F Ausgabe in eine Datei erm�glicht das Schreiben
einer Druckerausgabe in eine Datei auf Diskette.
PD; V.1.0; 12.1989; Autor: Volker Deffner
KNIFFEL SW F W�rfelspiel f�r 7 Personen
PD; V1.0; 1988; Autor: Frank Stozer
WT-GFA SW F Weller Tools Entwicklungssystem f�r GFA-Basic mit
Cross Reference-Analyser f�r globale und lokale
Variablen sowie �bergabeparameter, Labels und
Proceduren; findet Fehler und macht
Verbesserungsvorschl�ge; Ausgabe als Zeilen- und
Proceduren-Referenz.
Outline-Funktionen f�r Analysen der Programmstruktur.
Zahlreiche Optionen, Utilities und Hilfsprogramme.
PD; V.1.2; 10.12.1988; Autor Clemens Weller
246 Viren SW F Diese Diskette ist randvoll mit verschiedenen Virenkillern
und teilweise deren Quellcode. Einige Viren werden
analysiert und liegen im Quellcode vor.
248 AMANAGER SW - Adressmanager der gehobenen Mittelklasse mit
sinnvollen Optionen.
SHW; V.1.02; 1989; Autor: J�rg Trojan
ARC SW F Archivierungsprogramm mit Anleitung in Englisch.
Kompriemierung bei Text und Grafik :ca.50 %
PD; V.5.21; 1989;
ZOO SW F Archivierungsprogramm mit Anleitung in Englisch.
Kompriemierungen ca.40 % schneller als ARC.
PD; V.2.01;1989; Autor: Rahul Dhesi, Daan J.Jitta
ARCVSZOO SW F ASCII Text zu beiden Archivierungsprogrammen, und
vergleicht diese miteinander. Autor: Daan J.Jitta
B�RSE SW - B�rsenspiel um Autofirmen in neuer, verbesserter Version
PD; V.2.0 GFA V.3; 1.8.1988; Autor: Rolf H�ming
B BANNER SW - Grope Schriftz�ge auf Endlospapier in 5 Gr�pen und
5 Schriften f�r 9 Nadeldrucker.
PD; V.1.21; 1989; Autor: J�rg Trojan

D PR�FER SW - Diskettenpr�fer pr�ft die verwendeten Disketten auf
Fehlerfreiheit, Benutzung von einseitigen Disketten
und checkt die hoffentlich einwandfreie Funktion der
Diskettenlaufwerke.
SHW; V.1.5; 1989; Autor: J�rg Trojan
250 ACC Loader SW F JJ-LOAD: Ausw�hlen der ACC's w�hrend des Bootvorgangs
PD; V.1.04; 1990; Autor: Martin Kellner
CODER SW F ACC verschl�sselt Dateien
PD; V.1.17; 1990; Autor: Wolfgang Ante
Autor: Wolfgang Ante
DATETIME SW F ACC+PRG zeigt Uhrzeit und Datum an.
PD; V.1.0; 1989; Autor: Reiner Fr�drich
LOCK SW F ACC verschl�sselt das System mit einem Codewort
PD; V.1.1; 1989; Autor: Manor Hill
QUICK ST SW F ACC:Beschleunigungsutility f�r ST und STF.
SHW; V:1.4; 1989; Autoren: D.Mihocka, I.Kolenko
QUICK STM SW F ACC:Beschleunigungsutility f�r STM
SHW; V:1.4; 1989; Autorer: D.Mihocka, I.Kolenko
SFONT SW F ACC:erm�glicht das Laden von neuen Desktopfont's
WERKZEUG SW - ACC:hervorragendes Multiutility mit 16 verschiedenen
Hilfsprogrammen im Desktop.
PD; V.1.0; 1987; Autor: Ingo Br�ckl
FORMAT SW F ACC:Formatierprogramm
PD; V.1.0 ; 1987; Autor: Dietmar Rabich
FREE RAM SW F ACC:zeigt den freien Speicher, das Datum und die Uhrzeit
PD; V.1.0 ; 1986; Autor: Dietmar Rabich
FILECOPY SW F Super File Copy: Sehr �bersichtliches und durchdachtes,
schnelles Kopierprogramm f�r einzelne Dateien.
PD; V.2.4; Autor: Jens Fangmeier
B E B SW F ACC:Bitte ein Bitt: umfangreiches Kopierprogramm.
SHW; V.3.1; Autor: Uland T�ffner
DISKHEAD SW F stellt die Systeminformationen der Festplatte dar.
PD; V.1.1; 1988; Autor: Rainer Fr�drich
DMA REDY SW F erfragt den Status Quo des D M A Ports.
PD; V.2.1; 1988; Autor: Rainer Fr�drich
PARKDISK SW F parkt den Kopf der Festplatte.
PD; V.3.1; 1988; Autor: Rainer Fr�drich
PM DUMP SW F Utility f�r Assemblerprogrammierer zur Unterst�tzung
bei der Suche von System-Crashs
PD; V.1.1; 1988; Autor: Rainer Fr�drich
SCR SAV SW F Bildschirmschoner
PD; V.2.0; 1989; Autor: Rainer Fr�drich
TOS VER SW F ermittelt die derzeitige TOS-Version
PD; V.2.2; 1988; Autor: Rainer Fr�drich
UTERM SW F klitzekleines Terminalprogramm f�r zwischendurch
PD; V.1.1; 1989; Autor: Rainer Fr�drich
UNIDUMP SW F ACC+PRG Utility zum Senden von MFile's oder
TwentyFour-File's �ber MIDI
PD; V.1.0; 1989; Autoren: M.Hill, Th.Meuller

XXX LOAD SW F Einladen und Anzeigen von DOO, PI3, PAC-Bildern.
PD; V. ;Autor: Wolfgang Ante
252 LABYRINTH SW - Interressantes u. strategisches Jump und Run Spiel
Wichtig !!! Lesen Sie die Anleitung. Spiel ist O.K.
SHW; V ; 25.7.1989; Autor: G&#65533;nter Heidel
MONKY SW - Umsetzung des Automatenspiels MONKY KONG
PD; V.1.0; 1988; Autor: Ron J.Fortier
KIDGRAPH -- F einfaches Malprogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDGRID2 -- F einfaches Malprogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDMUSIK -- F einfaches Musikpogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDNOTES -- F einfaches Notenlernprogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDPIANO -- F einfaches Piano- und Orgelspielen f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
256 BAUSPAR SW - Errechnet auf einfache Art den Verlauf eines
Bausparvertrages bei unterschiedlichen Sparzahlungen.
Mit 7 verschiedenen Bausparkassenberechnungsarten.
PD; V.1.0; 1989; Autor: Klaus Walter
ORION -- F Weltraumballerspiel mit der Maus
PD; V.1.0; 1988; Autor: Beery's Bit Software
QUIS SW F Frage- und Antwortspiel f&#65533;r 7 Personen nach
dem Muster von "Der Grope Preis" mit Wim T&#65533;lke
PD; V.1.0; Autor: Frank Stolzer
QUICK ST SW F ACC Beschleunigungsutility f&#65533;r ST und STF.
SHW; V:1.4; 1989; Autoren: D.Mihocka, I.Kolenko
QUICK STM SW F ACC Beschleunigungsutility f&#65533;r STM
SHW; V:1.4; 1989; Autorer: D.Mihocka, I.Kolenko
SENSORI -- F Nachspielen von vorgegebenen Farben und T&#65533;nen.
PD; V.1.0; Autor: Michael Fordermair
BIGMAC SW F ACC:Multi ACC mit ein- oder zweiseitigem Formatieren,
Kopieren A-A/A-B/B-B, Filecopy, Uhr, RAM Disk (einst),
RAM Disk laden, F-Tasten belegung und Spooler
PD; V.1.1; 1987; Autor: Marco van Meegen
258 LETTEROR SW - Buchstabenspiel mit dem Inhalt eines Lesebuchs der
ersten Klasse (476 Worte)
PD; V.1.43; 1989; Autor: Rudolf Schmitt
MINITEXT SW - Komplette Textverarbeitung mit sehr vielen Optionen.
PD; V.2.45; 1989; Autor: Heinrich M&#65533;ller
PD SUPER -- F Wettkampfspiel mit 100 m-Lauf, Weitsprung, Kugelstopen,
Hammerwerfen, Hochsprung, 110 m H&#65533;rden, Speerwerfen und
Diskuswerfen.
PD; V.1.5; 1988; Autor: K.Hermann
S B F S SW F Segelflugsimulator
PD; V.1.0; 1988; Autor:
SUCHSETS SW - gibt eine alphabetische Liste aller benutzten Signum-Fonts
PD; V.1.0; 1989; Autor: Alfred Sap

TEXTER SW - Tool f�r GFA-Basic.Textstring-Positionierer.
FRW; V.2.0: Autor: Markus H.Giebeler
FONTMON SW - Programm zum Anzeigen der verwendeten Signum-Fonts.
PD; V.1.0;1989; Autor: R.L�deke
NO CLS SW - entfernt das " CLS " am Programmanfang bei GFA-Basic 2.02A
S FONT SW F ACC neue Font's f�r das Desktop
SPION SW - Speicher Spion; durchforsten Sie Ihren Speicher
267 Driod 3 F Grafikadventure
FRW; Autor: Haral Breitmaier
Stones F Tetrisvariante
PD; V. 1.0; 1989; Autor: Carsten Kauschmann
Tunnel V F Tunnel Vision ist ein Labyrithspiel.
PD; Autor: ST Enthusiasts of Portland

300 Sagrotan sw/f Virenkiller der Version 4,17 mit �nderung des Bootsektors
(auch f�r MS-DOS kompatibele Disketten !)

400 STZIP.TOS Selbstextrcting-Progrmm zum Packen/entpacken von
*.ZIP-Files (auch DOS-gepackte!)
500 RUFUS Terminalprogramm
600 Starcall Terminalprogramm, voll ANSI und Color, sehr gut
610 Starbox Mailboxprogramm, l�uft unter Starcall !
700 Trapido noch ein Terminalprogramm

sowie diverse Spiele (auf Anfrage)
* Liste f�r MS-DOS- PD ist in Arbeit !*
*** linke Zahlenangabe ist nur fuer mich relevant,bitte Files angeben !***

Weitere Programme sind schon im Test/auf Anfrage. Ich werde das LISTING
in der BOX st�ndig aktualisieren! (und auch die Programme !)
Ich biete die M�glichkeit, Einzelzusammenstellungen nach individuellem
Wunsch zusammenzustellen !(als ST-ZIP-File) oder im Versand.

Dazu ist entsprechendes Leerdiskmaterial und eine Anforderungsliste erfor-
derlich. **->Bitte R�ckporto beilegen oder frankierten Umschlag !<-**

Wir wollen keinen Handel treiben , sondern TAUSCHEN !!! Also- wenn gute
(aktuelle Programme ***nur PD- und Shareware oder FREEWARE***) bei Euch
vorhanden sind, (auch TEST-Versionen neuer PRG oder Updates) - bitte
eine MSG schreiben oder direkt zuschicken ! (oder in die BOX laden!)

Alle Programme k�nnen gepackt werden (auf Wunsch mit entspr. Prg)->Stan-
dard ist momentan STZIP<- **damit die Disk VOLL wird !**

*** Format derzeit (max.) 960 KB bei 720'er 3,5'' Disketten ***
* mit Tricks (Dos-Formatierung) auch h�her) ** ->Fehlerquote auch !
MS-Dos k�nnen wir bis 1,4 MB auf 3,5'' Disketten fahren.(HD und DD)

Ich finde, das ist ein faires Angebot, wenn man den Aufwand ber�cksichtigt!

Adresse f�r Anfragen und Bestellungen :

W e r n e r M i c h a l e c k

W i n k e l m a n n s t r a s s e 30

(D) 39108 M a g d e b u r g
Telefon : (049) (0) 931-7314356 oder ber Boerde.DE(BBS)

Sanyowq/ENDE

3790. Hard Times (hacks)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 18:32:46 UTC
From: d92-pro@donau.nada.kth.se
Message-ID: <D92-PRO.94Sep20203247@donau.nada.kth.se>
Source record: 15589
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit

Ok, as a first time poster, i'll apologize for anything upsetting it
the following text.
(so, done! Flame shield is UP! *8))
I suddenly remembered my old (OLD) atari 1040STFM,
lying in a box totally in peices, and thought to myself

- Wonder if I could connect it to my modem (2400Bps), and sotof
connect it to my schools modempool, and read my mail?

After some small assambling (of peices), and some checking of disk's,
(with about 60% or so broken/jumbled)
I came to insight of what i had to work with:
1 atari 1040STFM, one 2400bps hayes modem, and (gasp) KERMIT.
(and yes, it DOES connect to the computer, AND to my school. WHEE!)
so, what to do now is one teeny-weeny bit of improvement,
to replace the KERMIT ver. 1.05 beta (or something) to a neater,
nicer, more user-friendly communications tool.
I finally am tired of manually typing ATD<nr>, ATH, AT&W AT<foo>......

Any suggestions?

Oh. Uhm. Since i dont hang around in this newsgroup too much
(actually, firsttime-visit)
I'd rather have reply's by mail to
d92-pro@nada.kth.se
(and yes, I will trim up the answers, and repost them on request)

/Many thanx in advance,
Phil

Philip Roos_____o_____.:/_____
Lilli¿½v. 43 4tr 128 45 Bagarmossen . ,,///;, ,;/
tel. 6499556 . o::::::::;;///
email: d92-pro@nada.kth.se,mole@sune.stacken.kth.se >:::::::::;;\\\
"Order is just an illusion. ''\\\\\'" ';\
Just like water flowing in one direction"-myself ';\

--
Philip Roos_____o_____.:/_____
Lilli¿½v. 43 4tr 128 45 Bagarmossen . ,,///;, ,;/
tel. 6499556 . o::::::::;;///
email: d92-pro@nada.kth.se,mole@sune.stacken.kth.se >:::::::::;;\\\
"Order is just an illusion. ''\\\\\'" ';\
Just like water flowing in one direction"-myself ';\

3791. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 19:09:28 UTC
From: Kelvin@lilyn.demon.co.uk
Message-ID: <780088168snz@lilyn.demon.co.uk>
Source record: 15580
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

Re. all the bollocks about Mr Sinclair.

This is absolutely pathetic. Why don't you bunch of whining 3 year olds
fucking grow up. I could not give a flying fuck what Peter or anyone else
says about Atari or _me_ for that matter. What difference does it make?
If Peter thinks Atari are shite then advocacy is the place to say it. If he
gets abusive, ignore him. If he starts mail bombing you then complain
to his sys. admin. However, whining on that Peter said nasty things about
Atari and called me a dork, I think he should be thrown of the net is bollocks.
If you are so thin skinned and sensitive then don't subscribe to any usenet
groups, stay at home and line your room with cotton wool. Better still post
a personal in soc.singles the response you get to that will toughen you up.

You bunch of arseholes. Atari are the worst company in World. The Jaguar is a
flop and can't texture map worth a fuck (although I can't wait for AvP which
proves you don't need texture mapping for great graphics)

BIG HUGE CHEESY GRIN.

(There complain to my sys. admin. whoever he/she is)
--

****
*Kelvin Hughes * Life on earth is expensive but you *
*IBM IEA Address GBCCLKH3@IBMMAIL * do get a free trip around the sun!!*
****
Jaguar owner, ST owner, Mac owner, Lynx owner, PC owner, Amiga owner
although I wouldn't piss on a 3d0 if it was on fire.

3792. Re: Star Raiders

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 19:24:44 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CwG0L9.KnB@cix.compulink.co.uk>
Source record: 15593

>Thomas Trauth (trauth@pepper.rutgers.edu) wrote:
>: Just curious. Does anyone know if the old video game
>: Star Raiders is still around? If so what systems is
>: it available on?
>
>As far as I know, the 8-bit Atari, the Atari ST and ATari 2600/5200. (It is
>an Atari game, after all)
The ST version is a bit crap.

3793. CAIN

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 20:12:53 UTC
From: joern@zelator.de
Message-ID: <QEQSB1UB@zelator.de>
Source record: 15590

Hi!

Can anybody post the CAIN-magazine? Or send me an email? I don't have access to ftp.

Thanks

3794. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 21:01:06 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35niii$g9t@pepper.rutgers.edu>
Source record: 15594

sinclair@ins.infonet.net writes:

>In article <35kquv$orp@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>>From 1984 till 1991, I got an Atari magazine called
>>Atari Explorer (originally Atari Connection). I can-
>>celled my subscription in '91 because at that point
>>I had long since converted myself to IBM-PC-dom, but
>>I was wondering whether or not it is still around.

>It's now Atari Explorer online. The official propaganda tool to put the spin
>on Managements incompetence..

Thanks for the info, Peter, but I've already been told that Atari Explorer is
now an online magazine. As for it being Atari's official propaganda tool,
you're right in this case. I got that magazine (when it was still in printed
form) for over 7 years, and I NEVER EVER saw it say anything even moderately
negative about Atari! It also, in its later years, portrayed Jack Tramiel as
a god (I don't hate his guts like you do, but he's definitely NOT a god!).
However, I have also been informed thru E-mail and posts that there are
other online Atari mags that are independent of Atari and tell what's REALLY
going on. I think I might investigate one of those and forget Atari Explorer.

BTW on a different topic, how do you speed up the ridiculously slow Mac
Newsreader program. It takes it 10 minutes to do what nn can do in 10
seconds (assuming it doesn't run out of memory and crash the computer)!

I ran it on a Centris 610 (the Macs they have at school). What is the processor/
speed of this machine; and why didn't Apple come up with a decent naming scheme
until it released the Powermacs (Centris 610 is an arbitrary and useless moniker)!

Wondering why I am even USING a Mac at all!? Well, I'll tell you why, even though
you'll have a field day over it. This semester I have to TA an intro-to-computers
class that uses Macs. Inorder to do this well I, unfortunately, have no choice but
to bite the bullet and become proficient in using those lousy machines that I have
despised for so many years. Oh well..life sucks, what can I say. <sigh>

>>* Tom Trauth
>>* trauth@paul.rutgers.edu

>/sig
??

And notice this Peter: NO HOSTILITY IN THE WHOLE POST!
Thought I couldn't do it, right? ;-)

```
*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*
```

3795. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-20 21:36:05 UTC
From: watt0012@gold.tc.umn.edu
Message-ID: <watt0012.780096965@gold.tc.umn.edu>
Source record: 15591
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

trauth@pepper.rutgers.edu (Thomas Trauth) writes:

>sinflop writes:

>>I doubt it, he has better things to do than listen to a buch of whiners who can
>>dish it out but not getting it dished back. What a bunch of hyprocrates..

>As far as I can tell, you dish out an AWFUL LOT of crap, but can't take getting
>ANY of it dished back. Therefore, YOU are the one who is a hypocrite (spelled
>w/ an 'i' by the way) Mr. Sincrap.

No, he was referring to Hyprocrates, the ancient Greek idiot-philosopher.
Apparently, Sinclap is well versed in the ways of Hyprocrates. Sorry, pal,
but I think you owe sinclap an apology! :)
--
Andrew Wattenhofer Mechanical Engineering
watt0012@gold.tc.umn.edu University of Minnesota, Twin Cities

3796. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-21 01:21:15 UTC
From: dpj@delphi.com
Message-ID: <hw6SHf7.dpj@delphi.com>
Source record: 15596

Thomas Trauth <trauth@pepper.rutgers.edu> writes:

>However, I have also been informed thru E-mail and posts that there are
>other online Atari mags that are independent of Atari and tell what's REALLY
>going on. I think I might investigate one of those and forget Atari Explorer.

Tom,

Ironically, STReport online magazine is currently putting together an
E-Mail distribution list for our weekly issues. This will make things
easier for those on the Internet who have no other sources to get the
magazine. If you're interested, I can add you to our growing list of
"subscribers".

Dana @ STReport International Online Magazine

3797. I don't want to pay to read this, but no killfile

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-21 02:08:30 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <Up-EIVCDAUY@warpcon.ersys.edmonton.ab.ca>
Source record: 15619
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In <35f39k$nam@insosf1.infonet.net> sinclair@ins.infonet.net wrote :

>In article <35d1mj$n67@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>>OH!! Did I make the baby cry? I'm sooo sorry!
>>
>>||||||||||||||||||||||||||||||||||||||||||||||
>>
>>sinclair@ins.infonet.net writes:
>>
>>>In article <35avq5$2j6@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>>>>Peter Sinclair-Day's (Sinclap's) current postmaster is Kevin Houle.
>>>>His E-mail address is: kevin@ins.infonet.net
>>>>
>>>>Just thought that I'd pass on this very useful piece of information.
>>
>>>Oh gee, what an idiot. I should send a note to your postmaster that you wet
>> ^^^

>You are very personal. You should be positive..Are you frustrated that a
>boy/girl will not date you..
>
>>
>>Not that I think that everyone should harass Kevin just because he has the
>>terrible misfortune of being Sincrap's postmaster, but if Sincrap gets out
>>of control again (as he will eventually, mark my words!) don't hesitate to
>>complain to Kevin about our (least) favorite net pest, Monsieur Pierre
>>LeCrap.
>>
>
>Out of control for example that on the CNN Headline news that on the left of
>the anchor sits a Powerbook 5XX(BlackBird). Nice exposure and free
>advertising, only if Apple can make enough of them...
>>
>>--
>>||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||
>>
>>--------- TOM TRAUTH, King of the Russians (in Civ) ---------
>> (weenies)
>>//
>>--

>-Peter
>-Send comments/complaints to: Postmaster@cobra.uni.edu(Ken Connelly)

What does any of this particular line of comments have to do with
Atari? I don't care (nor do I have a problem) that CNN has a
Blackbird at the anchor's side. Neither do I care that Peter
Sinclair doesn't like Atari (although I do not understand why he
frequents this newsgroup), he has just as much privilege to be here
as I do. Please take all of these comments to .advocacy or e-mail.
I have little interest in reading this garbage, and since it contains
nothing about Atari, it serves little purpose in being here.
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

3798. STReport E-Mail subscription

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-21 02:22:53 UTC
From: dpj@delphi.com
Message-ID: <hU5SnX1.dpj@delphi.com>
Source record: 15598

STReport will be branching out to Internet users in the very near future. Since I've started to avail myself of Delphi's Usenet access areas from within the Atari area, I've received numerous requests to receive STReport from a variety of Internet addresses. So, we're putting together an Internet distribution/mailing list for those who wish to receive STReport on a regular basis, and we'll UUENCODE each issue and mail it to you. If you're interested in being added to our mailing list, please drop me some mail at "dpj@delphi.com". Look for mailings to begin by the start of October. We are also considering a number of Internet ftp sites to post our issues as well. Whatever we can do to make STReport available to you. we'll try it!

Dana @ STReport International Online Magazine

3799. Atari ST MIDI software for sale

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-21 04:05:09 UTC
From: atariman@aol.com
Message-ID: <35obdl$1aq@newsbf01.news.aol.com>
Source record: 15595

I have two powerful MIDI programs for the Atari ST computer, Master Tracks Pro 3.6 and Band In A Box w/songs and styles disks. Both can be purchased for $100. Retail for Master Tracks Pro was $245 and Band In A Box w/disks well over $100. Let's talk! Leave me E-mail.

3800. Re: CAIN

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-21 05:34:04 UTC
From: s3400130@nickel.laurentian.ca
Message-ID: <1994Sep21.003404.1@nickel.laurentian.ca>
Source record: 15599

In article <QEQSB1UB@zelator.de>, joern@zelator.de (Joern Mohr) writes:
> Hi!

Hey there.. test..

> Can anybody post the CAIN-magazine? Or send me an email? I don't have
> access to ftp.

Testing testing.

> Thanks

No prob.. Ignore this plz, just testing out this mailer.

3801. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-21 18:40:32 UTC
From: Mike@sindev.demon.co.uk
Message-ID: <780172832snz@sindev.demon.co.uk>
Source record: 15602
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In article <780088168snz@lilyn.demon.co.uk>
Kelvin@lilyn.demon.co.uk "Kelvin Hughes" writes:

> (There complain to my sys. admin. whoever he/she is)

Look at the .sig Kev, Demon couldn't give a fuck :-)
--
Mike Watson - Sinister Developments,Edinburgh,Scotland

"Please note that we are not responsible for what users at any of our
customers hosts say or do." - Demon Internet 'services.txt'

3802. Re: Is Atari still manufactu

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-22 15:01:49 UTC
From: s9205525@otto
Message-ID: <35s68t$6m0@aggedor.rmit.EDU.AU>
Source record: 15600

: They do, in fact, make monitors. The PTM and PTC monitors for the TT, the
: SC1435 stereo colour monitor, and the SM142 (I think that's the newer
: model). And Atari are also still manufacturing the TT030 as well as the
: Falcon030.

: Actually I have an SM146, which, as far as I know, was the last model
: being made, it seems as tho' (from what I've read in the UK st mags)
: that this model never made it to Europe or the U.K.!!!!
: Am I right??????? They dont call Australia the lucky country for
: nothing you know 8-).......John Moon s9205525@otto.bf.rmit.edu.au

3803. Re: I hate System *.* and want Unix for my Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-22 15:06:56 UTC
From: papo@briscas.gamekeeper.bellcore.com
Message-ID: <35s6ig$msu@athos.cc.bellcore.com>
Source record: 15601
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

Howdy Guido:

1. Somebody mentioned Mach for the Mac. I have no information whatsoever
about this product so I will decline to comment about it.

2. MINIX for Mac. It runs on top of System 6.X. It is a pain to install
and it only gives you three windows. It does not have GUI support AFAIK.
However it multitasks and it looks like UN*X.

3. A/UX.. It is from Apple. I've seen it and it is not as bad as it seems.
It is a nice thing that let's you run finder applications, you do not have
to buy a lot of them. But it is expensive.

I'm out of here.

--
Luis Roberto Anaya-Rivera papo@donuts0.bellcore.com
A True PL/1 Hacker papo@briscas.gamekeeper.bellcore.com

3804. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-22 18:58:23 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.780260303@nova>
Source record: 15603
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

sinclair@ins.infonet.net writes:

>Atari is handled incompently by present management. If atari sheds it's
>present management, than the company may have success in the market.
>Everything that the Tramiels have done have flopped. Remember the 5200, 7800(I
>own one), the XE games system, the Lynx(I own one), the ST, TT(whats in a
>name), the Falcon(Thats why Stires sold his) and now the Jagflop..

Well, now we know why the 7800 and the Lynx flopped. Sinclap bought each
one... he probably has the "kiss of death" when he purchases something.
Who would buy a product purchased by the "clapmaster"?

>>And why do you always post your Mac propaganda in c.s.atari.adv instead of
>>c.s.mac.adv where it belongs?

>This is advocacy isn't it. There is Intel and Amiga proproganda in mac
>Advocacy as well.

And that disturbs you, doesn't it, Sinflop? That others could advocate
another computer than your precious Apple. Hearing the words "Apple
Sucks!" probably throws you into an epileptic fit.

BTW, rec.games.video.atari IS NOT AN ADVOCACY GROUP!

/Kevin

>-Peter

P.S. Apple sucks! :-)

3805. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-23 05:59:17 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35tqrl$oep@pepper.rutgers.edu>
Source record: 15606

sinclair@ins.infonet.net writes:

[Stuff about Atari Explorer deleted]

>>BTW on a different topic, how do you speed up the ridiculously slow Mac
>>Newsreader program. It takes it 10 minutes to do what nn can do in 10
>>seconds (assuming it doesn't run out of memory and crash the computer)!

>Have your school replace the antiquated vax and replace it with the Cobra one
>like mine did. Before my school installed the new cobra vax, the previou one
>was slow due to heavy usage and it took from 5-15 minutes to get on the usenet.
>Now with the cobra installed, takes five seconds on a Mac, PC, terminal
>regardless of the heavy usage.

Rutgers doesn't use vaxes - it uses Suns (no, I don't know which one). Of course I'm not convinced yet that its the server that's the problem. It might be the fault of that losey networking software that they bought from Apple. It also might be because each Mac only has 12M of memory, woefully inadequate since that slow, bloated OS that the Mac uses, System 7, requires 8M by itself!

>As for the newsreader program, I am not sure what you mean. I use Zterm to
>access my internet provider and hit 2 from the menu to access the usenet and it
>takes five seconds..

I don't know what it is. Don't think it's Z-term, tho. Maybe I should recommend that program to the school.

>>
>>I ran it on a Centris 610 (the Macs they have at school). What is the processor/
>>speed of this machine; and why didn't Apple come up with a decent naming scheme
>>until it released the Powermacs (Centris 610 is an arbitrary and useless moniker)!

>The Centris 610 uses the same form case as the Quadra 610. C610 uses a 20
>mhz.040-fpu less. However is no longer sold.

It is: as Quadras.

>I remember that my library received a shipment of Gateways and Value-pints with
>cdroms. Took my employer all day to install cdrom drivers and configure them.
>As a wise ass, I mentioned that on my Mac, that the drivers are installed and
>ready to go. the good old plu and play. I suppose Computer scince majors
>have to have it more diificult to get the job done while on the Mac it's
>1,2,3...

I hope for your sake that your employer has a sense of humor. I wouldn't want your Mac-headedness to cost you your job...but of course if you lost your job you wouldn't be able to afford that commercial internet service anymore and we will all be spared your pathetic posts. :-)

>-Peter
>-The PC is a conspiracy to hinder humanities progress
The Mac is a conspiracy to reduce the collective mental
capacity of mankind.

BTW Peter, don't you mean "humanity's" progress. Judging by your posts, this
Z-term thing must have a god-awful editor, spell-checker, and grammar-checker.
Maybe I shouldn't recommend it to my school after all.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

3806. Re: I hate System *.* and want Unix for my Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-23 06:47:46 UTC
From: scotdun@netcom.com
Message-ID: <scotdunCwKLJn.LF3@netcom.com>
Source record: 15605
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In article <Pine.SUN.3.90.940920102128.20361A-100000@sally> Anand Kumria
<akumria@socs.uts.EDU.AU> writes:
>On 19 Sep 1994, Chris Hall wrote:
>
>> I wish someone would write a Mach Unix system that would multitask with
>the > Amiga's OS. I wonder what it would take to create an Amiga
>personality for Mach.

Wow. Even mac people suffer.

>
>Linux for Amiga/Atari is available at FTP sites :
>
>tsx-11.mit.edu/pub/linux/680x0
>
>is you can use the WWW the URL is :
>
>http://www-users.informatik.rwth-aachen.de/~hn/linux68k.html
>

Uh, how can I use Linux in my AmigaDos 2.1 A3000? Can I have TWO OS's
sitting on the same hard disk?
And once I got it, what do I do with it? Practice for the day that I get
an SGI?

>Have fun ...
>
>Anand.

Just wondering.

--
Scott Dunn : Sui Juris : "All governments derive their just powers
@netcom.com : California : from those they govern." So how come our
Newport Beach : Citizen : government is out of control?

3807. Re: I hate System *.* and want Unix for my Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-23 08:08:56 UTC
From: moran@bires069
Message-ID: <35u2eo$375@bmerha64.bnr.ca>
Source record: 15604
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

25383-anaya (papo@briscas.gamekeeper.bellcore.com) wrote:
> Howdy Guido:

> 1. Somebody mentioned Mach for the Mac. I have no information whatsoever
> about this product so I will decline to comment about it.

> 2. MINIX for Mac. It runs on top of System 6.X. It is a pain to install
> and it only gives you three windows. It does not have GUI support AFAIK.
> However it multitasks and it looks like UN*X.

> 3. A/UX.. It is from Apple. I've seen it and it is not as bad as it seems.
> It is a nice thing that let's you run finder applications, you do not have
> to buy a lot of them. But it is expensive.

My experiences of A/UX at work is that its a pretty crap product.
Its used in a Mac fileserver and has thrown up all sorts of problems.
I haven't seen it being used as an applications platform, but I
doubt it would be much good as apple seem to just package it as a
fileserver product. IMO they'd have been better writing software
to let a Sun or HP act as server, along the lines of PCNFS.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3808. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-23 10:05:04 UTC
From: jimmy@uhunix3.uhcc.Hawaii.Edu
Message-ID: <CwKuoH.Jnu@news.Hawaii.Edu>
Source record: 15607

sinclair@ins.infonet.net wrote:
:#In article <1994Sep19.073000.4667@mail.vitech.fi>, t93074@mail.vitech.fi (Jani
Miettinen) writes:
:#>sinclair@ins.infonet.net wrote:
:#>: In article <35d1mj$n67@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
:#>: and I held my ground. He lastly violated my Constitutional rights.
:#> ----------------------
:#>This is _INTERNATIONAL_ !!!

:#Doesn't matter, the post originated from the U.S. were freedom of speach is
:#protected.

Peter, you are definitely a moron. Constitutional rights, on the internet?
you are a moron. Go and yell fire in a crowded theater, and then tell the
courts that your freedom of speech is protected. If you don't go to jail
then I'll start believing your CRAP.

Better read up on your *Constitutional* rights. Gods, I hate idiots who
use the Constitution as a basis for stupidity and ignorance.

--
====================jimmy@uhunix.uhcc.hawaii.edu=======================

3809. Re: I hate System *.* and want Unix for my Mac

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-23 13:38:04 UTC
From: jim@jagubox.gsfc.nasa.gov
Message-ID: <3692@jagubox.gsfc.nasa.gov>
Source record: 15608
Cross-posted to: comp.sys.mac.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,aus.computers.ibm-pc

moran@bires069 (G MORAN) writes:

> My experiences of A/UX at work is that its a pretty crap product.
>Its used in a Mac fileserver and has thrown up all sorts of problems.
>I haven't seen it being used as an applications platform, but I
>doubt it would be much good as apple seem to just package it as a
>fileserver product. IMO they'd have been better writing software
>to let a Sun or HP act as server, along the lines of PCNFS.

My experiences (and countless others) is just the opposite.

By the way, A/UX _started_ as a desktop OS, Apple then decided to use it
for their AWS95 server, since the combination of A/UX and AppleShare Pro
blows away the "plain" MacOS and AppleShare... even on the PowerMacs.
--
#include <std/disclaimer.h>
| Jim Jagielski | jim@jagubox.gsfc.nasa.gov | V: 301 286-5964 |
| NASA/GSFC, Code 734.4 | Greenbelt, MD 20771 | F: 301 286-1719 |
<< Hey! Your karma just ran over my dogma! >>

3810. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-23 14:19:01 UTC
From: rappleye@felix.kodak.com
Message-ID: <35uo4l$1p4@kodak.rdcs.Kodak.COM>
Source record: 15609

In article <35tqrl$oep@pepper.rutgers.edu>
trauth@pepper.rutgers.edu (Thomas Trauth) writes:

> It might be the
> fault of that losey networking software that they bought from Apple.

You mean the networking scheme that you plug in and it works? The
networking scheme that made laser printers a part of corporate america?
OK.

> It also
> might be because each Mac only has 12M of memory, woefully inadequate since that
> slow, bloated OS that the Mac uses, System 7, requires 8M by itself!

Huh? My trusty MacII (the cutting edge of 1987 technology) uses about
1.7M for system 7.1. And I can read the news just fine, thank you.
Oh, and by the way, why can't I get any newsreader at all for my other
piece of 1987 technology, my trusty ST? Go back to class bozo.

RevDrFreak
'foot soldier

3811. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-23 15:55:20 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep23.155520.1215@escape.widomaker.com>
Source record: 15610
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

sinclair@ins.infonet.net writes:

>Marc Barrett posted truths about the amiga that irritaded Amiga users in Amiga
>Advocacy. I am sure his Postmaster received alot of mail about his activity on
>Amiga advocacy. He participated appropriately and I am sure his Postmaster
>would agree too. My ex Postmaster is too accomodatating and he reduced my acce
>ss on the usenet. He did not cut me off. He cut my access three times and I
>had to see him at his office(I am sure he was sick of seeing me) and I held my
>ground. He lastly violated my Constitutional rights.

What Constitutional rights are you talking about? You don't have rights on
the net, only priveledges.

>Out of control for example that on the CNN Headline news that on the left of
>the anchor sits a Powerbook 5XX(BlackBird). Nice exposure and free
>advertising, only if Apple can make enough of them...

...if only the machine was free... then it would almost be worth the cost
of ownership...

Last I heard, three of Apple's largest publishing efforts were done with
UNIX machines running typesetting software.
--
csh
----
shendrix@escape.widomaker.com | Linux and BSD

3812. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-23 21:54:39 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <35viqv$1h4@pepper.rutgers.edu>
Source record: 15611

rappleye@felix.kodak.com (RevDrFreak) writes:

>In article <35tqrl$oep@pepper.rutgers.edu>
>trauth@pepper.rutgers.edu (Thomas Trauth) writes:

>> It might be the
>> fault of that losey networking software that they bought from Apple.

>You mean the networking scheme that you plug in and it works? The
>networking scheme that made laser printers a part of corporate america?
>OK.

1) You plug it in and IT DOESN"T WORK! It crashed all the time!!

2) it was HP who made laser printers a part of corporate America.

>> It also
>> might be because each Mac only has 12M of memory, woefully inadequate since that
>> slow, bloated OS that the Mac uses, System 7, requires 8M by itself!

>Huh? My trusty MacII (the cutting edge of 1987 technology) uses about
>1.7M for system 7.1. And I can read the news just fine, thank you.
>Oh, and by the way, why can't I get any newsreader at all for my other
>piece of 1987 technology, my trusty ST? Go back to class bozo.

Yes, 8 Megs! That's what it said in the system information.
1.7 Megs! You got to be kidding! You must have a special stripped
down version of it or something.

>RevDrFreak
>'foot soldier

Just what this newsgroup needs! Another Mac-Head!

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

3813. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-24 15:35:33 UTC
From: sinclair@ins.infonet.net
Message-ID: <361h05$8d7@insosf1.infonet.net>
Source record: 15612

In article <35tqrl$oep@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
>[Stuff about Atari Explorer deleted]
>
>>>BTW on a different topic, how do you speed up the ridiculously slow Mac
>>>Newsreader program. It takes it 10 minutes to do what nn can do in 10
>>>seconds (assuming it doesn't run out of memory and crash the computer)!
>
>>Have your school replace the antiquated vax and replace it with the Cobra one
>>like mine did. Before my school installed the new cobra vax, the previou one
>>was slow due to heavy usage and it took from 5-15 minutes to get on the usenet.
>>Now with the cobra installed, takes five seconds on a Mac, PC, terminal
>>regardless of the heavy usage.
>
>Rutgers doesn't use vaxes - it uses Suns (no, I don't know which one). Of course
>I'm not convinced yet that its the server that's the problem. It might be the
>fault of that losey networking software that they bought from Apple. It also
>might be because each Mac only has 12M of memory, woefully inadequate since that
>slow, bloated OS that the Mac uses, System 7, requires 8M by itself!

I don't know what to tell you. Before the Cobra was installed, the previous system was slow and affected Macs and PC's as well.

The Centris 610 I am using has System 7 consumming 1.5 megs of ram. This supposely slow bloated OS does more than your generic Atari OS as well as the the usless Amiga OS that can only formatt a floppy and play a Atari 2600 Style game..
>
>>As for the newsreader program, I am not sure what you mean. I use Zterm to
>>access my internet provider and hit 2 from the menu to access the usenet and it
>>takes five seconds..
>
>I don't know what it is. Don't think it's Z-term, tho. Maybe I should recommend
>that program to the school.
>

I am currently using the Mac340 from the Grinnell College Centris 610. No slow down unless there is hundreds of users logged on. The school needs to replace their vax system anyways..

>>>
>>>I ran it on a Centris 610 (the Macs they have at school). What is the processor/
>>>speed of this machine; and why didn't Apple come up with a decent naming scheme

>>>until it released the Powermacs (Centris 610 is an arbitrary and useless moniker)!
>
>>The Centris 610 uses the same form case as the Quadra 610. C610 uses a 20
>>mhz.040-fpu less. However is no longer sold.
>
>It is: as Quadras.

No, has been discontinued. The Quadra 610 used a 25 mhz.040 and has since been
replaced with the cheaper Quadra 630..

>
>>I remember that my library received a shipment of Gateways and Value-pints with
>>cdroms. Took my employer all day to install cdrom drivers and configure them.
>>As a wise ass, I mentioned that on my Mac, that the drivers are installed and
>>ready to go. the good old plu and play. I suppose Computer scince majors
>>have to have it more diificult to get the job done while on the Mac it's
>>1,2,3...
>
>I hope for your sake that your employer has a sense of humor. I wouldn't want
>your Mac-headedness to cost you your job...but of course if you lost your job
>you wouldn't be able to afford that commercial internet service anymore and we
>will all be spared your pathetic posts. :-)

I am no longer employed there, since my graduation. However, I will be
entering a Graduate program at my almata...That means I will regain my Cobra
account. I wonder if Connelly will notice..
>
>
>>-Peter
>>-The PC is a conspiracy to hinder humanities progress
>The Mac is a conspiracy to reduce the collective mental
>capacity of mankind.
>
>BTW Peter, don't you mean "humanity's" progress. Judging by your posts, this
>Z-term thing must have a god-awful editor, spell-checker, and grammar-checker.
>Maybe I shouldn't recommend it to my school after all.
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* The Mac is Crap (and that's a fact, Jack)!
>*
>
>

-Peter

>

3814. Atari FTP sites.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-24 21:18:49 UTC
From: ab617@cfn.cs.dal.ca
Message-ID: <CwnKJE.920@cs.dal.ca>
Source record: 15613

If anyone has a list of Atari FTP sites could they please e-mail it to me?

--

3815. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-25 00:13:28 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <362fb8$49m@pepper.rutgers.edu>
Source record: 15614

sinclair@ins.infonet.net writes:

[Stuff about slow Mac networks deleted]

>The Centris 610 I am using has System 7 consumming 1.5 megs of ram. This
>supposely slow bloated OS does more than your generic Atari OS as well as the
>the usless Amiga OS that can only formatt a floppy and play a Atari 2600 Style
>game..

You forgot to mention DOS, Windows, and OS/2.
Since you did, I guess that they are useful in your opinion.

[Lie that System 7 needs only 1.5M of RAM deleted]

>>I hope for your sake that your employer has a sense of humor. I wouldn't want
>>your Mac-headedness to cost you your job...but of course if you lost your job
>>you wouldn't be able to afford that commercial internet service anymore and we
>>will all be spared your pathetic posts. :-)

>I am no longer employed there, since my graduation. However, I will be
>entering a Graduate program at my almata...That means I will regain my Cobra
>account. I wonder if Connelly will notice..

Are you still banned from accessing Usenet there?

>-Peter

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

3816. Re: Is Atari Explorer till around?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-25 05:06:28 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94268.010628STIRRE31@MAINE.MAINE.EDU>
Source record: 15615

Pete,
In what way is the Atari OS "generic"? This is kind of an odd
term. BTW, my generic OS can do pre-emptive multitasking.
Can System 7? Just curious :-). What other advantages does
the amazing System 7 have over TOS 4.04? BTW, just running
TOS 4.04 without MultiTOS takes up almost no memory(!).
What is the lowest RAM that System 7 needs? It is much more
than TOS. And, heck, if I want to get rid of that "generic"
OS/Desktop than I can choose from many replacements like
Magic, Neodesk/Geneva, Teradesk, Kaosdesk and Gemini.
Of course I can get At Ease for the Mac (ha ha!). A desktop for
those who can't figure out that daunting System 7.
Pete probably has At Ease installed.
-scott tirrell

3817. Re: RE David Connors = Loser

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-26 04:50:29 UTC
From: wfan1@lindblat.cc.monash.edu.au
Message-ID: <365jul$3eu@harbinger.cc.monash.edu.au>
Source record: 15616
Cross-posted to: comp.sys.amiga.advocacy,rec.games.video.advocacy,comp.sys.atari.advocacy

sinclair@ins.infonet.net wrote:
: Quit whinning, this is advocacy. Get off Amiga Advocacy if it bothers you mentally...

Hi.

You may not nose me, but I'm the charman of a reely big softwarez compnay.
I think Sinclap sux. he a looser.

- Bill

3818. SINCLAP HAS NO LIFE - I HAVE PROOF!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-26 06:48:20 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <365qrk$pda@pepper.rutgers.edu>
Source record: 15617
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

I know this revelation will shock no one, but Sinclap has just proven to me what I have believed all along: THAT HE HAS NO LIFE!! I mean, if he actually had a life, why would he have sent me a 10-page Apple press release at about 8:00 on a SATURDAY NIGHT!

I was in the computer lab at the time that I received the message, desparately trying to finish a program that is due this week. If it were from anyone other than the Clapmaster I would have been shocked! I mean, aren't there better things to do on a Saturday night than send people stupid E-mail messages, especially WHEN YOU ARE NOT EVEN IN SCHOOL!! And I he doesn't have a job right now either - I mean, who in their right mind would hire this guy!?

In any case, the message is now in my mbox file, and I am willing to post it if anyone wants proof that what I am saying is true. Most people will proba-bly take my word for it tho - I mean it's not like this action of his is out of character for him.

And to you Sinclap, if you send me anymore of your pathetic Mac propaganda to me, I will mail it back to you - 100 TIMES - with my C mail program.

And one more thing, Sinclap. If Apple is so great and mighty, why did they have to turn to IBM in order to bail them out!? If it wasn't for IBM and its PowerPC chip, Apple would have sunk to the same depths that Commodore has fallen to by now!

```
*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*
```

PS: I heard that you didn't even HAVE a Mac, Mr. Crap. I guess that your still using your Atari Lynx then - or Windows! - or the Amiga! - or maybe even good old DOS!

PPS: AND NO WAY IN HELL DOES SYSTEM 7 TAKE ONLY 1.5 MEGS!!! STOP LYING!!

3819. Re: David Connors = Loser

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-26 14:28:33 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.780589713@bruce.cs.monash.edu.au>
Source record: 15623
Cross-posted to: comp.sys.amiga.advocacy,rec.games.video.advocacy,comp.sys.atari.advocacy

wfan1@lindblat.cc.monash.edu.au (William Fang) writes:

>Hi.

>You may not nose me, but I'm the charman of a reely big softwarez compnay.
>I think Sinclap sux. he a looser.

Hi,

I always thought the VC of Monash was called Ian Chubb?

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

3820. Re: David Connors = Loser

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-26 14:29:48 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.780589788@bruce.cs.monash.edu.au>
Source record: 15618
Cross-posted to: comp.sys.amiga.advocacy,rec.games.video.advocacy,comp.sys.atari.advocacy

wfan1@lindblat.cc.monash.edu.au (William Fang) writes:

>Hi.

>You may not nose me, but I'm the charman of a reely big softwarez compnay.
>I think Sinclap sux. he a looser.
^^^^^^

Ahh yes. He certainly is. He makes people like you go loose on
internet.

Or did you mean he was a "loser"?

Bernie

--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

3821. Re: SINCLAP HAS NO LIFE - I HAVE PROOF!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-26 18:52:21 UTC
From: aspect@cats.ucsc.edu
Message-ID: <367595$ldm@darkstar.UCSC.EDU>
Source record: 15620
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In <365qrk$pda@pepper.rutgers.edu> trauth@pepper.rutgers.edu (Thomas Trauth) writes:

>PPS: AND NO WAY IN HELL DOES SYSTEM 7 TAKE ONLY 1.5 MEGS!!! STOP LYING!!

I hate to argue, but if you have plain System7 with no other extensions
installed on a low-end machine (like an LC) it can take as little as 1.5 megs.
However, to make it useable in any way (useable to anyone who knows how a
computer should work - i.e. not a mac worshipper) takes much more, as does
installing custom sounds & such.

~Chris

3822. Re: SINCLAP HAS NO LIFE - I HAVE PROOF!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-26 21:56:34 UTC
From: sinclair@ins.infonet.net
Message-ID: <367g2i$nvj@insosf1.infonet.net>
Source record: 15621
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

In article <365qrk$pda@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>I know this revelation will shock no one, but Sinclap has just proven to
>me what I have believed all along: THAT HE HAS NO LIFE!! I mean, if he
>actually had a life, why would he have sent me a 10-page Apple press
>release at about 8:00 on a SATURDAY NIGHT!

And what about your countless E-mail Shizbang?
>
>I was in the computer lab at the time that I received the message, desparately
>trying to finish a program that is due this week. If it were from anyone
>other than the Clapmaster I would have been shocked! I mean, aren't there
>better things to do on a Saturday night than send people stupid E-mail messages,
>especially WHEN YOU ARE NOT EVEN IN SCHOOL!! And I he doesn't have a job
>right now either - I mean, who in their right mind would hire this guy!?
>

I logged on to check my E-mail before I went to work...
And whats wrong with logging on Saturday evening at 7pm Central..

>In any case, the message is now in my mbox file, and I am willing to post it
>if anyone wants proof that what I am saying is true. Most people will proba-
>bly take my word for it tho - I mean it's not like this action of his is
>out of character for him.

Can I post the messages you sent me as well. Sounds like someone who has
missed his dosage of Prozac..

>
>And to you Sinclap, if you send me anymore of your pathetic Mac propaganda to
>me, I will mail it back to you - 100 TIMES - with my C mail program.

I can do the same.

>
>And one more thing, Sinclap. If Apple is so great and mighty, why did they
>have to turn to IBM in order to bail them out!? If it wasn't for IBM and
>its PowerPC chip, Apple would have sunk to the same depths that Commodore
>has fallen to by now!

Turn to IBM to bail them out? What do you mean? Motorola, Apple and IBM
co-developed it. Its called shared development costs and makes financial sense
to me.. Apple's Quadra and PowerBook line make up the bulk of Apples sales.
But by 1995, the reverse will happen when the PowerMacs will be Apple's
bread/butter.

>
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* The Mac is Crap (and that's a fact, Jack)!
>*
>
>
>PS: I heard that you didn't even HAVE a Mac, Mr. Crap. I guess that your still
> using your Atari Lynx then - or Windows! - or the Amiga! - or maybe even
> good old DOS!
>
>PPS: AND NO WAY IN HELL DOES SYSTEM 7 TAKE ONLY 1.5 MEGS!!! STOP LYING!!

Get a clue...
>

-Peter
-BusinessWeek cover(10/3) Spindler's Apple

3823. Re: SINCLAP HAS NO LIFE - I HAVE PROOF!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-26 23:45:05 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <367me1$fsh@pepper.rutgers.edu>
Source record: 15622
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari

Peter Sinflop writes:

>In article <365qrk$pda@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>>I know this revelation will shock no one, but Sinclap has just proven to
>>me what I have believed all along: THAT HE HAS NO LIFE!! I mean, if he
>>actually had a life, why would he have sent me a 10-page Apple press
>>release at about 8:00 on a SATURDAY NIGHT!

>And what about your countless E-mail Shizbang?

What "countless E-mail shizbang" are you talking about, Sincrap? And did I send
any of them on a Saturday night!?

>I logged on to check my E-mail before I went to work...
>And whats wrong with logging on Saturday evening at 7pm Central..

Even at 7PM you should have something better to do on Saturday then send
people idiotic E-mail.

>>In any case, the message is now in my mbox file, and I am willing to post it
>>if anyone wants proof that what I am saying is true. Most people will proba-
>>bly take my word for it tho - I mean it's not like this action of his is
>>out of character for him.

>Can I post the messages you sent me as well. Sounds like someone who has
>missed his dosage of Prozac..

Fine, go ahead!!
And what exactly is Prozac anyway?
Some drug that you are addicted to Monsieur Pierre LeCrap!?

>>And to you Sinclap, if you send me anymore of your pathetic Mac propaganda to
>>me, I will mail it back to you - 100 TIMES - with my C mail program.

>I can do the same.

Yeah, right!!

You mean you can actually program, Sincrap!? I thought that that was a skill
that was way beyond your limited mental capacity. You probably couldn't even
write a delay loop in BASIC! If you actually do have such a program, you must
have copied my "MAIL PROGRAM THAT'LL KILL SINCLAP" post, and the program in
that post only works on UNIX - and I don't think that you have the ability to
modify it to work on your Macincrap (assuming you actually have one).

>>And one more thing, Sinclap. If Apple is so great and mighty, why did they
>>have to turn to IBM in order to bail them out!? If it wasn't for IBM and
>>its PowerPC chip, Apple would have sunk to the same depths that Commodore
>>has fallen to by now!

>Turn to IBM to bail them out? What do you mean? Motorola, Apple and IBM
>co-developed it. Its called shared development costs and makes financial sense
>to me.. Apple's Quadra and PowerBook line make up the bulk of Apples sales.
>But by 1995, the reverse will happen when the PowerMacs will be Apple's
>bread/butter.

Apple had no more to do with the development of the PowerPC chip than IBM had
to do with the development of the 8088! The PowerPC is based on the POWER
chips used in IBM's RS/6000 workstation line and uses the bus of the now-
defunct Motorola 88110 RISC chip. The PowerPC was 90% developed by IBM, 10%
developed by Motorola, and *0%* developed by Apple. Apple's only role is as
the PowerPC's first big customer. And the only reason why they bought into
it is because the 486 kicked the 040's ass and Apple had to do something to
regain a semblance of price-competitiveness with PC's.

>>* Tom Trauth
>>* trauth@paul.rutgers.edu
>>* The Mac is Crap (and that's a fact, Jack)!
>>
>>PS: I heard that you didn't even HAVE a Mac, Mr. Crap. I guess that your still
>> using your Atari Lynx then - or Windows! - or the Amiga! - or maybe even
>> good old DOS!
>>
>>PPS: AND NO WAY IN HELL DOES SYSTEM 7 TAKE ONLY 1.5 MEGS!!! STOP LYING!!

>Get a clue...
GET A LIFE!!!!!

>-Peter
>-BusinessWeek cover(10/3) Spindler's Apple
BusinessWeek cover(10/3/96) It's all over...Apple files for Chapter 11!

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
* The Sincrap is Crap (that's also a fact)!
*

3824. Falcon Sequencer

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-27 04:20:36 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3686ik$oe2@u.cc.utah.edu>
Source record: 15624

Hello!
While I'm saving to buy CUBASE AUDIO, is there a Falcon Sequencer
on any FTP sites any where, I just need something to keep me going. I have
Cubase on my 1040ST but it won't run on the Falcon- 6 bombs!
So can someone help me get it running or can someone help me find a
hold-over sequencer? I really appreciate all the input I've received in
deciding to buy the Falcon, I'm confident it will work out great!
Paul Luscher
Paul.Luscher@m.cc.utah.edu

3825. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-27 10:27:21 UTC
From: wfan1@lindblat.cc.monash.edu.au
Message-ID: <368s29$hin@harbinger.cc.monash.edu.au>
Source record: 15628
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari,rec.games.video.advocacy

Andrew J Wattenhofer (watt0012@gold.tc.umn.edu) wrote:
: trauth@pepper.rutgers.edu (Thomas Trauth) writes:

: >sinflop writes:

: >>I doubt it, he has better things to do than listen to a buch of whiners who can
: >>dish it out but not getting it dished back. What a bunch of hyprocrates..

[...]

: No, he was referring to Hyprocrates, the ancient Greek idiot-philosopher.
: Apparently, Sinclap is well versed in the ways of Hyprocrates. Sorry, pal,
: but I think you owe sinclap an apology! :)

ROFL! Yes, Sinclap is well versed in the teachings of Hyprocates.
I think the first rule was "makem tall story with no sense".
I love the way Sinclap stories evolve -
I graduated and wasn't kicked off.
I was kicked off, but Connelly violated my "civil rights"
I'm a head honcho at a software company
It wasn't me, it was just some idiot who acts like me.

- Bill

3826. Re: David Connors = Loser

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-27 16:58:17 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <369iv9$1jk@pepper.rutgers.edu>
Source record: 15625
Cross-posted to: comp.sys.amiga.advocacy,rec.games.video.advocacy,comp.sys.atari.advocacy

wfan1@lindblat.cc.monash.edu.au (William Fang) writes:

>sinclair@ins.infonet.net wrote:
>: Quit whinning, this is advocacy. Get off Amiga Advocacy if it bothers you mentally...

>Hi.

>You may not nose me, but I'm the charman of a reely big softwarez compnay.
>I think Sinclap sux. he a looser.

>- Bill

Great post.

* Tom

3827. Re: David Connors = Loser

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-27 18:33:34 UTC
From: mentat@satelnet.org
Message-ID: <369ohu$pf@sefl.satelnet.org>
Source record: 15626
Cross-posted to: comp.sys.amiga.advocacy,rec.games.video.advocacy,comp.sys.atari.advocacy

In article <berndm.780589788@bruce.cs.monash.edu.au>,
Bernd U Meyer <berndm@cs.monash.edu.au> wrote:
>wfan1@lindblat.cc.monash.edu.au (William Fang) writes:
>
>>Hi.
>
>>You may not nose me, but I'm the charman of a reely big softwarez compnay.
>>I think Sinclap sux. he a looser.
> ^^^^^^
>
>Ahh yes. He certainly is. He makes people like you go loose on
>internet.
>
>Or did you mean he was a "loser"?

Ah, but he's only the charman, which I assume is like a tea lady only
male, so spelling isn't a great requirement for that job. :)

--
!Productions 1994...

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+
!W--- M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

3828. Re: Atari 800

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 00:50:13 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Sep28.005013.49736@rmece02.upr.clu.edu>
Source record: 15627

In article <35iprt$52q@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
|> Just wondering..does anyone besides me still have an Atari 800?
|>
|> * Tom Trauth
|> * trauth@paul.rutgers.edu
|>
|> PS: I also still have a working Atari 2600 :-)

I have my 130XE working and the 1541 disk drive :-)

Do you know where to get Star Raiders 1? I'll like to buy that game...

|>

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

3829. Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 08:59:05 UTC
From: moran@bires069
Message-ID: <36bb8p$8b0@bmerha64.bnr.ca>
Source record: 15629

Whats with all this lame bashing of sad mac/pc individuals? Lets get
back to the real purpose of this group - a forum for Amiga users to bash
ST/Falcon owners.

SO.. how well _is_ the Jaguar doing then?

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3830. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 13:59:02 UTC
From: rappleye@felix.kodak.com
Message-ID: <36bsr6$d1q@kodak.rdcs.Kodak.COM>
Source record: 15631

In article <36bb8p$8b0@bmerha64.bnr.ca>
moran@bires069 (G MORAN) writes:

>
> SO.. how well _is_ the Jaguar doing then?
>
Much better than the Amiga, thank you.

RevDrFreak
'foot soldier

3831. Re: Atari 800

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 14:19:51 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94271.101951STIRRE31@MAINE.MAINE.EDU>
Source record: 15543

Try B & C Computervisions or American Technavision, Raist. I
don't know if you have their addresses, but the list of vendors
for 8-bit stuff is usually posted in comp.sys.atari.8bit.
BTW, I got the Star Raiders cart for $5 :-).
-scott tirrell

3832. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 14:21:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94271.102129STIRRE31@MAINE.MAINE.EDU>
Source record: 15544

Well, Gavan, since you asked....
AvP is now in production and looks great!!!! I have been seeing
Jag commericals on during MTV shows. I have also heard that Atari
is advertising during football on the American Fox network.
Atari has also been running ads in the major game mags over here
and all look very slick. There has recently been the press release
from Atari stating that Williams and Atari will work together to
bring Robotron, Joust and Defender to the Jag. Atari has also
stated that 30-50 games will be out by Christmas and that Toys
'R' Us will carry the Jag nationally this year. Also, I believe
that the Jag has been released officially in some parts of Europe
(Sweden anyway).
Ball is in your court, Gavan. How's that CD^32 doing? :-)
And, yes, I appreciate shifting the subject away from PC/Mac, two
platforms that cannot compare to ST/Amiga.
-scott tirrell

3833. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 15:00:06 UTC
From: mrathwel@uoguelph.ca
Message-ID: <36c0dm$8k1@nermal.cs.uoguelph.ca>
Source record: 15545

G MORAN (moran@bires069) wrote:
: Whats with all this lame bashing of sad mac/pc individuals? Lets get
: back to the real purpose of this group - a forum for Amiga users to bash
: ST/Falcon owners.

: SO.. how well _is_ the Jaguar doing then?

A hell of a lot better than Commodore is!

>> Mark <<

3834. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 15:51:47 UTC
From: sinclair@ins.infonet.net
Message-ID: <36c3ej$hj1@insosf1.infonet.net>
Source record: 15630

In article <36bb8p$8b0@bmerha64.bnr.ca>, moran@bires069 (G MORAN) writes:
> Whats with all this lame bashing of sad mac/pc individuals? Lets get
>back to the real purpose of this group - a forum for Amiga users to bash
>ST/Falcon owners.
>
> SO.. how well _is_ the Jaguar doing then?

Amen.. What is Atari's plans with the Falcon and ST line? What kind of models
will Amiga,inc come out with? It better be significant with the $1200
Alchemy(pci powermac) on the horizon..
>
>gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

3835. Re: Atari FTP sites.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 16:33:39 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <36c5t3$6g0@infa.central.susx.ac.uk>
Source record: 15633

Scott C. Perry (ab617@cfn.cs.dal.ca) wrote:
: If anyone has a list of Atari FTP sites could they please e-mail it to me?

Read the comp.sys.atari threads...

3836. Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 16:43:19 UTC
From: garnerg@esu.edu
Message-ID: <36c6f7$69h@jake.esu.edu>
Source record: 15632

The Atari STE can do just about anything an IBM PC can do, but do it more user friendly. The Atari can do * anything * an Amiga can do and with far more user friendly terms than the Amiga. Besides, Atari has one great advantage over Amiga: Atari is still in business!

--
****
"That's just the way it is. Some things will never change. That's just the way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the message above sounds interesting, please respond at:

===> garnergf@esu.edu

Thank you, drive through
****

3837. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 16:53:15 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94271.125315STIRRE31@MAINE.MAINE.EDU>
Source record: 15549

What is Apple's plans with the 680x0-based Macs? Will they
just be dumped?
What is the Alchemy? Is it a PowerPC clone? Also, when will
IBM's PowerPC come out? This I find interesting.
When will the newest upgrade to System 7 come out? Will it give
680x0 Macs the ability to do preemptive multitasking? I am
interested to see how this will work on the Macs.
As far as Atari's plans for the Falcon- I don't know. However,
3rd party developers' plans seem to be to release incredibly
powerful programs at a low price for the Atari :-). Papyrus,
Speedo, NVDI, Magix, Vector Pro, True Image, Neodesk 4....
The software for the Atari is better than the Mac for a lower
price. The Mac has quantity; the Atari has quality.
-scott tirrell

3838. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 18:44:33 UTC
From: sinclair@ins.infonet.net
Message-ID: <36cdih$p5k@insosf1.infonet.net>
Source record: 15634

In article <94271.125315STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>What is Apple's plans with the 680x0-based Macs? Will they
>just be dumped?

App will be providing Power PC upgrades. Can the ST be upgraded to the Falcon?

>What is the Alchemy? Is it a PowerPC clone? Also, when will
>IBM's PowerPC come out? This I find interesting.

The Alchemy will be the low end of the upcomming PCI Powermacs arriving on the
scene next spring and summer. Will be housed in a Q630 case.

>When will the newest upgrade to System 7 come out? Will it give
>680x0 Macs the ability to do preemptive multitasking? I am

You mean System 7.5? Already out..

>interested to see how this will work on the Macs.
>As far as Atari's plans for the Falcon- I don't know. However,
>3rd party developers' plans seem to be to release incredibly
>powerful programs at a low price for the Atari :-). Papyrus,
>Speedo, NVDI, Magix, Vector Pro, True Image, Neodesk 4....
>The software for the Atari is better than the Mac for a lower
>price. The Mac has quantity; the Atari has quality.

The Software is better than the Mac? In what way? As for price, it's
false..And in most cases there is no Atari equivelants. A Performa 630 system
with monitor, keyboard, fax modem, ClarisWorks, Quicken and other numerous
titles costs $1479. How much for a equivelant Atari setup.

>-scott tirrell

-Peter

3839. Re: Atari 800

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 18:46:51 UTC
From: sinclair@ins.infonet.net
Message-ID: <36cdmr$p5k@insosf1.infonet.net>
Source record: 15635

In article <1994Sep28.005013.49736@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <35iprt$52q@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>|> Just wondering..does anyone besides me still have an Atari 800?
>|>
>|> * Tom Trauth
>|> * trauth@paul.rutgers.edu
>|>
>|> PS: I also still have a working Atari 2600 :-)
>
> I have my 130XE working and the 1541 disk drive :-)

I have a Atari 2600 and 7800 in the attic.

>
> Do you know where to get Star Raiders 1? I'll like to buy that game...

I may have that too.
>
>|>
>
>--
>---
>>>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

-Peter

3840. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 19:07:55 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <36ceub$cq7@pepper.rutgers.edu>
Source record: 15636

<STIRRE31@MAINE.MAINE.EDU> writes:

>Well, Gavan, since you asked....
>AvP is now in production and looks great!!!! I have been seeing
>Jag commericals on during MTV shows. I have also heard that Atari
>is advertising during football on the American Fox network.
>Atari has also been running ads in the major game mags over here
>and all look very slick. There has recently been the press release
>from Atari stating that Williams and Atari will work together to
>bring Robotron, Joust and Defender to the Jag. Atari has also
>stated that 30-50 games will be out by Christmas and that Toys
>'R' Us will carry the Jag nationally this year. Also, I believe
>that the Jag has been released officially in some parts of Europe
>(Sweden anyway).
>Ball is in your court, Gavan. How's that CD^32 doing? :-)
>And, yes, I appreciate shifting the subject away from PC/Mac, two
>platforms that cannot compare to ST/Amiga.
>-scott tirrell

Great!! It looks like it's time for Peter to bring out the crying towel!
It's not the "Jagflop" that'll flop but Sinflop's predictions that it will.

:-))))

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

3841. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 19:14:11 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <36cfa3$ds9@pepper.rutgers.edu>
Source record: 15537

<STIRRE31@MAINE.MAINE.EDU> writes:

>What is Apple's plans with the 680x0-based Macs? Will they
>just be dumped?

Yes.

>What is the Alchemy? Is it a PowerPC clone? Also, when will

Not sure, tho I've heard of it.

>IBM's PowerPC come out? This I find interesting.

They'll be out, according to IBM, in "early '95". Don't expect
to see them until later that, tho. :-(
When they do come out, tho, they'll kick the PowerMac's ass because
they won't burdened by a pathetic, ridiculously slow, ludricously
resource hungry OS that is *85%* emulated. (Not to mention the
fact that IBM knows how to make computers and Apple doesn't!)

>When will the newest upgrade to System 7 come out? Will it give

I think System 7.5 is out, or will be soon. Consult Peter on this
one. If he is the Mac God that he pretends to be, he should know.

>680x0 Macs the ability to do preemptive multitasking? I am

In our next lifetimes, perhaps. :)

>interested to see how this will work on the Macs.
>As far as Atari's plans for the Falcon- I don't know. However,
>3rd party developers' plans seem to be to release incredibly
>powerful programs at a low price for the Atari :-). Papyrus,
>Speedo, NVDI, Magix, Vector Pro, True Image, Neodesk 4....
>The software for the Atari is better than the Mac for a lower
>price. The Mac has quantity; the Atari has quality.
^^

Well said!

>-scott tirrell

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

3842. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 19:16:18 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <36cfe2$ed8@pepper.rutgers.edu>
Source record: 15538

moran@bires069 (G MORAN) writes:

> Whats with all this lame bashing of sad mac/pc individuals? Lets get
>back to the real purpose of this group - a forum for Amiga users to bash
>ST/Falcon owners.

> SO.. how well _is_ the Jaguar doing then?

So hows Commodore doing, then?

>gavan

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

PS: And what exactly is the purpose of this Atari-Amiga rivalry, anyway?
They should unite to defeat the evil forces of the Mac-Heads!

3843. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 19:21:21 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <36cfnh$f96@pepper.rutgers.edu>
Source record: 15539

sinclair@ins.infonet.net writes:

>In article <36bb8p$8b0@bmerha64.bnr.ca>, moran@bires069 (G MORAN) writes:
>> Whats with all this lame bashing of sad mac/pc individuals? Lets get
>>back to the real purpose of this group - a forum for Amiga users to bash
>>ST/Falcon owners.
>>
>> SO.. how well _is_ the Jaguar doing then?

>Amen.. What is Atari's plans with the Falcon and ST line? What kind of models
>will Amiga,inc come out with? It better be significant with the $1200
>Alchemy(pci powermac) on the horizon..
^^^^^^^^^^^^^^^^^^^^

Thanks, Sinclap. For the first time I actually learned something from one of
your pathetic posts. Alchemy, it seems, will be the first *real* PMac. Will
probably still be running that lousy System 7 OS tho (and mostly under emulation).

All hail
>-Peter
The Prince of Prozac!

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

PS: So, Peter, what Mac propaganda will you send me on Saturday night this week?

3844. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 21:33:44 UTC
From: sinclair@ins.infonet.net
Message-ID: <36cnfo$57h@insosf1.infonet.net>
Source record: 15540

In article <36c6f7$69h@jake.esu.edu>, garnerg@esu.edu (George W Garner) writes:
> The Atari STE can do just about anything an IBM PC can do, but do it more
>user friendly. The Atari can do * anything * an Amiga can do and with far more
>user friendly terms than the Amiga. Besides, Atari has one great advantage over
>Amiga: Atari is still in business!
>

Not their computer division. When was the last time a new model came out?
>
>
>--
>***
>"That's just the way it is. Some things will never change. That's just the
> way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986
>
>If anything in the message above sounds interesting, please respond at:
>
>===> garnergf@esu.edu
>
>Thank you, drive through
>***
>

-Peter

3845. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-28 21:41:38 UTC
From: sinclair@ins.infonet.net
Message-ID: <36cnui$57h@insosf1.infonet.net>
Source record: 15547

In article <36ceub$cq7@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
><STIRRE31@MAINE.MAINE.EDU> writes:
>
>>Well, Gavan, since you asked....
>>AvP is now in production and looks great!!!! I have been seeing
>>Jag commericals on during MTV shows. I have also heard that Atari
>>is advertising during football on the American Fox network.
>>Atari has also been running ads in the major game mags over here
>>and all look very slick. There has recently been the press release
>>from Atari stating that Williams and Atari will work together to
>>bring Robotron, Joust and Defender to the Jag. Atari has also
>>stated that 30-50 games will be out by Christmas and that Toys
>>'R' Us will carry the Jag nationally this year. Also, I believe
>>that the Jag has been released officially in some parts of Europe
>>(Sweden anyway).
>>Ball is in your court, Gavan. How's that CD^32 doing? :-)
>>And, yes, I appreciate shifting the subject away from PC/Mac, two
>>platforms that cannot compare to ST/Amiga.
>>-scott tirrell
>
>Great!! It looks like it's time for Peter to bring out the crying towel!
>It's not the "Jagflop" that'll flop but Sinflop's predictions that it will.

Do you remember Atari's PR statement that 300,000 Jagflops will only be manufactured in all of 94? Hardly setting the world on fire. Sega sold 15 million Genises in the last 4-5(?) years. Atari will be lost in the shuffle. I doubt that there will be 30-50 games available by Christmas...

>
>:-))))
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* The Mac is Crap (and that's a fact, Jack)!
>*

-Peter
-MPeg and Houdini are comming

3846. Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 02:13:53 UTC
From: sinclair@ins.infonet.net
Message-ID: <36d7t1$g85@insosf1.infonet.net>
Source record: 15541

Sega has purchased forty-million worth of Atari stock and will pay additional in royalty payments for patents held by Atari. Will this be enough to save Atari or will continue the agony before death? What should Atari do with the money? Build more Falcon and get an 040 version out or waste it on the Jagflop?

-Peter

3847. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 02:22:49 UTC
From: keen@phakt.usc.edu
Message-ID: <36d8dp$j4n@phakt.usc.edu>
Source record: 15542

sinclair@ins.infonet.net writes:

>>When will the newest upgrade to System 7 come out? Will it give
>>680x0 Macs the ability to do preemptive multitasking? I am

>You mean System 7.5? Already out..

System 7.5 is not pre-emptive. System 8 will be. However, system 7.5 includes the thread manager which allows app developers to make their applications run in a preemptive manner. But the system software does not now run just any old program preemptively. What the thread manager does is bring in preemptivity slowly so application developers can begin planning for it when it emerges later.

>>-scott tirrell

>-Peter

Ben Keen

3848. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 02:33:01 UTC
From: mrathwel@uoguelph.ca
Message-ID: <36d90t$13v@nermal.cs.uoguelph.ca>
Source record: 15553

Sinclap ...

GET LOST!!!!

>> Mark <<

3849. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 08:29:14 UTC
From: moran@bires069
Message-ID: <36dtsq$hsj@bmerha64.bnr.ca>
Source record: 15546

George W Garner (garnerg@esu.edu) wrote:
> The Atari STE can do just about anything an IBM PC can do, but do it more
> user friendly. The Atari can do * anything * an Amiga can do and with far more
> user friendly terms than the Amiga. Besides, Atari has one great advantage over
> Amiga: Atari is still in business!

please..........

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3850. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 08:36:51 UTC
From: moran@bires069
Message-ID: <36dub3$hsj@bmerha64.bnr.ca>
Source record: 15548

STIRRE31@MAINE.MAINE.EDU wrote:
> Well, Gavan, since you asked....
> AvP is now in production and looks great!!!! I have been seeing
> Jag commericals on during MTV shows. I have also heard that Atari
> is advertising during football on the American Fox network.
> Atari has also been running ads in the major game mags over here
> and all look very slick. There has recently been the press release
> from Atari stating that Williams and Atari will work together to
> bring Robotron, Joust and Defender to the Jag. Atari has also
> stated that 30-50 games will be out by Christmas and that Toys
> 'R' Us will carry the Jag nationally this year. Also, I believe
> that the Jag has been released officially in some parts of Europe
> (Sweden anyway).

Hmmm, well I asked since there seems to be very little Jaguar
impact here in the UK. It didn't make much of a splash and there
still aren't many games available for it, even a year after launch.
Maybe things are better in the US for it. Its a good system but
looks set to fall prey to the Atari curse.

Incidentally, 3DO looks like it might be a winner here. I've seen
it in the shops and 'Road Rash` was featured on a games TV show the
other night.

> Ball is in your court, Gavan. How's that CD^32 doing? :-)

Actually, its got loads of games (Cannon Fodder, Gunship, Microcosm,
Pinball Dreams, James Pond III, Simon the Sorceror, Banshee et al) and
now has a full Amiga expansion kit allowing you to use the machine as
a full computer. Even though its not currently being made, shops are
still selling stock. Xmas will be a problem if the new owners of C=
can't get machines out.

> And, yes, I appreciate shifting the subject away from PC/Mac, two
> platforms that cannot compare to ST/Amiga.

Right, PC and Mac are not in comparable market sectors to Amiga/ST

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3851. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 11:02:54 UTC
From: moran@bires069
Message-ID: <36e6su$mbf@bmerha64.bnr.ca>
Source record: 15550

George W Garner (garnerg@esu.edu) wrote:
> The Atari STE can do just about anything an IBM PC can do, but do it more
> user friendly. The Atari can do * anything * an Amiga can do and with far more
> user friendly terms than the Amiga.

Really, then the Atari versions of SuperStarDust, Theme Park, Gunship2000,
SimCity2000 and Mortal Kombat must be excellent! Does the Atari version of
PageStream 3 beat the just released Amiga version? How does the Atari version
of the video toaster compare? Whats the Atari version of Mosaic like to use?
How about real 3d, imagine, lightwave on the Atari?

> Besides, Atari has one great advantage over
> Amiga: Atari is still in business!

They're still manufacturing Falcons? I thought Atari had given up
making computers to concentrate on the Jaguar. They said if they made big
money on the Jag they'd go back to making computers again with the
profits.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3852. Suggested Stratagy For Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 12:21:34 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <36ebge$gin@Tut.MsState.Edu>
Source record: 15551

[No readable article body recovered]

3853. (take 2)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 12:23:19 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <36ebjn$gin@Tut.MsState.Edu>
Source record: 15552

Subject: Suggested Stratagy For Atari
Newsgroups: comp.sys.atari.advocacy
Summary:
Keywords:

I'd like to see Atari shoot for some new horizions...
Atari does have some good archives of past research laying around, that with a tiny bit of working them up to the current times and beyond could give them some leverage into two very powerful markets. One being virtual reality systems. Perhaps a good place they can gain some immediate ground is in the low end Personal Computer market. There are millions of people out there who would love to have a simple PC, yet don't require anything any more powerful than an ST. Not everyone cares about, and even fewer people need the power and punch of a Pentium or Power PC. The current trend in software is to make it VERY MEMORY, CPU TIME, and HARD DRIVE hungry. Atari proved years back that their systems could do very amazing things with a mere one megabyte of RAM and a CPU that tops out at 8mhz. They got creative and found ways to directly access the memory...bypassing the CPU unless it was absolutly necessary. Of all the machines made to date...it is hard to argue against ATARI being the best at hardware efficency, and laying out a good OS that allows programers to milk that machine for all it's worth with minimal fuss. With all of this in mind...here are some potential strategeys Atari could take to stay alive while they shoot for getting back into real compitition with the big dawgs.

1> Market what you have! The STe could easily be sold at a good profit complete with a monitor and small hard drive for less than $500.00 a pop if produced in large enough quanities. But it must be pushed as a HOME COMPUTER. Stress exactly what the system CAN DO right now... and not what it might to TOMORROW. How many of you ask the car salesman, "Can I upgrade my Grand Am to a Bonniville when I get the money?" Believe me...there is a market for this type of system... people simply have to be offered an opportunity to buy it. In the entire history of the PC wars...no company has ever attempted this "Get what you pay for strategy." They've always made a point to stick in a bug here and there, in hopes of moving tommorows product, be it a new machine, or a $5.00 fix.

2> Assimilate a list of tasks you want the system to perform flawlessly and efficently. Get the word out, "Hey...this is a job you need done, and this is a job this system can do...today...right now." Most people buy a product with these things in mind.
1. What do I need this tool to do?
2. How much money do I have to spend on it?
Would you buy a $16,000.00 Snap Tight tool kit complete with a hydrolic

wrench when all you really need is a $4.00 3/4" socket, a $15.00 hammer, and a few screwdrivers? I didn't think so. Would you buy a 6 car garage for these tools if you only planed to use them on one car? No, I didn't think so. Well...that's what the current PC market is asking you to do. Buy our machine that has more room than you need...and our package deals are going to force you to buy tools you don't need in the form of sloppily written Operating systems and software which are guaranteed to suck up over half of your hard drive space!

3> Worship your dealer There is no better way to move a product than keeping the people who stock your products happy. The best example I can offer for this concept is little company built in a wood shop in Meridian, Mississippi. Peavey Electronics...they haven't always made the BEST of the BEST products throughout their history, and they haven't ever bought multi-million dollar TV spots...but they kept the goods rolling by remaining loyal to their dealers, and assureing them an attractive share of the profits. They keep the tools small and seperate, so that they can fit in almost anyones budget, yet still turn a good profit for the retailers who choose to carry them. The Asian giants laughed so hard at Hartley Peavey, that they fell on their back sides...and just kept funneling their overpriced overkill products (with no choices per budget on options) through the pennys per sale warehouse market. Peavey still remains loyal to their dealers to this day...and they are now a very successful GIANT in the industry. For this very reason...you will rarely ever walk into a music store that carries Peavey products...and not have unquestioned local support. Furthermore...dealers really PUSH Peavey because they are such a pleasure to deal with...and the balance sheet shows that even with extremely competetive prices...the retailer makes a handsome profit.

4> Refer to point 3>
There are a number of ways to market yourself. The big boys are aimed at high priced media methods. Shooting for 1 in every 5 people who are foolish enough to buy what they don't need...just because a flashy commercial or news article makes them want it. It works well, because they reach billions of people, and they mass distribute via warehouse for pennys per copy.
Someone in Atari's shoes...who has little money for media and mass marketing can still make a very healthy and profitable go for a share of the market, which can rapidly grow into big time contenters.
Atari can not afford to pertend it is IBM or Apple...and snub off small buissness as a distribution method. For peanuts, on the corprate scale, Atari can send out reps and sell their ideas on the local level by winning the love and support of small and medium retail dealers. Next, they should keep constant communication with these dealers...waiting on them hand and foot...helping them advertise localy...person to person...mouth to ear. They should go out of their way to help these dealers train technicians for quality in house support...and do everything in their power to help fatten the wallets of these dealers.
If you were in the market for a new PC...
And there was a place nearby where you could go to take a few systems

for a test drive. I'm almost positive you'd do it!
If you liked what you saw...
and the dealer had a reputation for prompt and quality service...
I'm pretty confident you'd look no further...and give the local guy...
who will soon become a personal correspondant and friend, your buissness.
If that weren't enough...upon seeing his price is just right for your
budget, and the tool will get the job done quickly and efficently...
I'm pretty sure you'd buy it then.
Still not sold? This guy sponsers your son's little league team as well...
I've yet to see BIG BLUE directly affect many communities unlesthere
happened to be a plant in town.
This ancient, but almost forgotten approach to good buissness not only
puts desperately needed dollars in the accounts of a dwindling corperation,
it also puts a number of "Be You Own Boss" type of jobs out in the economy.
It opens the arena for Enterpenures that aren't on Atari's pay roll...
technicians that aren't on their pay roll...
Advertiseing not on Atari's books...
Risks bared by the nation at large...
And a strategy that's been tried and proven time and time again.

5> Try as they may...Mass Media will never outsell the efforts of hard
working individuals...people...people trying to make a good honest go
in life...with the courage to risk a little on the line of a trusted
profit source. Atari could become one of these sources...people would
buy it! And people would benifit from it!

For those of you who have forgotten...
Atari once held many of these notions dear to heart.
I can remember when there was an atari machine of some sort in every other
house on the block, and dealerships of all shapes and sizes scattered in
towns and cities of very diverse natures. I also remember dealers who were
proud to be associated with Atari...and enthuastic about showing you what
the machines could do...and even more enthused to sell you one. Then one
day...they all took down the Atari Signs from their windows...and sighed in
disguest as they said, "It was a wonderful machine...and I loved selling them,
but Atari refuses to keep me stocked to potential." I once even heard an
Ex-Atari dealer say, "I'm selling them as fast as they'll ship them to me,
but I can't continue to deal with them any longer when they refuse to answer
my Faxes, Letters, and questions about technical problems...my coustomers
deserve better than this...and if it means going to less effiecent and more
expensive machines...then I will." The list goes on...and I've even seen
some of the snide reports that Atari would eventualy send in response when
dealers would simply ask, "Why?" They also managed to alienate some of the
industry's finest engineers and designers...and turn down scores of brilliant
programers who simply asked for an affordable development kit for independent
enterprise. The list of disappointments goes on and on...and progressively
worse. You've made your mistakes Atari...it's time to get back to the basics
and win back your most valuable asset...people. You've got highly marketable
products...and potential to someday make another day-view on the innovative
scene...but it's a long hard haul...and it's got to start all over...from
the ground up. The way I see it...Atari's relationships with people should

be top priority for now...as that is the least expensive to begin altering, and the most benifical in the long run. As much as I love my Atari STe... I must admit...Atari has no buissness seeking top minds and developing top notch machines until they learn to manage what they already have.
I wish them luck...
And I'll stand by my Atari STe tooth and nail until the day it refuses to complete a task I need done...and when that day comes...unless Atari has at least tried to work up to it's potential...I'm afraid I'll be buying a Mac or PC. From there...the decision will be mostly influenced by the demonstrations I recieve of both the machine, and the proven service of a local dealer. The first guy that shows me a machine that impresses me, does what I want it to do on demand, and gives me the best support and price, thats what I'll buy...and who I'll buy it from. I really don't care who makes it, and what gadgets the tech heads argue is the best...when I walk in the store, I'm ready to buy...not waste time shoping my valuable work and leisure time away. That's how I was sold my ST...and that's how I'll be sold my next computer. By a person...not a 5,000 page book of ad's...not a TV commercial, and most definately, not a colour flyer boasting a neatly packaged system thru Amercian Express.

Brian

Brian

3854. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 13:04:55 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.780843895@echo>
Source record: 15564

sinclair@ins.infonet.net writes:

>Sega has purchased forty-million worth of Atari stock and will pay
> additional in royalty payments for patents held by Atari.
> Will this be enough to save Atari or will continue the agony before death?
> What should Atari do with the money? Build more Falcon and
> get an 040 version out or waste it on the Jagflop?

>-Peter

Hi Peter,

first you should learn where the 'Return' key is... Oh sorry maybe your nice
Mac soft should do that for you.

I dont think Sega is that stupid to waste that money on a dead horse...
more likely they will have more influence on the Jag, or they will
participate on the big selling Jag...

Bye Wolfgang

3855. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 13:57:33 UTC
From: sinclair@ins.infonet.net
Message-ID: <36eh4d$a1b@insosf1.infonet.net>
Source record: 15563

In article <36cnui$57h@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>In article <36ceub$cq7@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>><STIRRE31@MAINE.MAINE.EDU> writes:
>>
>>>Well, Gavan, since you asked....
>>>AvP is now in production and looks great!!!! I have been seeing
>>>Jag commericals on during MTV shows. I have also heard that Atari
>>>is advertising during football on the American Fox network.
>>>Atari has also been running ads in the major game mags over here
>>>and all look very slick. There has recently been the press release
>>>from Atari stating that Williams and Atari will work together to
>>>bring Robotron, Joust and Defender to the Jag. Atari has also
>>>stated that 30-50 games will be out by Christmas and that Toys
>>>'R' Us will carry the Jag nationally this year. Also, I believe
>>>that the Jag has been released officially in some parts of Europe
>>>(Sweden anyway).
>>>Ball is in your court, Gavan. How's that CD^32 doing? :-)
>>>And, yes, I appreciate shifting the subject away from PC/Mac, two
>>>platforms that cannot compare to ST/Amiga.
>>>-scott tirrell
>>
>>Great!! It looks like it's time for Peter to bring out the crying towel!
>>It's not the "Jagflop" that'll flop but Sinflop's predictions that it will.
>
>Do you remember Atari's PR statement that 300,000 Jagflops will only be
>manufactured in all of 94? Hardly setting the world on fire. Sega sold 15
>million Genises in the last 4-5(?) years. Atari will be lost in the shuffle.
>I doubt that there will be 30-50 games available by Christmas...

That number has been reduced by Atari...Here is the evidence..
==========

News> 21351
rec.games.video.atari article 21351 of [17474,21360] (3252
unseen)

From: Cliff_Lum@mindlink.bc.ca (Cliff Lum)
Newsgroups: rec.games.video.atari
Subject: Sales Revision only 200,000 this year.
Date: Thu, 29 Sep 94 00:33:54 -0800
Organization: MIND LINK! - British Columbia, Canada
Lines: 22
Distribution: world
Message-ID: <55038@mindlink.bc.ca>

Whats this, only 200,000 Jaguars this year instead of 300,000.
With all the cash infusion ,Things seems to get worst and worst.
I guess Sam T is saving up for his retirement fund. :-)

Atari CEO sees sales of 200,000 Jaguars game units

Posted: Wed, 28 Sep 94 16:50:14 PDT

[14 lines remaining, press RETURN for more...]

News>
rec.games.video.atari article 21351 of [17474,21360] (3252
unseen)

Atari Corp. Chief Executive officer Sam
Tramiel said Wednesday the company expects to sell more than
200,000 of its Jaguar video game machines this year, compared
with a target of 300,000.
Tramiel said sales so far of 90,000 Jaguar units have been
''a little behind our targets'' due to a lack of available
software titles. But he said more than 30 different Jaguar games
would be on sale by Christmas, up from seven currently.
Initially the company had projected it could sell up to
500,000 Jaguar machines.
Atari stock rose $1.875 to $7.50 on the Nasdaq.

cl

==========

I like Sam T's excuse this time....The curse remains...

-Peter

>
>>
>>:-))))
>>
>>*
>>* Tom Trauth
>>* trauth@paul.rutgers.edu
>>* The Mac is Crap (and that's a fact, Jack)!
>>*
>
>-Peter
>-MPeg and Houdini are comming
>
>

3856. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 14:57:31 UTC
From: djs@jet.uk
Message-ID: <1994Sep29.145731.15582@jet.uk>
Source record: 15565

In <36e6su$mbf@bmerha64.bnr.ca> moran@bires069 (G MORAN) writes:

>Does the Atari version of PageStream 3 beat the just released Amiga
>version?
As you know, there is no Atari version of PageStream 3. I suspect there never will be. The main reason for this, according to SoftLogik, is that they didn't sell many copies of PageStream 2. That is not surprising, given that, in the ATARI market, they actually had competition from BETTER dtp products, unlike the Amiga version.

>...of the video toaster compare?...
Most of your other points are fair enough, though. But you didn't mention the music market, funnily enough. Where's the Amiga version of Cubase?

>They're still manufacturing Falcons?
Yes. And they did another batch of TTs recently too.

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3857. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 15:07:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94272.110735STIRRE31@MAINE.MAINE.EDU>
Source record: 15555

Gavan,
It is pretty silly to pick specific Amiga programs and say,
"Hah! Can your Atari do that?!" For example, how does
Calamus run on your machine? How is Neodesk? How is
Chroma-24? A thread of platform-specific software could
go on for quite awhile. But, I would like to say that
the rendering, image manipulation software for the Atari
has been improving by leaps and bounds! Check out a
recent copy of ST Format or ST Review. DAS Vector,
Chagall, True Image, Chroma-24 and more that I cannot
think of right now. I can get a list for you if you'd
like to check them out :-).
As far as games, the PD/SW scene is great. There are also
some commercial Falcon-only games coming.
Yes, the Amiga has a Toaster.... however, how many home users
need the Video Toaster?! Amiga users always use arguments
such as this that does not apply to many personal computer
users.
-scott tirrell

3858. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 15:12:15 UTC
From: moran@bires069
Message-ID: <36elgf$2d@bmerha64.bnr.ca>
Source record: 15567

Wolfgang Zweygart (wz@echo.chem.TU-Berlin.DE) wrote:
> sinclair@ins.infonet.net writes:

> >Sega has purchased forty-million worth of Atari stock and will pay
> > additional in royalty payments for patents held by Atari.
> > Will this be enough to save Atari or will continue the agony before death?
> > What should Atari do with the money? Build more Falcon and
> > get an 040 version out or waste it on the Jagflop?

> >-Peter

> Hi Peter,

> first you should learn where the 'Return' key is... Oh sorry maybe your nice
> Mac soft should do that for you.

> I dont think Sega is that stupid to waste that money on a dead horse...
> more likely they will have more influence on the Jag, or they will
> participate on the big selling Jag...

> Bye Wolfgang

Why would Sega pump money into a competitor? Esp. sinc they have the Saturn
on the way. You really are deluded SinFlop - are you trying to post false
'good' Atari news to make up for all the crap you posted?

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3859. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 15:17:36 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94272.111737STIRRE31@MAINE.MAINE.EDU>
Source record: 15556

Peter,
I think that they will just use the money to prolong
their death just to make your life a living hell.
-scott tirrell

3860. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 15:19:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94272.111929STIRRE31@MAINE.MAINE.EDU>
Source record: 15557

Thirty games by Christmas and an installed base of 200,000+ users equals success in 1995 IMO. Atari will be pretty hard to unseat if Sega does, indeed, release a game system with a $300+ price tag (the Saturn). By the time Nintendo comes out with Ultra 64 I think that the Jag will be a major player.
-scott tirrell

3861. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 15:29:08 UTC
From: moran@bires069
Message-ID: <36emg4$2d@bmerha64.bnr.ca>
Source record: 15554

David Stevenson (djs@jet.uk) wrote:
> In <36e6su$mbf@bmerha64.bnr.ca> moran@bires069 (G MORAN) writes:

> >Does the Atari version of PageStream 3 beat the just released Amiga
> >version?
> As you know, there is no Atari version of PageStream 3. I suspect there
> never will be. The main reason for this, according to SoftLogik, is that
> they didn't sell many copies of PageStream 2. That is not surprising,
> given that, in the ATARI market, they actually had competition from BETTER
> dtp products, unlike the Amiga version.

Right, so the Atari market is awash with high-end DTP software then?
I think the reason for poor sales is more likely piracy and or low ST
software interest generally

> the music market, funnily enough. Where's the Amiga version of Cubase?

True, the Amiga is weak on midi music software. But then the Atari midi
market seems largely to have defected to the Mac too..
I suppose an Emplant or AMax user could always run the Mac version if
they wanted.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3862. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 16:45:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94272.124500STIRRE31@MAINE.MAINE.EDU>
Source record: 15558

Gavan,
The Atari market may not be "awash" with DTP programs.
However, most users agree that Calamus is superior to
Pagestream. Therefore, it sells more copies than Pagestream.
I think it is simple to see that. DMC, US distributers of
Calamus, are still strongly supporting the Atari. As far
as other Atari DTP programs, there is Fleet Street, Timeworks
Publisher 2 and DAS Layout. What about the Amiga? Is the
Amiga market awash with DTP programs? What is Pagestream's
main competitor in the DTP market?
BTW, Atari Pagestream accounted for 20% of Soft-Logik's Pagestream
sales according to an interview with them in 1991. Since that
time, due to lack of support, I am sure Calamus has eaten into
this.
-scott tirrell

3863. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 17:34:18 UTC
From: mrathwel@uoguelph.ca
Message-ID: <36etqq$o7u@nermal.cs.uoguelph.ca>
Source record: 15562

sinclair@ins.infonet.net wrote:
: Sega has purchased forty-million worth of Atari stock and will pay additional in royalty payments for patents held by Atari. Will this be enough to save Atari or will continue the agony before death? What should Atari do with the money? Build more Falc
on and get an 040 version out or waste it on the Jagflop?

: -Peter

Sinclap ... GET LOST!!!! We don't like you! I personally think Atari
should use the money to put a hit on you and end your babbling forever!

>> Mark <<

3864. Source for Lynx titles

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 18:21:10 UTC
From: sinclair@ins.infonet.net
Message-ID: <36f0im$org@insosf1.infonet.net>
Source record: 15559

Who is still selling the Lynx today. Can someone list the titles and price as well as the cost of a new LYNX. I have the original but want one of the new smaller version.

-Peter

3865. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 18:24:50 UTC
From: sinclair@ins.infonet.net
Message-ID: <36f0pi$org@insosf1.infonet.net>
Source record: 15560

In article <94272.111929STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Thirty games by Christmas and an installed base of 200,000+
>users equals success in 1995 IMO. Atari will be pretty hard
>to unseat if Sega does, indeed, release a game system with
>a $300+ price tag (the Saturn). By the time Nintendo comes
>out with Ultra 64 I think that the Jag will be a major
>player.
>-scott tirrell
>

By your difinition of success than 3do is a major player in the market with already 200,000 plus sold already versus 90,000 for the Jagflop. Yes 3do was out three months early, but 3do has leaped pass Atari.

-Peter

3866. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-29 18:27:17 UTC
From: sinclair@ins.infonet.net
Message-ID: <36f0u5$org@insosf1.infonet.net>
Source record: 15561

In article <1994Sep29.145731.15582@jet.uk>, djs@jet.uk (David Stevenson) writes:
>In <36e6su$mbf@bmerha64.bnr.ca> moran@bires069 (G MORAN) writes:
>
>>Does the Atari version of PageStream 3 beat the just released Amiga
>>version?
>As you know, there is no Atari version of PageStream 3. I suspect there
>never will be. The main reason for this, according to SoftLogik, is that
>they didn't sell many copies of PageStream 2. That is not surprising,
>given that, in the ATARI market, they actually had competition from BETTER
>dtp products, unlike the Amiga version.
>
>>...of the video toaster compare?...
>Most of your other points are fair enough, though. But you didn't mention
>the music market, funnily enough. Where's the Amiga version of Cubase?
>
>>They're still manufacturing Falcons?
>Yes. And they did another batch of TTs recently too.

Thats surprising since sales are near zero. What are the prices for the Falcon
and TT. I remember when Sam T said that the TT would overwhelm the Mac..
>
>--
>David Stevenson, JET Joint Undertaking +44 1235 465028
>Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

-Peter

3867. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 01:40:03 UTC
From: dpj@delphi.com
Message-ID: <ho7UIzT.dpj@delphi.com>
Source record: 15566

G MORAN <moran@bires069> writes:

> Why would Sega pump money into a competitor? Esp. sinc they have the Saturn
>on the way. You really are deluded SinFlop - are you trying to post false
>'good' Atari news to make up for all the crap you posted?

Sega "pumped" money into a competitor because Sega essentially lost a
lawsuit by Atari and this is how they settled it out of court. $50 million
in cash and $40 million in stock. Sega gets to keep using the patents that
they were previously using but not paying for in the past. Atari gets
$90 mil - not a bad chunk of change!

Dana @ STReport International Online Magazine

3868. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 03:47:43 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep30.034743.574@escape.widomaker.com>
Source record: 15569

sinclair@ins.infonet.net writes:

>Sega has purchased forty-million worth of Atari stock and will pay
>additional in royalty payments for patents held by Atari. Will this be
>enough to save Atari or will continue the agony before death? What
>should Atari do with the money? Build more Falcon and get an 040 version
>out or waste it on the Jagflop?

This sounds a like like IBM helping Apple... making us wonder if they'll
come out with a new system or keep wasting the money on the MacFlop.

>
>-Peter
--
csh
----
shendrix@escape.widomaker.com | Linux... that's it for the moment
-----------------------------------+

3869. Another Sinflop Forgery!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 06:34:45 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <36gbi5$f8l@pepper.rutgers.edu>
Source record: 15568
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

Peter Sinclair-Dickhead writes:

>That number has been reduced by Atari...Here is the evidence..
>===

> Atari Corp. Chief Executive officer Sam
>Tramiel said Wednesday the company expects to sell more than
>200,000 of its Jaguar video game machines this year, compared
>with a target of 300,000.
> Tramiel said sales so far of 90,000 Jaguar units have been
>''a little behind our targets'' due to a lack of available
>software titles. But he said more than 30 different Jaguar games
>would be on sale by Christmas, up from seven currently.
> Initially the company had projected it could sell up to
>500,000 Jaguar machines.
> Atari stock rose $1.875 to $7.50 on the Nasdaq.

It looks like our friend Sinflop is forging messages from company
chairmen again...

BTW Peter, let me formally introduce myself. My name is Bill Gates.
I am the President and Chairman of Microsoft Corp. I will use Windows
to crush the Mac to smithereens! Apple will have to join Commondore
in liquidation! Then you, deprived of your only reason to exist, will
a buy a gun and blow your brains out, just like Kurt Cobain. Say hi
to Satan for me, will ya Peter!

- William Gates III

>-Peter, Peter, Pumpkin Eater, Had a Mac and Loved to Beat Her!
(Just decided to make your .sig a little more interesting)

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

3870. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 08:22:54 UTC
From: moran@bires052
Message-ID: <36ghsu$po8@bmerha64.bnr.ca>
Source record: 15570

STIRRE31@MAINE.MAINE.EDU wrote:
> as other Atari DTP programs, there is Fleet Street, Timeworks
> Publisher 2 and DAS Layout. What about the Amiga? Is the
> Amiga market awash with DTP programs? What is Pagestream's
> main competitor in the DTP market?

Pro Page is the main Pagestream competitor. I tihnk its on version
4 at the minute. Theres also a host of also rans like Saxon Publisher
Pagesetter which are good, but not supported like the major two.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3871. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 08:29:46 UTC
From: moran@bires052
Message-ID: <36gi9q$po8@bmerha64.bnr.ca>
Source record: 15571

STIRRE31@MAINE.MAINE.EDU wrote:
> Gavan,
> It is pretty silly to pick specific Amiga programs and say,
> "Hah! Can your Atari do that?!"

There are a LOT more specific Amiga programs than Atari programs.
I'm pointing out that as a competing platform , the Amiga has more
and better software.

> For example, how does
> Calamus run on your machine? How is Neodesk? How is
> Chroma-24? A thread of platform-specific software could
> go on for quite awhile.

Not on the Atari ;-)

> But, I would like to say that
> the rendering, image manipulation software for the Atari
> has been improving by leaps and bounds!

Good, it needs to! Software like Adpro, ImageMaster and ImageFX have
established the Amiga as a powerful, professional image manipulation
platform.

> As far as games, the PD/SW scene is great. There are also
> some commercial Falcon-only games coming.

Where are the PD Gunship 2000s? Or Theme Parks? Or SimCity 2000s?
PD can be good, but it can't compare to good quality comercial
releases. Plus, the majority of new Amiga software now supports AGA
Amigas directly, theres virtually nothing that uses the Falcons
capabilities gameswise.

> Yes, the Amiga has a Toaster.... however, how many home users
> need the Video Toaster?! Amiga users always use arguments
> such as this that does not apply to many personal computer
> users.

The original poster claimed the Atari could do anything better than
the Amiga could do. I simply cited a few hardware/software products that
the Atari couldn't match.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3872. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 08:34:07 UTC
From: moran@bires052
Message-ID: <36gihv$po8@bmerha64.bnr.ca>
Source record: 15572

STIRRE31@MAINE.MAINE.EDU wrote:
> Thirty games by Christmas and an installed base of 200,000+
> users equals success in 1995 IMO. Atari will be pretty hard
> to unseat if Sega does, indeed, release a game system with
> a $300+ price tag (the Saturn). By the time Nintendo comes
> out with Ultra 64 I think that the Jag will be a major
> player.

This was all said LAST year about THIS year. That Atari was going
to capture the market etc etc. It just hasn't happened and there is
NO sign of any major boost in the Jaguar market profile.

Those thirty games were promised long before this Christmas. About
Christmas last year Jag advocates were raving about Aliens vs Predator
being available in mid April. Things like '60 games in development' for
1994 were bandied about around then too.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3873. Re: Falcon Sequencer

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 11:37:25 UTC
From: djs@jet.uk
Message-ID: <1994Sep30.113725.25562@jet.uk>
Source record: 15573

In <3686ik$oe2@u.cc.utah.edu> pl4266@u.cc.utah.edu (Paul Luscher) writes:

> I have Cubase on my 1040ST but it won't run on the Falcon- 6 bombs!
I don't know who handles these things in the US, but I got a free upgrade
from Harman UK in order to get a Falcon compatible version of Cubase 3.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3874. Re: Source for Lynx titles

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 14:01:34 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94273.100134STIRRE31@MAINE.MAINE.EDU>
Source record: 15576

My god!!!!! Sinclair is going to buy a new Atari product!
I actually doubt that you will, Sinclair, but you can call
Toad at (800) 448-TOAD and ask them for a catalog. They
have a complete list of Atari Lynx games and also sell the
new Lynx. Or you can call (* gasp *) Atari themselves!
Their Lynx order line is (800) CRY-LYNX, I think. My
friend just ordered some Lynx games from the Summer Steal
Deals ($15 a piece) and Atari got it to New Hampshire within
the week. They have 62 games listed in the blurb I have.
Happy Lynxing, Sinclair. You may become an Atari droid yet.
-scott tirrell

3875. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 14:07:17 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94273.100717STIRRE31@MAINE.MAINE.EDU>
Source record: 15577

I never said that 3DO was not a major player, did I? I
think that it is very possible that the 3DO and the Jag
will be the leading systems. The 3DO has the advantage
of having some great games and the Jag has the advantage
of being the lowest priced next generation console for
awhile (with the exception of the 32X). When the games come
out (if they come out), the Jag will overtake the 3DO (IMO).
-scott tirrell

3876. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 14:10:49 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94273.101049STIRRE31@MAINE.MAINE.EDU>
Source record: 15578

The 4/85 Falcon is $1299. The TT from Toad is listed in the range of $1200-$1500 (depending on configuration). A four meg STE is listed at $499 (where can I get a Mac that will run most new software for this price?). A home user can get a really nice starter computer for a very low price in the Atari market. The same cannot be said for the Mac (unless you want to compare a Classic to the STE).
-scott tirrell

3877. Is This?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 15:48:35 UTC
From: BRUCES@VM.TEMPLE.EDU
Message-ID: <17041A613S86.BRUCES@VM.TEMPLE.EDU>
Source record: 15579

Is this what this newsgroup is about? My computer is better than yours posts? How incredibly dissapointing.... I hop on the Internet, hoping to read some us eful information about my Atari and WHOP.... "Atari is just as good as IBM and better tha Amiga" I though that died out 5 or 6 years ago... oh well.. I suppo se some things really do never change...

3878. Reminiscing on Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-09-30 22:44:27 UTC
From: tad@eagle.hd.hac.com
Message-ID: <36i4cb$66p@hacgate2.hac.com>
Source record: 15524

I am a long time Atari owner (Pong, 2600, 7600, 800, Mega II ST).

I've heard all the rumors of Atari's going to be great, just give it a little time....

But every time, nothing...

I saw an Atari TT -- at a computer shop once, but only once. It was supposed to be the workstation of the future! Well? Until reading the Usenet, I had never heard of it again.

Atari Lynx, in theory, should have kicked butt over the Game Boy, being in color and having (if I remember) superior (?) graphics. Then how come Game Boy seems so popular. Am I wrong about this?

Back when I had the 800, I used to get into all these arguments over Atari vs Commodore, Atari vs Apple, Atari vs You-name-em. But the fact was, when you went to a computer store, where was the Atari software? It was at Toys-R-Us and Federated! (Federated then went out of business.) Jack Trammel's "Power without the price" was a neat idea, but I suppose it also was "Power without the support from either us or software companies." It's no fun to have the most powerful computer if there's no support.

Well, I see there is a bunch of support over the network, but if you go to a local computer store around here, they speak only Mac and PC. I figured out a couple years ago to go with the flow. Who cares which is more powerful or better? Go with what more people use. It'll always be better supported in the long run.

Just wondering if I'm the only one out here who thinks this way. But boy, it was discouraging that the only Atari shop around was 30 miles away, and it was such a small store. After a couple months, it too had come to pass.

I'm impressed that people are still buying Ataris, but wondering what the main reason people still buy them for when there's other computers out on the market that can do (almost) everything an Atari can do? Mine was the built-in Midi port and the associated price tag. And for that, it's worked out ok. I do nothing but Midi and telecom with my ST.

Well, all I deal with at work is computers, so I have very little need of owning my own computer. Silicon Graphics workstations are a lot of fun. But at home, I've got my ST still hooked up with some Midi application in the disk drive, ready to go.

Oh well, interested in the feedback.

-Tom

3879. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 00:00:10 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c4b_9410020336@softtech.brisnet.org.au>
Source record: 15490

That does not mean a thing. We still have a Atari in buisness.
This weekend the GM Holden COMMODORE (car) is going to try to win the
"Tooeys 1000" car race down here, but with a name like that i doubt it
will even finish.

Amigo is dead Yippy ki yi ay.

Seeyoulatermate.
..

```
_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3880. Re: Lets get back to Ami

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 00:00:12 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c4c_9410020336@softtech.brisnet.org.au>
Source record: 15493

3DO is a type of machine. All Atari has to do is sell more Jags than any other single company does their type of console and they will make enough money to keep their shareholders happy, after all that is what this is all about. But boofheads like you loose sight of this.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
_.-._/
v

3881. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 00:00:14 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c4d_9410020336@softtech.brisnet.org.au>
Source record: 15492

Peter,
I have worked it out. You don't know any more than the rest of us. But you keep making up all this rubbish and putting it up here and the fish bite. Well you are doing a good job but I have to question the motovation of someone like you. I think this is how you get your jollies. What a pathetic individual to have to go to all this trouble. I suppose you would be happy if you could take credit for starting World War III. That would give you a big rush Peter.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
_.-._/
v

3882. Re: Atari is given a cas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 00:00:16 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c4e_9410020337@softtech.brisnet.org.au>
Source record: 15491

```
Dam Right.

..

_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3883. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 05:21:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94274.012121STIRRE31@MAINE.MAINE.EDU>
Source record: 15574

Gavan,
There is no way that I can prove that the Atari is better than
the Amiga in all things because it is certainly not. Both
systems have their advantages.
I still hold by my claim that game and general software support
for the Atari Falcon is good. The Amiga does have more support.
However, IMO, the Falcon has the advantages of a better
desktop (I do not like WB, sorry), better DTP (Calamus as well
as a good selection of low-end programs), and better music.
The Amiga is best, IMO, for video and games. As far as more
general uses like word processing and spreadsheets both have
fine tools (I personally like AW a lot). But, heck, an Atari
130XE can handle these tasks fine.
I hope that you weren't thinking that I was taking the position
of Atari Falcons being the best machine for everything. Only
a rabid Mac fan would claim such a thing :-).
Check out such products for the Falcon as Videomaster, DA's Vector
Professional, True Image, Magix, Chroma 24, and Speedo GDOS for
examples of what today's Atari programs can do.
-scott tirrell

3884. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 06:44:07 UTC
From: mrblonde@lamar.ColoState.EDU
Message-ID: <36j0fn$2ndt@lamar.ColoState.EDU>
Source record: 15581

In article <94271.102129STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:
>Well, Gavan, since you asked....
>AvP is now in production and looks great!!!! I have been seeing
>Jag commericals on during MTV shows. I have also heard that Atari
>is advertising during football on the American Fox network.
>Atari has also been running ads in the major game mags over here
>and all look very slick. There has recently been the press release
>from Atari stating that Williams and Atari will work together to
>bring Robotron, Joust and Defender to the Jag.

Oh boy more old games!

Atari has also
>stated that 30-50 games will be out by Christmas and that Toys
>'R' Us will carry the Jag nationally this year.

Well my friend last time I was in the mall the friendly nerd
at the software store that there is right now yes a total
of >6< games for the Jaguar! That's like one more than
was out 6 months ago! He said he has a LOT of pissed off
customers, to say the least. I mean come on, let's stick
to the real matter at hand at not blindly swallow more
atari propaganda.

Also, I believe
>that the Jag has been released officially in some parts of Europe
>(Sweden anyway).
>Ball is in your court, Gavan. How's that CD^32 doing? :-)
>And, yes, I appreciate shifting the subject away from PC/Mac, two
>platforms that cannot compare to ST/Amiga.
>-scott tirrell

One of my friends said that the reason for the delay in the
Jaguar is that it is so difficult to program.. something
ridiculous like it has no OS of its own?! This sounds
outlandish, but we all know Atari. This does make sense,
why are there no games for the jag?!

3885. crap

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 06:59:53 UTC
From: mrblonde@lamar.ColoState.EDU
Message-ID: <36j1d9$pec@lamar.ColoState.EDU>
Source record: 15575

you know i don't read this newsgroup for 8+ months and I log back on..
what is it.. the SAME OLD CRAP!

Sinclap: get a life and do something about that virginity. You've obviously
got serious problems if you're still up to your trivial nonsense. You
remind me of some nerdy junior high student who goes to over to Atari
Elementary to show off and bully the other kids. It's obvious that
Atari is negligable and Mac is powerful, so who cares? you're just doing
this for some sort of weird, nerdy ego trip, and frankly it's annoying.

The rest of you all: I tried hard to hang on to atari, but it's just
not happening. remember last year everyone was saying how atari was
going to dominate the market, sell a half million machines or whatever
by LAST christmas, how Aliens vs. Predator was going to rule everything,
uhhh, sorry almost all of the jag's (what is it? six or seven?) games totally
suck, and even though the system is widely available there is no damn
software for it.

Right now, the action is in the PC/Mac worlds. It's certainly not our
choice but that's the way it is. I used Ataris and Amigas for many years
(owned both!) and the nostalgia makes me want to hang on to both of
them, but it's not 1988 anymore.. "I got to keep on.." -Curve

peace out..

3886. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 13:06:39 UTC
From: sinclair@ins.infonet.net
Message-ID: <36jmsv$dd3@insosf1.infonet.net>
Source record: 15582

In article <94273.101049STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>The 4/85 Falcon is $1299. The TT from Toad is listed in the
>range of $1200-$1500 (depending on configuration). A four
>meg STE is listed at $499 (where can I get a Mac that will run
>most new software for this price?). A home user can get a
>really nice starter computer for a very low price in the
>Atari market. The same cannot be said for the Mac (unless you
>want to compare a Classic to the STE).

Does the four meg STE include a Harddrive for the price? New IISI's and used
IISI with scads of memory and HD can be had for $500. Nice Starter system
would cost as much as a Performa 475 which includes monitor and software. The
STE is a 8 mhz 68000 and it costs to much at the price. Nice try

-Peter
-Never interfere when an enemy is self destructing...(Tom Trauth)

>-scott tirrell

3887. Re: Source for Lynx titles

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 13:10:29 UTC
From: sinclair@ins.infonet.net
Message-ID: <36jn45$dd3@insosf1.infonet.net>
Source record: 15583

In article <94273.100134STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>My god!!!!! Sinclair is going to buy a new Atari product!
>I actually doubt that you will, Sinclair, but you can call
>Toad at (800) 448-TOAD and ask them for a catalog. They
>have a complete list of Atari Lynx games and also sell the
>new Lynx. Or you can call (* gasp *) Atari themselves!
>Their Lynx order line is (800) CRY-LYNX, I think. My
>friend just ordered some Lynx games from the Summer Steal
>Deals ($15 a piece) and Atari got it to New Hampshire within
>the week. They have 62 games listed in the blurb I have.
>Happy Lynxing, Sinclair. You may become an Atari droid yet.

What is Toad selling a new Lynx for? How much for games? I am a Lynx droid
not a Atari droid.

>-scott tirrell

-Peter

3888. Atari is given a cash in

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 16:04:00 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c46_9410020336@softtech.brisnet.org.au>
Source record: 15585

```
The Jag has not been out long enough to be called a flop. But you have,
Amiga is dead THANK GOD.
Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3889. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 16:05:02 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c47_9410020336@softtech.brisnet.org.au>
Source record: 15586

```
Please what. There can be only one!!!! har har.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3890. Re: Lets get back to Ami

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 16:16:04 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c48_9410020336@softtech.brisnet.org.au>
Source record: 15487

```
The only Commodore left in the world is a car built by GM in Australia and
it sucks too!!!!!!!!

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3891. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 16:27:06 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c49_9410020336@softtech.brisnet.org.au>
Source record: 15488

The problem with the Amigo is that you play games on it. When you get sick of the games you sell the machine cause it's dead. But with Atari you will still be able to do usefull stuff on it with the load of application software still being released for it. Yes I would love to sit there wrighting an artical for the user group news letter on an Amigo with the screen flickering away drawing my eyes out of my head, NOT!!!! Give me an Atari mono screen for serious work anytime.

GAMES WILL NOT KEEP YOU GOING FOREVER but then you know that, Amigo went broke didn't they.

Seeyoulatermate.
..

```
_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3892. Re: Lets get back to Ami

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-01 16:30:08 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c4a_9410020336@softtech.brisnet.org.au>
Source record: 15489

Yep Peter you are right he changed his mind. But at least we Atarians have a CEO to blame for our woes.

Amigo is dead who cares.

Seeyoulatermate.
..

```
_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3893. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-02 04:54:38 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94275.005438STIRRE31@MAINE.MAINE.EDU>
Source record: 15584

What are the specs on the IIsi? You'll need a fast processor to make up for that nice OS of yours. BTW, the STE is a brand new machine. It is not used. Used STEs can be found for less I am sure. So nice try. Find a new Mac that a thrifty family can buy for low cost and run most of today's software.
-scott tirrell

3894. Re: Lets get back to Ami

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-02 19:38:00 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <d4c_9410030313@softtech.brisnet.org.au>
Source record: 15496

```
You can't get back to Amiba Commodore is dead.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3895. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-02 19:50:02 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <d4d_9410030313@softtech.brisnet.org.au>
Source record: 15497

Gavin you just don't get it do you. I'll explain, Commodore went into liquidation. Now they don't make anything annymore. So soon the software manufacturers will stop making software for it. You must expect those that had programms in the works or completed when Amigo died to publish them and get back some money for their efforts. But that will not last forever.

Some computers do not fade away they just die.

Seeyoulatermate.
..

```
_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3896. Is This?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-02 19:51:04 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <d4e_9410030313@softtech.brisnet.org.au>
Source record: 15498

```
Yep that is what this echo is all about.

p.s."Never underestimate the power of human stupidity." L. Long.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

3897. Re: Source for Lynx titles

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 00:46:36 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <36nk9c$llq@pepper.rutgers.edu>
Source record: 15494

sinclair@ins.infonet.net writes:

>Who is still selling the Lynx today. Can someone list the titles and price as well as the cost of a new LYNX. I have the original but want one of the new smaller version.

>-Peter

Wow! It must have drank more last night than I thought. No way can I be reading this! Peter Sinclair wanting to buy something from that evil company mismanaged by the even more evil Jack Tramiel! What's this world coming to.

* Tom Trauth
* Never interfere with an enemy who has already destroyed himself...(Sinclap)

3898. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 01:40:53 UTC
From: mdg@ukc.ac.uk
Message-ID: <10554@gos.ukc.ac.uk>
Source record: 15495

In article <36bb8p$8b0@bmerha64.bnr.ca> moran@bires069 (G MORAN) writes:
> Whats with all this lame bashing of sad mac/pc individuals? Lets get
>back to the real purpose of this group - a forum for Amiga users to bash
>ST/Falcon owners.
>
> gavan

Hmmmm.. Amiga users bashing Falcon Owners? You've not seen a Falcon play
an MPEG then, my Falcon MPEG player reaches 21frames per second, thats about
twice the speed an 040 amiga manages. After all the age of multimedia is upon
us and where is the Amiga?

Griff
--

3899. Re: Atari is given a cash in

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 06:05:23 UTC
From: sinclair@ins.infonet.net
Message-ID: <36o6v3$eu9@insosf1.infonet.net>
Source record: 15499

In article <c46_9410020336@softtech.brisnet.org.au>, Nesral@closer.brisnet.org.au (Nesral) writes:
>The Jag has not been out long enough to be called a flop. But you have,
>Amiga is dead THANK GOD.
>Seeyoulatermate.

The Jagflop has been a market failure. According to Atari, 1994 sales are expected to be 200,000 down from 500,000. I think the consumers have wised up and will not take a chance on the Atar-Tramiels again.. I would not. As for the Amiga being dead, that is upto the Courts to decide. The ST market is is near zero, so I would not brag about the Amiga.
>...
>
> _-_|\
> / *<-- Geoff of OZ.
> _.-._/
> v
>
>

-Peter

3900. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 06:13:26 UTC
From: sinclair@ins.infonet.net
Message-ID: <36o7e6$eu9@insosf1.infonet.net>
Source record: 15500

In article <94275.005438STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>What are the specs on the IIsi? You'll need a fast processor to
>make up for that nice OS of yours. BTW, the STE is a brand new
>machine. It is not used. Used STEs can be found for less I am
>sure. So nice try. Find a new Mac that a thrifty family can
>buy for low cost and run most of today's software.

The IISI came on the market in 1990 as Apple's first low cost Mac. Has a 030
and single Nubus and or PDS slot depending on adaptor. New and used ones can
be found for as low as $400. The STE does not come with a harddrive and
monitor. Add the cost for those items, than the cost is about the same as a
Performa 475 system. Apple is not having any problems of selling performas to
the home. According to MacLeak, performas are in short supply due to high
demand. Even the Local WalMart is out of stock og the Performa 550. How many
STE's did Atari sell this year?

>-scott tirrell

-Peter

3901. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 06:16:01 UTC
From: sinclair@ins.infonet.net
Message-ID: <36o7j1$eu9@insosf1.infonet.net>
Source record: 15501

In article <10554@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>In article <36bb8p$8b0@bmerha64.bnr.ca> moran@bires069 (G MORAN) writes:
>> Whats with all this lame bashing of sad mac/pc individuals? Lets get
>>back to the real purpose of this group - a forum for Amiga users to bash
>>ST/Falcon owners.
>>
>> gavan
>
>Hmmmm.. Amiga users bashing Falcon Owners? You've not seen a Falcon play
>an MPEG then, my Falcon MPEG player reaches 21frames per second, thats about
>twice the speed an 040 amiga manages. After all the age of multimedia is upon
>us and where is the Amiga?

That is a bunch of bull. I understand that the A4000 can achieve 30 frames per
second unenhanced..
>
>Griff
>--

-Peter

3902. Re: Is This?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 06:16:38 UTC
From: sinclair@ins.infonet.net
Message-ID: <36o7k6$eu9@insosf1.infonet.net>
Source record: 15502

In article <d4e_9410030313@softtech.brisnet.org.au>, Nesral@closer.brisnet.org.au (Nesral) writes:
>Yep that is what this echo is all about.
>
>p.s."Never underestimate the power of human stupidity." L. Long.

Eh?

>
>Seeyoulatermate.
>...
>
> _-_|\
> / *<-- Geoff of OZ.
> _.-._/
> v
>
>

-Peter

3903. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 08:21:42 UTC
From: moran@bires052
Message-ID: <36oeum$bcs@bmerha64.bnr.ca>
Source record: 15503

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
> In article <36bb8p$8b0@bmerha64.bnr.ca> moran@bires069 (G MORAN) writes:
> > Whats with all this lame bashing of sad mac/pc individuals? Lets get
> >back to the real purpose of this group - a forum for Amiga users to bash
> >ST/Falcon owners.
> >
> > gavan

> Hmmmm.. Amiga users bashing Falcon Owners? You've not seen a Falcon play
> an MPEG then, my Falcon MPEG player reaches 21frames per second, thats about
> twice the speed an 040 amiga manages. After all the age of multimedia is upon
> us and where is the Amiga?

In there with software like Scala/Infochannel, Mediapoint, CanDo.

There isn't exactly a lot of multimedia software out there for the Falcon,
is there?

If you want TRUE MPEG playback, ie 25fps fullscreen with sound, you have
no options on the Falcon (impressive though 21fps is).
On the Amiga - there are a couple of proper MPEG cards available.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3904. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 13:43:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94276.094300STIRRE31@MAINE.MAINE.EDU>
Source record: 15504

Actually, the STE can be hooked up to a television. Monitor
problem solved. But, you can get Atari monitors for $100
easily. And you do not need a hard drive for the STE. It runs
just fine without one, thank you. I should know- I used a
1 meg STE without a hard drive for a year. It was just fine.
The point is- if a family wishes to word process and play games
for a low price you would have a tough time doing so with a
Mac. With a 1 meg STE, a family can be computing for $300 or
so. BTW, I listed a source for the STE. Where I can I get
your wonderful IIsi for $400? And what is the configuration?
-scott tirrell

3905. Re: I KNOW WHO SINCLAP'S NEW POSTMASTER IS!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 15:23:44 UTC
From: sinclair@ins.infonet.net
Message-ID: <36p7m0$7nl@insosf1.infonet.net>
Source record: 15506
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,rec.games.video.atari,rec.games.video.advocacy

In article <368s29$hin@harbinger.cc.monash.edu.au>, wfan1@lindblat.cc.monash.edu.au (William Fang) writes:
>Andrew J Wattenhofer (watt0012@gold.tc.umn.edu) wrote:
>: trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>
>: >sinflop writes:
>
>: >>I doubt it, he has better things to do than listen to a buch of whiners who can
>: >>dish it out but not getting it dished back. What a bunch of hyprocrates..
>
>[...]
>
>: No, he was referring to Hyprocrates, the ancient Greek idiot-philosopher.
>: Apparently, Sinclap is well versed in the ways of Hyprocrates. Sorry, pal,
>: but I think you owe sinclap an apology! :)
>
>ROFL! Yes, Sinclap is well versed in the teachings of Hyprocates.
>I think the first rule was "makem tall story with no sense".
>I love the way Sinclap stories evolve -
> I graduated and wasn't kicked off.

Graduated last May, but was able to keep the account until the start of the fall semester.

> I was kicked off, but Connelly violated my "civil rights"
He did...

> I'm a head honcho at a software company
> It wasn't me, it was just some idiot who acts like me.
>
>
>- Bill

-Peter

3906. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 15:25:13 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <36p7op$892@pepper.rutgers.edu>
Source record: 15505

moran@bires069 (G MORAN) writes:

>Wolfgang Zweygart (wz@echo.chem.TU-Berlin.DE) wrote:
>> sinclair@ins.infonet.net writes:

>> >Sega has purchased forty-million worth of Atari stock and will pay
>> > additional in royalty payments for patents held by Atari.
>> > Will this be enough to save Atari or will continue the agony before death?
>> > What should Atari do with the money? Build more Falcon and
>> > get an 040 version out or waste it on the Jagflop?

>> >-Peter

>> Hi Peter,

>> first you should learn where the 'Return' key is... Oh sorry maybe your nice
>> Mac soft should do that for you.

>> I dont think Sega is that stupid to waste that money on a dead horse...
>> more likely they will have more influence on the Jag, or they will
>> participate on the big selling Jag...

>> Bye Wolfgang

> Why would Sega pump money into a competitor? Esp. sinc they have the Saturn
>on the way. You really are deluded SinFlop - are you trying to post false
>'good' Atari news to make up for all the crap you posted?

>gavan

>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

In this case, Mr. Crap is actually telling the truth. I read the cash infusion
in rec.games.video.atari, in posts made by people who are pro-Atari and pro-Jag.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

3907. Re: crap

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 15:29:39 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <36p813$8de@pepper.rutgers.edu>
Source record: 15507

mrblonde@lamar.ColoState.EDU (Christopher Allen) writes:

>you know i don't read this newsgroup for 8+ months and I log back on..
>what is it.. the SAME OLD CRAP!

>Sinclap: get a life and do something about that virginity. You've obviously
^^^^^^^^^

He did try, but he failed. He just couldn't get it to fit into the floppy
disk drive of his Mac, even though it is so small one needs a magnifying
glass in order to see it.

>got serious problems if you're still up to your trivial nonsense. You
>remind me of some nerdy junior high student who goes to over to Atari
>Elementary to show off and bully the other kids. It's obvious that
>Atari is negligable and Mac is powerful, so who cares? you're just doing
>this for some sort of weird, nerdy ego trip, and frankly it's annoying.

[Snip]

>peace out..
Peace bro.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

3908. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 16:25:07 UTC
From: moran@bires052
Message-ID: <36pb93$ntv@bmerha64.bnr.ca>
Source record: 15508

STIRRE31@MAINE.MAINE.EDU wrote:
> Actually, the STE can be hooked up to a television. Monitor
> problem solved. But, you can get Atari monitors for $100
> easily. And you do not need a hard drive for the STE. It runs
> just fine without one, thank you. I should know- I used a
> 1 meg STE without a hard drive for a year. It was just fine.
> The point is- if a family wishes to word process and play games
> for a low price you would have a tough time doing so with a
> Mac. With a 1 meg STE, a family can be computing for $300 or
> so. BTW, I listed a source for the STE. Where I can I get
> your wonderful IIsi for $400? And what is the configuration?

Same goes for Amiga - Macs may have power per pound but you still
have to spend 1000 pounds/dollars plus to get any sort of machine.
An A1200 does the job for very little dosh.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3909. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 19:12:24 UTC
From: z915455@cs.niu.edu
Message-ID: <36pl2o$ial@mp.cs.niu.edu>
Source record: 15509

Hi,
If I may note, monitors that come with Performas are SO bad that you'd go
blind if you tried to do any wordprocessing on 'em. And decent monitors
for Macs are not cheap. OTOH, for game-playing, thodse monitors may be OK...

-Das Boot

3910. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 21:23:22 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EJDVCAUQ1UP@sos.sh.sub.de>
Source record: 15513
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <36bb8p$8b0@bmerha64.bnr.ca> G MORAN wrote :

> Whats with all this lame bashing of sad mac/pc individuals? Lets get
>back to the real purpose of this group - a forum for Amiga users to bash
>ST/Falcon owners.
>
> SO.. how well _is_ the Jaguar doing then?
>
>gavan

Gavan, to be honest, I'd better not argue this topic if I only had the weak knowledge of computer history you have, like, flaming the Atari 8bit series (the predecessors of the C= Amiga series) for having 'only a resolution of 320x192'...sheesh...

Weregoose

3911. New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 21:57:38 UTC
From: an24462@anon.penet.fi
Message-ID: <220350Z03101994@anon.penet.fi>
Source record: 15510
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

```
* Disclaimer: I'm not the author of this message. Please, DO NOT
* REPLY to me by e-mail and ask for further details.
* (This message was found from a local BBS.)

Warning! Bill Gates (the president of the Microsoft
corporation, USA) may be the next antichrist:

* Revelation 13:18 says:
*
* Here is wisdom. Let him who has understanding calculate the
* number of the beast, for it is the number of a man: His
* number is 666.

The real name of the Bill Gates is William Henry Gates III.
Nowadays he is known as Bill Gates (III), where "III" means
the order of third (3rd.)

By converting the letters of his name to the ASCII-values
(which are used in computers) you will get the following:

B I L L G A T E S 3

66 + 73 + 76 + 76 + 71 + 65 + 84 + 69 + 83 + 3 = 666
"""
* Daniel 7:23 says:
*
* "Thus he said:
* 'The fourth beast shall be
* A fourth kingdom on Earth,
* Which shall be different from all other kingdoms,
* And shall devour the whole Earth,
* Trample it and break it in pieces.

Current history knows three antichrists:
- Adolf Hitler
- Joseph Stalin
- The Pope

(You can count number 666 from each of the names above.)

Is the fourth beast Microsoft corporation which represents
the power of money?

* Revelation 13:16 and 13:18 says:
*
```

```
* He causes all, both small and great, rich and poor, free and
* slave, to receive a mark on their right hand or on their
* foreheads.
*
* and that no one may buy or sell except one who has the mark or
* the name of the beast, or the number of his name.
```

"Windows compatible?"

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

3912. Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 22:47:34 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EJDVCAAB1UP@sos.sh.sub.de>
Source record: 15514
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <36e6su$mbf@bmerha64.bnr.ca> G MORAN wrote :
> Really, then the Atari versions of SuperStarDust, Theme Park, Gunship2000,
>SimCity2000 and Mortal Kombat must be excellent!

Here you have it! Games is what Amigas are all about :->.

>Does the Atari version of
>PageStream 3 beat the just released Amiga version?

Yawn Amateur DTP packages again, eh? What about Calamus SL/NT?

>How does the Atari version
>of the video toaster compare?

Hey, he just found out about the REAL advantage of the Amiga. How does the
Amiga version of Cubase Audio compare, Gavan?

>Whats the Atari version of Mosaic like to use?

Look on the forthcoming Amiga version for Linux 68k, it's all the same,
since Linux is a parallel development. Not that much a difference between
both machines...:-).

>How about real 3d, imagine, lightwave on the Atari?

Hey, we had this one already. It's the sam niche as the video toaster where
these programs belong into.

> They're still manufacturing Falcons?

Yes, they do.

>I thought Atari had given up
^^^^^^^
Hardly believable.
>making computers to concentrate on the Jaguar.

Weregoose

3913. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 23:31:52 UTC
From: sinclair@ins.infonet.net
Message-ID: <36q498$3ld@insosf1.infonet.net>
Source record: 15511

In article <36pl2o$ial@mp.cs.niu.edu>, z915455@cs.niu.edu (molodyi boris) writes:
>Hi,
>If I may note, monitors that come with Performas are SO bad that you'd go
>blind if you tried to do any wordprocessing on 'em. And decent monitors
>for Macs are not cheap. OTOH, for game-playing, thodse monitors may be OK...

Which monitors are you talking about? Apple is now shipping all Performas
with the Display plus monitor and not the crappy basic one anymore. Selected
configurations of the Peforma 630 will be shipping wi the new 15 inch one.
This week, Performa versions of the PowerMac 6100 willbe sold at your favorite
consumer store..
>
>-Das Boot

-Peter

3914. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-03 23:39:16 UTC
From: sinclair@ins.infonet.net
Message-ID: <36q4n4$3ld@insosf1.infonet.net>
Source record: 15512

In article <94276.094300STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Actually, the STE can be hooked up to a television. Monitor
>problem solved. But, you can get Atari monitors for $100
>easily. And you do not need a hard drive for the STE. It runs
>just fine without one, thank you. I should know- I used a
>1 meg STE without a hard drive for a year. It was just fine.
>The point is- if a family wishes to word process and play games
>for a low price you would have a tough time doing so with a
>Mac. With a 1 meg STE, a family can be computing for $300 or
>so. BTW, I listed a source for the STE. Where I can I get
>your wonderful IIsi for $400? And what is the configuration?

Eh....Why would anyone hook up a PC to a television set? You can get mac
monitors for as little as $100 too...Whats your point? How many home users
have bought an STE in the last year? I bet the number has not exceeded the
number of my fingers. You can find cheap mac models in the back section of the
Mac journals, ie. MacUser and MacWorld and even MacLeak.. as for needing a
hardrive, I can get technical to: I don't need a harddrive to run Writenow,
ClarisWorks and lots of games..
>-scott tirrell

-Peter

3915. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 01:34:17 UTC
From: weiss@cwis.unomaha.edu
Message-ID: <36qbep$ev5@s-cwis.unomaha.edu>
Source record: 15515
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

an24462@anon.penet.fi writes:

> Warning! Bill Gates (the president of the Microsoft
> corporation, USA) may be the next antichrist:

>* Revelation 13:18 says:
>*
>* Here is wisdom. Let him who has understanding calculate the
>* number of the beast, for it is the number of a man: His
>* number is 666.

> By converting the letters of his name to the ASCII-values
> (which are used in computers) you will get the following:

> B I L L G A T E S 3

> 66 + 73 + 76 + 76 + 71 + 65 + 84 + 69 + 83 + 3 = 666
> """

Actually, the ASCII code for "3" is 51, rendering Bill's numeric value
714. This places him, at best, as only a neighbor of the beast. He'd be
on the same side of the street, though, for what that's worth.

...Jay
--
R. Jason Weiss, Graduate Student * "We'll be clean when their work is done;
Department of Psychology * We'll be eternally free, yes, +---------+
University of Nebraska at Omaha * and eternally young." |Team OS/2|
Internet: weiss@cwis.unomaha.edu * --Donald Fagen, "I.G.Y." +---------+

3916. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 08:05:13 UTC
From: moran@bires052
Message-ID: <36r2bp$h1j@bmerha64.bnr.ca>
Source record: 15516
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
> In <36bb8p$8b0@bmerha64.bnr.ca> G MORAN wrote :

> > Whats with all this lame bashing of sad mac/pc individuals? Lets get
> >back to the real purpose of this group - a forum for Amiga users to bash
> >ST/Falcon owners.
> >
> > SO.. how well _is_ the Jaguar doing then?
> >
> >gavan

> Gavan, to be honest, I'd better not argue this topic if I only had the weak
> knowledge of computer history you have, like, flaming the Atari 8bit series
> (the predecessors of the C= Amiga series) for having 'only a resolution of
> 320x192'...sheesh...

Actually, I owned an Atari 400 and two 800XLs and still have one. Its an
excellent machine and I've never flamed it. You must be thinking of someone
else. One of the reasons I bought an Amiga was because it was the natural
successor to the 800XL series.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3917. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 08:15:19 UTC
From: moran@bires052
Message-ID: <36r2un$h1j@bmerha64.bnr.ca>
Source record: 15517
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
> In <36e6su$mbf@bmerha64.bnr.ca> G MORAN wrote :
> > Really, then the Atari versions of SuperStarDust, Theme Park, Gunship2000,
> >SimCity2000 and Mortal Kombat must be excellent!

> Here you have it! Games is what Amigas are all about :->.

I love having excellent new games to play on my machine. Its another
facet of usability to a machine if you can play games on it.

> >Does the Atari version of
> >PageStream 3 beat the just released Amiga version?

> >How does the Atari version
> >of the video toaster compare?

> Hey, he just found out about the REAL advantage of the Amiga. How does the
> Amiga version of Cubase Audio compare, Gavan?

I don't know. Probably the MAC version is the most up to date now anyway.

> >Whats the Atari version of Mosaic like to use?

> Look on the forthcoming Amiga version for Linux 68k, it's all the same,
> since Linux is a parallel development. Not that much a difference between
> both machines...:-).

No Mosaic? What a terrifically up to date machine you have! If the Falcon is
still viable, how come there isn't the standard net-browsing tool for it?

> >How about real 3d, imagine, lightwave on the Atari?

> Hey, we had this one already. It's the sam niche as the video toaster where
> these programs belong into.

A fairly sizeable niche. 3D rendering is a somewhat more mainstream market
niche than midi music for most users. Not that the ST line is the top midi
machine any more, the Mac having captured that market.

> > They're still manufacturing Falcons?

> Yes, they do.

On demand perhaps?. That should be about five a month then.

> >I thought Atari had given up
> ^^^^^^^
> Hardly believable.

> >making computers to concentrate on the Jaguar.

Sorry, I was basing my comments on a press release from atari which said
they had basically written off their computer stock and would be concentrating
of making and selling the Jaguar with an eye to using the profits to maybe
carry out some r&d and marketting for their computers. Since Atari isn't
going to be profitable this year it could be quite some time before they
look at their computer line again.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3918. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 13:11:39 UTC
From: mentat@satelnet.org
Message-ID: <36rkab$5h9@sefl.satelnet.org>
Source record: 15518
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <36r2un$h1j@bmerha64.bnr.ca>, G MORAN <moran@bires052> wrote:
>Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
>> Hey, he just found out about the REAL advantage of the Amiga. How does the
>> Amiga version of Cubase Audio compare, Gavan?
>
> I don't know. Probably the MAC version is the most up to date now anyway.

And who cares? If the ST version is so much better, I can just crank up
my ST emulator... :)

> Sorry, I was basing my comments on a press release from atari which said
>they had basically written off their computer stock and would be concentrating
>of making and selling the Jaguar with an eye to using the profits to maybe
>carry out some r&d and marketting for their computers. Since Atari isn't
>going to be profitable this year it could be quite some time before they
>look at their computer line again.

Sadly Atari is now rolling in money - SEGA just bought $40 million worth
of shares, and are paying another $50 million in royalties...

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

3919. Thank you!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 14:27:59 UTC
From: urbansky@bailey.com
Message-ID: <Cx5K6n.G8x@bailey.com>
Source record: 15519
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

At last! Sense! Though anarchy definitely has it's advantages, 'tis always nice to see apples compared to apples, oranges to oranges, or, if you're going to compare the two, realize that there are certain qualities of one that are not present in the other.

Amigas are great low-cost video machines. Many television stations use them for this purpose expressly. The graphics may not be as snazzy as an SGI or other high-end workstation, but they are more than adequate for NTSC.

Ataris are great low-cost audio machines. Many recording studios use them for this purpose expressly (I know I do). There is a lot of MIDI software available for them, and the Falcon can do digital audio, though not as well as a high-end audio workstation (like a Mac AV with AudioMedia card).

As for games, I had an Amiga back in 1989 and agree -- some of the games available for it are really cool, but for the most part, the same game on the Atari and Amiga looked pretty much the same i.e. all the Psygnosis games i've seen, Starglider I and II, etc.

John

3920. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 14:31:34 UTC
From: urbansky@bailey.com
Message-ID: <Cx5KCM.GAM@bailey.com>
Source record: 15520
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

Literally interpreting any deity is a dangerous thing ...

John

3921. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 14:38:31 UTC
From: Kelvin@lilyn.demon.co.uk
Message-ID: <781281511snz@lilyn.demon.co.uk>
Source record: 15521

In article <36etqq$o7u@nermal.cs.uoguelph.ca>
mrathwel@uoguelph.ca "Mark Rathwell" writes:

> : -Peter
>
> Sinclap ... GET LOST!!!! We don't like you! I personally think Atari
> should use the money to put a hit on you and end your babbling forever!
>
> >> Mark <<
>
Is that the Royal 'we' Mark or do you have a mouse in your pocket. Speak
for yourself don't speak for the others (regardless of how they feel about
Peter)
--

****
*Kelvin Hughes * Life on earth is expensive but you *
*IBM IEA Address GBCCLKH3@IBMMAIL * do get a free trip around the sun!!*
****

3922. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 14:52:08 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94277.105208STIRRE31@MAINE.MAINE.EDU>
Source record: 15523

Das boot,
Actually I have noticed this. The Apple brand monitor on my
friend's LCIII blurs so badly that it hurts my eyes to look
at it for any length of time. My wonderful Hyundai monitor
:-) is much better (and cheaper at my campus computer centre).
-scott tirrell

3923. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 15:39:46 UTC
From: juhmakin@cc.Helsinki.FI
Message-ID: <36rt02$7m5@hybrid27.Helsinki.FI>
Source record: 15522
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

R. Jason Weiss (weiss@cwis.unomaha.edu) wrote:
: an24462@anon.penet.fi writes:

: > Warning! Bill Gates (the president of the Microsoft
: > corporation, USA) may be the next antichrist:

: > By converting the letters of his name to the ASCII-values
: > (which are used in computers) you will get the following:

: > B I L L G A T E S 3

: > 66 + 73 + 76 + 76 + 71 + 65 + 84 + 69 + 83 + 3 = 666
: > """

: Actually, the ASCII code for "3" is 51, rendering Bill's numeric value
: 714.

The author wrote that you must convert the letters. Three (roman III)
is a numeric value already.

I have read somewhere that if you assign numbers to the English
alphabet of the name "Hitler", where A=100, B=101, C=102, etc,
the name equals to 666. (I don't know how to count 666 of the words
"Stalin" or "The Pope," but sure there are many ways to do it..:)

(I don't remember exactly why the number 100 was the number of
the Hitler, but it had a logical explanation. He was in the lead for
100 days or something.)

But, if the ASCII values of the most known computer guy Bill Gates
sum to 666, we should think twice when using Microsoft programs..:)

: ...Jay
: --
: R. Jason Weiss, Graduate Student * "We'll be clean when their work is done;
: Department of Psychology * We'll be eternally free, yes, +---------+
: University of Nebraska at Omaha * and eternally young." |Team OS/2|
: Internet: weiss@cwis.unomaha.edu * --Donald Fagen, "I.G.Y." +---------+

--
_
-Jim- Juha Makinen (juhmakin@cc.helsinki.fi) _ // Amiga -
Major in CS, University of Helsinki \X/ A Personal Workstation
>>>> Any resemblance between the above views and those of my employer, <<<<
>>>> my terminal, or the view out my window are purely coincidental. <<<<

3924. Re: Thank you!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 15:51:35 UTC
From: moran@bires059
Message-ID: <36rtm7$2k@bmerha64.bnr.ca>
Source record: 15528
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

John Urbansky (urbansky@bailey.com) wrote:
>
> As for games, I had an Amiga back in 1989 and agree -- some of the games
> available for it are really cool, but for the most part, the same game on
> the Atari and Amiga looked pretty much the same i.e. all the Psygnosis
> games i've seen, Starglider I and II, etc.

Check out games like SuperStarDust (or even the original Stardust)
or Putty Squad , Or Alien Breed 2 AGA, or Project X. No Atari game
even comes close to these. Then there are the hordes of games that
the Atari _could_ do but will most likely never see due to low
sales - games like Desert/Jungle Strike, FIFA Soccer, Gunship 2000,
Theme Park, the Settlers, UFO Enemy Unknown, Indy 500, TFX, Cannon
Fodder 2 etc.

I don't think you could say the Atari even comes _close_ for
games these days, but in the days of olde games like Carrier Command,
Stunt Car Racer, Dungeon Master, Starglider were every bit as good
on the ST (in some cases, better) as they were on the Amiga.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3925. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 17:32:22 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36s3j6$4bk@bs33n.staffs.ac.uk>
Source record: 15529

George W Garner (garnerg@esu.edu) wrote:
: The Atari STE can do just about anything an IBM PC can do, but do it more
: user friendly. The Atari can do * anything * an Amiga can do and with far more
: user friendly terms than the Amiga. Besides, Atari has one great advantage over
: Amiga: Atari is still in business!

I'd love to see an STE run Doom or anything close, I'd love to see an STE
use even 256 colours on-screen without resorting to raster bars in the
background. But then I'd love to see a PC that could do the stuff a STE
can for about 200 quid (not a chance in hell)... Wanna show off your
STE? Get the new pinball game - Obsession - it's hot as hell.

RiCH DAVEY
--
"Wicked City BBS... coming soon"
"Atari have one major advantage over everyone else.. they're fu(king cool"

3926. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 21:21:00 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.287.2E91C73C@getty.onu.edu>
Source record: 15525

> This was all said LAST year about THIS year. That Atari was going
>to capture the market etc etc. It just hasn't happened and there is
>NO sign of any major boost in the Jaguar market profile.

Atari will capture the market. I am a Genesis owner, but I see this as inevitable already. The Jaguar price is coming down. I have seen it for $212, and will not be surprised to see if for $199 or less at a lot of places by Christmas. By later next year, it will be down to $149, and at least 30 or 40 games will be out. I just wish that they would do "Wizard of Wor" on the Jaguar. Or, maybe they could do a 3-d version.

3927. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 21:27:30 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.288.2E91C8C1@getty.onu.edu>
Source record: 15526

>> >Sega has purchased forty-million worth of Atari stock and will pay
>> > additional in royalty payments for patents held by Atari.
>> > Will this be enough to save Atari or will continue the agony before death?
>> > What should Atari do with the money?
> Why would Sega pump money into a competitor? Esp. sinc they have the Saturn
>on the way. You really are deluded SinFlop - are you trying to post false
>'good' Atari news to make up for all the crap you posted?

Maybe because Atari is in a totally different class, with a 64-bit
machine. Sega is going with a 32-bit machine. That really puts them in
different nichs. The Atari, for example, will be able to take an MPEG
board, and could work quite well as a video disk (movie) player. The Saturn
would have some major problems with this.

3928. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 21:29:27 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.289.2E91C937@getty.onu.edu>
Source record: 15527

```
>Sega "pumped" money into a competitor because Sega essentially lost a
>lawsuit by Atari and this is how they settled it out of court. $50 million
>in cash and $40 million in stock. Sega gets to keep using the patents that
>they were previously using but not paying for in the past. Atari gets
>$90 mil - not a bad chunk of change!

What exactly did these patents involve?
```

3929. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 22:21:27 UTC
From: weiss@cwis.unomaha.edu
Message-ID: <36skh7$mk7@s-cwis.unomaha.edu>
Source record: 15444
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

juhmakin@cc.Helsinki.FI (Juha T Makinen) writes:

>R. Jason Weiss (weiss@cwis.unomaha.edu) wrote:
>: an24462@anon.penet.fi writes:

>: > By converting the letters of his name to the ASCII-values
>: > (which are used in computers) you will get the following:

>: > B I L L G A T E S 3

>: > 66 + 73 + 76 + 76 + 71 + 65 + 84 + 69 + 83 + 3 = 666

>: Actually, the ASCII code for "3" is 51, rendering Bill's numeric value
>: 714.

> The author wrote that you must convert the letters. Three (roman III)
> is a numeric value already.

Whoops, I hadn't read that. My mistake...

However, according to the rules of naming people "Junior" (i.e., Ned Flanders, Ned Flanders Jr., Ned Flanders III), one's name gets bumped up a grade when the next man up dies. (This is why you don't see preppies with names like Winston Throckmorton XIV -- only royalty and popes can do that.) Therefore, this thing will only work until Bill's grandfather passes on.

I think these rules are detailed further in Miss Manner's Guide To Excruciatingly Correct Behavior, or perhaps The Preppie's Guide To Life, if anyone really wants to push the point.

...Jay
--
R. Jason Weiss, Graduate Student * "We'll be clean when their work is done;
Department of Psychology * We'll be eternally free, yes, +---------+
University of Nebraska at Omaha * and eternally young." |Team OS/2|
Internet: weiss@cwis.unomaha.edu * --Donald Fagen, "I.G.Y." +---------+

3930. Re: Reminiscing on Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 23:35:58 UTC
From: ehood@convex.com
Message-ID: <36sosu$p5j@imagine.convex.com>
Source record: 15530

In article <36i4cb$66p@hacgate2.hac.com>,
Thomas Durand <tad@eagle.hd.hac.com> wrote:
>I am a long time Atari owner (Pong, 2600, 7600, 800, Mega II ST).
>
>I've heard all the rumors of Atari's going to be great, just give it a little
>time....
>
>But every time, nothing...

Lack of marketing (and support) is the major problem with Atari. I
think everyone agrees with this. Atari Corp is a good example on
not how to run a company.

>I saw an Atari TT -- at a computer shop once, but only once. It was
>supposed to be the workstation of the future! Well? Until reading the Usenet,
>I had never heard of it again.

Atari's stay-behind-the-times-technology did not help. When the TT
came out, it's hardware capabilities were not special, it was over-due,
and it was overpriced. What are the current prices for a TT based
system nowadays?

>Atari Lynx, in theory, should have kicked butt over the Game Boy, being in
>color and having (if I remember) superior (?) graphics. Then how come Game
>Boy seems so popular. Am I wrong about this?

Poor marketing killed the Lynx. It seems Atari is willing to put the
technology in there gaming systems and not into their computers. From
my observation, Atari must be completely bumped out the market before
they put resources into development. Atari used to be king of the
gaming market. Why wait until now to come out with new gaming systems
(eg Jaguar)? Now that Atari is practically non-existent in the
personal computer market, I figure they'll come up out with a real
state-of-the-art computer to try to recapture the market ;^)

>Back when I had the 800, I used to get into all these arguments over Atari vs
>Commodore, Atari vs Apple, Atari vs You-name-em. But the fact was, when you
>went to a computer store, where was the Atari software? It was at Toys-R-Us
>and Federated! (Federated then went out of business.) Jack Trammel's
>"Power without the price" was a neat idea, but I suppose it also was "Power
>without the support from either us or software companies." It's no fun to
>have the most powerful computer if there's no support.

"Power without the price" is no longer true for Atari computers. If
they want to stay in the personal computer industry, they'll need to
lower prices. Hey, maybe they don't care about the pc market anymore.

>I'm impressed that people are still buying Ataris, but wondering what the main
>reason people still buy them for when there's other computers out on the market
>that can do (almost) everything an Atari can do? Mine was the built-in Midi
>port and the associated price tag. And for that, it's worked out ok. I do
>nothing but Midi and telecom with my ST.

I shopped around in the PC market over a year ago, thinking it is about time I leave Atari and go to "faster", "more choice" PCs. Yes, PCs are faster and you have more choices when talking about hardware. I dislike Windows and MS-DOS, but every damn PC you buy, that's what you get (some choice). I do not enjoy an archaic OS that is not suited for the hardware it runs on. I had my fun playing with memory managers and .ini files to keep me from buying a PC with Windoze/MS-DOG (plus I dislike the Windblow interface).

I looked at OS/2. It's better, but I think it needs a little more work. Improvements in OS/2 could convince me to move over to a PC.

I think people still buy Atari because they like the software, and existing Atari users would like to keep their software investment. People can argue all they want, but there is some neat software for the Atari. I have different choices on the types of shell interfaces I use (windowing, CLI) and multi-tasking environments (that do not eat up tons of disk space), and I have yet to see a PC/Mac telecomm program out-perform Uniterm. Hopefully, the hardware for Atari will get out of the stone-age, and be affordable to the average consumer. Luckily, I have not had conditions that required me to move over to the PC/Mac world.

--ewh

3931. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-04 23:51:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct4.235112.32401@rmece02.upr.clu.edu>
Source record: 15533

In article <36d7t1$g85@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> Sega has purchased forty-million worth of Atari stock and will pay
additional in royalty payments for patents held by Atari. Will this
be enough to save Atari or will continue the agony before death?
What should Atari do with the money? Build more Falcon|> and get
an 040 version out or waste it on the Jagflop?
|>
|> -Peter

The Jagflop as you call it is the most potential profitable
part of ATARI right now. Maybe you meant FalconFlop.

Hi to all again. Info from the Jaguar mailing list says:

* The Jaguar has sold 90,000 units up to date (*OFFICIAL* ATARI info)

This isn't very good but:

Sega: is giving a total of $90 millon bucks to ATARI.

$40 million in shares + $50 million for overdue-payments on royalties
for ATARI patents (about 70 ATARI patents).

Answering the question of whether this would save ATARI or not:

* If ATARI uses the money well, and the Jaguar gets at least
4 very decent games, I'll say they'll sell enough systems
and thous will be saved.

* If ATARI manages to build enough Jaguar to supply demand, they
will be saved.

* If ATARI doesn't sell enough Jaguar this christmas... then
they will be where C= was last April.

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

3932. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 00:29:03 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94277.202903STIRRE31@MAINE.MAINE.EDU>
Source record: 15536

Pete,
Unless you're some kind of mutant (something I am not entirely
ruling out) then the number of STEs sold last year far exceeded
the number of fingers you have. In fact, I would say that the
STE probably is Atari's most popular computer right now.
Toad is selling an STE with color monitor and software for
a little over $400. Everything a family needs to get going.
Also, Computer STudio just got a new shipment of STEs and STacys
in. I am not being technical when I say that the STE does not
need a hard drive. You can run great software for it from the
disk drive because the software and OS isn't bloated like it
is for another platform I know of. You may argue that it is
not as feature rich but.... so what!! We're discussing a
start-up computer not a machine to be used by a professional.
Funny you didn't tell me where I can get that wonderful Mac
of yours. I have given you two sources for the STE. Two
well-established dealers I might add.
-scott tirrell

3933. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 00:35:44 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94277.203544STIRRE31@MAINE.MAINE.EDU>
Source record: 15439
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Gavan,
Is C= producing anything?! I find it hard to believe that
you're hinging your argument on this point. Anyway, Atari
does produce our favorite machine, the Falcon.
-scott tirrell

3934. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 00:39:37 UTC
From: mrathwel@uoguelph.ca
Message-ID: <36ssk9$ipt@nermal.cs.uoguelph.ca>
Source record: 15531

```
: Is that the Royal 'we' Mark or do you have a mouse in your pocket. Speak
: for yourself don't speak for the others (regardless of how they feel about
: Peter)

Hmm ... defence for Sinclap's consistant string of lies,
irritants, insults and annoyances to many members of this group. "We" may
not refer to you, but it does refer to more than "me". BTW - I would be
all for having Peter in this group, if he would calm down a bit.

>> Mark <<
```

3935. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 00:40:40 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94277.204040STIRRE31@MAINE.MAINE.EDU>
Source record: 15440
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Just saw a post in the ST group, Gavan, from an Amiga user
regarding Pagestream 3. Just thought I'd make a small post.
It seems that this user thinks that PS3 is buggy, has many
features not implemented and is almost useless! Is this the
kind of program we should be jealous of, Gavan? See the
post in comp.sys.atari.st.
-scott tirrell

3936. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 01:02:11 UTC
From: sinclair@ins.infonet.net
Message-ID: <36stuj$55n@insosf1.infonet.net>
Source record: 15437

In article <94277.105208STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Das boot,
>Actually I have noticed this. The Apple brand monitor on my
>friend's LCIII blurs so badly that it hurts my eyes to look
>at it for any length of time. My wonderful Hyundai monitor
>:-) is much better (and cheaper at my campus computer centre).
>-scott tirrell

Was it the basic color or the color plus display? Your friend should have tried out the monitor before purchasing it. The Apple color trinitron is crystal clear. However, here are plenty of third party ones such as the $379 street Magnavox 15' multiscan and so on. You should not use that crappy Apple monitor as a basis or poor reflection on the LCIII.

-Peter

3937. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 01:07:23 UTC
From: sinclair@ins.infonet.net
Message-ID: <36su8b$55n@insosf1.infonet.net>
Source record: 15438

In article <SA073.287.2E91C73C@getty.onu.edu>, SA073@getty.onu.edu (Daniel Woodard) writes:
>> This was all said LAST year about THIS year. That Atari was going
>>to capture the market etc etc. It just hasn't happened and there is
>>NO sign of any major boost in the Jaguar market profile.
>
> Atari will capture the market. I am a Genesis owner, but I see this as
>inevitable already. The Jaguar price is coming down. I have seen it for
>$212, and will not be surprised to see if for $199 or less at a lot of
>places by Christmas. By later next year, it will be down to $149, and at
>least 30 or 40 games will be out. I just wish that they would do "Wizard of
>Wor" on the Jaguar. Or, maybe they could do a 3-d version.

Atari just announced that Jagflop production for 1994 will be 200,000 down from 300,000 down from 500,000. So how are these numbers capture the market? It's the same old bullshit from Atari. While the Jagflop may come down in price, 3do price has hit $299 and has sold over 200,000 as of August.

-Peter

3938. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 02:34:38 UTC
From: dwiza@pinn.net
Message-ID: <36t3bu$6vv@everest.pinn.net>
Source record: 15532
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

If the 486 and 586 are followed by the 666...then I will worry.

"Pentium? Whats that? Ohhhh! You mean the 586!" --Lotsa fun at
computer stores.

Me? I wont by a Pentium, I am holding out for the Leroy chip!

-=-=-=

3939. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 07:09:41 UTC
From: hing@csulb.edu
Message-ID: <36tjfl$6nd@garuda.csulb.edu>
Source record: 15534

In article <36jmsv$dd3@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>In article <94273.101049STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>The 4/85 Falcon is $1299. The TT from Toad is listed in the
>>range of $1200-$1500

>Does the four meg STE include a Harddrive for the price? New IISI's and used
>IISI with scads of memory and HD can be had for $500. Nice Starter system
>would cost as much as a Performa 475 which includes monitor and software. The
>STE is a 8 mhz 68000 and it costs to much at the price. Nice try
>

Don't even think of comparing the STE and Mac Two series, How much memory
do you need to run Sytem 7 and what left from the 4 M of RAM. On the
contrary, the ATARI OS is in ROM, no need to use any RAM. Most of the
software that a person would need as a starter would run from the floppy
with no problem. Most of the common program on the ATARI need the most is
1M, you cannot say so for the Mac. At work I have 64M of RAM on a Quadra
840 and I am still run out of memory sometime.

So long
Nam

>
>-Peter

3940. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 07:53:44 UTC
From: ellingse@bigdog.engr.arizona.edu
Message-ID: <36tm28$i36@news.CCIT.Arizona.EDU>
Source record: 15535
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Comrad Gorby (dwiza@pinn.net) wrote:
: If the 486 and 586 are followed by the 666...then I will worry.
:
: "Pentium? Whats that? Ohhhh! You mean the 586!" --Lotsa fun at
: computer stores.
:
: Me? I wont by a Pentium, I am holding out for the Leroy chip!

Actually, you may already be in trouble... 486-66 (note those last 3 digits). Likewise for the Pentium (hmm...penta, penta-gram) aka 586-66.

Personally, I've always been more than a little curious as to why 66 MHz ended up being the 'magic' number.

The number actually pops up a lot more often than people realize...ever wonder why many of your computer processed statements have 696 (not necessarily right next to each other)? ...yes, it's six, nine, six and that's no coincidence with arabic numerals...

On another note, I was writing a program many years ago on a computer (TI-99/4A) redefining characters and stuff for a game. Anyway, whenever the game ended (or I 'escaped' from it) the characters would revert to their original assignments. Imagine my horror when I noticed that the three characters in the EXACT center of the screen reverted to '666'! After changing my underwear (and the character assignment) I took that little experience as an omen (whatever you want to call it) to be leery of the future use and abuse of computers and computer technology.

As for Mr. Gates, maybe, maybe not (I'd hate to be 'fingered' as the antichrist just for being successful)...the main point is to be vigilant regarding the issue as a whole and to consider that some way, some how the computer will probably play a role. Every time you stuff your ATM card into a machine, or use your credit card, someone somewhere can _immediately_ identify you, your location, the date/time, amount, and type of purchase, etc...even the Internet itself could be an incarnate.

There are (according to the Bible) many antichrists, but there shall be one who attempts to gain supreme control.

Many schemes can be employed to 'calculate' the number of a name...e.g. a man of great power who deceived many people, Ronald Wilson Reagan (The "great communicator"), was calculated to be '666'.

The Pope? Hmmm, fatal wound to the head and a quick recovery, head of a very powerful and large _organized religion_ (not a good thing according

to the Bible)...it's all open for debate.

No mortal will ever know the truth about those situations.

The fact is, the list is long and very questionable. Your job is to be aware of that one person who will try to trick you and everyone else in the 'big show'.

"And the many were deceived."

God's speed and good luck.

Scott D. Ellingsen
Optical Sciences Center
University of Arizona

My opinions are my own and OSC and U of A prefer it that way.

3941. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 08:22:33 UTC
From: mlief@mail2.sas.upenn.edu
Message-ID: <36tno9$ouu@netnews.upenn.edu>
Source record: 15441
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

It's funny that you mention the 586-66. Didn't that model run rather hot? (hah hah, but its true, it did have temperature problems). Perhaps it was designed to run in the lower depths!

Let's all get a life!

M.L.

3942. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 10:10:19 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36tu2b$6sc@bs33n.staffs.ac.uk>
Source record: 15442

: Really, then the Atari versions of SuperStarDust, Theme Park, Gunship2000,
: SimCity2000 and Mortal Kombat must be excellent! Does the Atari version of

Games, games games... who gives a shit? Sure I enjoy playing them
sometimes but I don't rate my computers performance over them. My Falcon
has enough games for me to while away a few mins when I feel the need.

: PageStream 3 beat the just released Amiga version? How does the Atari version
: of the video toaster compare? Whats the Atari version of Mosaic like to use?
: How about real 3d, imagine, lightwave on the Atari?

PageStream 3... who needs it when you've got Calamus SL ?? Or how about
Papyrus Gold - that's an awesome package, bar none. Video Toaster? The
Titan Genlock and Animate software can do adaquate video titling, but if
you are serious about vt then you'd already own an Amiga so it's kind of
a null argument. Mosaic? Now that I would like to see on the Atari.
Raytracing - Xenomorph 2, CyberStudio, RayStart - they all do the job
well enough and anyone serious about raytracing will use POV 2 on the
Atari which is just as good as the Amiga version.

: > Besides, Atari has one great advantage over
: > Amiga: Atari is still in business!

Amiga are still in business judging by the sales of miggy magazines and
software, but department stores are not stocking miggy's any more, and
software retailers are drasticly cutting down on their stock. PC is the
way forward in these guys minds (sad huh?)

: They're still manufacturing Falcons? I thought Atari had given up
: making computers to concentrate on the Jaguar. They said if they made big
: money on the Jag they'd go back to making computers again with the
: profits.

You can buy a Falcon for 300 UK pounds now, that's same as a A1200 but
with a better spec. They probably arn't manufacturing any more, but at
least there is the distinct possibility they will start again in the NEAR
future. That can't be said for Commodore.

RiCH DAVEY

3943. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 10:15:17 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36tubl$6sc@bs33n.staffs.ac.uk>
Source record: 15443

: Thats surprising since sales are near zero. What are the prices for the Falcon
: and TT. I remember when Sam T said that the TT would overwhelm the Mac..

Gasteiner sell Falcon's for 300 UK QUID - Eat that one and choke on it.
And they can be upgraded to 4 meg for 150 pounds and the IDE hard drives
are the same price as the Amiga A1200/A600 ones so don't gimme any bull
in that department either.

Sales near zero? You speak from knowledge do you? You actually talk to
any companies that sell Falcon's? You _really_ know what is going on...
I doubt it.

RiCH DAVEY

3944. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 10:20:20 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36tul4$6sc@bs33n.staffs.ac.uk>
Source record: 15445

: There are a LOT more specific Amiga programs than Atari programs.
: I'm pointing out that as a competing platform , the Amiga has more
: and better software.

Define better please? What makes your software superior to mine if mine
does exactly what I want it to?

: Where are the PD Gunship 2000s? Or Theme Parks? Or SimCity 2000s?
: PD can be good, but it can't compare to good quality comercial
: releases. Plus, the majority of new Amiga software now supports AGA
: Amigas directly, theres virtually nothing that uses the Falcons
: capabilities gameswise.

Of course, I mean us Falcon owners can't play Ishar, Ishar 2,
Transarctica, Llamazap, Steel Talons or Road Riot 4WD. Not to mention
the games coming soon and the Pd ones available.

RiCH DAVEY

3945. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 10:27:10 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36tv1u$6sc@bs33n.staffs.ac.uk>
Source record: 15446

: Check out such products for the Falcon as Videomaster, DA's Vector
: Professional, True Image, Magix, Chroma 24, and Speedo GDOS for
: examples of what today's Atari programs can do.

Yeah, don't forget the new APEX MEDIA software which is available in a few weeks time, 24-bit real time true colour digitising and the most advanced graphics software on any home computer - see it and understand why I make that claim. Also can Amiga's run MPEG animations at 12-13 frames per second in colour? My Falcon can. Or how about running FLI/FLC animations? Yep I can do those too. And how about 50kHz sound tracker with 32 channels in stereo. Easy peasy for me. And I have plenty of 10 channel mods to support that fact. I can also play S3M mods from the PC and have some astounding D2D software. Let's face it, the Falcon can kick ass and no-one can prove me wrong once they see the system and software I have running. JPEG decompression in mere seconds, GIF display instantly, convert/play every sound sample format possible (inc PC, Unix and more). Hey I even have a high density disk drive and SVGA monitor with superb resolution that doesn't make my eyes bleed.

Check the facts.
Check the reality.
Don't just ASSUME everything.

RiCH DAVEY

3946. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 10:40:03 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36tvq3$6sc@bs33n.staffs.ac.uk>
Source record: 15447

: Hmmm, well I asked since there seems to be very little Jaguar
: impact here in the UK. It didn't make much of a splash and there
: still aren't many games available for it, even a year after launch.
: Maybe things are better in the US for it. Its a good system but
: looks set to fall prey to the Atari curse.

If you remember correctly Atari were only marketting the Jag in certain
American areas and they are not planning to expand outside this for a
while yet, this is called stategy not stupidity. Also the Jag in the UK
can't be gotten away from, the have them in all Debenhams stores and all
Rumbelows and in virtualy every decent sized town I enter.

: Incidentally, 3DO looks like it might be a winner here. I've seen
: it in the shops and 'Road Rash` was featured on a games TV show the
: other night.

3D0? don't make me laugh. Seen it in the shops? Big fucking deal!
Play one of the damn things and realise how utter shit it is. I played
LOADS of the newsest 'hottest' (sick) games at ECTS and they were all a
load of dog cock. I tried this one with you are a large dude in a
leather jacket walking down tunnels with a shotgun in each hand (sorry
can't remember the name) - it was dreadful. I played PowerSlide - it was
VERY dreadful. I played Chaos Control - graphics to die for, gameplay...
hell I don't think there was a gamme in there, more like a movie you
watch or something. And to top it all off 3D0 looks bad too, at least
the Jag has a slick little box to it.

: a full computer. Even though its not currently being made, shops are
: still selling stock. Xmas will be a problem if the new owners of C=
: can't get machines out.

Xmas will be a problem for CD32 owners this year, but with a little
hunting they can overcome this. However Xmas _next_ year is going to be
hell for them.

RiCH DAVEY

3947. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 10:45:06 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36u03i$6sc@bs33n.staffs.ac.uk>
Source record: 15448

: >and all look very slick. There has recently been the press release
: >from Atari stating that Williams and Atari will work together to
: >bring Robotron, Joust and Defender to the Jag.

: Oh boy more old games!

Old games like Tempest 2000 - I mean that was _so_ badly received in the
press wasn't it? (take the saracasm and swallow deep boyo).

: One of my friends said that the reason for the delay in the
: Jaguar is that it is so difficult to program.. something

That's complete bullshit as ANY Atari/Amiga programmer will tell you.
The chip design and architecture allow a very easy transition from 680x0
to the Jag and development is usually very easy on it.
What is more likely is that the delay is caused by most programming teams
being made up of only 2-3 people who have to work on other machines at
the same time.

RiCH DAVEY

3948. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 10:46:27 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36u063$6sc@bs33n.staffs.ac.uk>
Source record: 15449

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: Hmmmm.. Amiga users bashing Falcon Owners? You've not seen a Falcon play
: an MPEG then, my Falcon MPEG player reaches 21frames per second, thats about
: twice the speed an 040 amiga manages. After all the age of multimedia is upon
: us and where is the Amiga?
:
: Griff

Hey Griff, nice to see you on here ;-)
I can vouch for that statement ppl, his MPEG player is _shit_ hot.

RiCH DAVEY
Falcon Owners Group (UK)

3949. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 10:49:11 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36u0b7$6sc@bs33n.staffs.ac.uk>
Source record: 15450

: On the Amiga - there are a couple of proper MPEG cards available.
^^^^^

Let's play 'spot the idiot'.. we were talking about MPEG software from
the base machine WITHOUT any additional hardware, and how much does this
MPEG card cost? You can pick the Falcon MPEG player up for free via FTP
or a quid from any decent PD library.

: gavan

RiCH DAVEY

3950. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 12:13:08 UTC
From: moran@bires059
Message-ID: <36u58k$2fo@bmerha64.bnr.ca>
Source record: 15451

Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
> : On the Amiga - there are a couple of proper MPEG cards available.
> ^^^^^

> Let's play 'spot the idiot'.. we were talking about MPEG software from
> the base machine WITHOUT any additional hardware, and how much does this
> MPEG card cost? You can pick the Falcon MPEG player up for free via FTP
> or a quid from any decent PD library.

And I was talking about FULL SCREEN , 25FPS MPEG WITH SOUND.

If you are happy with software mpeg then you can get players for
most popular platforms. If you want the FULL THING then you still
need a card - even on a Falcon.

Its easy to see we've got a load of net newbies with the Universities
being back.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3951. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 12:14:49 UTC
From: moran@bires059
Message-ID: <36u5bp$2fo@bmerha64.bnr.ca>
Source record: 15452
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> Just saw a post in the ST group, Gavan, from an Amiga user
> regarding Pagestream 3. Just thought I'd make a small post.
> It seems that this user thinks that PS3 is buggy, has many
> features not implemented and is almost useless! Is this the
> kind of program we should be jealous of, Gavan? See the
> post in comp.sys.atari.st.

No, you should be jealous of the MASSIVE (compared to Atari)
Amiga user base, the wide software support, the variety of different
Amiga models and the wealth of hardware Amiga add-ons that have NO
Atari equivalent.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3952. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 12:16:51 UTC
From: moran@bires059
Message-ID: <36u5fj$2fo@bmerha64.bnr.ca>
Source record: 15453

Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
> : Thats surprising since sales are near zero. What are the prices for the Falcon
> : and TT. I remember when Sam T said that the TT would overwhelm the Mac..

> Gasteiner sell Falcon's for 300 UK QUID - Eat that one and choke on it.
> And they can be upgraded to 4 meg for 150 pounds and the IDE hard drives
> are the same price as the Amiga A1200/A600 ones so don't gimme any bull
> in that department either.

> Sales near zero? You speak from knowledge do you? You actually talk to
> any companies that sell Falcon's? You _really_ know what is going on...
> I doubt it.

OK, how many Falcons have shipped in the last six months?

How many falcons are out there?

How much new software is available for the Falcon?

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3953. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 12:18:37 UTC
From: moran@bires059
Message-ID: <36u5it$2fo@bmerha64.bnr.ca>
Source record: 15454

Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:

> : Where are the PD Gunship 2000s? Or Theme Parks? Or SimCity 2000s?
> : PD can be good, but it can't compare to good quality comercial
> : releases. Plus, the majority of new Amiga software now supports AGA
> : Amigas directly, theres virtually nothing that uses the Falcons
> : capabilities gameswise.

> Of course, I mean us Falcon owners can't play Ishar, Ishar 2,
> Transarctica, Llamazap, Steel Talons or Road Riot 4WD. Not to mention
> the games coming soon and the Pd ones available.

WOW! What a stunning line-up. Wheres ISHAR 3 in that lot then?
Whats lined up for release soon then?

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3954. Re: Reminiscing on Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 12:41:15 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36u6tb$77c@bs33n.staffs.ac.uk>
Source record: 15455

: Atari Lynx, in theory, should have kicked butt over the Game Boy, being in
: color and having (if I remember) superior (?) graphics. Then how come Game
: Boy seems so popular. Am I wrong about this?

I agree with most of your post whole-heartedly, but you have to remember computers/consoles/hand helds are not sold on technical merit alone. You geth the first time impulse buyers who purchase it's the 'next best thing', then you get the ones who may have owned a machine by the same manufactuer before and want to follow the line, then come all the bulk buyers. If you only manage to attract the first two groups you are only ever going to sell a few machines to a minority, no matter how amazing the machine is.

Lynx is far superior to the Game Boy, no one would doubt that, but the software support isn't there. The user base isn't there and when the Lynx was released (eventually) hand helds weren't the 'fad' they had become, the Game Boy soaked up a huge market area and left little space for Atari to nudge into. The Game Boy owners, well sure they had mono graphics and sound, but they had lots of games, all cheap and some very addictive - there was no incentive for them to upgrade to the Lynx at all. Therefore the Lynx only ever hit a small number of people, it became a cult machine - even though it was a far superior to anything else available.

It's all about marketting these days, heck it was all about marketing back in those days too, something Atari has always been slagged for (and unjustly I might add).

Computers are not for techie heads any more... they have becoming far too consumer based, this is what's causing all these factions that spring up.

RiCHARD DAVEY
--
Piece's of seven, piece's of seven - A Parroty error

3955. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 13:46:36 UTC
From: geoff@damp.apana.org.au
Message-ID: <36uaoa$78f@frisbee.damp.apana.org.au>
Source record: 15460

keen@phakt.usc.edu (Benjamin Keen) writes:

>sinclair@ins.infonet.net writes:

>>>When will the newest upgrade to System 7 come out? Will it give
>>>680x0 Macs the ability to do preemptive multitasking? I am

>>You mean System 7.5? Already out..

> System 7.5 is not pre-emptive. System 8 will be. However, system 7.5
>includes the thread manager which allows app developers to make their
>applications run in a preemptive manner. But the system software does not
>now run just any old program preemptively. What the thread manager does
>is bring in preemptivity slowly so application developers can begin
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Please explain this statement.

>planning for it when it emerges later.

>>>-scott tirrell

>>-Peter

>Ben Keen

geoff

--

I used to be indecisive, | Answers, abuse and replies to
but now I'm not so sure | geoff@damp.apana.org.au

3956. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 14:06:42 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94278.100642STIRRE31@MAINE.MAINE.EDU>
Source record: 15456

So you admit that Apple put out a "crappy" monitor? Well,
I've got news for you, Sinclair, you should be able to suspect
that a .39 dot pitch VGA monitor will run like another from
a different company especially if it costs more! My Hyundai
cost less than the Apple brand cheap-os and has a much better
display. I didn't get a chance to try my monitor out before
I bought it because they didn't have any on display. Other
people may be in the same situation. What if they wanted to
order a monitor from your beloved Mac Warehouse? What would
they do then? Not everyone has access to your campus dealer.
You seem to think everyone gets your educational discounts and
such but they don't, thanks.
-scott tirrell

3957. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 16:12:06 UTC
From: sinclair@ins.infonet.net
Message-ID: <36uj8m$cqh@insosf1.infonet.net>
Source record: 15457

In article <94277.202903STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Pete,
>Unless you're some kind of mutant (something I am not entirely
>ruling out) then the number of STEs sold last year far exceeded
>the number of fingers you have. In fact, I would say that the
>STE probably is Atari's most popular computer right now.
>Toad is selling an STE with color monitor and software for
>a little over $400. Everything a family needs to get going.
>Also, Computer STudio just got a new shipment of STEs and STacys
>in. I am not being technical when I say that the STE does not
>need a hard drive. You can run great software for it from the
>disk drive because the software and OS isn't bloated like it
>is for another platform I know of. You may argue that it is
>not as feature rich but.... so what!! We're discussing a
>start-up computer not a machine to be used by a professional.
>Funny you didn't tell me where I can get that wonderful Mac
>of yours. I have given you two sources for the STE. Two
>well-established dealers I might add.

Atari still sells computers! How do you know what a family needs? Why are the
Peformas popular? According to a recent Wall ST Journal article on the
home/office market, multimedia pc's and Macs are whats driving the market.
Only die hard ataridroids are still interested in the STE- a slow cpu, 2-4 bit
low res color and non expandable to a PowerPC. As for Macs, check out Shrieve
Systems, Mac Sale International, Sun Remarketing, comp.sys.mac.wanted and
misc.forsale.computers.mac...Thats more than two...
>-scott tirrell

-Peter
-Computer Chronicles covered MacWorld Expo/Boston - Check it out!

3958. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 16:24:18 UTC
From: ellingse@bigdog.engr.arizona.edu
Message-ID: <36ujvi$rkl@news.CCIT.Arizona.EDU>
Source record: 15459
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Michael Lief (mlief@mail2.sas.upenn.edu) wrote:
: It's funny that you mention the 586-66. Didn't that model run rather hot?
: (hah hah, but its true, it did have temperature problems). Perhaps it was
: designed to run in the lower depths!

: Let's all get a life!

: M.L.

I thought they were still having problems with the Pentium (or is it the P6)?

Oh well, I plan to get a PowerPC as my next machine anyway.

Scott D. Ellingsen
Optical Sciences Center
University of Arizona

My opinions are my own and OSC and U of A prefer it that way.

3959. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 16:29:50 UTC
From: sinclair@ins.infonet.net
Message-ID: <36uk9u$cqh@insosf1.infonet.net>
Source record: 15458

In article <94278.100642STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>So you admit that Apple put out a "crappy" monitor? Well,
>I've got news for you, Sinclair, you should be able to suspect
>that a .39 dot pitch VGA monitor will run like another from
>a different company especially if it costs more! My Hyundai
>cost less than the Apple brand cheap-os and has a much better
>display. I didn't get a chance to try my monitor out before
>I bought it because they didn't have any on display. Other
>people may be in the same situation. What if they wanted to
>order a monitor from your beloved Mac Warehouse? What would
>they do then? Not everyone has access to your campus dealer.
>You seem to think everyone gets your educational discounts and
>such but they don't, thanks.
>-scott tirrell

All you have to do is look at the spec sheat and or label on the box. The performas have the monitor dpi listed on the box. Anything higher than 28 dpi, avoid. Apple has dumped that crappy monitor and the 28 dpi color plus display is the entry level monitor and is a nice one.

If you order a monitor from MacWrehouse, the monitor's specs are listed in the colorful catalog. The dpi's are listed. Plus macWarehuse, MacConnection and mac Zone have a 30 day MBG...

-Peter
-Computer Chronicles covered MacWold/Boston Check it out..

3960. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 17:44:13 UTC
From: schubert@dl6hbo.isys.net
Message-ID: <8jZtpEj030n@dl6hbo.isys.net>
Source record: 15484
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

mlief@mail2.sas.upenn.edu (Michael Lief) writes:

> It's funny that you mention the 586-66. Didn't that model run rather hot?
> (hah hah, but its true, it did have temperature problems). Perhaps it was
> designed to run in the lower depths!
>
> Let's all get a life!
>
> M.L.
>
Thought these devices were heaters which are capable of some computing by mistake :-)

Rainer.
--

Rainer Schubert internet: schubert@dl6hbo.isys.net
ampr.org net: dl6hbo@db0hht.ampr.org
German Archimedes Group Info: gag@archh.hanse.de

3961. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 20:07:58 UTC
From: z915455@cs.niu.edu
Message-ID: <36v12u$e1a@mp.cs.niu.edu>
Source record: 15472

Scott,

Yes, one our friend bought a Performa, and she is cursing that day now...
And on top of that, Apple wants something like $300 or thereabouts for this
crappy monitor... But then, that's Apple.

Then, of course, Apple's most resounding success was in managing to make an
040-based machine slow as a cow's turd on a cold day. FWIW, PowerMac is quite
slow as well, at least when running 68K software (e.g., Mac OS)

-Das Boot

3962. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 20:10:29 UTC
From: z915455@cs.niu.edu
Message-ID: <36v17l$e7r@mp.cs.niu.edu>
Source record: 15464

Peter,

I wonder, do you really read before you reply?

Scott's message was about monitor, not about LCIII (marginally useable computer). For that matter, how come your favourite Apple is producing such crap?
BTW, the Plus display is almost as bad...

-Das Boot

3963. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 20:10:59 UTC
From: maniac@cyberspace.com
Message-ID: <36v18j$73l@case.cyberspace.com>
Source record: 15463
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
: Gavan,
: Is C= producing anything?! I find it hard to believe that
: you're hinging your argument on this point. Anyway, Atari
: _does_ produce our favorite machine, the Falcon.
: -scott tirrell

Oh yes, 640x480 Max Res at 256 Colors or 16,XXX Colors, I like my amiga,
I went to look at a falcon and it looks like an ST Same style case, I
wasn't impressed with the hardware at all... It's not my favorite
machine, The A4000 is.. 1280x480 in 256,000 colors out of 16.2 mil!

3964. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 20:14:00 UTC
From: z915455@cs.niu.edu
Message-ID: <36v1e8$ebh@mp.cs.niu.edu>
Source record: 15465

Eh, Peter, are you sure you know what the heck you are talking about? All
Macintrash monitors have dpi of 72 (well, some have 80, but 72 is standard).
28 or 39 (actually, .28 and .39) refer to dot pitch.
And by the way, there are monitors with .39 dot pitch, and good picture.
Apple, OTOH, managed simply to nake a crappy monitor, dot pitch notwithstanding.

-Das Boot

3965. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 20:36:25 UTC
From: fallous@ksu.ksu.edu
Message-ID: <36v2o9$q8n@matt.ksu.ksu.edu>
Source record: 15461
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

maniac@cyberspace.com (Niles Bateman) writes:

>STIRRE31@MAINE.MAINE.EDU wrote:
>: Gavan,
>: Is C= producing anything?! I find it hard to believe that
>: you're hinging your argument on this point. Anyway, Atari
>: _does_ produce our favorite machine, the Falcon.
>: -scott tirrell

>Oh yes, 640x480 Max Res at 256 Colors or 16,XXX Colors, I like my amiga,
>I went to look at a falcon and it looks like an ST Same style case, I
>wasn't impressed with the hardware at all... It's not my favorite
>machine, The A4000 is.. 1280x480 in 256,000 colors out of 16.2 mil!

Atari no longer produces ANY computers, they have shifted to Jag and coin-ops.
Any Falcon that you're getting from Atari is unsold stock, not new machines.

Jay Goodwin
fallous@ksuvm.ksu.edu

3966. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 22:14:26 UTC
From: mrathwel@uoguelph.ca
Message-ID: <36v8g2$7le@nermal.cs.uoguelph.ca>
Source record: 15462
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
: Atari no longer produces ANY computers, they have shifted to Jag and coin-ops.
: Any Falcon that you're getting from Atari is unsold stock, not new machines.

Says who? Atari says they are still producing Falcons and TTs.
Don't print BS.

>> Mark <<
```

3967. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-05 22:46:27 UTC
From: ehood@convex.com
Message-ID: <36vac3$sva@imagine.convex.com>
Source record: 15471
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <36v2o9$q8n@matt.ksu.ksu.edu>,
Jay Goodwin <fallous@ksu.ksu.edu> wrote:
>
>Atari no longer produces ANY computers, they have shifted to Jag and coin-ops.
>Any Falcon that you're getting from Atari is unsold stock, not new machines.

I just talked with TOAD, and the TT is still being produced. The reason
is that Atari sells a Jaguar development kit for the TT.

I also got the impression that the Falcons were still manufactured, but
I could be wrong.

--ewh

3968. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 00:12:31 UTC
From: u9253513@uow.edu.au
Message-ID: <36vfdf$3u1@wraith.cs.uow.edu.au>
Source record: 15475
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

weiss@cwis.unomaha.edu (R. Jason Weiss) writes:

>>* Revelation 13:18 says:
>>*
>>* Here is wisdom. Let him who has understanding calculate the
>>* number of the beast, for it is the number of a man: His
>>* number is 666.

>> By converting the letters of his name to the ASCII-values
^^^^^^^
>> (which are used in computers) you will get the following:

>> B I L L G A T E S 3

>> 66 + 73 + 76 + 76 + 71 + 65 + 84 + 69 + 83 + 3 = 666
>> """

>Actually, the ASCII code for "3" is 51, rendering Bill's numeric value
>714. This places him, at best, as only a neighbor of the beast. He'd be
>on the same side of the street, though, for what that's worth.

Letters of his name ... not digits :) The number stands ...

```
_/_/_/_/
_/_| _/_| _/_| _/_/_/ _/_| _/_/_/
_/ _| _/ _| _/ _| _/ _/ _| _/ _/
_/ _|_/ _| _/_/_/_| _/ _/_/_/ _/_/_/_| _/ _/
_/ _| _| _/ _| _/_/_/_/ _/ _| _/_/_/
```

Tim Delaney u9253513@wraith.cs.uow.edu.au

3969. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 02:44:30 UTC
From: sinclair@ins.infonet.net
Message-ID: <36voae$dgh@insosf1.infonet.net>
Source record: 15466

In article <36v12u$e1a@mp.cs.niu.edu>, z915455@cs.niu.edu (molodyi boris) writes:
>Scott,
>
>Yes, one our friend bought a Performa, and she is cursing that day now...
>And on top of that, Apple wants something like $300 or thereabouts for this
>crappy monitor... But then, that's Apple.

What does an Atari monitor cost?
>
>Then, of course, Apple's most resounding success was in managing to make an
>040-based machine slow as a cow's turd on a cold day. FWIW, PowerMac is quite
>slow as well, at least when running 68K software (e.g., Mac OS)
>
Forgot to take proac today?

>-Das Boot
>

-Peter

3970. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 02:47:42 UTC
From: sinclair@ins.infonet.net
Message-ID: <36voge$dgh@insosf1.infonet.net>
Source record: 15467
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <36v18j$73l@case.cyberspace.com>, maniac@cyberspace.com (Niles Bateman) writes:
>STIRRE31@MAINE.MAINE.EDU wrote:
>: Gavan,
>: Is C= producing anything?! I find it hard to believe that
>: you're hinging your argument on this point. Anyway, Atari
>: _does_ produce our favorite machine, the Falcon.
>: -scott tirrell
>
>Oh yes, 640x480 Max Res at 256 Colors or 16,XXX Colors, I like my amiga,
>I went to look at a falcon and it looks like an ST Same style case, I
>wasn't impressed with the hardware at all... It's not my favorite
>machine, The A4000 is.. 1280x480 in 256,000 colors out of 16.2 mil!

And the sad part of the falcon is it costs more than the $1199 multimedia
Quadra 630 which runs on a 33 mhz.040 with fpu.
>
>

-Peter

3971. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 02:52:28 UTC
From: sinclair@ins.infonet.net
Message-ID: <36vopc$dgh@insosf1.infonet.net>
Source record: 15468

In article <36v1e8$ebh@mp.cs.niu.edu>, z915455@cs.niu.edu (molodyi boris) writes:
>Eh, Peter, are you sure you know what the heck you are talking about? All
>Macintrash monitors have dpi of 72 (well, some have 80, but 72 is standard).
>28 or 39 (actually, .28 and .39) refer to dot pitch.
>And by the way, there are monitors with .39 dot pitch, and good picture.
>Apple, OTOH, managed simply to nake a crappy monitor, dot pitch notwithstanding.

My mistake.. The entry level monitor is the .28dp. Apple does not make the
monitors. There new monitors are pretty good. Than again Atari only sells the
low res overpriced monitors. So is Atari committed in comming out with PowerPC
ST's? That would be a major decision in selecting a cpu..
>
>-Das Boot
>

-Peter

3972. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 02:53:48 UTC
From: sinclair@ins.infonet.net
Message-ID: <36vors$dgh@insosf1.infonet.net>
Source record: 15469
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <36v8g2$7le@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>: Atari no longer produces ANY computers, they have shifted to Jag and coin-ops.
>: Any Falcon that you're getting from Atari is unsold stock, not new machines.
>
> Says who? Atari says they are still producing Falcons and TTs.
>Don't print BS.

Why? Who's buying?
>
> >> Mark <<
>

-Peter

3973. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 02:56:35 UTC
From: sinclair@ins.infonet.net
Message-ID: <36vp13$dgh@insosf1.infonet.net>
Source record: 15470
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <36vac3$sva@imagine.convex.com>, ehood@convex.com (Earl Hood) writes:
>In article <36v2o9$q8n@matt.ksu.ksu.edu>,
>Jay Goodwin <fallous@ksu.ksu.edu> wrote:
>>
>>Atari no longer produces ANY computers, they have shifted to Jag and coin-ops.
>>Any Falcon that you're getting from Atari is unsold stock, not new machines.
>
>I just talked with TOAD, and the TT is still being produced. The reason
>is that Atari sells a Jaguar development kit for the TT.
>
>I also got the impression that the Falcons were still manufactured, but
>I could be wrong.

I read from the LYnx Fac is that the development system for the Handy is the
Amiga. I could see Atari employese holding their noses but secretly liking the
amiga over the ST. It reminds me of that new Ford commercial.

>
> --ewh

-Peter

3974. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 03:51:40 UTC
From: mrathwel@uoguelph.ca
Message-ID: <36vs8c$j8t@nermal.cs.uoguelph.ca>
Source record: 15473
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

sinclair@ins.infonet.net wrote:

: > Says who? Atari says they are still producing Falcons and TTs.
: >Don't print BS.

: Why? Who's buying?

Hmm ... if "NOBODY" bought Atari like you seem to think, Sinfreak
then there wouldn't be any groups like this, would there? Obviously, a
small market (MIDI and DTP) is interested in the Falcon and TT.

>> Mark <<

3975. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 03:53:35 UTC
From: mrathwel@uoguelph.ca
Message-ID: <36vsbv$j8t@nermal.cs.uoguelph.ca>
Source record: 15474
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
: I read from the LYnx Fac is that the development system for the Handy is the
: Amiga. I could see Atari employese holding their noses but secretly liking the
: amiga over the ST. It reminds me of that new Ford commercial.

For your info, SinDork, the Amiga is a Lynx development system
because the Lynx and the Amiga were designed by the same people. The Lynx
was sold to Atari and the Amiga was sold to Commodore. It's not a
question of preference. And ... the Atari-designed Jaguar uses a TT as
it's development system!

>> Mark <<
```

3976. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 11:55:22 UTC
From: sys1@exnet.com
Message-ID: <Cx92GC.409@exnet.com>
Source record: 15476

In article <36uj8m$cqh@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>In article <94277.202903STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>
>How do you know what a family needs?
>Only die hard ataridroids are still interested in the STE- a slow cpu, 2-4 bit
>low res color and non expandable to a PowerPC.

Your average family doesn't even have a computer, twit.

But for those families that do have computers just how many need a powerPC
in order to do word processing and play games?

Lets be honest about this---home users do word processing, play games,
run small databases, and do personal finance.

Very few do 3d rendering, photo retouching, CAD, CAM, realtime modelling of
subatomic events or indeed anything worthy of 68020, let alone the powerPC.

>
>-Peter
>-Computer Chronicles covered MacWorld Expo/Boston - Check it out!
>

3977. Re: Reminiscing on Atari....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 12:05:25 UTC
From: urbansky@bailey.com
Message-ID: <Cx92x1.n2K@bailey.com>
Source record: 15478

>Well, all I deal with at work is computers, so I have very little need of
>owning my own computer. Silicon Graphics workstations are a lot of fun. But
>at home, I've got my ST still hooked up with some Midi application in the disk
>drive, ready to go.

This is all I use mine for as well, but it still does a good job of it.
I've got Omega II (upgraded from Omega I), X-oR, some other MIDI software
like RealTime and Twelve, the Phantom SMPTE interface, etc. I recently
bought a PowerMac but plan on only using it for HD recording and syncing
it to the Atari, at least until I get a big sequencer for the PowerMac and
move all my songs over -- which will take awhile. For now, though, the
ST remains a good MIDI box ...

John

3978. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 12:07:14 UTC
From: sys1@exnet.com
Message-ID: <Cx9304.41z@exnet.com>
Source record: 15477
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <36v18j$73l@case.cyberspace.com> maniac@cyberspace.com (Niles Bateman) writes:
>
>Oh yes, 640x480 Max Res at 256 Colors or 16,XXX Colors, I like my amiga,

No it goes much higher than that in pixels and colours. You are telling lies.

>I went to look at a falcon and it looks like an ST Same style case, I
>wasn't impressed with the hardware at all... It's not my favorite

I looked like an ST, but included---SCSI, DSP, etc, etc, etc. I looked
at the A1200 and found 1 seriel port, 1 parallel port, a port for extra
floppies and not a lot else.

>machine, The A4000 is.. 1280x480 in 256,000 colors out of 16.2 mil!

Oh yes---the only trick the Amiga is good for.
>
>

3979. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 13:35:58 UTC
From: chainxor@kom.auc.dk
Message-ID: <370ufu$rh8@news.iesd.auc.dk>
Source record: 15483
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

You say that the Falcon can only display 16,xxx Colors ???
Well, I can tell you thats quite wrong indeed.
The Falcon can display 65536 colors on-screen, it's 16-bit Hi-Color-mode.
The 256.000 mode on the AGA-Amigas is the HAM-8 type of display, which means that it's slow, looks bad when using contrast colors. And the 1280x480 is a bad proportion, when doing serious work. And if you wan't higher line resolution on the Amiga you get that terrible interlaced display - certainly not suited for serious computing.
The Falcon's max.res. is not 640x480, without adding hardware it's about 900x700 using BlowUp030 screen-driver. And with the ScreenWonder Pro (which is VERY cheap) the max. res. is 1024x712 NON-interlaced and 1280x1024 interlaced.
On a TV the max. res. is 768x480 in 65536 colors and a little driver can do 1600x600 in 16 colors on a TV.
Hmmm, so you see I can't really agree on your statement....

Keep Cool and Flying...

ChainXOR..

3980. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 15:10:40 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94279.111040STIRRE31@MAINE.MAINE.EDU>
Source record: 15392

Just look at the spec sheet, Sinclair?! What a load of crap.
The specs on my Hyundai .39 dot pitch monitor are the same
as the Apple's specs. However, my monitor is just fine for
long bouts of computing. My friend's Apple monitor is too
blurry for any type of work. It is a joke. And this Apple
monitor cost more than mine did. Explain this.
-scott tirrell

3981. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 15:15:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94279.111521STIRRE31@MAINE.MAINE.EDU>
Source record: 15393

Pete,
Atari has always sold high quality monitors. They have always
been right up there with other brands. They do not make VGA
monitors because there is no real point to. There are enough
out there. My feeling is that Apple sells monitors to people
gullible enough to buy a Mac because they figure that they
need to use an Apple monitor with their Apple machine. Apple
monitors just cannot compare to other brands.
-scott tirrell

3982. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 15:19:05 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94279.111905STIRRE31@MAINE.MAINE.EDU>
Source record: 15394
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Pete,
Your little story about the Lynx's development system reminds
me of the days when Apple employees used Ataris equipped with
Spectres because the ST was a better machine and cost less.
Apples reaction, of course, was restricting Apple ROMs so that
it was harder to find them to emulate the Mac. I love Apple!
-scott tirrell

3983. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 15:22:25 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94279.112225STIRRE31@MAINE.MAINE.EDU>
Source record: 15397
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Gavan,
Is that your response? To change topics? You came in here
touting Pagestream 3 as something we Atarians should all want.
Why would we want a buggy piece of software like the _Amiga_
user described? Or, why are you advocating this type of
software?
-scott tirrell

3984. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 15:35:16 UTC
From: dlr@grove.ufl.edu
Message-ID: <3715fk$f08@cutter.clas.ufl.edu>
Source record: 15390
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:

: The 256.000 mode on the AGA-Amigas is the HAM-8 type of display, which means that it's slow, looks bad when using contrast colors. And the 1280x480 is a bad proportion, when doing serious work. And if you wan't higher line resolution on the Amiga you ge
t that terrible interlaced display - certainly not suited for serious computing.

OK... You state that interlace is not suited for serious computing. Fair enough argument (except video - just had to throw that in :>).

: The Falcon's max.res. is not 640x480, without adding hardware it's about 900x700 using BlowUp030 screen-driver. And with the ScreenWonder Pro (which is VERY cheap) the max. res. is 1024x712 NON-interlaced and 1280x1024 interlaced.
: On a TV the max. res. is 768x480 in 65536 colors and a little driver can do 1600x600 in 16 colors on a TV.

Hmm... Now, you are saying that interlace is not good for serious computing but a TV is? OK.. sure whatever. BTW, how are you supposedly capable of displaying higher resolutions than a TV is capable of? 1600 lines of resolution?

: Hmmm, so you see I can't really agree on your statement....

Absolutely right... I can't really agree with your statements...

: Keep Cool and Flying...

: ChainXOR..

Dan.. (The opinions expressed above are strictly MY opinions)

3985. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 15:37:15 UTC
From: kennedy@kennedy.bridgewater.ne.hcc.com
Message-ID: <1994Oct6.153715.20267@hcc.com>
Source record: 15486
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <36skh7$mk7@s-cwis.unomaha.edu>, weiss@cwis.unomaha.edu (R. Jason Weiss) writes:
>However, according to the rules of naming people "Junior" (i.e., Ned
>Flanders, Ned Flanders Jr., Ned Flanders III), one's name gets bumped up a
>grade when the next man up dies. (This is why you don't see preppies with
>names like Winston Throckmorton XIV -- only royalty and popes can do that.)
>Therefore, this thing will only work until Bill's grandfather passes on.

I know, but try explaining this to the NJ Division of Motor Vehicles.
For ten years now my drivers license has had on it a name I don't
otherwise use....

>I think these rules are detailed further in Miss Manner's Guide To
>Excruciatingly Correct Behavior, or perhaps The Preppie's Guide To Life,
>if anyone really wants to push the point.

The former. By the way, continuing to use "Jr." etc. is acceptable for
palatinate nobility, as well as royalty. It is also acceptable for the
offspring of a celebrity where there is a possibility of confusion or
of the appearance of bad taste (Will Rogers, Jr.), and for those who
are celebrities in their own right (Sammy Davis, Jr.).

John W. Kennedy - Hoechst Celanese - Team OS/2 - (The OS/2 Hobbit) - TIPA
IBMMAIL: USAHC29S IBMLink: NAAO3IY "Compact is becoming contract;
CompuServe: 75136,1413 Prodigy: MTMV04A Man only earns and pays."
Internet: kennedy@kennedy.bridgewater.ne.hcc.com -- Charles Williams
X.400: US Telemail Hoechst

3986. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 19:07:06 UTC
From: rik@rickyp.demon.co.uk
Message-ID: <9410061943.AA0002o@rickyp.demon.co.uk>
Source record: 15479
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires059) wrote:
: John Urbansky (urbansky@bailey.com) wrote:
: >
: > As for games, I had an Amiga back in 1989 and agree -- some of the games
: > available for it are really cool, but for the most part, the same game on
: > the Atari and Amiga looked pretty much the same i.e. all the Psygnosis
: > games i've seen, Starglider I and II, etc.

[Snip : Long list of *excellent* Amiga games that will never be seen on an Atari]

The *big* difference between Atari and Amiga in 1989 and now is that at that time neither machine dominated it's market. The games publishers just saw two 68000 based machines and wrote games that could be ported to either. As a result they didn't exploit the Amiga's hardware.

Now that Ataris have retired to the world of recording studios and MIDI obsessives the Amiga gets software which *does* exploit it's superior hardware.

Software houses will develop games for the biggest markets, they don't give a shit about the hardware. Ask yourself this question ...

Why develop games for a machine that has no hardware scrolling and no sound as standard ? Answer : Because there are millions of then out there and a market that size *cannot* be ignored

As a result PCs now get the first version of a game and then it gets ported elsewhere.

Despite this the Amiga is still in the best position as far as games are concerned. Strategy games, adventures and flight sims get converted from the PC; arcade games get converted from the consoles and there are still companies like 17 Bit who write original Amiga titles.

The Amiga may be about to die, but there's no heir to it's throne.
--
_____
_____/ rik@rickyp.demon.co.uk____
_____/

3987. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 20:57:24 UTC
From: sinclair@ins.infonet.net
Message-ID: <371obk$1et@insosf1.infonet.net>
Source record: 15480

In article <Cx92GC.409@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>In article <36uj8m$cqh@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>In article <94277.202903STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>
>>How do you know what a family needs?
>>Only die hard ataridroids are still interested in the STE- a slow cpu, 2-4 bit
>>low res color and non expandable to a PowerPC.
>
>Your average family doesn't even have a computer, twit.

You mean mine or the nation as a whole. My family owns a DuoPowerbook230,
LCII and Quadra 630.
>
>But for those families that do have computers just how many need a powerPC
>in order to do word processing and play games?
>
Did I say PowerPC as the only option? I was referring that the STE is not
upgradeable to a PowerPC when the need is there. At least I have that
option..

>Lets be honest about this---home users do word processing, play games,
>run small databases, and do personal finance.
>

True.. So whats your point?

>Very few do 3d rendering, photo retouching, CAD, CAM, realtime modelling of
>subatomic events or indeed anything worthy of 68020, let alone the powerPC.

You would be surprised what home users do with their machines. Have you been
to a local consumer electronic store lately. Most or all PC's are multimedia
equipped.
>
>>
>>-Peter
>>-Computer Chronicles covered MacWorld Expo/Boston - Check it out!
>>
>
>

-Peter

3988. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 21:00:08 UTC
From: sinclair@ins.infonet.net
Message-ID: <371ogo$1et@insosf1.infonet.net>
Source record: 15481

In article <94279.111040STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Just look at the spec sheet, Sinclair?! What a load of crap.
>The specs on my Hyundai .39 dot pitch monitor are the same
>as the Apple's specs. However, my monitor is just fine for
>long bouts of computing. My friend's Apple monitor is too
>blurry for any type of work. It is a joke. And this Apple
>monitor cost more than mine did. Explain this.

I have not seen your monitor. IF the monitor is an eyestraing get a new
one...Lots of alternatives out there..

>-scott tirrell

-Peter

3989. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 21:01:47 UTC
From: sinclair@ins.infonet.net
Message-ID: <371ojr$1et@insosf1.infonet.net>
Source record: 15482

In article <94279.111521STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Pete,
>Atari has always sold high quality monitors. They have always
>been right up there with other brands. They do not make VGA
>monitors because there is no real point to. There are enough
>out there. My feeling is that Apple sells monitors to people
>gullible enough to buy a Mac because they figure that they
>need to use an Apple monitor with their Apple machine. Apple
>monitors just cannot compare to other brands.

Have you seen the Apple color display monitor? Don't you ST users feel ripped
because Atari no longer supports it..

>-scott tirrell

-Peter

3990. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 22:19:28 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EJGVBAWF1UP@sos.sh.sub.de>
Source record: 15406
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <36rkab$5h9@sefl.satelnet.org> !Productions wrote :

>In article <36r2un$h1j@bmerha64.bnr.ca>, G MORAN <moran@bires052> wrote:
>>Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
>>> Hey, he just found out about the REAL advantage of the Amiga. How does the
>>> Amiga version of Cubase Audio compare, Gavan?
>>
>> I don't know. Probably the MAC version is the most up to date now anyway.

Sure it is. Any proof?

>And who cares? If the ST version is so much better, I can just crank up
>my ST emulator... :)

Seems '!Productions' don't even know that the Falcon(!) version has many more
features than the ST version. (Guess why? Hint: additional hardware) and
that ST emulators for the Amiga don't have a cartridge port (hint: dongle).

Weregoose (confusing other people with facts)

-- _()
- guenther@sos.sh.sub.de (Thorsten Guenther) - /
- [This space for rent] - _
-- _)

3991. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 22:29:56 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EJGVBAWH1UP@sos.sh.sub.de>
Source record: 15405
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <36r2un$h1j@bmerha64.bnr.ca> G MORAN wrote :
>Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
> No Mosaic? What a terrifically up to date machine you have! If the Falcon is
>still viable, how come there isn't the standard net-browsing tool for it?

How comes that the AMiga doesn't have the standard GUI (i.e. Windows)?
BTW, it wasn't YOU who ported Mosaic to the Amiga, and if the few people
(or was it just one?) who did it hadn't done it, your stupid little soapbox
would just crash under you. And my best guess why noone has yet programmed
an Atari port is because they too much concentrate on getting the GEM
emulator for Linux 68k to work (Is there an AmigaOS emulator in
production?). Or they concentrate on shareware like Graftool or GEM-View,
UPoint or CoNnect and similar projects. BTW, ever tried getting CHEAP,
FAST TCP/IP in Germany? Ever tried browsing through Europe at all? Face it,
WWW is hardly usable over here.

>> Yes, they do.
>
> On demand perhaps?. That should be about five a month then.

How many do you want? I will ask the three dealers around here how many
they have in stock and ship them to you next week. You just have to
replace the German keyboard with any ordinary STfm/STe keyboard.

Weregoose

-- _()
- guenther@sos.sh.sub.de (Thorsten Guenther) - /
- [This space for rent] - _
-- _)

3992. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 22:37:08 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EJGVBAWJ1UP@sos.sh.sub.de>
Source record: 15404

In <36emg4$2d@bmerha64.bnr.ca> G MORAN wrote :
> Right, so the Atari market is awash with high-end DTP software then?

Yes.

For details, you might check out the group maus.sys.atari.desktop (German MAUSnetz forum). Or you should have visited the latest Atari shows here, or you should have visited the CeBit (DMC and Digital Arts are the companies you should have looked for). Or, or, or...it is NOT pure coincidence that Atari were the first to present an LH300 in the United States (funny that the people FROM Linotype-Hell had to visit the Atari stand :-)).

Weregoose

-- _()
- guenther@sos.sh.sub.de (Thorsten Guenther) - /
- [This space for rent] - _
-- _)

3993. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-06 22:46:34 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EJGVBAWL1UP@sos.sh.sub.de>
Source record: 15403

In <36cdih$p5k@insosf1.infonet.net> sinclair@ins.infonet.net wrote :

>In article <94271.125315STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>What is Apple's plans with the 680x0-based Macs? Will they
>>just be dumped?
>
>App will be providing Power PC upgrades. Can the ST be upgraded to the Falcon?

Can the Classic be updated to the 660AV or the LCIII? An 1985 Atari ST can be
updated with 68040 processor, FastRAM, ET4000 graphics board (Mach boards
real soon now, the Behne brothers are just programming the drivers, on my
latest upgrade form there already is a checkbox for 'inform me when it's
there').

>>As far as Atari's plans for the Falcon- I don't know. However,
>>3rd party developers' plans seem to be to release incredibly
>>powerful programs at a low price for the Atari :-). Papyrus,
>>Speedo, NVDI, Magix, Vector Pro, True Image, Neodesk 4....
>>The software for the Atari is better than the Mac for a lower
>>price. The Mac has quantity; the Atari has quality.
>
>The Software is better than the Mac? In what way? As for price, it's
>false..And in most cases there is no Atari equivelants.

In WHAT cases, Peter? Be precise, please. Have you ever SEEN any of the
above applications and tools?

>A Performa 630 system
>with monitor, keyboard, fax modem, ClarisWorks, Quicken and other numerous
>titles costs $1479. How much for a equivelant Atari setup.

That's the proce of a Pentium system in the US, according to my
information. Buying a closed system like the Mac when one is able to get an
OS/2 platform is ridiculous. Just the price for the cables I'd need would
pump the Performa price up to approx 1700 US$.

Weregoose

--- _()
- guenther@sos.sh.sub.de (Thorsten Guenther) - /
- [This space for rent] - _
--- _)

3994. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 01:37:48 UTC
From: chrisp@jolt.mpx.com.au
Message-ID: <3728pc$pl0@inferno.mpx.com.au>
Source record: 15402
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy

John Urbansky (urbansky@bailey.com) wrote:
: Literally interpreting any deity is a dangerous thing ...
:
: John

More dangerous, I think, is interpreting literally any deity.

Chris

3995. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 02:22:53 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94279.222253STIRRE31@MAINE.MAINE.EDU>
Source record: 15387
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Richard,
I will agree that the Amiga has more games coming out for it
exploiting the hardware and that the Amiga has more games
coming out for it in general, but I don't agree with the
blanketing statement that the Amiga has superior hardware
to the ST/Falcon series (if indeed you are including the Falc).
The Amiga was better technically than the ST. However, the ST
was a lot cheaper too. Now the Falcon costs more and is IMO
a better machine than the 1200. If companies wrote more
Falc specific games we'd see what the machine could do.
As it is the demos I have seen for the Falc are amazing as
well as the few Falc specific games I have.
-scott tirrell

3996. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 02:27:04 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94279.222704STIRRE31@MAINE.MAINE.EDU>
Source record: 15388

That's your solution, Sinclair? My friend gets an Apple monitor
that is crap and you just shrug it off and suggest that he
buy a new one. Well, that's all good, but I frankly don't
buy monitors at the drop of a hat.
The solution if you don't want a bad monitor is to not get one
with a little rainbow-colored fruit on it (IMO).
-scott tirrell

3997. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 02:29:40 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94279.222940STIRRE31@MAINE.MAINE.EDU>
Source record: 15389

Your statement doesn't make any sense again, Sinclair. I am
used to this by now, of course. What do you mean "don't
you feel ripped off that Atari doesn't support it?" Support
what? The Apple Color Display monitor? Please clarify.
-scott tirrell
Carter Graphics STE bundle: 1 meg STE, color monitor, mouse
master switch, LDW Power spreadsheet, Deluxe Paint with brush
mouse, Home Accountant, Red Storm, F16, Zany Golf and Sim City
for $399. Call (801) 644-2090 :-).
BTW, Sinclair, did you call Toad to get your catalog?

3998. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 02:43:08 UTC
From: djp@nutmeg.it.ntu.edu.au
Message-ID: <372cjs$cnv@pellew.ntu.edu.au>
Source record: 15485
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
: In <36bb8p$8b0@bmerha64.bnr.ca> G MORAN wrote :

: > Whats with all this lame bashing of sad mac/pc individuals? Lets get
: >back to the real purpose of this group - a forum for Amiga users to bash
: >ST/Falcon owners.
: >
: > SO.. how well _is_ the Jaguar doing then?
: >
: >gavan

: Gavan, to be honest, I'd better not argue this topic if I only had the weak
: knowledge of computer history you have, like, flaming the Atari 8bit series
: (the predecessors of the C= Amiga series) for having 'only a resolution of
: 320x192'...sheesh...

Actually, I rather liked the old days were amiga and atari heads
would battle it out in the "playfground":
"Mines got better graphics"
"Mines got midi"
"poop head"
"Bum nose" ect ect.
Alas, these argueaments are no more, instead its:
"Next year were going to have a (Animal name) super 2000 virtua"
"yeh, well after xmas were going to have a Abillion that lives inside
your head"
"poop head"
"bum nose" ect ect.

Its all ratrgher sad realy, I say, bring back the C64

Joe

3999. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 08:04:17 UTC
From: moran@bires052
Message-ID: <372ve1$btr@bmerha64.bnr.ca>
Source record: 15395

STIRRE31@MAINE.MAINE.EDU wrote:
> Pete,
> Atari has always sold high quality monitors. They have always
> been right up there with other brands. They do not make VGA
> monitors because there is no real point to. There are enough
> out there. My feeling is that Apple sells monitors to people
> gullible enough to buy a Mac because they figure that they
> need to use an Apple monitor with their Apple machine. Apple
> monitors just cannot compare to other brands.

Actually, we use Apple badged Sony Trinitron 16" and 17" multiscans
here and the picture is superb. The prices are quite reasonable too.
The mac sennds a power on/off signal to the monitor so there might be
some hassle in rigging a normal svga to it. I seem to remember seeing that
the rgb signal on the macs doesn't have a sync pulse or something like
that too, so not all monitors will work with it.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4000. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 08:10:11 UTC
From: moran@bires052
Message-ID: <372vp3$btr@bmerha64.bnr.ca>
Source record: 15396
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Xavier Gallagher (sys1@exnet.com) wrote:
> In article <36v18j$73l@case.cyberspace.com> maniac@cyberspace.com (Niles Bateman)
writes:
> >
> >Oh yes, 640x480 Max Res at 256 Colors or 16,XXX Colors, I like my amiga,

> No it goes much higher than that in pixels and colours. You are telling lies.

> >I went to look at a falcon and it looks like an ST Same style case, I
> >wasn't impressed with the hardware at all... It's not my favorite

> I looked like an ST, but included---SCSI, DSP, etc, etc, etc. I looked
> at the A1200 and found 1 seriel port, 1 parallel port, a port for extra
> floppies and not a lot else.

But a lot cheaper. You can now whop a 28MHz 030 into an A1200 for 150UKP.
SCSI-II is another 60UKP.

Basically for the price of a 4 meg ~80M HD Falcon you can now have a
6 meg, 28MHz 030, ~80M, SCSI-II Amiga with 882 co-pro. OK, still no
DSP but a 28MHz 030 with 882 is going to be a lot more use generally
than a sparsley supported DSP chip.

> >machine, The A4000 is.. 1280x480 in 256,000 colors out of 16.2 mil!

> Oh yes---the only trick the Amiga is good for.

You can also get a full 256 levels of gray in any rez up to 1280x512.
Quite useful for mono DTP and image processing work.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4001. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 08:12:22 UTC
From: moran@bires052
Message-ID: <372vt6$btr@bmerha64.bnr.ca>
Source record: 15398
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> Gavan,
> Is that your response? To change topics? You came in here
> touting Pagestream 3 as something we Atarians should all want.
> Why would we want a buggy piece of software like the _Amiga_
> user described? Or, why are you advocating this type of
> software?

SHOCK HORROR! First release of major software upgrade is buggy!

Quick, get it on the front page of TIME magazine.i

And I didn't come in here pushing pagestream 3.0, it was one of a
list of titles that aint on the Atari.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4002. Re: Blowup + Multisync's

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 10:55:32 UTC
From: knarf@nasim.cube.net
Message-ID: <3739f5$ha4@nasim.cube.net>
Source record: 15391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Roland Givan (rgivan@cix.compulink.co.uk) wrote:

> I've just bought a 2nd hand TT with TT-Hi monitor. Although very pleased
> with it, there is always the worry that I might have been better off with
> a Falcon, or even a PC with a GEMulator ;-)

Beleive me: You did the right decision.

> Would you care to elaborate on exactly what made you change from the Falcon
> to the TT?

- The FALCON is too slow. With those graphics extension like BlowUP the machine gets even slower. And I prefer 1280x960x2 on a nice 19" monitor and I do not need colours.

- The FALCON does not have much RAM. 4 MB isn't a lot if you want to use MultiTOS, MiNT, MiNT-Net and/or gcc. The only RAM upgrade option is to waste *six* MB: Pin your four MB card on the wall and buy the 16 MB card, from which two MB are always unused. After the waste of six MB, you have 0 (*zero*) MB of FastRAM.

- I've seen enough demos. But the demos are the only thing I miss on my TT. But I've recorded all the FALCON demos on video tape before selling it. ;)

- The FALCON has just one useful serial port. The TT has four of them. With my TT I can do a nullmodem connection to my Sun *and* to my UNIX PC. This was impossible with the FALCON (The FALCONs LAN port did not work for me).

- The TT has a keyboard. The "keyboard" of the FALCON is even worse than those of the old 520 ST. And the keyboard is external.

- The TT has space for an internal 3,5" hard disc any height. With the FALCON I had to have an external case for this.

- The TT has an VME bus. So if I one day have too much money, I'll buy one of those ethernet cards and use this rather than SLIP like at the moment.

Now it's your turn. If you want to tell me something about great accelerator cards for the FALCON, please shut up. If you want an overpowered CPU on a tall and slow bus, you should better get an ISA 468DX-2/66. The PCs have learnt late about the bus, but please do not do the same mistake now on the ATARIs. And remember: All the things I mentioned above are *included* in the TT! And my TT with TTM194, 4+4, 48 was *cheaper* than the FALCON I sold with 4 MB RAM, 42 MB IDE,

BlowUP and Multiscan monitor.

Bye,
Knarf

P.S.: Followup-To: comp.sys.atari.advocacy
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4003. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 10:57:33 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Oct7.105733.28576@unix.brighton.ac.uk>
Source record: 15399

Requiem (cm3hirjd@soc.staffs.ac.uk) wrote -
=>If you remember correctly Atari were only marketting the Jag in certain
=>American areas and they are not planning to expand outside this for a
=>while yet, this is called stategy not stupidity. Also the Jag in the UK
=>can't be gotten away from, the have them in all Debenhams stores and all
=>Rumbelows and in virtualy every decent sized town I enter.

This may well be true, but that's it. No TV ads, no magazine ads outside
the normal ST mags. It gives you the impression that Atari don't want
to promote the Jag in the UK, so just to keep us and suppliers happy,
they sent over some to go in a selection of shops.

=>: Incidentally, 3DO looks like it might be a winner here. I've seen
=>: it in the shops and 'Road Rash` was featured on a games TV show the
=>: other night.

Hmm, people really don't know much about Atari here, they just think of
the old games consoles and ping pong - so if something has Atari
written on it, they won't look at it much. Anything else, esp
Commodore, Sega, Nintendo, people will jump just for the name, even
if the product is crap.

=>3D0? don't make me laugh. Seen it in the shops? Big fucking deal!
=>Play one of the damn things and realise how utter shit it is. I played
=>LOADS of the newsest 'hottest' (sick) games at ECTS and they were all a
=>load of dog cock. I tried this one with you are a large dude in a
=>leather jacket walking down tunnels with a shotgun in each hand (sorry
=>can't remember the name) - it was dreadful. I played PowerSlide - it was
=>VERY dreadful. I played Chaos Control - graphics to die for, gameplay...
=>hell I don't think there was a gamme in there, more like a movie you
=>watch or something. And to top it all off 3D0 looks bad too, at least
=>the Jag has a slick little box to it.

=>: a full computer. Even though its not currently being made, shops are
=>: still selling stock. Xmas will be a problem if the new owners of C=
=>: can't get machines out.

=>Xmas will be a problem for CD32 owners this year, but with a little
=>hunting they can overcome this. However Xmas _next_ year is going to be
=>hell for them.

=>RiCH DAVEY
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

4004. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 12:17:32 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <373e8s$ruo@lyra.csx.cam.ac.uk>
Source record: 15410
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <EJGVBAWH1UP@sos.sh.sub.de>, guenther@sos.sh.sub.de (Thorsten Guenther) writes:
> In <36r2un$h1j@bmerha64.bnr.ca> G MORAN wrote :
> >Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
> > No Mosaic? What a terrifically up to date machine you have! If the Falcon is
> >still viable, how come there isn't the standard net-browsing tool for it?
>
> How comes that the AMiga doesn't have the standard GUI (i.e. Windows)?

Could it be something to do with Mosaic, IMHO being a rather nice bit of
software and Windows being akin to a pile of festering human waste?

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

4005. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 14:06:10 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <373kki$duo@bs33n.staffs.ac.uk>
Source record: 15400
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires059) wrote:
: No, you should be jealous of the MASSIVE (compared to Atari)
: Amiga user base, the wide software support, the variety of different
: Amiga models and the wealth of hardware Amiga add-ons that have NO
: Atari equivalent.

Should we also be jealous that computer chain stores are also chopping down on their Amiga stock and cutting back VERY much on their hardware range. It will end like Atari - with dealers and mail order companies becoming specialised in that field, users becoming less and less and software production becoming shallow in the games (read-money making) department.

Your massive user base consists of _lots_ of kiddies who have a games machine for which they can pirate from their friends, only a dedicated handful will continue with the Amiga range - as has happened with the Atari - and the average age of Amiga owner will rise. In a recent survey the average age of the Atari owner it came out at something like 30-40 years of age. I would argue that the majority are serious users for which games don't play much role in their computing life. Very soon the Amiga will reach this stage with programmers, demo crews and applications users left. Just look at the editorial style of magazines such as The One for Amiga and you can't help but agree most of their 1000's of readers are teenagers, it is a games magazine, the writing style is very childish an designed to appeal to the younger generation. Amiga shopper on the other hand is a different kettle of fish, and it is the reader area of this magazine who will remain dedicated to Commodore and be the ones still using Amigas in a few years time.

Flame all you like but careful you don't burn yourself.

Richard Davey
--
email: requiem@armory.com

4006. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 14:41:29 UTC
From: sinclair@ins.infonet.net
Message-ID: <373mmp$e56@insosf1.infonet.net>
Source record: 15401
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94279.222253STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Richard,
>I will agree that the Amiga has more games coming out for it
>exploiting the hardware and that the Amiga has more games
>coming out for it in general, but I don't agree with the
>blanketing statement that the Amiga has superior hardware
>to the ST/Falcon series (if indeed you are including the Falc).
>The Amiga was better technically than the ST. However, the ST
>was a lot cheaper too. Now the Falcon costs more and is IMO
>a better machine than the 1200. If companies wrote more
>Falc specific games we'd see what the machine could do.
>As it is the demos I have seen for the Falc are amazing as
>well as the few Falc specific games I have.
>-scott tirrell

BZZZT!!! I will even admit that the Amiga 1200 is way superior to the Falcon.
Scott hve you ever used an A1200?

-Peter
-I ordered a Lynx directly from Atari

4007. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 14:45:39 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94280.104539STIRRE31@MAINE.MAINE.EDU>
Source record: 15412
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Gavan,
Did you not come into this group and say something to the effect of, "Hah! Atari users don't have serious apps like Pagestream 3!"? Yes, you did. Know that it comes to light that PS3 is buggy and has lots of unimplemented features you downplay your whole argument. Now that we know that PS3 is junk what DTP package are you going to tout that can compete with Calamus?
-scott tirrell

4008. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 15:05:34 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <373o3u$e2f@bs33n.staffs.ac.uk>
Source record: 15411

G MORAN (moran@bires059) wrote:
: And I was talking about FULL SCREEN , 25FPS MPEG WITH SOUND.

: If you are happy with software mpeg then you can get players for
: most popular platforms. If you want the FULL THING then you still

Players for most popular platforms true - but we were talking about the
speed of these players on unenhanced machines, it was Griff's post that
started this MPEG thing and he claimed you couldn't achieve the same
playback standard on an A4000 without a card and he was right. You said
"I understand that the A4000 can achieve 30 frames per second unenhanced.."
Why do you only _understand_, don't you actually have any proof? I mean
I can actually SEE my Falcon run these MPEG's and don't need to speculate
as to wether it can or not, whereas this is what you resort to.

Yes you were talking about TRUE MPEG playback, apologies for catching the
wrong drift, but I still maintain my original comment. And if you are
interested there is a Falcon MPEG card available designed in France by
the company called Brainstorm.

: need a card - even on a Falcon.

: Its easy to see we've got a load of net newbies with the Universities
: being back.

Get a life, new to Usenet maybe, new to the net - not quite.
This is a flame group so don't complain about them.

Richard
--
email: requiem@armory.com
Atari biased? Hell yes..

4009. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 16:11:33 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Oct7.161133.11020@unix.brighton.ac.uk>
Source record: 15413

sinclair@ins.infonet.net wrote -
:Does the four meg STE include a Harddrive for the price? New IISI's and used
:IISI with scads of memory and HD can be had for $500. Nice Starter system
:would cost as much as a Performa 475 which includes monitor and software. The
:STE is a 8 mhz 68000 and it costs to much at the price. Nice try

:-Peter
:-Never interfere when an enemy is self destructing...(Tom Trauth)

but this is it really, you don't need a harddisk or even a dedicated
monitor, this is why buying an STe is so cheap, all you need is the
computer and that's it.

granted, a monitor makes it more usable, but I have no harddisk and I
don't have any problems at all with my STe setup

--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

4010. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 19:21:01 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94280.152101STIRRE31@MAINE.MAINE.EDU>
Source record: 15407
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Sinclap,
Nope, never used a 1200 hands-on but seen it a dealer. I
would not argue that the Amiga 1200 is better as an absolute.
It is less money but you get what you pay for it (and now Amiga
1200 prices are on the rise in the States). The Falcon has
DSP, SCSI-II, MIDI ports, 16-bit stereo sound, direct to disk
recording ready, faster CPU, 68030 as opposed to 68020, high
density disk drive, drive format compatible with IBM.....
I am not surprised that you'd like the 1200 better, Sincrap.
You had one, for crying out loud. IMO, the Falcon is better.
OTOH, both the Falcon and the Amiga are better than the Mac.
-scott tirrell

4011. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 21:15:12 UTC
From: CPB1001@phx.cam.ac.uk
Message-ID: <374dp0$adb@lyra.csx.cam.ac.uk>
Source record: 15417
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <370ufu$rh8@news.iesd.auc.dk>,
Henrik Lunardi Weide <maniac@cyberspace.com> wrote:
>
>You say that the Falcon can only display 16,xxx Colors ???
>Well, I can tell you thats quite wrong indeed.
>The Falcon can display 65536 colors on-screen, it's 16-bit Hi-Color-mode.
>The 256.000 mode on the AGA-Amigas is the HAM-8 type of display

Firstly, please do something about your line length. nearly 400 characters
is a BIT excessive. Secondly, HAM8 has a maximum number of displayable
colours ranging from 262144 to 16777216 depending on the base palette,
not 256000.

, which means that it's slow,

Not seen FJpeg, JpegAGA or a full screen, scaled HAM8 mpeg player then?

looks bad when using contrast colors.

Not seen a decently paletted HAM8 picture then? JpegAGA often gets pictures
perfectly represented to within 18 bits, which look better than 15/16 bit
pictures, even when the 15/16 bit picture is error diffused and the HAM 8
picture is not. I know, I have seen the two side by side, using a pair
of rather expensive, high quality multisyncs. This is not just my opinion,
I could find not one person who thought that the 15/16 bit picture looked
better, and whilst a few people (mostly those not used to computer graphics
) said they could see no difference, quite a number of people said the HAM
picture looked better. Turn off error diffusion, and the 15/16 bit picture
quickly falls very far behind, coming only slightly ahead of a cheap and
cheerful HAM6 representation. I have conducted experiments into this, I
KNOW what the two modes look like side by side. You, apparently do not.

And the 1280x480 is a bad proportion, when doing serious work. And

That's 1280*512 thankyou (going upto 1400*600 on some monitors), which is
EXACTLY the same aspect ratio as a standard PC text screen, which millions
of people used, and still do, for quite a lot of serious work, thankyou.

if you wan't higher line resolution on the Amiga you get that terrible
interlaced display - certainly not suited for serious computing.

Again, the facts do not support your statements. At a given bandwidth, an
interlaced display has LESS flicker than a non-interlaced display.
I do most of my work on an 800*600 interlaced display at 81 Hz. This
work involves a large number of hours spent using that display to write
C source. That serious enough for you? Interlaced displays are actually

NEWER technology than non-interlaced displays, and were invented for the
sole purpose of reducing raster flicker. Yours is a sadly common misconception.
Your second error is that the maximum non iterlaced resoloution of the AGA
Amigas (using squareish pixels) is 784*550 (at least using the same version
of the monitor drivers I'm using, V40.something, available for ftp from
src.doc.ic.ac.uk and all other aminet sites.)

>The Falcon's max.res. is not 640x480,

Here we go again with these long lines. It's very annoying having to
re-fromat your post you know.

without adding hardware it's about 900x700 using BlowUp030 screen-driver.
And with the ScreenWonder Pro (which is VERY cheap) the max. res. is

Extra hardware? The Amiga has some rather nice, inexpensive, high resoloution
24 bit graphics cards available. Check out a current Amiga magazine for
details.

1024x712 NON-interlaced and
^^^ So what? See above.

1280x1024 interlaced.
>On a TV the max. res. is 768x480 in 65536 colors and a little driver

A1200 does 1280*512 on a TV in all colour modes.

can do 1600x600 in 16 colors on a TV.
Not if you're using NTSC you can't.

>Hmmm, so you see I can't really agree on your statement....

And I'm afraid yours are rather ill-informed and sparsely populated with
facts.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

4012. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 22:22:57 UTC
From: sinclair@ins.infonet.net
Message-ID: <374ho1$630@insosf1.infonet.net>
Source record: 15408
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94280.152101STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Sinclap,
>Nope, never used a 1200 hands-on but seen it a dealer. I
>would not argue that the Amiga 1200 is better as an absolute.
>It is less money but you get what you pay for it (and now Amiga
>1200 prices are on the rise in the States). The Falcon has
>DSP, SCSI-II, MIDI ports, 16-bit stereo sound, direct to disk
>recording ready, faster CPU, 68030 as opposed to 68020, high
>density disk drive, drive format compatible with IBM.....
>I am not surprised that you'd like the 1200 better, Sincrap.
>You had one, for crying out loud. IMO, the Falcon is better.
>OTOH, both the Falcon and the Amiga are better than the Mac.

The A1200 still costs less than a Falcon. The bare A1200 still costs $330(the highest I have seen). Add an inexpeensive GVP accelerator or a MBX boards such as the 50 mhz.030 and you got a nice machine for under a grand. GVP has an 030 running at 50hz, SCSI II and four megs of ram for $599. This card fits in the trap door of the A1200. So you can get a reasonable price A1200 with six megs of ram, 50 mhz 030 and a 500 megHD for about $1300 which is the cost of a Falcon 4/80.

-Peter

>-scott tirrell

4013. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 23:01:29 UTC
From: mentat@satelnet.org
Message-ID: <374k09$lgd@sefl.satelnet.org>
Source record: 15409
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <EJGVBAWF1UP@sos.sh.sub.de>,
Thorsten Guenther <guenther@sos.sh.sub.de> wrote:
>In <36rkab$5h9@sefl.satelnet.org> !Productions wrote :
>>And who cares? If the ST version is so much better, I can just crank up
>>my ST emulator... :)
>
>Seems '!Productions' don't even know that the Falcon(!) version has many more
>features than the ST version. (Guess why? Hint: additional hardware) and
>that ST emulators for the Amiga don't have a cartridge port (hint: dongle).

Well, if I'd actually ever been able to FIND a Falcon, I might know, but
seeing as the only one I've _EVER_ seen was at a computer show, I'm at a
slight disadvantage. There isn't an Atari dealer with a few hundred
miles of me (well, there used to be an Atari/Amiga dealer, but he dropped
the Atari just after the STE was introduced - he's still an Amiga dealer,
though). Just goes to show that the Falcon is such a great machine. :)

(And since when has a dongle been any deterrent? They're almost as easy
to defeat as the "Type in a word from the manual" stuff.)

>Weregoose (confusing other people with facts)

Well, that's just plain unfair!

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4014. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-07 23:18:22 UTC
From: meha@imp.ch
Message-ID: <374kvu$5qh@armageddon.imp.ch>
Source record: 15418
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

R. Jason Weiss (weiss@cwis.unomaha.edu) wrote:
: an24462@anon.penet.fi writes:

: > Warning! Bill Gates (the president of the Microsoft
: > corporation, USA) may be the next antichrist:

: >* Revelation 13:18 says:
: >*
: >* Here is wisdom. Let him who has understanding calculate the
: >* number of the beast, for it is the number of a man: His
: >* number is 666.

: > By converting the letters of his name to the ASCII-values
^^

: > (which are used in computers) you will get the following:

: > B I L L G A T E S 3

: > 66 + 73 + 76 + 76 + 71 + 65 + 84 + 69 + 83 + 3 = 666
: > """

: Actually, the ASCII code for "3" is 51, rendering Bill's numeric value
: 714. This places him, at best, as only a neighbor of the beast. He'd be
: on the same side of the street, though, for what that's worth.

: ...Jay
: --

I don't really think "3" is a letter, though.

So long
Balz

PS: that was a hilarious post [the original one]

4015. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-08 02:59:47 UTC
From: zap@cpzap.xs4all.nl
Message-ID: <8kaIBRj030n@cpzap.xs4all.nl>
Source record: 15416
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <220350Z03101994@anon.penet.fi>
an24462@anon.penet.fi writes:

> Current history knows three antichrists:
> - Adolf Hitler
> - Joseph Stalin
> - The Pope

Huh? I thought the pope represented him here on earth!?!?

> "Windows compatible?"

As long it's not 'Risc OS compatible' I don't care.

> Please report any problems, inappropriate use etc. to admin@anon.penet.fi.
~~~~~~~~~~~~~~~~~
Yeah, sounds like a good idea to me.

(Boy, you surely have been smoking some strange shit)

-martin-
e-mail: zap@cpzap.xs4all.nl

'I like all the different people. I like every kind of fair. In the crowd
you bet I'll be there! Walking around. Going nowhere. Seeing sooey and
saints at the fair.' -|- Saints. The Breeders -|-
~~~~~~~~~~~~~~~~~

4016. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-08 07:38:59 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.781601939@bruce.cs.monash.edu.au>
Source record: 15414
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

rik@rickyp.demon.co.uk (Richard Pluck) writes:

>Why develop games for a machine that has no hardware scrolling and no sound
^^^^^^^^^^^^^^^^^^^^
>as standard ? Answer : Because there are millions of then out there and a
>market that size *cannot* be ignored

You are talking about the ZX Spectrum here, right?

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4017. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-08 07:56:56 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.781603016@bruce.cs.monash.edu.au>
Source record: 15415
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

CPB1001@phx.cam.ac.uk writes:

>In article <370ufu$rh8@news.iesd.auc.dk>,
>Henrik Lunardi Weide <maniac@cyberspace.com> wrote:

>, which means that it's slow,

>Not seen FJpeg, JpegAGA or a full screen, scaled HAM8 mpeg player then?

Hmm - how long does it take JpegAGA to transform its internal 24 bit
image into a HAM8 image?!?

>That's 1280*512 thankyou (going upto 1400*600 on some monitors), which is
>EXACTLY the same aspect ratio as a standard PC text screen, which millions
>of people used, and still do, for quite a lot of serious work, thankyou.

And each character of a VGA card is something like 15x9 pixels (maybe 18x9
or something, but far from being 1:1). So why do you try to mix text and
graphics resolutions?!?

>Again, the facts do not support your statements. At a given bandwidth, an
>interlaced display has LESS flicker than a non-interlaced display.

Right. But "at a given bandwidth" is what the original poster attacked.
The bandwidth of the Amiga video subsystem is, well, not the market leader,
to say it nicely.

>I do most of my work on an 800*600 interlaced display at 81 Hz. This
>work involves a large number of hours spent using that display to write
>C source. That serious enough for you?

Which means you get an actual screen refresh rate of 40.5Hz. Which means
that thin horizontal lines flicker at 40.5Hz on your screen, which at
least for me means a serious headache after about an hour.

>Interlaced displays are actually
>NEWER technology than non-interlaced displays, and were invented for the
>sole purpose of reducing raster flicker. Yours is a sadly common misconception.

Ah, well, so who invented non-interlaced displays before television?
Face it, "for a given bandwidth" interlaced displays are better, but given
a resolution interlaced or non-interlaced with the interlaced one showing
X frames/second and the non-interlaced one showing more than X/1.5 frames
per second, you would always go with the latter!

>Your second error is that the maximum non iterlaced resoloution of the AGA

>>On a TV the max. res. is 768x480 in 65536 colors and a little driver

>A1200 does 1280*512 on a TV in all colour modes.

Great. Have you counted those color-triples on your TV lately?

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4018. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-08 16:01:00 UTC
From: daniel@blackhl.xs4all.nl
Message-ID: <100894160100Rnf0.79b5@blackhl.xs4all.nl>
Source record: 15420

sinclair@ins.infonet.net writes:

>In article <Cx92GC.409@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>>
>>But for those families that do have computers just how many need a powerPC
>>in order to do word processing and play games?
>>
>Did I say PowerPC as the only option? I was referring that the STE is not
>upgradeable to a PowerPC when the need is there. At least I have that
>option..

Need for it ? come on Peter _don't_ tell me you believe apple-talk
<evil grin> thats PR, apple needed to go RISC and they did in a good way
but if you want speed going PowerMac today is a bad option for most of
the people out there for the following reasons:

Powermacs have a REALLY bad memory/bus system, for example the 7100 has a
bus (slots) of 1.2 Mb/sec. The 8100 is a bit better but not that much
(and people where screaming about the 16/32bist thing in the falcon or the
bad memory design of the amiga 4000/40 :-)). At work we are where trying
to get a rasterops card (video) working in a 8100 but had to go back to
a 840av because it was MUCH faster (oke if you thing about 6mb/sec is
fast). Also ask rasterops or avid why they don't use the PM yet !

The current Powermacs will be useless soon, because of for example PCI.

The current Powermacs are SLOWER for most 'normal' things than there '40
bases partners.

>>Lets be honest about this---home users do word processing, play games,
>>run small databases, and do personal finance.
>>
>
>True.. So whats your point?

Maybe for these things a Falcon/ST is good enough ? or maybe they will be
better off getting a non powermac ?

>>Very few do 3d rendering, photo retouching, CAD, CAM, realtime modelling of
>>subatomic events or indeed anything worthy of 68020, let alone the powerPC.

Funny part is for most things today the Powermac is a 68020 (sure there
are 300+ Powermacs apps) but there are many more that are doing 68020
because people don't have the powermac version OR the apps is for normal
macs.

>You would be surprised what home users do with their machines. Have you been
>to a local consumer electronic store lately. Most or all PC's are multimedia
>equipped.
>>
>>>
>>>-Peter
>>>-Computer Chronicles covered MacWorld Expo/Boston - Check it out!

MacWeek covered bad design of the PowerMacs - Check it out!

>
>-Peter
>

Daniel.

BTW: I don't own a atari product... but will get a falcon before getting
one of the current PowerMacs.

....
.. Daniel Ockeloen . Home : daniel@blackhl.xs4all.nl ..
.. Black Hole BBS . Work : daniel@vpro.nl ..
.. Utrecht, The Netherlands . Tel +31-30-940197 (300-28800) ..
....

4019. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-08 16:21:00 UTC
From: daniel@blackhl.xs4all.nl
Message-ID: <100894162133Rnf0.79b5@blackhl.xs4all.nl>
Source record: 15421
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

guenther@sos.sh.sub.de (Thorsten Guenther) writes:

>In <36r2un$h1j@bmerha64.bnr.ca> G MORAN wrote :
>>Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
>> No Mosaic? What a terrifically up to date machine you have! If the Falcon is
>>still viable, how come there isn't the standard net-browsing tool for it?
>
>How comes that the AMiga doesn't have the standard GUI (i.e. Windows)?
>BTW, it wasn't YOU who ported Mosaic to the Amiga, and if the few people
>(or was it just one?) who did it hadn't done it, your stupid little soapbox
>would just crash under you. And my best guess why noone has yet programmed
>an Atari port is because they too much concentrate on getting the GEM
>emulator for Linux 68k to work (Is there an AmigaOS emulator in
>production?). Or they concentrate on shareware like Graftool or GEM-View,
>UPoint or CoNnect and similar projects. BTW, ever tried getting CHEAP,
>FAST TCP/IP in Germany? Ever tried browsing through Europe at all? Face it,
>WWW is hardly usable over here.

huh ? World Wide Web is growing _FAST_ esp. in Europe. BTW the amiga
version of Mosaic is nice because its a non ncsa product but its useless
for the more advanced things because it doesn't support html+ features
like forms etc.

Daniel.

....
.. Daniel Ockeloen . Home : daniel@blackhl.xs4all.nl ..
.. Black Hole BBS . Work : daniel@vpro.nl ..
.. Utrecht, The Netherlands . Tel +31-30-940197 (300-28800) ..
....

4020. Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-08 17:06:07 UTC
From: cs92aja@cen.ex.ac.uk
Message-ID: <CxD668.Fz3@exeter.ac.uk>
Source record: 15419
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

> Sinclap,
> Nope, never used a 1200 hands-on but seen it a dealer. I
> would not argue that the Amiga 1200 is better as an absolute.
> It is less money but you get what you pay for it (and now Amiga
> 1200 prices are on the rise in the States). The Falcon has
> DSP, SCSI-II, MIDI ports, 16-bit stereo sound, direct to disk
> recording ready, faster CPU, 68030 as opposed to 68020, high
> density disk drive, drive format compatible with IBM.....
> I am not surprised that you'd like the 1200 better, Sincrap.
> You had one, for crying out loud. IMO, the Falcon is better.
> OTOH, both the Falcon and the Amiga are better than the Mac.
> -scott tirrell

Doesn`t the Falcon still have TOS? I heard that it was awful on the Falcon, and painfully slow. But I haven`t used it myself so I can`t comment too much. Having said that, the A1200 is a bit slow without fast memory.

Alex

4021. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-09 10:42:06 UTC
From: Kelvin@lilyn.demon.co.uk
Message-ID: <781699326snz@lilyn.demon.co.uk>
Source record: 15423

In article <1994Oct7.105733.28576@unix.brighton.ac.uk>
st39@unix.brighton.ac.uk "Stephen Ticehurst" writes:
>
> This may well be true, but that's it. No TV ads, no magazine ads outside
> the normal ST mags. It gives you the impression that Atari don't want
> to promote the Jag in the UK, so just to keep us and suppliers happy,
> they sent over some to go in a selection of shops.
> --
So Atari are only advertising in ST mags huh! Letmesee, (picks up a mag off
the floor at random) Games World (touts itself as the UK's ultimate games
bible) Inside the front cover a 2 page Atari Jaguar advert. Sheesh!!
>
> Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
> s.ticehurst@bton.ac.uk \/ Hey, finger for details!
> =-=-=-=

4022. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-09 13:01:42 UTC
From: CPB1001@phx.cam.ac.uk
Message-ID: <378pjm$mkt@lyra.csx.cam.ac.uk>
Source record: 15422
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <berndm.781603016@bruce.cs.monash.edu.au>,
Bernd U Meyer <berndm@cs.monash.edu.au> wrote:
>
>Hmm - how long does it take JpegAGA to transform its internal 24 bit
>image into a HAM8 image?!?

JpegAGA, starting with a raw 768*512 JPEG image, and ending up with a screen
display takes around 40 seconds. Extracting the 24 bit data from the JPEG
using djpeg (upon which JpegAGA is based) takes just over 20 seconds. Djpeg
does not, of course, have to write to the screen, and so avoids
any bus contention.

>
>>That's 1280*512 thankyou (going upto 1400*600 on some monitors), which is
>>EXACTLY the same aspect ratio as a standard PC text screen, which millions
>>of people used, and still do, for quite a lot of serious work, thankyou.
>
>And each character of a VGA card is something like 15x9 pixels (maybe 18x9
>or something, but far from being 1:1). So why do you try to mix text and
>graphics resolutions?!?

Why should I not use that resoloution? If i am doing graphics work for
output to videotape, or something for a demonstartion that needs to
be shown on a television, it makes sense to use the highest resoloution I
can. When drawing graphics,raytracing, etc, the aspect ratio is irrelevant.

>
>>Again, the facts do not support your statements. At a given bandwidth, an
>>interlaced display has LESS flicker than a non-interlaced display.
>
>Right. But "at a given bandwidth" is what the original poster attacked.
>The bandwidth of the Amiga video subsystem is, well, not the market leader,
>to say it nicely.

And the Falcons is? It's by making efficient use of that bandwidth (such as
HAM, interlaced displays, etc) that the Amiga manages to attain the performance
it deos despite it's modest graphics bandwidth.
>
>>I do most of my work on an 800*600 interlaced display at 81 Hz. This
>>work involves a large number of hours spent using that display to write
>>C source. That serious enough for you?
>
>Which means you get an actual screen refresh rate of 40.5Hz.

It means nothing of the sort. If I was using a 40.5 Hz non interlaced scan,
then my effective screen refresh would be 40.5 Hz. An 81 Hz interlaced scan
is not equivelent to a 40.5 Hz non interlaced scan, by any stretch of the
imagination. Your argument, I'm afraid, does not hold water, and highlights
your lack of knowledge about why interlaced scans came about. The screen
is refreshed at 81 Hz, which reduces the raster flicker of the diaplay
to an amount where the human eye can no-longer detect it, hence the beating
present with low frequency non-interlaced displays is not present.
The tradeoff here comes with vertically adjacent pixels, which will cause
image flicker at a perceived level anywhere from 40.5 H to 81Hz depending on
their relative intensities. I run my monitor with the contrast turned all
the way to the top, and am able to perceive very little flicker indeed
in this mode when using it for tehe Workbench, and none at al (it looks
rock steady) when using it for graphics. I doubt you could say the same of
a 40.5 Hz non-laced mode, or even a 55Hz non-laced mode, where the flicker
would be ever present, no matter what the contrast.

>Which means
>that thin horizontal lines flicker at 40.5Hz on your screen, which at
>least for me means a serious headache after about an hour.

See above. You are basing your argument on the incorrect assumption that
an interlaced display is exactly equivelent to a non-interlaced display at
half the update frequency.

>>>Interlaced displays are actually
>>NEWER technology than non-interlaced displays, and were invented for the
>>sole purpose of reducing raster flicker. Yours is a sadly common misconception.
>
>Ah, well, so who invented non-interlaced displays before television?

The original televisions used a non interlaced display. Newer standards are
interlaced to provide a steadier picture. PAL and NTSC have not been around
since the beginning of time you know.

>Face it, "for a given bandwidth" interlaced displays are better, but given
>a resolution interlaced or non-interlaced with the interlaced one showing
>X frames/second and the non-interlaced one showing more than X/1.5 frames
>per second, you would always go with the latter!

Actually, providing the display is comfortable, I'd keep the flicker constant
and increase the resoloution. I do prefer interlaced displays, because I find
the beating of non-laced displays very harsh on my eyes unless they're
running at well over 70Hz.

>Great. Have you counted those color-triples on your TV lately?

My 'TV' is in fact a .28 dot pitch multisync, capable of TV scan rates.
However, some better quality PAL TV sets, with RGB scart input are capable
of horizontal resoloutions of over 800 pixels.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer

\X/ Amiga - rising from the ashes.

4023. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-09 14:03:22 UTC
From: rik@rickyp.demon.co.uk
Message-ID: <9410091501.AA0003e@rickyp.demon.co.uk>
Source record: 15424
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

sinclair@ins.infonet.net wrote:
: In article <94280.152101STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
: >Sinclap,
: >It is less money but you get what you pay for it (and now Amiga
: >1200 prices are on the rise in the States)....
: > [Summary : The Falcon is better than the Amiga]

: The A1200 still costs less than a Falcon. The bare A1200 still costs $330(the
: highest I have seen). Add an inexpensive GVP accelerator or ....
: [Summary : The Amiga is better than the Falcon]

It would appear that someone has lost the plot slightly. My original posting was not about the relative merits of the Falcon and Amiga. I was just trying to point out that the hardware of a machine is pretty irrelevant, you are always at the mercy of the market. For example, there's all this hype about Doom at the moment and no doubt we'll see a clone on the Amiga in the near future because some software company will say 'Doom has sold x thousand units on the PC, this type of game will sell'. When it does arrive it will be *crap*. Why? Because it relies on huge amounts of raw processing power and that is not the Amiga's strength. But, then how many 8-way scrolling, parallex shoot-em-ups or platform games do you see on machines like the PC or Mac which have raw processing power but no games orientated hardware.

The phrase that springs to mind is 'horses for courses'

--
_____
_____/ rik@rickyp.demon.co.uk____
_____/
'..yes, but just what has Times Roman done for us' - Font-y Pythons
Life of Biro

4024. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-09 19:45:42 UTC
From: krishna@max.tiac.net
Message-ID: <379h96$5jq@sundog.tiac.net>
Source record: 15425
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In my experience, the flicker of an interlaced NTSC display depends on the image. For an image with smooth transitions, the flicker will be barely noticeable. With one with a lot of fine linework, it will be more noticeable.

4025. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-09 21:16:21 UTC
From: stuart@cs.ualberta.ca
Message-ID: <379mj5$ci9@scapa.cs.ualberta.ca>
Source record: 15426
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cs92aja@cen.ex.ac.uk (A.J.Amsel) writes:

>> Sinclap,
>> Nope, never used a 1200 hands-on but seen it a dealer. I
>> would not argue that the Amiga 1200 is better as an absolute.
>> It is less money but you get what you pay for it (and now Amiga
>> 1200 prices are on the rise in the States). The Falcon has
>> DSP, SCSI-II, MIDI ports, 16-bit stereo sound, direct to disk
>> recording ready, faster CPU, 68030 as opposed to 68020, high
>> density disk drive, drive format compatible with IBM.....
>> I am not surprised that you'd like the 1200 better, Sincrap.
>> You had one, for crying out loud. IMO, the Falcon is better.
>> OTOH, both the Falcon and the Amiga are better than the Mac.
>> -scott tirrell

>Doesn`t the Falcon still have TOS? I heard that it was awful on the
>Falcon, and painfully slow. But I haven`t used it myself so I can`t
>comment too much. Having said that, the A1200 is a bit slow without
>fast memory.

> Alex

TOS? Nope.... MultiTOS... maybe...

4026. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 00:54:38 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.781750478@bruce.cs.monash.edu.au>
Source record: 15427
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

rik@rickyp.demon.co.uk (Richard Pluck) writes:

>But, then how many
>8-way scrolling, parallex shoot-em-ups or platform games do you see on
>machines like the PC or Mac which have raw processing power but no games
>orientated hardware.

Well, I don't know what "parallex" means, but for all the other points: Quite
a few, actually. You know, the PC *can* do smooth 2D scrolling. The 2D-
scroller-market is (used to be) dominated by Apogee, a shareware company.

The only one I ever played was called "Duke Nukem", you might check that one
out for a start (plays nicely on a 386SX-20).

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4027. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 01:04:51 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.781751091@bruce.cs.monash.edu.au>
Source record: 15428
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

CPB1001@phx.cam.ac.uk writes:

>In article <berndm.781603016@bruce.cs.monash.edu.au>,
>Bernd U Meyer <berndm@cs.monash.edu.au> wrote:

[about HAM8 being a "slow" mode, and JpegAGA refuting the argument]

>JpegAGA, starting with a raw 768*512 JPEG image, and ending up with a screen
>display takes around 40 seconds. Extracting the 24 bit data from the JPEG
>using djpeg (upon which JpegAGA is based) takes just over 20 seconds. Djpeg
>does not, of course, have to write to the screen, and so avoids
>any bus contention.

Well, even with ChipRAM's low bandwidth, writing 3/8 MB should not take
longer than a second.... Leaves us with about 19 seconds to calculate
the HAM8 screen. I would call that slow!

>>And each character of a VGA card is something like 15x9 pixels (maybe 18x9
>>or something, but far from being 1:1). So why do you try to mix text and
>>graphics resolutions?!?

>Why should I not use that resoloution? If i am doing graphics work for
>output to videotape, or something for a demonstartion that needs to
>be shown on a television, it makes sense to use the highest resoloution I
>can. When drawing graphics,raytracing, etc, the aspect ratio is irrelevant.

So why *did* you (was it you? I assume so, you deleted the attribution :-( )
quote the "aspect ratio" of the PC's textmode?!?

>It's by making efficient use of that bandwidth (such as
>HAM, interlaced displays, etc) that the Amiga manages to attain the performance
>it deos despite it's modest graphics bandwidth.

The resolution/framerate combinations it achieves are still pretty
unimpressive...

>>Which means
>>that thin horizontal lines flicker at 40.5Hz on your screen, which at
>>least for me means a serious headache after about an hour.

>See above. You are basing your argument on the incorrect assumption that
>an interlaced display is exactly equivelent to a non-interlaced display at
>half the update frequency.

No, I am not. It helps to read what the other one has written, you know?
"thin horizontal lines" *will* flicker, because they are only displayed
in one of the two halfframes....

My "total lack of technical understanding" at least allows me to see that
using interlaced modes may be fine for area-oriented graphics, but becomes
a nightmare for CAD or other line oriented stuff. And using it for text
doesn't work for me, either. Hey, I used to own a cheap monitor, I *did*
use interlaced modes.

>>>>Interlaced displays are actually
>>>NEWER technology than non-interlaced displays, and were invented for the
>>>sole purpose of reducing raster flicker. Yours is a sadly common misconception.
>>
>>Ah, well, so who invented non-interlaced displays before television?

>The original televisions used a non interlaced display. Newer standards are
>interlaced to provide a steadier picture. PAL and NTSC have not been around
>since the beginning of time you know.

I *do* know, and when I wrote this I knew I stepped on thin ice. I just
thought it was worth making clear that "newer technologies" referred to
the beginning of the century and had absolutely nothing to do with
computers or the displaying of text.....

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4028. Atari contact address?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 04:28:19 UTC
From: ffjjd@aurora.alaska.edu
Message-ID: <ffjjd-1010940428190001@137.229.10.155>
Source record: 15337

Can anyone here supply me with an address to get ahold of an Atari employee? It's concerning advertising.

Thanks

Emails preferred.

Clint

4029. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 05:31:46 UTC
From: mentat@satelnet.org
Message-ID: <37ajk2$8cf@sefl.satelnet.org>
Source record: 15429
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <berndm.781750478@bruce.cs.monash.edu.au>,
Bernd U Meyer <berndm@cs.monash.edu.au> wrote:
>rik@rickyp.demon.co.uk (Richard Pluck) writes:
>
>>But, then how many
>>8-way scrolling, parallex shoot-em-ups or platform games do you see on
>>machines like the PC or Mac which have raw processing power but no games
>>orientated hardware.
>
>Well, I don't know what "parallex" means, but for all the other points: Quite
>a few, actually. You know, the PC *can* do smooth 2D scrolling. The 2D-
>scroller-market is (used to be) dominated by Apogee, a shareware company.
>
>The only one I ever played was called "Duke Nukem", you might check that one
>out for a start (plays nicely on a 386SX-20).

Well, unless you're not being obtuse, and don't know what parallax is
either, then you'd realise that Duke Nukem (and Commander Keen, and all
those others) sucks rocks compared to stuff like Lionheart, SOTB I-III,
Brian the Lion, and even cheap crap like Yogi's Great Escape. The PC can
scroll a single layer fine, but games like SOTBIII have 16+ layers of
scrolling, all overlapping. (Lionheart has more than I can count - each
scanline on the backdrop seems to scroll at a different speed, and there
are 6 overlapping backdrop layers too. Blows away ANY scroller on the
PC, and I'd be willing to bet money on that.)

The PC may rule for 3D games, but for shoot-em-ups and platformers even a
humble A500 will leave a Pentium100 in the dust. (Go play Alien Breed
II AGA, Stardust and SuperFrog, then get back to me.)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4030. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 06:15:40 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CxG1E4.oG@freenet.carleton.ca>
Source record: 15434

In a previous article, CPB1001@phx.cam.ac.uk () says:

>>The Falcon's max.res. is not 640x480,
>
>Here we go again with these long lines. It's very annoying having to
>re-fromat your post you know.
>
>without adding hardware it's about 900x700 using BlowUp030 screen-driver.
> And with the ScreenWonder Pro (which is VERY cheap) the max. res. is
>

Do you actually have a Falcon or are you just making these up as you go along?

with 50Mhz pixel clock

in 2 color mode: one of MANY available modes but one I like to use a lot
1024x720 @98.3 i (this could be higher if I had a better monitor)
or
1312x720@81.1i

16 Colors
1040x688 @ 100.6 i
1024x768 @ 91.6 i
1024x768 @ 62.4
800x608 @ 137 i
800x600 @ 71.1

(all of the above refresh rates can be improved if you have a good
multiscanning monitor ie 30-64 khz horizontal range)

Blowup lets you configure your resolutions live automatically adjusting
the horizontal and vertical rez.

with 32 Mhz pixel clock

800x600 @65.2 n.i. in 16 colors
800x600 @64.2 n.i. in 256 colors
1024x768 @ 78.1 i in 2 clrs
960x704 @ 91.3 i

(these are not the highest resolutions but simply ones familiar to most
people chosen at good refresh rates. If you want to you can interlace the
display but your vertical frequency will double which would be too high for
most monitors)

>A1200 does 1280*512 on a TV in all color modes.
ooooohhh

800x512x16bit on my RGB is good enough for me

1280*512 on a TV is completely useless because of the aspect ratio, just like the Falcon one below.

>can do 1600x600 in 16 colors on a TV.
>Not if you're using NTSC you can't.
>
>>Hmmm, so you see I can't really agree on your statement....
>
>And I'm afraid yours are rather ill-informed and sparsely populated with
>facts.
>

You don't know shit about the Falcons video hardware which easily tramples your A1200's video. Hmmmmm what is the video bandwidth of your A1200 eh? Can you get the resolutions I listed from my setup?
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4031. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 08:40:23 UTC
From: moran@bires050
Message-ID: <37auln$p55@bmerha64.bnr.ca>
Source record: 15430
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> Gavan,
> Did you not come into this group and say something to the
> effect of, "Hah! Atari users don't have serious apps like
> Pagestream 3!"? Yes, you did. Know that it comes to light
> that PS3 is buggy and has lots of unimplemented features
> you downplay your whole argument. Now that we know that
> PS3 is junk what DTP package are you going to tout that
> can compete with Calamus?
> -scott tirrell

PS3 is a brand new product - completely rewritten from version 2.0

Show me some complex software on the Atari that DIDN'T have bugs in its
first release. Thats why we have versions 3.1, 3.2 etc. Well, in the Amiga world
we usually do. Developement is somewhat more sluggish in the Atari world due
to lack of users.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4032. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 08:43:06 UTC
From: moran@bires050
Message-ID: <37auqq$p55@bmerha64.bnr.ca>
Source record: 15431
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires059) wrote:
> : No, you should be jealous of the MASSIVE (compared to Atari)
> : Amiga user base, the wide software support, the variety of different
> : Amiga models and the wealth of hardware Amiga add-ons that have NO
> : Atari equivalent.

> Should we also be jealous that computer chain stores are also chopping
> down on their Amiga stock and cutting back VERY much on their hardware
> range. It will end like Atari - with dealers and mail order companies
> becoming specialised in that field, users becoming less and less and
> software production becoming shallow in the games (read-money making)
> department.

But right now and for the immediate future its good. One day the Amiga will
end up like the Atari has been for the past number of years. Thats assuming
of course that the Amiga line stops right NOW. With 2 or 3 parties trying
to buy the technology theres a better than good chance that a year from now
Amigas will still be available.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4033. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 09:17:52 UTC
From: sys1@exnet.com
Message-ID: <CxG9tu.1HG@exnet.com>
Source record: 15432

In article <371obk$1et@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>In article <Cx92GC.409@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>>In article <36uj8m$cqh@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>>In article <94277.202903STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>>
>>>Only diehard ataridroids are still interested in the STE- a slow cpu, 2-4 bit
>>>low res color and non expandable to a PowerPC.
>>
>>Your average family doesn't even have a computer, twit.
>
>You mean mine or the nation as a whole. My family owns a DuoPowerbook230,
>LCII and Quadra 630.

Peter, sweetie, average by definition cannot mean your family alone. Count
the number of families in the world, count the number of computers, devide
the second be the first and if the result is less than 1 then the average
family does not have a computer.

I will give you a clue---the average family doesn't even have electricity.

So keep averages out of it.

>>
>>But for those families that do have computers just how many need a powerPC
>>in order to do word processing and play games?
>>
>Did I say PowerPC as the only option? I was referring that the STE is not
>upgradeable to a PowerPC when the need is there. At least I have that
>option..

Why mention avarage families (ha ha ha) and PowerPCs in the same breath if you
didn't mean that PowerPC upgradability was not a major consideration to
families?

>>Lets be honest about this---home users do word processing, play games,
>>run small databases, and do personal finance.
>
>True.. So whats your point?

They don't need a power PC to do this stuff.

>
>>Very few do 3d rendering, photo retouching, CAD, CAM, realtime modelling of
>>subatomic events or indeed anything worthy of 68020, let alone the powerPC.
>
>You would be surprised what home users do with their machines. Have you been
>to a local consumer electronic store lately. Most or all PC's are multimedia

>equipped.

Germany is showing what can be done by exploiting technology to the Max.
PC's and Macs maximise hardware and software use the way a pile of soft
boiled eggs dominate poilitics.

>>>-Peter
>>>-Computer Chronicles covered MacWorld Expo/Boston - Check it out!
>-Peter

4034. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 10:34:56 UTC
From: cgra@se.alcbel.be
Message-ID: <37b5cg$op3@btmplq.god.bel.alcatel.be>
Source record: 15433
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <EJGVBAWH1UP@sos.sh.sub.de>, guenther@sos.sh.sub.de (Thorsten Guenther) writes:
> [...]
> How comes that the AMiga doesn't have the standard GUI (i.e. Windows)?
^^^^^^^
You misspelt "The X Windowing System" (also known as X11).

(At least I assume that's what you meant -- it's the only GUI that I know
of for which a published standard exists).

Of course if you have an 030 or 040 then you should be able to run X11 with
Linux-68k...

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

4035. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 11:36:37 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37b905$nc0@bs33n.staffs.ac.uk>
Source record: 15436

G MORAN (moran@bires059) wrote:
: OK, how many Falcons have shipped in the last six months?
: How many falcons are out there?

I know for a fact that Compo have just introduced a huge stock of them
into their warehouses and are expecting to shift them quite soon.

: How much new software is available for the Falcon?

Plenty as any Atari owner would tell you.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4036. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 11:38:27 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37b93j$nc0@bs33n.staffs.ac.uk>
Source record: 15435

G MORAN (moran@bires059) wrote:
: > Of course, I mean us Falcon owners can't play Ishar, Ishar 2,
: > Transarctica, Llamazap, Steel Talons or Road Riot 4WD. Not to mention
: > the games coming soon and the Pd ones available.

: WOW! What a stunning line-up. Wheres ISHAR 3 in that lot then?
: Whats lined up for release soon then?

Ishar 3 is out for the ST, its only a matter of time before the Falcon version arrives. Obsession is out soon, Stardust should be out soon also. I'd quote more if there were but you seem to be missing the fact that games is not what the Falcon's about. Whereas its the mainstay in the Amiga field.

Richard D.

4037. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 12:24:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bbph$nef@bs33n.staffs.ac.uk>
Source record: 15338
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

A.J.Amsel (cs92aja@cen.ex.ac.uk) wrote:
: Doesn`t the Falcon still have TOS? I heard that it was awful on the
: Falcon, and painfully slow. But I haven`t used it myself so I can`t
: comment too much. Having said that, the A1200 is a bit slow without
: fast memory.

painfully slow? Err who told you this? I've been using Falcon TOS for
over a year and a half now and I've never experienced this paintfully
slow thing. It's not the TOS that is slow, its the screen updates on old
VGA style monitors that makes life a little nasty in 256 res and above.

But then to be honest Gem is a dream compared to the Workbench on the
A1200 (and yes in our house there is one A1200 floppy based and loading
Workbench is hell).

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4038. :When is the JAG CD coming out

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 12:49:00 UTC
From: sysop@teaminfinity.com
Message-ID: <76.474.249.0N966AED@teaminfinity.com>
Source record: 15356

When is the Jaguar CD coming out ? How much ?

game.guru@TeamIfninity.com

4039. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 14:05:24 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.781797924@bruce.cs.monash.edu.au>
Source record: 15340
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cgra@se.alcbel.be (Chris Gray) writes:

>In article <EJGVBAWH1UP@sos.sh.sub.de>, guenther@sos.sh.sub.de (Thorsten Guenther)
writes:

>You misspelt "The X Windowing System" (also known as X11).

>(At least I assume that's what you meant -- it's the only GUI that I know
>of for which a published standard exists).

>Of course if you have an 030 or 040 then you should be able to run X11 with
>Linux-68k...

I rather doubt it --- which X-server would you use? XFree86[tm] probably
wouldn't work too well (hint: look at the last two characters in front of
the trademark sign)...

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4040. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 14:20:04 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37biik$lh2@lyra.csx.cam.ac.uk>
Source record: 15339
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37bbph$nef@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> But then to be honest Gem is a dream compared to the Workbench on the
> A1200 (and yes in our house there is one A1200 floppy based and loading
> Workbench is hell).

But then iaren't UNIX and NeXTStep a bit painful to use without a harddisk
also? The A1200 isn't a C64 you know...

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Amiga - rising from the ashes.

4041. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 14:33:48 UTC
From: moran@bires069
Message-ID: <37bjcc$3oq@bmerha64.bnr.ca>
Source record: 15342

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires059) wrote:

> : WOW! What a stunning line-up. Wheres ISHAR 3 in that lot then?
> : Whats lined up for release soon then?

> Ishar 3 is out for the ST, its only a matter of time before the Falcon
> version arrives. Obsession is out soon, Stardust should be out soon also.
> I'd quote more if there were but you seem to be missing the fact that
> games is not what the Falcon's about. Whereas its the mainstay in the
> Amiga field.

Make sure you buy StarDust - its excellent. I'm going to get the
256-colour AGA superstardust which is due out now. Its tough choosing
what software to get - should it be SimCity 2000 AGA, Theme Park AGA
or UFO AGA? For aracders how about FIFA International Soccer or
Jungle Strike AGA.... You get the picture.

Games are the Amigas mainstay as there is such a large market (the
largest games market in the UK) but it also has a strong presence as
a video/graphics machine, especially in the states. The Amiga video market
should be worth at least as much as the ST audio market. Its like calling
the PC a game machine simply cause theres so much in the way of games for
it.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4042. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 14:36:55 UTC
From: moran@bires069
Message-ID: <37bji7$3oq@bmerha64.bnr.ca>
Source record: 15341
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> But then to be honest Gem is a dream compared to the Workbench on the
> A1200 (and yes in our house there is one A1200 floppy based and loading
> Workbench is hell).

With a single floppy, it would be. Mind you, there aren't a lot of
OSs that _could_ run off a single floppy and offer full pre-emptive
multitasking these days.

Does MiNT/MultiTOS run off a single floppy?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4043. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 15:23:14 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bm92$np8@bs33n.staffs.ac.uk>
Source record: 15343

sinclair@ins.infonet.net wrote:
: My mistake.. The entry level monitor is the .28dp. Apple does not make the
: monitors. There new monitors are pretty good. Than again Atari only sells the
: low res overpriced monitors. So is Atari committed in comming out with PowerPC
: ST's? That would be a major decision in selecting a cpu..

Atari havn't made a monitor for years now. The last monitor they made
was the low res one with the Philips CM8833 MK.II specs which are _more_
than adaquate for ST Users. Get it right, Atari don't sell monitors full
stop, they quit that business ages ago.

Richard Davey
--
email: requiem@armory.com

4044. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 16:39:07 UTC
From: veijalai@liero.cc.lut.fi
Message-ID: <CxGu97.D6F@lut.fi>
Source record: 15344
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>But then to be honest Gem is a dream compared to the Workbench on the
>A1200 (and yes in our house there is one A1200 floppy based and loading
>Workbench is hell).

Floppy based? Get real, running any modern OS from floppies is either
nightmare or impossible.
--
C=------------------. _ .--------------------------.
K.Veijalainen |_ // Amiga CD`` --+->FAQ: http://www.lut.fi/ |
veijalai@cc.lut.fi|\X/ Commodore 64/128| ~veijalai/CD32.html =8^) |
C=------------------'A500+/28/2+2/100/2.1`--------------------------'

4045. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 17:41:46 UTC
From: fallous@ksu.ksu.edu
Message-ID: <37bucq$o5b@matt.ksu.ksu.edu>
Source record: 15351
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

berndm@cs.monash.edu.au (Bernd U Meyer) writes:

>cgra@se.alcbel.be (Chris Gray) writes:

>>In article <EJGVBAWH1UP@sos.sh.sub.de>, guenther@sos.sh.sub.de (Thorsten Guenther) writes:

>>You misspelt "The X Windowing System" (also known as X11).

>>(At least I assume that's what you meant -- it's the only GUI that I know
>>of for which a published standard exists).

>>Of course if you have an 030 or 040 then you should be able to run X11 with
>>Linux-68k...

>I rather doubt it --- which X-server would you use? XFree86[tm] probably
>wouldn't work too well (hint: look at the last two characters in front of
>the trademark sign)...

I would use DaggeX. Notice the lack of trademark symbol, as well as the lack of x86 as well.

Jay Goodwin
fallous@ksuvm.ksu.edu

>Bernie
>--
>"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
>And we buried ours / and the Turks buried theirs | ..... living in Oz ....
>And it started all over again" |
>(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4046. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 21:24:47 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct10.212447.6445@rmece02.upr.clu.edu>
Source record: 15345

In article <10554@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <36bb8p$8b0@bmerha64.bnr.ca> moran@bires069 (G MORAN) writes:
|> > Whats with all this lame bashing of sad mac/pc individuals? Lets get
|> >back to the real purpose of this group - a forum for Amiga users to bash
|> >ST/Falcon owners.
|> >
|> > gavan
|>
|> Hmmmm.. Amiga users bashing Falcon Owners? You've not seen a Falcon play
|> an MPEG then, my Falcon MPEG player reaches 21frames per second, thats about
|> twice the speed an 040 amiga manages. After all the age of multimedia is upon
|> us and where is the Amiga?

Doing some hefty multimedia with Scala. It is used in some cable TV
stations in the U.S., some in house production for some companies, etc.
What's the size of the mpegs in the Falcon? 160x100?

Where's the Falcon?

|> Griff

BTW, I don't think the main purpose of this group should be bashing
Falcons...

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4047. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 21:28:18 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct10.212818.46853@rmece02.upr.clu.edu>
Source record: 15346

In article <36u0b7$6sc@bs33n.staffs.ac.uk>, cm3hirjd@soc.staffs.ac.uk (Requiem) writes:
|> : On the Amiga - there are a couple of proper MPEG cards available.
|> ^^^^^
|>
|> Let's play 'spot the idiot'.. we were talking about MPEG software from
|> the base machine WITHOUT any additional hardware, and how much does this
|> MPEG card cost? You can pick the Falcon MPEG player up for free via FTP
|> or a quid from any decent PD library.
|>
|> : gavan
|>
|>
|> RiCH DAVEY

You are forgetting though, the Falcon is more expensive.

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4048. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 21:32:37 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct10.213237.18472@rmece02.upr.clu.edu>
Source record: 15347

In article <36tubl$6sc@bs33n.staffs.ac.uk>, cm3hirjd@soc.staffs.ac.uk (Requiem) writes:

|> Sales near zero? You speak from knowledge do you? You actually talk to
|> any companies that sell Falcon's? You _really_ know what is going on...
|> I doubt it.
|>
|> RiCH DAVEY

He he he... ATARI is having *trouble* manufacturing and selling the Jaguars
which is the machine by which their own adimission is their new 'saviour/baby'.
I wonder if they are even manufacturing more Falcons right now.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4049. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 21:35:58 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct10.213558.42790@rmece02.upr.clu.edu>
Source record: 15348

In article <37b905$nc0@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

|> : How much new software is available for the Falcon?
|>
|> Plenty as any Atari owner would tell you.

Then tell us... since you are in the Falcon Owners Group, tell us.
Do you have a good multimedia program to synchonize envents, and
do real-time animation in at least the Falcon's 16-bit color in 320x200 + overscan?
(that's 30 frames per second)? Purchasing an accelerator is ok, but does that
software exists?

Any decent 3d animation software for the Falcon that can output in 24-bit
frames?

Any decent ImageProcessing program with batch file processing?

I am taling commercial quality, not just PD stuff...

|>
|>
|> Richard Davey
|> Falcon Owners Group (UK)
|> --
|> email: requiem@armory.com

Thanks for the information... I'll appreciate it.

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4050. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 21:39:45 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct10.213945.52567@rmece02.upr.clu.edu>
Source record: 15349

In article <37bjcc$3oq@bmerha64.bnr.ca>, moran@bires069 (G MORAN) writes:
|> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
|> > : WOW! What a stunning line-up. Wheres ISHAR 3 in that lot then?
|> > : Whats lined up for release soon then?
|>
|> > Ishar 3 is out for the ST, its only a matter of time before the Falcon
|> > version arrives. Obsession is out soon, Stardust should be out soon also.
|> > I'd quote more if there were but you seem to be missing the fact that
|> > games is not what the Falcon's about. Whereas its the mainstay in the
|> > Amiga field.

Games are a measure of how good a computer is. A computer than can make
good games, is a good computer.

Don't try to do the 'serious attitude now', even Microsoft is going after
the game market now.

|> Make sure you buy StarDust - its excellent. I'm going to get the
|> 256-colour AGA superstardust which is due out now. Its tough choosing
|> what software to get - should it be SimCity 2000 AGA, Theme Park AGA
|> or UFO AGA? For aracders how about FIFA International Soccer or
|> Jungle Strike AGA.... You get the picture.
|>
|> Games are the Amigas mainstay as there is such a large market (the
|> largest games market in the UK) but it also has a strong presence as
|> a video/graphics machine, especially in the states. The Amiga video market
|> should be worth at least as much as the ST audio market. Its like calling
|> the PC a game machine simply cause theres so much in the way of games for
|> it.

Exactly. The Amiga is being used in producing Babylon 5, SeaQuest and now
the upcoming Robocop TV series (for the special effects). Of course, there
are more things, but these are among the most important.

|>
|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4051. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-10 23:51:59 UTC
From: krishna@max.tiac.net
Message-ID: <37ck2v$k0m@sundog.tiac.net>
Source record: 15350
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

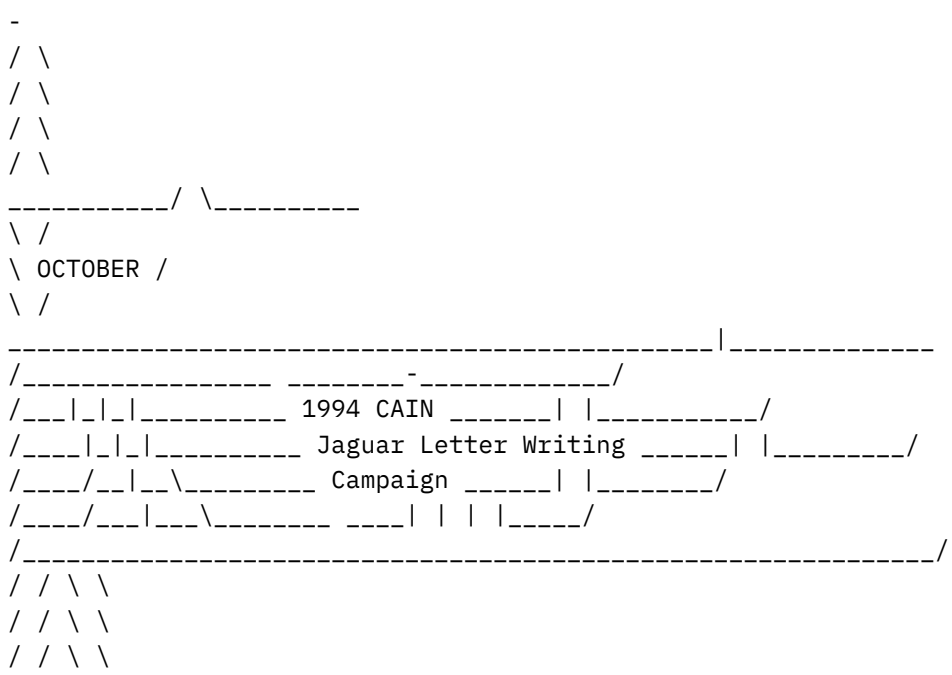
Bernd U Meyer (berndm@cs.monash.edu.au) wrote:
: Well, even with ChipRAM's low bandwidth, writing 3/8 MB should not take
: longer than a second.... Leaves us with about 19 seconds to calculate
: the HAM8 screen. I would call that slow!

Like I said in another post, it depends on the CPU configuration. My
030/50 w/FPU and 8mb fastram A1200 using FJPG_AGA can display a 640x400
Jpeg in less than 6 seconds on average.

4052. OCTOBER Jaguar Letter Writing Campaign (Re-Post)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 00:01:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <37ckl2$ap2@usenet.INS.CWRU.Edu>
Source record: 15352
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,alt.games.lynx

I have been asked by several people to repost this October Jaguar Letter Writing Campaign text file. If you don't think this campaign will work then just don't write. But for those of you that want to see great games for the Jaguar, please read the following. Thanks.



Organized by: Len Stys

E-mail: aa399@cleveland.freenet.edu

The Jaguar 64-bit interactive multimedia system is the most advanced video game system ever created. If you are reading this, you either own a Jaguar or plan on buying one as soon as some more games become available for it. You are also interested in finding out what you can do to get your favorite games made for the Jaguar. I am glad to see that you are interested and if everyone participates in this campaign, we will _all_ be seeing our favorite games made for the Jaguar.

Will writing letters work? Yes, it will work. I've learned from my prior business experience that letter writing does work. There are many ways of determining a demand for a product, but nothing is more convincing to a company president than hundreds of letters from consumers that are asking for their product. Letters are concrete proof that demand exists.

Atari Corp. and Williams (WMS Industries) are talking. The Jaguar will be getting Defender, Joust, and Robotron. Is it because of our letter writing? Maybe. Will the Jaguar get Mortal Kombat II or Mortal Kombat III because of our letters? Maybe. If Capcom can make Super Street Fighter II for the 3DO, Williams can make Mortal Kombat II & III for the Jaguar.

If you do not see the games you want for the Jaguar in this campaign, do not be concerned! When the following game companies start making games for the Jaguar, the Jaguar will be on its way to becoming the most popular home video game system in the world! And when the Jaguar is on its way to fame, your favorite games will be made for it! But the campaign will not work unless you participate. And you cannot only write one game company and not the others. Each time one company signs to make Jaguar games, it helps get another company to make Jaguar games. Let's make this writing campaign the most effective video game writing campaign that the world has ever seen!

Ok, the companies we are concentrating on are companies that are familiar with high quality graphics and sound in games. Most of these companies are well-known for PC games.

The first part of this text is the October part of this campaign. The second part is the previous September part. If you are just beginning to participate in this campaign, you should write the companies listed in the September part as well.

****
****************************** OCTOBER, 1994 ******************************
****

Sierra On-Line Inc.
Dynamix Inc.
LucasArts Entertainment Co.
NovaLogic

>>>>>>>>>>>>>>>>>>>>>>>>> Sierra On-Line Inc. <<<<<<<<<<<<<<<<<<<<<<<<

Sierra On-Line is a company that is well-known for their role-playing games such as their Space Quest and Police Quest series. The company is also known for their latest hits in the PC world: Gabriel Knight, Aces Over Europe, and Leisure Suit Larry VI. Sierra On-Line is planning to release their new title, Phantasmagoria, very soon.

Sierra On-Line is definitely a company that needs to be developing for the Jaguar if the Jaguar CD-ROM is to become used. If Sierra On-Line starts making games for the Jaguar CD-ROM, several other companies will make games for it as well.

The mailing address for Sierra On-Line is:

Kenneth A. Williams, President
Sierra On-Line Inc.
P.O. Box 485

Coarsegold, CA 93614

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Williams,

1) How much you enjoy Sierra On-Line games.
2) How you have been buying Sierra On-Line games for your computer since the company started making computer games (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see Sierra On-Line producing several Jaguar CD-ROM games.
6) The games you would love to see on the Jaguar (choose two or three Sierra On-Line games).
7) How you believe Sierra On-Line games would be fantastic on the Atari Jaguar.
8) How you will run out and buy Sierra On-Line games when they are made for the Jaguar.
9) Thank you to Mr. Williams for reading your letter and for considering producing games for the Jaguar.

In my letter, I will also be encouraging Mr. Williams to make games which have the option of using a keyboard with the Jaguar. A keyboard can be created for the Jaguar and Sierra On-Line could work with Atari Corp. to produce one for it. The use of a keyboard in role-playing games help children learn words. This is something that Sierra has gotten away from in PC games.

I'm also writing Sierra to release HOYLE Card Games for the Jaguar. I love this game and it would be great to see a modem feature being used in the Jaguar version of this game.

>>>>>>>>>>>>>>>>>>>>>>>>> Dynamix Inc. <<<<<<<<<<<<<<<<<<<<<<<<<

Dynamix Inc. is a game company owned by Sierra On-Line. This game company makes many wonderful titles for the PC such as: Betrayal at Kronder, Aces of the Pacific, and Front Page Sports Football Pro. The company is planning to release: Front Page Baseball, Battledrome, LodeRunner: A Legend, MetalTech: Earth Siege, Alien Legacy, and an excellent reviewed game called Aces of the Deep (submarine game).

Dynamix Inc. is making some real great games and these games would be a very good addition to the present Jaguar game library.

The mailing address for Dynamix Inc. is:

Alan Higginson
Executive Vice-President
Dynamix Inc.

P.O. Box 978
Oakhurst, CA 93644-0978

The following is a list of things in which you may want to say in your letter to Dynamix Inc.:

Dear Mr. Higginson,

1) How you enjoy Dynamix games on the PC.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Dynamix games--I'm choosing Front Page Sports Football, Alien Legacy, and Aces of the Deep).
5) How you believe Dynamix games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Dynamix games when they are produced for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company has also has several popular titles out for the PC. Some of these titles are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle. And if there is any truth to the rumor of a new Indiana Jones movie, LucasArts will probably make a great game based on this movie.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for

the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CANI Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailing address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684. Please consider writing NovaLogic through the U.S. mail first and then FAX NovaLogic.

Please spread the word around about this letter writing campaign on online systems, BBSs, message areas, user groups, and any other place that you can help get the word out abuot this campaign.

Also, please tell your friends! It is very important to get everyone participating in this letter writing campaign!

********** THANK YOU! **********

****
********** SEPTEMBER, 1994 **********
****

Atari Corp.
id Software
WMS Industries Inc.
Capcom USA Inc.
Electronic Arts Inc.

>>>>>>>>>>>>>>>>>>>>>>>> Atari Corp. <<<<<<<<<<<<<<<<<<<<<<<<<<

First, we will first be writing Don Thomas, Jr. at Atari Corp. to let him know that we are participating in these campaigns. No, we aren't writing to annoy him. We are writing him so that Atari Corp. knows the magnitude of this letter writing campaign. If Atari Corp. knows that five-hundred people will be writing Dynamix in October, the appropriate person at Atari can contact this company on becoming a developer for the Jaguar during this time. Do not expect a letter from Don Thomas, Jr. We are not writing him for a response. We are only writing him to inform him of what we are doing.

Atari's mailing address is:

Atari Corp.
Attn: Don Thomas, Jr.
1196 Borregas Avenue
Sunnyvale, CA 94089

Place the letters: C.A.I.N. at the bottom left side of the envelope so that Atari will know what it is for.

Please use the following form letter:

(date)

(your address)

Don Thomas, Jr.
Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089

Dear Mr. Thomas,

I am writing you to inform you that I will be writing the following
game companies to encourage them to make games for the Jaguar.
I hope that my efforts will help Atari Corp. to sign these companies
to make games for the Jaguar.

The companies I will be writing are:

September: WMS Industries, Capcom, Electronic Arts
October: Sierra On-Line, Dynamix, LucasArts, NovaLogic
November: Spectrum Holobyte, Psygnosis, Origin
December: QQP, Broderbund, Konami

Thank you for reading my letter and for recording the number of
people writing these companies.

Sincerely,

(sign your name)

(print your name)

>>>>>>>>>>>>>>>>>>>>>>>>>> id Software <<<<<<<<<<<<<<<<<<<<<<<<<<

The letter to id Software should thank the company for producing
Wolfenstein 3-D for the Jaguar, encourage them to make Jaguar DOOM the
best that they can make it, and to encourage the company to make
QUAKE for the Jaguar.

id Software's mailing address:

Jay Wilbur, CEO
id Software
Town East Tower
18601 LBJ Freeway
Suite 615
Mesquite, Texas 75150

The form letter to Atari Corp. is the only form letter that will be used
in this campaign. This is because companies do not take form letters as
seriously as those that are originally written.

The following is a list of things which you may want to say in your
letter to id Software:

Dear Mr. Wilbur,

1) How much you enjoy Jaguar Wolfenstein 3-D.
2) How much you like id Software.
3) Thanks for making Wolfenstein 3-D for the Jaguar.
4) How you would like to see the best graphics possible for DOOM
on the Jaguar.
5) How you would like to see four-player or more networking capability
for Jaguar DOOM.
6) How you are excited about Jaguar DOOM coming out this year.
7) How you would like to see QUAKE made for the Jaguar.

8) Thank you to Mr. Wilbur for reading your letter.

Another thing which you may want to include in this letter is concerning the Jaguar resolutions. id Software is using a lower resolution on the Jaguar because they want to get the game as quick as Jaguar Wolfenstein. I, personally, do not care if Jaguar DOOM is as fast as Wolfenstein. One suggestion could be to make two modes (just like on the PC). One mode is for higher resolution and slower speed. The other mode is for a lower resolution, but higher speed.

>>>>>>>>>>>>>>>>>>>>>> WMS Industries Inc. <<<<<<<<<<<<<<<<<<<<<<

As of September 14, 1994, Mortal Kombat II is not being produced for the Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar. But next year, WMS Industries will be able to release Mortal Kombat II for any game system that the company wishes to release it for. The time is now to let WMS Industries know that we want to see Mortal Kombat II and Mortal Kombat III for the Jaguar.

Mortal Kombat II is by far the #1 most wanted game for the Jaguar according to the Most Wanted Games for the Jaguar list by CAIN Newsletter. If this game is released for the Jaguar, the Jaguar will be the most wanted game system.

The mailing address of WMS Industries Inc. is:

Louis J. Nicastro, CEO
WMS Industries Inc.
3401 North California Ave.
Chicago, IL 60618-5889

OK. I don't think I have to remind you that you should write as neat and as professional as possible to get the best results. If you certify your letter, you may even reach the president with your letter.

The following is a list of things in which you may want to say in your letter to WMS Industries Inc.:

Dear Mr. Nicastro,

1) How much you enjoy Mortal Kombat II
2) How you like the games that WMS Industries makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get the game for the Jaguar as soon as it is released.
6) How you would also like to see Jaguar be the first system to get Mortal Kombat III.
7) Thank you to Mr. Nicastro for reading your letter and for considering making Moral Kombat II for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>> Capcom USA INC. <<<<<<<<<<<<<<<<<<<<<<<

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II Turbo is second only to Mortal Kombat II on the most wanted games for the Jaguar CAIN Newsletter listing. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But Capcom is not making Super Street Fighter for the Jaguar and no plans have been announced to do so in the near future.

The strange thing is that Capcom is making Super Street Fighter II Turbo for the 3DO platform. The game will even have better graphics than that on the SNES and Genesis. But this only means that if Capcom will make a version of SSFIIT for a much higher-priced system than there is a chance that the company will be willing to make a Jaguar version.

The mailing address for Capcom USA Inc. is:

Scott Smith
Product-Development Coordinator
Capcom USA Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

The following is a list of things in which you may want to say in your letter to Capcom USA Inc.:

Mr. Smith,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II Turbo for the Jaguar as soon as it is released.
6) Thank you to Mr. Smith for reading your letter and for considering making Super Street Fighter II Turbo for the Jaguar.

You may also want to FAX Capcom USA by the phone number: 408/774-3995. But sending mail through the U.S. Postal Service may prove to be more successful.

>>>>>>>>>>>>>>>>>>>>> Electronic Arts Inc. <<<<<<<<<<<<<<<<<<<<<<<

Electronic Arts is the publisher of some incredible games such as: NBA Showdown, FIFA International Soccer, PGA European Tour Golf, NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL Football, Escape from Monster Manner, Twisted, Mario Andretti Racing,

MLBPA Baseball, and many more! Electronic Arts also owns several other software companies that they may give the OK to develop the Jaguar for if they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company that is a big competitor of Atari Corp. Electronic Arts is spending a lot of time and money on making games for 3DO that it could be spending on the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the company has Jaguar developers units. Electronic Arts' management just has to give the OK to make games for the Jaguar.

The mailing address for Electronic Arts Inc. is:

Lawrence F. Probst III, President
Electronic Arts Inc.
1450 Fashion Isle. Blv.
San Mateo, CA 94404

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Probst,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your computers since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) The games that you would love to slee on the Jaguar (choose two or three Electronic Arts games--I'm choosing John Madden NFL Football!).
6) How you believe Electronic Arts games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games when they are produced for the Jaguar.
8) Thank you to Mr. Probst for reading your letter and a thank you for considering producing games for the Jaguar.

****
* *
********** TO BE CONTINUED NEXT MONTH... **********
* *
****

--

4053. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 03:45:09 UTC
From: gkerrien@ifhamy.insa-lyon.fr
Message-ID: <37d1o5$rig@cismsun.univ-lyon1.fr>
Source record: 15367
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CxGu97.D6F@lut.fi>,
Kimmo Veijalainen <veijalai@liero.cc.lut.fi> wrote:
>cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>
>>But then to be honest Gem is a dream compared to the Workbench on the
>>A1200 (and yes in our house there is one A1200 floppy based and loading
>>Workbench is hell).
>
>Floppy based? Get real, running any modern OS from floppies is either
>nightmare or impossible.

Only Amiga makes it possible :)

--
Guillaume Kerrien

4054. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 07:58:22 UTC
From: maniac@cyberspace.com
Message-ID: <37dgiu$poc@case.cyberspace.com>
Source record: 15353
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

: painfully slow? Err who told you this? I've been using Falcon TOS for
: over a year and a half now and I've never experienced this paintfully
: slow thing. It's not the TOS that is slow, its the screen updates on old
: VGA style monitors that makes life a little nasty in 256 res and above.

: But then to be honest Gem is a dream compared to the Workbench on the
: A1200 (and yes in our house there is one A1200 floppy based and loading
: Workbench is hell).

: Richard Davey
: Falcon Owners Group (UK)
: --
: email: requiem@armory.com

You forgot to mention that the Falcon can only do 640x480 at upto 16,xxx
Colors where as the 1200 has fast video modes with multi-synces and does
upto 1280x480 (more with overscan) and 200,000+ colours out of 16.2mil..

4055. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 07:58:33 UTC
From: moran@bires069
Message-ID: <37dgj9$rah@bmerha64.bnr.ca>
Source record: 15354
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Guillaume Kerrien (gkerrien@ifhamy.insa-lyon.fr) wrote:
> In article <CxGu97.D6F@lut.fi>,
> Kimmo Veijalainen <veijalai@liero.cc.lut.fi> wrote:
> >cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> >
> >>But then to be honest Gem is a dream compared to the Workbench on the
> >>A1200 (and yes in our house there is one A1200 floppy based and loading
> >>Workbench is hell).
> >
> >Floppy based? Get real, running any modern OS from floppies is either
> >nightmare or impossible.

> Only Amiga makes it possible :)

Actually, with 2 floppy drives you have a very usable system. Just
keep workbench in the internal drive and use the external for storage.
I used a 2 floppy 1meg A500 for a couple of years and I was very happy
with it. Of course, after moving to a 6 meg 1200 with HD going back would
be a pain but for the home user who wants to tinker with machines theres
no need to spend big on HD and memory.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4056. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 09:51:24 UTC
From: djs@jet.uk
Message-ID: <1994Oct11.095124.26832@jet.uk>
Source record: 15355

In <CxG1E4.oG@freenet.carleton.ca> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:

>In a previous article, CPB1001@phx.cam.ac.uk () says:

>>without adding hardware it's about 900x700 using BlowUp030 screen-driver.
^^^^^^^^^^^^^^^^^^^^^^^^

>Do you actually have a Falcon or are you just making these up as you go along?
>with 50Mhz pixel clock
>...
>You don't know shit about the Falcons video hardware which easily tramples
>...

My, you are a rude man, aren't you? You've also missed what he was saying,
as the 50MHz clock is only available with external hardware.
25MHz and 32MHz are the internal clocks. I use BlowUp Hard II to get
a higher clock rate.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4057. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 11:16:48 UTC
From: djp@nutmeg.it.ntu.edu.au
Message-ID: <37ds70$a8s@pellew.ntu.edu.au>
Source record: 15357
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

David Stuart (stuart@cs.ualberta.ca) wrote:
: cs92aja@cen.ex.ac.uk (A.J.Amsel) writes:

: >Doesn`t the Falcon still have TOS? I heard that it was awful on the
: >Falcon, and painfully slow. But I haven`t used it myself so I can`t
: >comment too much. Having said that, the A1200 is a bit slow without
: >fast memory.

: > Alex

: TOS? Nope.... MultiTOS... maybe...

tos? Tos?? TOS???????

Maybe Ive just got a sick mind, but does anyone else find this name
highly amusing (Its a joke right??) :)

Joe

4058. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 13:13:58 UTC
From: CPB1001@phx.cam.ac.uk
Message-ID: <37e32m$k1b@lyra.csx.cam.ac.uk>
Source record: 15358
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <berndm.781751091@bruce.cs.monash.edu.au>,
Bernd U Meyer <berndm@cs.monash.edu.au> wrote:
>CPB1001@phx.cam.ac.uk writes:
>
>>In article <berndm.781603016@bruce.cs.monash.edu.au>,
>>Bernd U Meyer <berndm@cs.monash.edu.au> wrote:
>
>[about HAM8 being a "slow" mode, and JpegAGA refuting the argument]
>
>>JpegAGA, starting with a raw 768*512 JPEG image, and ending up with a screen
>>display takes around 40 seconds. Extracting the 24 bit data from the JPEG
>>using djpeg (upon which JpegAGA is based) takes just over 20 seconds. Djpeg
>>does not, of course, have to write to the screen, and so avoids
>>any bus contention.
>
>Well, even with ChipRAM's low bandwidth, writing 3/8 MB should not take
>longer than a second.... Leaves us with about 19 seconds to calculate
>the HAM8 screen. I would call that slow!

You didn't listen, did you? JpegAGA does NOT render it's JPEG image up in a
FAST ram buffer and then cpb blit the image to CHIP RAM. It renders the jfif
direct to CHIP RAM, on the fly. No doubt it would be significantly faster if
it did render into FAST RAM first. It would also use twice as much memory.
DJpeg was writing raw 24 bit data out, JpegAGA is doing rather a lot of
processing, of which a HAM conversion is only a minor part. It also has
to organise the data in a form suitable for displaying on the Amigas
planar screen (unless it's using WirtePixel(), which I doubt, because
most Amiga programmers avoid that one like the plague.)

>>>And each character of a VGA card is something like 15x9 pixels (maybe 18x9
>>>or something, but far from being 1:1). So why do you try to mix text and
>>>graphics resolutions?!?
>
>>Why should I not use that resoloution? If i am doing graphics work for
>>output to videotape, or something for a demonstartion that needs to
>>be shown on a television, it makes sense to use the highest resoloution I
>>can. When drawing graphics,raytracing, etc, the aspect ratio is irrelevant.
>
>So why *did* you (was it you? I assume so, you deleted the attribution :-( )
>quote the "aspect ratio" of the PC's textmode?!?

Because you wanted to know what use such an aspect ratio was to anyone.
Remember, 100 million MS-DOS lemmings can't be wrong, can they? :-)
I really do not see what peoples hang up about non-square aspect ratios is.

Some things require them (or are made significantly easier by their presence),
yes, but in a large number of cases, no-one could really care less about the
pixel aspect ratio. So, I ask you, why not use non-square aspect ratios?

>>It's by making efficient use of that bandwidth (such as
>>HAM, interlaced displays, etc) that the Amiga manages to attain the performance
>>it deos despite it's modest graphics bandwidth.
>
>The resolution/framerate combinations it achieves are still pretty
>unimpressive...

Am I to take it that you have not seen a HAM8 CDXL animation then? Without
sopecialist MPEG hardware, I have yet to see anything that can come close
to the Amigas ability to animate straight off a CD. This is possible because
of HAM.

>>>Which means
>>>that thin horizontal lines flicker at 40.5Hz on your screen, which at
>>>least for me means a serious headache after about an hour.
>
>>See above. You are basing your argument on the incorrect assumption that
>>an interlaced display is exactly equivelent to a non-interlaced display at
>>half the update frequency.
>
>No, I am not. It helps to read what the other one has written, you know?
>"thin horizontal lines" *will* flicker, because they are only displayed
>in one of the two halfframes....

No they will not (or at least will not be percieved to flicker, all monitors
flicker, remember). Because the two adjacent lines have been refreshed in that
frame, the eye sees those, as long as they do not contrast too highly with
the line that has not been displayed. The eye is generally a lot better at
seeing what is there, rather than what is not. We're talking about two lines
that are a fraction of a millimetre apart here. Can I ask if you ever watch
television? Notice that whilst watching a TV picure at 50 (or 60)Hz interlaced,
one normally finds it very hard to percieve the flicker, precisiely because
of the low contarst in the true-life images that TV's display. However, one
would not, generally, use a TV to display 640*512 8*8 white fonts on a black
background, because the flicker would then become annoying. Image flicker
(that is, flicker caused by interlacing due to contrasting lines) at 81Hz
is bordering on the in-percieveable, even in high contrast areas, and at
that frequency, I have yet to meet anyone whose eyes are good enough to
percieve any raster flicker (flicker from low-refresh rates, the 'beating'
that is quite noticible on 60Hz and below non-interlaced screens) at all.

>My "total lack of technical understanding" at least allows me to see that
>using interlaced modes may be fine for area-oriented graphics, but becomes
>a nightmare for CAD or other line oriented stuff. And using it for text
>doesn't work for me, either. Hey, I used to own a cheap monitor, I *did*
>use interlaced modes

I used to own a cheap monitor too, only capable of 15KHz displays. I did not use interlaced modes, because the flicker annoyed me. Now I own a .28 dot pitch multisync, I do use interlaced modes because they provide me with a higher resoloution and less percieved flicker than equivelent bandwidth non-interlaced modes (there is very little difference between non-interlaced DblPAL high-res 784*550 @48Hz and Super72, 800*600, interlaced @81Hz in both bandwidth and resoloution. I spend very large amounts of time doing text editing in the latter mode (C source), whereas the former mode gives me a headache after a few minutes.). Your argument has 2 major flaws:

1) You seem to be equating interlaced displays with low frequency refreshes. This is probably, I would guess, because all, or the majority, of interlaced displays you have seen have been television type displays. There is nothing inherent in interlace technology that forces it to be used with low frequency displays. It is just that traditionally, interlace has been used to make low frequency displays more bearable, and so people make the connection between interlace and low frequencies, and build up this irrational stigma against it which you seem to be exhibiting.

2) You are equating image flicker with raster flicker. Again, a common mistake that whilst intuitive, has no basis in fact because of the very different ways the two types of displays work. Image flicker at X Hz is significantly LESS offensive than raster flicker at X Hz. Complaining about an 81Hz interlaced displays 40.5 Hz image flicker, using 40.5 Hz raster flicker as a reference is fundamentally flawed. It's like measuring the distance it takes a small car to stop in from 60mph, and then expecting a fully laden freight train to be able to stop in the same distance from the same speed. Apples and oranges.

[snip]

>>The original televisions used a non interlaced display. Newer standards are
>>interlaced to provide a steadier picture. PAL and NTSC have not been around
>>since the beginning of time you know.
>
>I *do* know, and when I wrote this I knew I stepped on thin ice. I just
>thought it was worth making clear that "newer technologies" referred to
>the beginning of the century and had absolutely nothing to do with
>computers or the displaying of text.....

It has everything to do with it, since computer displays are still relying on exactly these two display technologies, practcally in their original form.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4059. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 13:34:04 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e48c$qpk@bs33n.staffs.ac.uk>
Source record: 15371
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires069) wrote:
: Does MiNT/MultiTOS run off a single floppy?

As a matter of fact it can do, yes. And with a lot less disk swapping
than workbench I can assure you.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4060. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 13:37:03 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94284.093703STIRRE31@MAINE.MAINE.EDU>
Source record: 15362

Games are a good measure of how good a computer is? That's
a joke, plain and simple. The Super Nintendo has some nifty
games.... care to word process with it, Raist? You get my
point, I hope. Serious apps and games are two entirely
different things.
BTW, most of these graphics packages you are listing for the
Amiga.... care to list their prices? They are _not_ within
my price range and I doubt many others. You make it sound
as if these packages are in easy reach for the average Joe.
I can get Griff's MPEG player off an FTP site if I wished
but I can't fork out $xxx for Scala, Raist. Your arguments
are silly.
-scott tirrell

4061. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 13:37:50 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e4fe$qpk@bs33n.staffs.ac.uk>
Source record: 15372
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Niles Bateman (maniac@cyberspace.com) wrote:
: You forgot to mention that the Falcon can only do 640x480 at upto 16,xxx
: Colors where as the 1200 has fast video modes with multi-synces and does
: upto 1280x480 (more with overscan) and 200,000+ colours out of 16.2mil..

Ummm sorry but this doesn't have anything to do with my post does it? I
was talking about the speed of the OS, and besides the Falcon can quite
happily push up to 1084x800+ maybe more, couldn't say, ask someone who
uses ScreenBlaster or BlowUP '030. Oh and on a VGA the Falcon _can't_ do
True Colour at 640x480 rez, so whoever told you that was telling porkies.
(But it can on a multisync or RGB monitor I hasten to add).

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4062. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 13:42:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94284.094219STIRRE31@MAINE.MAINE.EDU>
Source record: 15363
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

TOS stands for The Operating System. No joke :-). Just as
good a name as Workbench/Kickstart, IMO. But who really
cares? :-)
-scott tirrell

4063. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 13:43:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e4qi$qpk@bs33n.staffs.ac.uk>
Source record: 15359

G MORAN (moran@bires069) wrote:
: Make sure you buy StarDust - its excellent. I'm going to get the
: 256-colour AGA superstardust which is due out now. Its tough choosing
: what software to get - should it be SimCity 2000 AGA, Theme Park AGA
: or UFO AGA? For aracders how about FIFA International Soccer or
: Jungle Strike AGA.... You get the picture.

True, and if you owned a PC you'd have an even more impressive line of
software to choose from far exceeding the Amiga range. Funny how it took
_so_ long for any decent AGA stuff to appear isn't it? Besides if I
wanted games I'd buy a SNES (or an Amiga) but I don't, so I'm quite
content with what I have.... YOU get the picture yet???

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4064. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 13:46:13 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e4v5$qpk@bs33n.staffs.ac.uk>
Source record: 15360
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

: >And who cares? If the ST version is so much better, I can just crank up
: >my ST emulator... :)

Gee this ST emulator include ADAC ports and a DSP for real 8-track stereo
recording like the Falcon version offers?

That's hell of an emulator then........ (I think not)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4065. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 13:51:39 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e59b$qpk@bs33n.staffs.ac.uk>
Source record: 15361
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

: >Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
: > No Mosaic? What a terrifically up to date machine you have! If the
Falcon is
: >still viable, how come there isn't the standard net-browsing tool for it?

Net-standard but not for Europe, you try finding a WWW site in Europe, it
just doesn't happen in the Atari world, it doesn't really need to either.
Besides, do you actually _use_ Mosaic on your Amiga? I don't envy your
phone bill mate, and which version is it? Can it handle the new live
video feeds? Can it play tracker modules or mpegs? Just how up to date
are you with the current NCSA versions?

I use the latest version here at University, but that's running on a DEC
Station 5000 and its slow enough! I'd hate to see it on any standard
home computer, it must be hell.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem

4066. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 14:11:32 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37e6ek$kqv@lyra.csx.cam.ac.uk>
Source record: 15373
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37e59b$qpk@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> Net-standard but not for Europe, you try finding a WWW site in Europe, it
> just doesn't happen in the Atari world,

How odd, I never seemed to have any trouble. We even have one here. Try:

http://www.cl.cam.ac.uk/

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4067. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 14:45:10 UTC
From: moran@bires069
Message-ID: <37e8dm$870@bmerha64.bnr.ca>
Source record: 15374
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> : >And who cares? If the ST version is so much better, I can just crank up
> : >my ST emulator... :)

> Gee this ST emulator include ADAC ports and a DSP for real 8-track stereo
> recording like the Falcon version offers?

> That's hell of an emulator then........ (I think not)

I doubt it does include the extras - it is after all an **ST**
emulator.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4068. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 14:49:06 UTC
From: moran@bires069
Message-ID: <37e8l2$870@bmerha64.bnr.ca>
Source record: 15375
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> : >Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
> : > No Mosaic? What a terrifically up to date machine you have! If the
> Falcon is
> : >still viable, how come there isn't the standard net-browsing tool for it?

> Net-standard but not for Europe, you try finding a WWW site in Europe, it
> just doesn't happen in the Atari world, it doesn't really need to either.

The first web site I ever browsed with Mosaic was at Aachen, Germany.
(It had the Terrorists handbook docs BTW!).

> Besides, do you actually _use_ Mosaic on your Amiga? I don't envy your
> phone bill mate

No, a friend does use it on his A4000 though from home via AMITCP and
a SLIP connection. He is hapy with it, and he is the main contributor
to a new internet magazine. Mind you, he never had the luxury of using
a high-bandwidth university link.

> I use the latest version here at University, but that's running on a DEC
> Station 5000 and its slow enough! I'd hate to see it on any standard
> home computer, it must be hell.

Its obviously crap if you can't get it for the Atari.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4069. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 14:52:52 UTC
From: moran@bires069
Message-ID: <37e8s4$870@bmerha64.bnr.ca>
Source record: 15376

STIRRE31@MAINE.MAINE.EDU wrote:
> Games are a good measure of how good a computer is? That's
> a joke, plain and simple. The Super Nintendo has some nifty
> games.... care to word process with it, Raist? You get my
> point, I hope. Serious apps and games are two entirely
> different things.

But ability to play a good game is usually a good indicator
of graphics processing prowess. Just because there are relatively
few for the Falcon isn't because it is crap though, just that
its not popular enough for mass-market product. At least the
Amiga has more support.

> I can get Griff's MPEG player off an FTP site if I wished
> but I can't fork out $xxx for Scala, Raist. Your arguments
> are silly.

Actually, I got a really good version of SCALA VT (video
titling version) FREE of an amiga mag. I also got hyperbook
off the same mag, and CanDo off another. Not the latest versions,
but still pretty good and better than anything I have seen on
the Atari.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4070. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 14:57:30 UTC
From: moran@bires069
Message-ID: <37e94q$870@bmerha64.bnr.ca>
Source record: 15377

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires069) wrote:
> : Make sure you buy StarDust - its excellent. I'm going to get the
> : 256-colour AGA superstardust which is due out now. Its tough choosing
> : what software to get - should it be SimCity 2000 AGA, Theme Park AGA
> : or UFO AGA? For aracders how about FIFA International Soccer or
> : Jungle Strike AGA.... You get the picture.

> True, and if you owned a PC you'd have an even more impressive line of
> software to choose from far exceeding the Amiga range.

Exceeding - yes, but theres still LOTS of Amiga stuff. We get most
of the good PC games and most of the good console games. In the arcade
and platform dept the Amiga still exceeds the PC in software choice
and quality.

> Funny how it took
> _so_ long for any decent AGA stuff to appear isn't it?

So what? Its here NOW and there are lots of new AGA games out.
Sim City 2000 has finally made an appearance - at last a game that
requires an A1200 with fastRAM and HD.

> Besides if I
> wanted games I'd buy a SNES (or an Amiga) but I don't, so I'm quite
> content with what I have.... YOU get the picture yet???

Amiga owners can have most of the 'home computer' advantages of
the Falcon, but with greater software choice. For the most choice
you need a PC but for various reasons I wouldn't even consider a
PC or Mac for home use. For HOME computing, Amiga is the best.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4071. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 15:02:57 UTC
From: moran@bires069
Message-ID: <37e9f1$870@bmerha64.bnr.ca>
Source record: 15378
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires069) wrote:
> : Does MiNT/MultiTOS run off a single floppy?

> As a matter of fact it can do, yes. And with a lot less disk swapping
> than workbench I can assure you.

Even when your application prog and data can't fit on the same
disk as your OS? And on, say, a 2 meg machine?

If your app and data can go on the same disk, swapping isn't
a problem and if you have enough memory in your machine you can
make a lot of the OS resident or put it in a ramdisk.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4072. The Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 15:43:57 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37ebrt$1th@dux.dundee.ac.uk>
Source record: 15379

I bought a second hand F030/4/65 some months ago... I am just a little
disappointed. Here is a short list :

Graphics Redraw:- this is a crime and still is. Why should I have to spend
#30 to get it up to scrath.

Lack of CLI:- I was amazed that no CLI or shell window was provided.
Lets face it a CLI may not be very user friendly but without
it a system is near useless. Take the Amiga, it has a
(not too friendly) but fast CLI, which take me on to my
next point.

TOSWIN:- Although this is not strictly supplied with the machine it is
apparently faster than the one supplied by Atari. It too is
extremely slow. It is so bad that the characters are printed
one at a time!!! This is DREADFULL.

File_Names: Yes, we are still restricted to the 8.3 format.

MultiTasking:- In two forms: Co-op : this is very fast but the
interface is awful!!! You cannot for
example simply iconify a progam and switch
back to it later.

pre-emptive: well MiNT is OK, if a little
buggy, but is also quite sluggish. My old
Amiga 600 managed better!!!

TOS:- The version I have 4.01 is full of bugs!!

That said I still like the machine but only JUST. If Atari had done a
decent job of it in the first place perhaps sales might have been a
bit higher. I mean why should I need a replacement desktop, or a new
OS. These should either be not-supplied and bought seperate or be of
a reasonable standard in the first place!! If they weren't made by
Atari perhaps we'd have cheaper machines in the first place.

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

4073. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 15:57:59 UTC
From: cs131@dcs.ed.ac.uk
Message-ID: <CxIn0n.AI1@dcs.ed.ac.uk>
Source record: 15273
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

How dare you say that GEM is a dream compared to Workbench? GEM is so rubbish. I have an A1200 witha 65Mb hard-drive. The default Workbench loads in 5 seconds, my Workbench loads up in around 12 seconds. So what if workbench takes ages to load using a floppy ... every tried using a PC or Macintosh with just a floppy drive (It can't be done!). An A1200 with a hard-drive is a dream to use. I have to wait about three minutes to use a PC when it is turned on, two minutes when a Macintosh is turned on and 10 seconds when my Amiga is turned on (ooer!). I know which one I prefer.

4074. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 16:11:41 UTC
From: rik@rickyp.demon.co.uk
Message-ID: <9410111705.AA00043@rickyp.demon.co.uk>
Source record: 15365
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Bernd U Meyer (berndm@cs.monash.edu.au) wrote:
: rik@rickyp.demon.co.uk (Richard Pluck) writes:

: >But, then how many
: >8-way scrolling, parallax shoot-em-ups or platform games do you see on
: >machines like the PC or Mac which have raw processing power but no games
: >orientated hardware.

: Well, I don't know what "parallex" means, (Oops, should be parallax)
^^^^^^^^ ^
If you are travelling along in a car and you look at objects that are close
to you they appear to be moving far quicker than objects further away -
that optical effect is parallax.

Anyway, in terms of computer games this means having multiple screen layers
scrolling at different rates. The Amiga is unique, by virtue of 'Dual
Playfields', in being able to set up two screen displays and to overlay them
in such a way that you can see one screen through colour 0 of the second. By
then scrolling them at differnt rates you end up with convincing parallax
scrolling.

To achieve the same effect on a machine without the Amiga's custom chips
would, I imagine, require clever use of XORs to overlay one screen over the
other (The front screen would have to treated like a giant software sprite)

{Games programmers on MACs & PCs feel free to correct me I'm only guessing
that that's how you'd do it}

--
_____
_____/ rik@rickyp.demon.co.uk____
_____/

4075. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 16:39:20 UTC
From: moran@bires052
Message-ID: <37ef3o$cos@bmerha64.bnr.ca>
Source record: 15366
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Richard Pluck (rik@rickyp.demon.co.uk) wrote:

> Anyway, in terms of computer games this means having multiple screen layers
> scrolling at different rates. The Amiga is unique, by virtue of 'Dual
> Playfields', in being able to set up two screen displays and to overlay them
> in such a way that you can see one screen through colour 0 of the second. By
> then scrolling them at differnt rates you end up with convincing parallax
> scrolling.

> To achieve the same effect on a machine without the Amiga's custom chips
> would, I imagine, require clever use of XORs to overlay one screen over the
> other (The front screen would have to treated like a giant software sprite)

> {Games programmers on MACs & PCs feel free to correct me I'm only guessing
> that that's how you'd do it}

Actually, any machine with bitplane graphics can do parallax - the more
bitplanes, the more colours/layers.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4076. Re: Atari is given a cash infusion....

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 17:15:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct11.171552.25157@rmece02.upr.clu.edu>
Source record: 15364

In article <SA073.288.2E91C8C1@getty.onu.edu>, SA073@getty.onu.edu (Daniel Woodard) writes:
|> >> >Sega has purchased forty-million worth of Atari stock and will pay
|> >> > additional in royalty payments for patents held by Atari.
|> >> > Will this be enough to save Atari or will continue the agony before death?
|> >> > What should Atari do with the money?
|> > Why would Sega pump money into a competitor? Esp. sinc they have the Saturn
|> >on the way. You really are deluded SinFlop - are you trying to post false
|> >'good' Atari news to make up for all the crap you posted?
|>
|> Maybe because Atari is in a totally different class, with a 64-bit
|> machine. Sega is going with a 32-bit machine. That really puts them in
|> different nichs. The Atari, for example, will be able to take an MPEG
|> board, and could work quite well as a video disk (movie) player. The Saturn
|> would have some major problems with this.

Sorry to jump in, but why would the Saturn have major problems with it?
The CD-32 can do it, and I see the Saturn as more advanced.

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4077. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 17:35:21 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37eicp$r79@bs33n.staffs.ac.uk>
Source record: 15261
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

CPB1001@phx.cam.ac.uk wrote:
: >Hmm - how long does it take JpegAGA to transform its internal 24 bit
: >image into a HAM8 image?!?

: JpegAGA, starting with a raw 768*512 JPEG image, and ending up with a screen
: display takes around 40 seconds. Extracting the 24 bit data from the JPEG
: using djpeg (upon which JpegAGA is based) takes just over 20 seconds. Djpeg
: does not, of course, have to write to the screen, and so avoids
: any bus contention.

40 seconds? Even if that includes the 20 seconds Djpeg time it's still
damn slow. I have two programs - DSPJPEG and JPEG220 both of which will
do the above (768x512 and much greater than that) in a lot less time.
I'll get some figures written down for you all tonight, but on average a
640x480 jpeg takes about 3-4 seconds to decode and display. I'll confirm
other sizes sometime this week.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4078. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 17:35:46 UTC
From: sinclair@ins.infonet.net
Message-ID: <37eidi$cl0@insosf1.infonet.net>
Source record: 15262
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CxIn0n.AI1@dcs.ed.ac.uk>, cs131@dcs.ed.ac.uk (CS1 31) writes:
>How dare you say that GEM is a dream compared to Workbench? GEM is so rubbish. I have
>an A1200 witha 65Mb hard-drive. The default Workbench loads in 5 seconds, my
>Workbench loads up in around 12 seconds. So what if workbench takes ages to load
>using a floppy ... every tried using a PC or Macintosh with just a floppy drive (It
>can't be done!). An A1200 with a hard-drive is a dream to use. I have to wait about
>three minutes to use a PC when it is turned on, two minutes when a Macintosh is
>turned on and 10 seconds when my Amiga is turned on (ooer!). I know which one I
>prefer.

What Mac are you using that takes two minutes to load? On the PowerBook Duo I
am using takes seconds to loads not minutes...Quit misleading....

-Peter

>

4079. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 17:40:23 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37eim7$r79@bs33n.staffs.ac.uk>
Source record: 15267
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: How odd, I never seemed to have any trouble. We even have one here. Try:

: http://www.cl.cam.ac.uk/

I was refering to dial-up public access sites, not university orientated ones. Is your site public access? Can you dial in from outside without having an account on the computers there or can you purchase an account?

And why do you avoid all my other points? Ie how up to date is your Amiga Mosaic version?

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4080. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 17:41:15 UTC
From: sinclair@ins.infonet.net
Message-ID: <37einr$cl0@insosf1.infonet.net>
Source record: 15265

In article <37e94q$870@bmerha64.bnr.ca>, moran@bires069 (G MORAN) writes:
>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
>> G MORAN (moran@bires069) wrote:
>> : Make sure you buy StarDust - its excellent. I'm going to get the
>> : 256-colour AGA superstardust which is due out now. Its tough choosing
>> : what software to get - should it be SimCity 2000 AGA, Theme Park AGA
>> : or UFO AGA? For aracders how about FIFA International Soccer or
>> : Jungle Strike AGA.... You get the picture.
>
>> True, and if you owned a PC you'd have an even more impressive line of
>> software to choose from far exceeding the Amiga range.
>
> Exceeding - yes, but theres still LOTS of Amiga stuff. We get most
>of the good PC games and most of the good console games. In the arcade
>and platform dept the Amiga still exceeds the PC in software choice
>and quality.
>
>> Funny how it took
>> _so_ long for any decent AGA stuff to appear isn't it?
>
> So what? Its here NOW and there are lots of new AGA games out.
>Sim City 2000 has finally made an appearance - at last a game that
>requires an A1200 with fastRAM and HD.
>
>
>> Besides if I
>> wanted games I'd buy a SNES (or an Amiga) but I don't, so I'm quite
>> content with what I have.... YOU get the picture yet???
>
> Amiga owners can have most of the 'home computer' advantages of
>the Falcon, but with greater software choice. For the most choice
>you need a PC but for various reasons I wouldn't even consider a
>PC or Mac for home use. For HOME computing, Amiga is the best.

Speak for your self.. Amigas in the U.S. are not widely available and cost
alot more than the equivelant Mac and PC system. Let me correct you on this, I
would never reccomend an AMIGA SYSTEM for home use..The software is now crap!!
With the Performa line up doing very well, there is no place for the Amiga.
Who is going to repair the Amiga if it breaks?

>
>gavan
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

4081. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 17:44:39 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37eiu7$r79@bs33n.staffs.ac.uk>
Source record: 15266
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
: TOS stands for The Operating System. No joke :-). Just as
: good a name as Workbench/Kickstart, IMO. But who really
: cares? :-)
: -scott tirrell

:-) an unfortunate name, but at least it provides us with lots of nice
pun's !

Hey a question for all you Amiga owners... why does it take so bloody
long for your machines to reboot/recognise a reset ??? We have an A1200
in the house and it can take anything up to 15-20 seconds before the
computer even considers accessing the internal drive after a CTRL-CBM-CBM
reset. Is this a hardware design thing? Granted, sometimes it _does_
reboot quite fast, but certainly not often enough.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4082. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 18:38:22 UTC
From: CPB1001@phx.cam.ac.uk
Message-ID: <37em2u$ra4@lyra.csx.cam.ac.uk>
Source record: 15368
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37eim7$r79@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
>: How odd, I never seemed to have any trouble. We even have one here. Try:
>
>: http://www.cl.cam.ac.uk/
>
>I was refering to dial-up public access sites, not university orientated
>ones. Is your site public access? Can you dial in from outside without
>having an account on the computers there or can you purchase an account?

I believe it is public access. Your use of the word dial seems to imply
that you are using some sort of service provier with limited internet
access, rathger than a full internet connection, so I wouldn't know
wether you personally can get in or not.

>And why do you avoid all my other points? Ie how up to date is your
>Amiga Mosaic version?

Wouldn't know, since I don't use it. I do all my net access from the
computer labs UNIX machines, and haven't found the time or need to connect
my Amiga up. Perhaps someone who uses AMosaic can answer your latter points,
I just wanted to address your first.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4083. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 18:45:22 UTC
From: CPB1001@phx.cam.ac.uk
Message-ID: <37emg2$rfg@lyra.csx.cam.ac.uk>
Source record: 15369
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37eiu7$r79@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:

>
>Hey a question for all you Amiga owners... why does it take so bloody
>long for your machines to reboot/recognise a reset ??? We have an A1200
>in the house and it can take anything up to 15-20 seconds before the
>computer even considers accessing the internal drive after a CTRL-CBM-CBM
>reset. Is this a hardware design thing? Granted, sometimes it _does_
>reboot quite fast, but certainly not often enough.

Some Amigas (the A1200 being one) have a feature whereby a reset can be
delayed by upto 10 seconds for programs to save unsaved data, shutdown properly
etc. If there are no programs with a reset handler, then it should reboot
quickly. Some demos, however (and I presume games, I wouldn't know since the
games I play most of the time (mainly Frontier) multitask and behave
themselves) mess this system up and hold the reset back for no apparent reason.
It should, however, be impossible for it to take longer than 10 seconds. If
this is the case, then I suspect you may have a hardware problem.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4084. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 19:02:47 UTC
From: mentat@satelnet.org
Message-ID: <37engn$kgn@sefl.satelnet.org>
Source record: 15370
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <berndm.781601939@bruce.cs.monash.edu.au>,
Bernd U Meyer <berndm@cs.monash.edu.au> wrote:
>rik@rickyp.demon.co.uk (Richard Pluck) writes:
>
>>Why develop games for a machine that has no hardware scrolling and no sound
> ^^^^^^^^^^^^^^^^^^^^
>>as standard ? Answer : Because there are millions of then out there and a
>>market that size *cannot* be ignored
>
>You are talking about the ZX Spectrum here, right?

Actually, it was possible to change the address of the video memory
somehow - I saw a demo that swapped 4 or 5 screens using this method way
back in 85...

(I've been playing with a Spectrum 128 emulator (z80 - get it, it's
great!) a lot recently, and I'm amazed at some of the games - StuntCar
Racer, Captain Blood, Virus - 3D graphics! Who needs DOOM? :)

Now all I need is a copy of Bugaboo the Flea, and I'll bet set for life!

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4085. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 19:46:08 UTC
From: mentat@satelnet.org
Message-ID: <37eq20$m5k@sefl.satelnet.org>
Source record: 15270
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37eidi$cl0@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>What Mac are you using that takes two minutes to load? On the PowerBook Duo I
>am using takes seconds to loads not minutes...Quit misleading....

How about this 840AV right here? It takes 2:21 to boot...

(All it's ever used for is for finding things to nitpick about, or
watching TV. :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4086. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 19:53:10 UTC
From: mentat@satelnet.org
Message-ID: <37eqf6$mn9@sefl.satelnet.org>
Source record: 15269
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37eiu7$r79@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>Hey a question for all you Amiga owners... why does it take so bloody
>long for your machines to reboot/recognise a reset ??? We have an A1200
>in the house and it can take anything up to 15-20 seconds before the
>computer even considers accessing the internal drive after a CTRL-CBM-CBM
>reset. Is this a hardware design thing? Granted, sometimes it _does_
>reboot quite fast, but certainly not often enough.

Well, the delay on power-on is to give an internal IDE enough time to
spin-up, and the delay on reset is for the same reason, although it's
unneccessary really. (Still quicker than the PC, which insists on
showing you all the BIOS information every time you reset, just in case
your CPU magically chnaged or something. :)

Now a question for Falcon owners - on my old 130ST (yes, 130ST, let's not
have this argument again) if I didn't put a disk in the drive, I'd get the
oh-so-lovely GEM after about 30 seconds - does the Falcon do this, and did
they speed it up any? (The delay, not the machine. :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4087. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 20:10:17 UTC
From: mrathwel@uoguelph.ca
Message-ID: <37erf9$961@nermal.cs.uoguelph.ca>
Source record: 15263

```
: Speak for your self.. Amigas in the U.S. are not widely available and cost
: alot more than the equivelant Mac and PC system. Let me correct you on this, I
: would never reccomend an AMIGA SYSTEM for home use..The software is now crap!!
: With the Performa line up doing very well, there is no place for the Amiga.
: Who is going to repair the Amiga if it breaks?

- Take a look at a few Amiga mags, Sinflop! Have you tried all the 'crap'
software? Have you looked up dealers who can repair them? There are
plenty. I'd take an Amiga over a Mac any day and I'm an ST fan!

>> Mark <<
```

4088. A hand for Gavan!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-11 20:15:49 UTC
From: mrathwel@uoguelph.ca
Message-ID: <37erpl$961@nermal.cs.uoguelph.ca>
Source record: 15264

I think we should all give Gaven a hand for bringing some life
back to this forum. Until his return, he seemed to be stuck listening to
Sinclap's irrititating commentary. Today, we have some good, clean,
educated brawling! Thanks!

>> Mark <<

4089. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 03:36:09 UTC
From: Houn-Nam Ing <cs472aj2@csulb.edu>
Message-ID: <Pine.NXT.3.90.941011203518.4471A-100000@piggy.cecs.csulb.edu>
Source record: 15380
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On Tue, 11 Oct 1994, CS1 31 wrote:

> How dare you say that GEM is a dream compared to Workbench? GEM is so rubbish. I have
> an A1200 witha 65Mb hard-drive. The default Workbench loads in 5 seconds, my
> Workbench loads up in around 12 seconds. So what if workbench takes ages to load
> using a floppy ... every tried using a PC or Macintosh with just a floppy drive (It
> can't be done!). An A1200 with a hard-drive is a dream to use. I have to wait about
> three minutes to use a PC when it is turned on, two minutes when a Macintosh is
> turned on and 10 seconds when my Amiga is turned on (ooer!). I know which one I
> prefer.
>
ST right the way, no even need a disk in the drive.
>
>

"""""
(O O)
+------oOOOo----( )----oOOOo------+
| - |
| Houn-Nam Ing |
| hing@csulb.edu |
| cs472aj2@csulb.edu |
| |
+---------------------------------+

4090. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 03:40:29 UTC
From: Houn-Nam Ing <cs472aj2@csulb.edu>
Message-ID: <Pine.NXT.3.90.941011203808.4471B-100000-100000-100000@piggy.cecs.csulb.edu>
Source record: 15381
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

On 11 Oct 1994 sinclair@ins.infonet.net wrote:

> What Mac are you using that takes two minutes to load? On the PowerBook Duo I
> am using takes seconds to loads not minutes...Quit misleading....
>
System 7 or what ever system you are using.
>
> -Peter
>
>
> >
>
>

"""""
(O O)
+------oOOOo----( )----oOOOo------+
| - |
| Houn-Nam Ing |
| hing@csulb.edu |
| cs472aj2@csulb.edu |
| |
+---------------------------------+

4091. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 05:11:19 UTC
From: krishna@max.tiac.net
Message-ID: <37fr5n$74v@sundog.tiac.net>
Source record: 15276
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Isn't the delay on the A1200 for the purpose of letting internal HDs spin up in time?

4092. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 06:11:25 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.781942285@bruce.cs.monash.edu.au>
Source record: 15287
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CxIn0n.AI1@dcs.ed.ac.uk>, cs131@dcs.ed.ac.uk (CS1 31) writes:

>every tried using a PC or Macintosh with just a floppy drive (It
>can't be done!).

That must come as a real surprise to all those people owning PCs and
Macs. Gosh, even I have a MacPlus (with a single floppy drive), which is
quite usable, and a 486 (on which I sometimes disable the harddrives, just
to be on the safe side), which is also quite usable with just floppies...

>I have to wait about
>three minutes to use a PC when it is turned on,

Care to tell what you are doing? Running Windows NT on a 16kB IBM PC from
'81? Some realistic startup time:
-memory check: 2 seconds (with "check above 1 MB" disabled)
-loading linux via lilo: 2 seconds
-uncompressing kernel: 1 second
-kernel startup: maybe 5 seconds
-starting gettys, daemons... : maybe another 5 seconds
-starting X : app 5 seconds
-opening a few xterms etc: maybe another 5 seconds, probably less

So here we are, 25 seconds, and that gives you a full MP, VM, networked
and multiuser multitasking OS with a network transparent GUI which
implements everything under the sun to save memory. It also has a certain
level of security in its filesystem.

Now I admit this is more than your "13 seconds", but on the other hand, what
comes up does a lot more as well. Booting DOS seems to be a matter of
seconds....

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4093. Re: The Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 06:51:54 UTC
From: djs@jet.uk
Message-ID: <1994Oct12.065154.7143@jet.uk>
Source record: 15290

In <37ebrt$1th@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I bought a second hand F030/4/65 some months ago... I am just a little
>disappointed. Here is a short list :

>TOSWIN:- Although this is not strictly supplied with the machine it is
Yes, this is a bit of a joke, unfortunately. I run text-based programs
full-screen, it's faster then. But I can't multitask with GEM programs.

>File_Names: Yes, we are still restricted to the 8.3 format.
Not if you install a Minix file system (as supported by MiNT).

> pre-emptive: well MiNT is OK, if a little
> buggy, but is also quite sluggish. My old
MiNT isn't _that_ slow, it's the multitasking version of the AES that is
the main culprit.

>TOS:- The version I have 4.01 is full of bugs!!
Yes. An upgrade to 4.04 is essential.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4094. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:04:41 UTC
From: moran@bires052
Message-ID: <37g5ap$a4d@bmerha64.bnr.ca>
Source record: 15296
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
> : How odd, I never seemed to have any trouble. We even have one here. Try:

> : http://www.cl.cam.ac.uk/

> I was refering to dial-up public access sites, not university orientated
> ones. Is your site public access? Can you dial in from outside without
> having an account on the computers there or can you purchase an account?

What ARE you talking about? Do you mean Internet POPs - there are plenty
in the UK now. Ever heard of DEMON Internet for instance? Your post said
there weren't many WWW sites in Europe - period. Thats just plain wrong.

> And why do you avoid all my other points? Ie how up to date is your
> Amiga Mosaic version?

I dunno - how up to date is the FALCON version?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4095. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:09:41 UTC
From: moran@bires052
Message-ID: <37g5k5$a4d@bmerha64.bnr.ca>
Source record: 15297
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> Hey a question for all you Amiga owners... why does it take so bloody
> long for your machines to reboot/recognise a reset ??? We have an A1200
> in the house and it can take anything up to 15-20 seconds before the
> computer even considers accessing the internal drive after a CTRL-CBM-CBM
> reset. Is this a hardware design thing? Granted, sometimes it _does_
> reboot quite fast, but certainly not often enough.

The wait is while the computer checks for a hard drive and tries to boot
from it. It also polls from a printer. If you have a hard drive, the reset
is near instantaneous and if you have a hard drive and an active printer then
the reboot is immediate.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4096. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:17:16 UTC
From: moran@bires052
Message-ID: <37g62c$a4d@bmerha64.bnr.ca>
Source record: 15293
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Bernd U Meyer (berndm@cs.monash.edu.au) wrote:
> Now I admit this is more than your "13 seconds", but on the other hand, what
> comes up does a lot more as well. Booting DOS seems to be a matter of
> seconds....

> Bernie

Most PCs sit around for 5-10 seconds before they even start to boot from
floppy. If you are going to windows after that it takes ages.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4097. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:18:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37g656$9p@bs33n.staffs.ac.uk>
Source record: 15294
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Kimmo Veijalainen (veijalai@liero.cc.lut.fi) wrote:
: cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: >But then to be honest Gem is a dream compared to the Workbench on the
: >A1200 (and yes in our house there is one A1200 floppy based and loading
: >Workbench is hell).

: Floppy based? Get real, running any modern OS from floppies is either
: nightmare or impossible.

Quite, yet that is exactly what Commodore expect you to do isn't it.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4098. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:19:46 UTC
From: moran@bires052
Message-ID: <37g672$a4d@bmerha64.bnr.ca>
Source record: 15295
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

!Productions (mentat@satelnet.org) wrote:

> (I've been playing with a Spectrum 128 emulator (z80 - get it, it's
> great!) a lot recently, and I'm amazed at some of the games - StuntCar
> Racer, Captain Blood, Virus - 3D graphics! Who needs DOOM? :)

> Now all I need is a copy of Bugaboo the Flea, and I'll bet set for life!

I got a spectrum emulator for my Amiga there. Its amazingly good, as it
seems to run everything with no problem. I've been playing Manic Miner,
jet Set Willy, Atic Atac, Sabre Wulf, Knightlore, StarQuake and lots of
other classics - Amazing! So much fun from such a primitive 8-bit
machine.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4099. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:23:41 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37g6ed$9p@bs33n.staffs.ac.uk>
Source record: 15298
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

CS1 31 (cs131@dcs.ed.ac.uk) wrote:
: How dare you say that GEM is a dream compared to Workbench? GEM is so rubbish. I have
: an A1200 witha 65Mb hard-drive. The default Workbench loads in 5 seconds, my
: Workbench loads up in around 12 seconds. So what if workbench takes ages to load
: using a floppy ... every tried using a PC or Macintosh with just a floppy drive (It
: can't be done!). An A1200 with a hard-drive is a dream to use. I have to wait about
: three minutes to use a PC when it is turned on, two minutes when a Macintosh is
: turned on and 10 seconds when my Amiga is turned on (ooer!). I know which one I
: prefer.

You have a hard drive for you A1200? Well you are lucky then, but they
do not come as standard do they? You have to pay quite a lot more for
them, often as much as the A1200 cost itself (if the Silica Shop adverts
are anything to go by). NewDesk (GEM TOS 4.04) is extremely advanced
and loads instantly - better than your 10 seconds.

So if you can't afford to buy a HD you are stick with an OS that is very
very unfriendly to use (insert disk x, insert disk x... etc etc etc), at
least with any ST/E/FALCON the OS is there, ready to use and lets you
access the base essential functions of your computer. If you magically
erased every disk in your collection your Amiga would be rendered
useless, whereas with the Atari range you can still use the Desktop and
perform those essential management functions.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4100. Re: The Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:37:43 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37g78n$9p@bs33n.staffs.ac.uk>
Source record: 15311

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Graphics Redraw:- this is a crime and still is. Why should I have to spend
: #30 to get it up to scrath.

No, you mean GEM Graphics redraw's. GEM is notorious for being very slow in the graphics department although programs like NVDI will do a lot to rectify this problem. It is also to do with the monitor which you neglect to mention, running the Falcon is something like 640x480 (VGA) in 256 colours is a rather nasty experience, yet 640x480x16 provides a perfect and fast working environment. True Colour screens are bloody fast even on my VGA and on the RGB they shift it around like nothing on earth - Chroma 24 and APEX Media being two fine examples. Why should you spend #30 on what btw ???

: Lack of CLI:- I was amazed that no CLI or shell window was provided.
: Lets face it a CLI may not be very user friendly but without
: it a system is near useless. Take the Amiga, it has a
: (not too friendly) but fast CLI, which take me on to my
: next point.

Has Atari _ever_ supplied a CLI for their machines? No. So why did you expect them to do so this time? If its a CLI you want then get the NeoDesk CLI from Compo. But I do agree with you and would love to see a powerful CLI for my Falcon which is why I am writing one myself, it has a lot of advanced functions (borrowed from MSDOS and Unix) and will be ready for beta-testing soon.

: File_Names: Yes, we are still restricted to the 8.3 format.

To retain PC compatability and Atari compatability - can you imagine the hassle Atari developers would have if they suddenly were faced with a completely new file name structure? It would be hell!

: MultiTasking:- In two forms: Co-op : this is very fast but the
: interface is awful!!! You cannot for
: example simply iconify a progam and switch
: back to it later.

I hardly ever use Mint, I find the speed of the system doesn't match the benefits I get from it. I'll wait until Ease/MagiC/Geneva get finished. not everyone wants or needs multi tasking, those that do know where to go.

: pre-emptive: well MiNT is OK, if a little
: buggy, but is also quite sluggish. My old
: Amiga 600 managed better!!!

: TOS:- The version I have 4.01 is full of bugs!!

Upgrade - TOS 4.01 is renowned for bugs as are most early operating systems and that was the first release. Compo were doing a TOS 4.04 deal for 19 quid, can't be bad.

: That said I still like the machine but only JUST. If Atari had done a
: decent job of it in the first place perhaps sales might have been a
: bit higher. I mean why should I need a replacement desktop, or a new
: OS. These should either be not-supplied and bought seperate or be of
: a reasonable standard in the first place!! If they weren't made by
: Atari perhaps we'd have cheaper machines in the first place.

You don't need a replacement desktop, you just need a few little essential ACC's and AUTO programs that make working life so much better. Everything I have in my AUTO folder to enhance my computing life is either PD or Shareware (with the exception of NVDI).

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4101. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:41:53 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37g7gh$9p@bs33n.staffs.ac.uk>
Source record: 15305
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

CPB1001@phx.cam.ac.uk wrote:
: In article <37eim7$r79@bs33n.staffs.ac.uk>,
: Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
: >C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: >: How odd, I never seemed to have any trouble. We even have one here. Try:
: >
: >: http://www.cl.cam.ac.uk/
: >
: >I was refering to dial-up public access sites, not university orientated
: >ones. Is your site public access? Can you dial in from outside without
: >having an account on the computers there or can you purchase an account?

: I believe it is public access. Your use of the word dial seems to imply
: that you are using some sort of service provier with limited internet
: access, rathger than a full internet connection, so I wouldn't know
: wether you personally can get in or not.

To clarify I meant could an Amiga owner sat at home running this Mosaic
software use his/her modem to call up your Uni and access those web pages
you indicated above without having to have an account on the machines
there as you obviously do (being a student/lecturer and all that!).

ok?

The only web providers I personally know of are very PC orientated and
they charge amazing amounts of money which, considering how slow web can
be sometimes, is a bit off really.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4102. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:45:58 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37g7o6$9p@bs33n.staffs.ac.uk>
Source record: 15306
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

et>
Distribution:

sinclair@ins.infonet.net wrote:
: BZZZT!!! I will even admit that the Amiga 1200 is way superior
to the Falcon.
: Scott hve you ever used an A1200?

(god I hate having to correct your postings (ie line lengths))

1200 superior to the Falcon?
he he he, don't make me laugh Sincrap!
have you ever used a Falcon? It compares better to your precious A4000
range than those dodgey 68020EC 1200 skips.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4103. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 08:50:57 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37g81h$9p@bs33n.staffs.ac.uk>
Source record: 15307

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: You are forgetting though, the Falcon is more expensive.

WAS more expensive. It ain't any more.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4104. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 09:13:17 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37g9bd$6j@dux.dundee.ac.uk>
Source record: 15300
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires059) wrote:
: STIRRE31@MAINE.MAINE.EDU wrote:
: > Just saw a post in the ST group, Gavan, from an Amiga user
: > regarding Pagestream 3. Just thought I'd make a small post.
: > It seems that this user thinks that PS3 is buggy, has many
: > features not implemented and is almost useless! Is this the
: > kind of program we should be jealous of, Gavan? See the
: > post in comp.sys.atari.st.

: No, you should be jealous of the MASSIVE (compared to Atari)
: Amiga user base, the wide software support, the variety of different
: Amiga models and the wealth of hardware Amiga add-ons that have NO
: Atari equivalent.

: gavan

We Atarians (well Falcon owners) do not need all the add ons as we already have

a 68030, SCSI II, DSP, MIDI etc, etc.

Therefore I think your argument about add-ons is a bit pointless. Likewise
we can go up to 32MHZ for only 60 ukp.

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

4105. Atari where are you?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 09:23:53 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37g9v9$6j@dux.dundee.ac.uk>
Source record: 15309

Its quite amazing really, Atari UK have access to the internet, so why don't they post stuff to tell us whats going on. Rather than letting the BS made up by various people continue.

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

4106. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 10:35:43 UTC
From: moran@bires052
Message-ID: <37ge5v$eh0@bmerha64.bnr.ca>
Source record: 15301
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> To clarify I meant could an Amiga owner sat at home running this Mosaic
> software use his/her modem to call up your Uni and access those web pages
> you indicated above without having to have an account on the machines
> there as you obviously do (being a student/lecturer and all that!).

Do you know much about the Web? You just need internet access and
a web browser which you start by pointing at the appropriate web site.

> The only web providers I personally know of are very PC orientated and
> they charge amazing amounts of money which, considering how slow web can
> be sometimes, is a bit off really.

I've never heard of a web provider - just internet service providers.
Demon do Internet access for 10quid per month, but of course phone
charges can add to the expense considerably.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4107. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 10:41:58 UTC
From: moran@bires052
Message-ID: <37gehm$eh0@bmerha64.bnr.ca>
Source record: 15299
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> You have a hard drive for you A1200? Well you are lucky then, but they
> do not come as standard do they? You have to pay quite a lot more for
> them, often as much as the A1200 cost itself (if the Silica Shop adverts
> are anything to go by). NewDesk (GEM TOS 4.04) is extremely advanced
> and loads instantly - better than your 10 seconds.

The A1200 uses standard IDE hard drives of the type that fit in PC
machines - the cheapest you can buy. A 2.5" drive is recommended as it
fits perfectly in the case, but you can also shoehorn a 3.5" drive in
there if you want.

> So if you can't afford to buy a HD you are stick with an OS that is very
> very unfriendly to use (insert disk x, insert disk x... etc etc etc), at
> least with any ST/E/FALCON the OS is there, ready to use and lets you
> access the base essential functions of your computer. If you magically
> erased every disk in your collection your Amiga would be rendered
> useless, whereas with the Atari range you can still use the Desktop and
> perform those essential management functions.

The OS is stored in ROM on the Amiga also. The Workbench is just a
graphical interface for file manipulation and program loading. Its what
loads from disk. You can boot without workbench and go straight into
a command line shell. All the common commands are available in rom
(dir,copy, delete etc.) Its mostly utitilties that have to load from
floppy/hard disk. The core of the OS is in rom. The problem is that the
Amiga has heavy use of shared libraries, of which only a couple are
in ROM. Thus, lots of programs need to have access to the shared library
to load it and you get the "insert disk in drive xxx" prompt when this
happens.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4108. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 10:42:53 UTC
From: moran@bires052
Message-ID: <37gejd$eh0@bmerha64.bnr.ca>
Source record: 15308

```
Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
> : You are forgetting though, the Falcon is more expensive.

> WAS more expensive. It ain't any more.

really, Silica and other mail order firms are selling A1200s from 270UKP.
Whats the cheapest available Falcon you can buy?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
```

4109. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 10:47:18 UTC
From: moran@bires052
Message-ID: <37germ$eh0@bmerha64.bnr.ca>
Source record: 15382
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:

> We Atarians (well Falcon owners) do not need all the add ons as we already have

> a 68030, SCSI II, DSP, MIDI etc, etc.

> Therefore I think your argument about add-ons is a bit pointless. Likewise
> we can go up to 32MHZ for only 60 ukp.

Thats interesting. What 68030 32MHz add-on is only 60 UKP? Does it make
provision for 32-bit fastRAM access?

As regards built in features, for the increased cost of the Falcon
I'd _expect_ the Falcon to have more.

I pointed out that you can get a 6 meg/80HD/28Mhz 030/882/SCSI-II A1200
for the cost of a 4/80 Falcon.

The Amiga has a faster CPU, a maths co-pro, and more RAM for the same
price. The Falcon has 16-bit sound and a DSP. If you need the sound,
go for the Falcon. If you want more processor power and RAM, with better
software support go for the Amiga.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4110. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 11:22:58 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37ggui$ln@bs33n.staffs.ac.uk>
Source record: 15383

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: He he he... ATARI is having *trouble* manufacturing and selling the Jaguars
: which is the machine by which their own adimission is their new 'saviour/baby'.
: I wonder if they are even manufacturing more Falcons right now.

Hey sorry mate but unless you've been down a deep dark hole for the past
year Atari isn't manufacturing the Jaguar you dork - it's IBM who are
manufacturing it, Atari just sell it. Can't speak for Falcon
manufacturing but I know they are still selling them quite well over here
so there is nothing to get excited about.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4111. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 12:17:09 UTC
From: RB10006@hermes.cam.ac.uk
Message-ID: <37gk45$igm@lyra.csx.cam.ac.uk>
Source record: 15384
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g7gh$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

[...]

> To clarify I meant could an Amiga owner sat at home running this Mosaic
> software use his/her modem to call up your Uni and access those web pages
> you indicated above without having to have an account on the machines
> there as you obviously do (being a student/lecturer and all that!).
>
> ok?
>
> The only web providers I personally know of are very PC orientated and
> they charge amazing amounts of money which, considering how slow web can
> be sometimes, is a bit off really.
>
>
> Richard Davey
> Falcon Owners Group (UK)

What exactly do you mean by 'web providers'? Given that the web is a service based on the internet, any internet access provider provides you with access to the WWW automatically. Also, provided that the site which has the web pages you want to view is running a web server (which, incidentally, several places in the UK, including Cambridge, do), then you can access it without an account on the local system. Demon Internet (amongst others) provide direct internet access to UK customers, so I don't really understand what you mean by 'web providers'. Demon also DO support the Amiga (as far as I know, not being a customer of theirs), and have several local newsgroups for this purpose. So yes, an Amiga owner sat at home can run AMosaic and access the university's pages. They don't have to dial the university direct, they can get the pages through any internet service provider. I think perhaps you've got a little confused about what the WWW and the Internet really are.

Robert Brown.
(.sig pending)

4112. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 12:21:24 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37gkc4$ibp@lyra.csx.cam.ac.uk>
Source record: 15385
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g656$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> : Floppy based? Get real, running any modern OS from floppies is either
> : nightmare or impossible.
>
> Quite, yet that is exactly what Commodore expect you to do isn't it.

Oh yes, that's why all current Amigas have harddisk interfaces and mountings
built in. They only did it to encourage users to run their OS from floppy.
Come on, pray tell, what is wrong with selling an HD less A1200, and allowing
the user to fit their own capacity drive, rather than imposing a standard size,
which may well be overly large for some, and too small for others. Don't know
about elsewhere, but here, the vast majority of A1200 users have hard dirves.
I can only assume that the minority either are saving up for one, or bought
their machine merely to play floppy based games on it.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4113. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 12:24:38 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37gki6$ibp@lyra.csx.cam.ac.uk>
Source record: 15386
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g6ed$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> You have a hard drive for you A1200? Well you are lucky then, but they

How so? Ovber 60% of A1200 owners have harddisks.

> do not come as standard do they? You have to pay quite a lot more for

The AT-IDE interface does.

> them, often as much as the A1200 cost itself (if the Silica Shop adverts

Depends how big it is. I don't know hopw long ago you looked at the prices of
AT-IDE drives, but these days, one can pick up a 1/3 gigabyte drive for
generally under 300 pounds, which most certainly is less than the price
of an A1200.

> are anything to go by). NewDesk (GEM TOS 4.04) is extremely advanced
> and loads instantly - better than your 10 seconds.

That's NOTHING! My 32K CBM PET loads instantly into a full programming
environment with no drives connected at all!

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4114. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 12:31:32 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37gkv4$ibp@lyra.csx.cam.ac.uk>
Source record: 15237
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g7gh$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> To clarify I meant could an Amiga owner sat at home running this Mosaic
> software use his/her modem to call up your Uni and access those web pages
> you indicated above without having to have an account on the machines
> there as you obviously do (being a student/lecturer and all that!).

There exist dial ups onto the university fibre-optic network, but AFAIK
the univbersity does not allow their use by non-members of the university, since
there are a limited number of dial ups. OTOH, there is this thing called the
INTERNET, which an Amiga owner sat at home running this Mosaic could (via a
service provider for as little as 12 UKP per month) use to access any WWW site
they wnated anywhere.

> ok?
>
> The only web providers I personally know of are very PC orientated and
> they charge amazing amounts of money which, considering how slow web can
> be sometimes, is a bit off really.

I assume you're reading USENET via some sort of BBS, You really should try
doing it properly via the internet. Once you've paid your 12 pounds
subscription for the month, practically everything is free. (I'm making the
assumption that the Falcon has the necessary software to enable it to be
an internet node, perhaps it doesn't and this is the cause of any
misunderstanding. The required Amiga stuff can be obtained via anonymous ftp
from demon.co.uk for free, and is quite extensive.)

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4115. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 12:35:28 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37gl6g$ibp@lyra.csx.cam.ac.uk>
Source record: 15238
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g7o6$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> 1200 superior to the Falcon?
> he he he, don't make me laugh Sincrap!
> have you ever used a Falcon? It compares better to your precious A4000
> range than those dodgey 68020EC 1200 skips.

You seem to be confused, Sinclap hates anything that is not a Macintosh. I
believe he was merely commenting oin what he thought to be the lesser of
two evils. With the exception of its sound and DSP hardware, I fail to
see where the Falcon even comes close to the A1200. It's behind graphically
(The Falcon has slightly morre graphics bandwidth, but the A1200 uses it more
efficiently), it's CPU is slower due to the 16 bit bus, it's software
support is verging on non-existant (show me something like Wordworth 3.0b or
Final Wrier II on the Falcon), and the A1200 has a much more capable, and IMO
nicer to use, OS.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4116. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 12:39:29 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37gle1$ibp@lyra.csx.cam.ac.uk>
Source record: 15239
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g9bd$6j@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

> We Atarians (well Falcon owners) do not need all the add ons as we already have
>
> a 68030, SCSI II, DSP, MIDI etc, etc.

a 68030 crippled by a 16 bit data bus. Can you say 386SX?

From what I can gather, the Falcons so called SCSI II is actually
a SCSI I on steroids, and certaibnly does not achieve the transfer
speeds one would expect of SCSI II. Some IDE PCMCIA drives on the A1200
transfer over 1.5 megabytes per second.

The DSP is useful, but limited because it's only an integer uint. I'll keep
my 25MHz 68882 thanks.

MIDI Why should I pay for something I'm never (along with the majority of
users) going to use.

> Therefore I think your argument about add-ons is a bit pointless. Likewise
> we can go up to 32MHZ for only 60 ukp.

Still on that 16 bit bus, is it? Unfortunate that.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4117. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 12:59:41 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxK9FI.3I1@exeter.ac.uk>
Source record: 15240
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <9410111705.AA00043@rickyp.demon.co.uk> rik@rickyp.demon.co.uk (Richard Pluck) writes:

[paralax scrolling]
To achieve the same effect on a machine without the Amiga's custom chips would, I imagine, require clever use of XORs to overlay one screen over the other (The front screen would have to treated like a giant software sprite)

On the Atari STE/TT and Falcon you can easily do this with the hardware scrolling - you can set it up to scroll each line of the screen independently.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

4118. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 13:09:49 UTC
From: richara@westminster.ac.uk
Message-ID: <CxK9wE.5zx@westminster.ac.uk>
Source record: 15241
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:

: MIDI Why should I pay for something I'm never (along with the majority of
: users) going to use.

You shouldn't.

People buy computers to use them. If a computer doesn't do what you want
then don't use it. The people who own Falcons do so because they do what
the user wants to do.

I'm so glad that you are happy with your non-midi computer, I am happy
with my midi computer.

What a happy world .advocacy is.

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

4119. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 13:21:14 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <37gnsa$i9l@mercury.dur.ac.uk>
Source record: 15242
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: : >Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
: : > No Mosaic? What a terrifically up to date machine you have! If the
: Falcon is
: : >still viable, how come there isn't the standard net-browsing tool for it?

: Net-standard but not for Europe, you try finding a WWW site in Europe, it
: just doesn't happen in the Atari world, it doesn't really need to either.
: Besides, do you actually _use_ Mosaic on your Amiga? I don't envy your
: phone bill mate, and which version is it? Can it handle the new live
: video feeds? Can it play tracker modules or mpegs? Just how up to date
: are you with the current NCSA versions?

Mosaic would be nice for occasional usage, esp. for those people who can
get a free TCP/IP connection at their university etc. One of the things
I'm working on at the moment is a GEM-based HTML viewer for the Atari
series (useful when I'm putting together my WWW page). I'll release it with
source, and if anyone then feels like getting the http source and porting
it to MiNTnet (should be relatively easy, but it isn't really my sphere
of programming), it should be fairly easy to put the two together to get
at least a basic graphical WWW browser. OK, so it isn't Mosaic, but it
doesn't have to be - if I'm using a Mac I'll use MacWeb in preference to
WinWeb any time.

: I use the latest version here at University, but that's running on a DEC
: Station 5000 and its slow enough! I'd hate to see it on any standard
: home computer, it must be hell.

It's not really to do with the speed of your computer, more the speed of
your connection. There really wasn't a great deal of difference between
the Mac IIci and the PowerMac when I used them to access the WWW. I'd
amend that statement to 'on a 14k4 modem, it must be hell'. I'd really
want at least 5K/s, and probably double that if I'm autoloading images.

ATB,

Martin

M.J.Maisey@durham.ac.uk

4120. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 13:29:56 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <37gock$i9l@mercury.dur.ac.uk>
Source record: 15243
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires069) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

: > But then to be honest Gem is a dream compared to the Workbench on the
: > A1200 (and yes in our house there is one A1200 floppy based and loading
: > Workbench is hell).
: With a single floppy, it would be. Mind you, there aren't a lot of
: OSs that _could_ run off a single floppy and offer full pre-emptive
: multitasking these days.
: Does MiNT/MultiTOS run off a single floppy?

MiNT certainly does. A couple of years ago I had MiNT (v0.6 IIRC), TOSWIN and GNU C (!) all running off a floppy drive 2.5Mb RAM STFM! The newer versions do as well, but I wouldn't imagine you could get all the extras like MiNTnet running effectively.

I have had MultiTOS running off a single floppy drive STFM. But on an STFM, it's pretty slow, and no-one I know uses a Falcon (which is much more the machine for multitasking) without a hard drive anyway.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

4121. Hidden costs

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 13:44:57 UTC
From: csc3nsc@gps.leeds.ac.uk
Message-ID: <1994Oct12.134457.26807@leeds.ac.uk>
Source record: 15244

I was thinking of buying a computer later this year, and the falcon was on my list. The ads in the atari press made it look a good buy, but reading this news group has made me think again. I knew that I would need 4 megs of RAM, but the ads said that the motherboard could support up to 14 megs. I also didn't the number of extra programs that I would need to make the OS useable. (the bit about having a 32 bit cpu and only 16 bit architechture also made think again)
The reason that I considered the Falcon was that it had the type of graphics and sound capabilities that I was looking for in a computer. I was not looking for a games machine but something to due programming on (AV type stuff). The Amiga option was too expensive as I would need a 4000 with add on sound card as well as a scsi-2 card.

What I really want to know is that are there any other hidden cost that I do not know about yet? I do not want to buy a machine and end up using it as a door wedge because I cannot aford the upgrade to make I usable.

Neil

4122. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 14:12:23 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94285.101223STIRRE31@MAINE.MAINE.EDU>
Source record: 15245
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris (Brown),
I have never seen Wordsworth or Final Copy for the Ami. I would venture a guess, though, that Compo's Write On, Papyrus and AtariWorks can keep up, thanks. And with Speedo GDOS 5 I can use Adobe Type 1 fonts as well as True Type. What types of fonts do your progs use?
Also, are there low cost word processors for the Ami? When I had an Amiga 500 I could not find any PD editors or low cost commercial options (well, I did ask my Amiga dealer for advice). Has this situation changed at all? For the Atari, people on a tight budget have loads of good editors to choose from in the public domain and commercial world.
-scott tirrell

4123. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 16:36:44 UTC
From: moran@bires059
Message-ID: <37h3as$q52@bmerha64.bnr.ca>
Source record: 15246
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> and AtariWorks can keep up, thanks. And with Speedo GDOS 5
> I can use Adobe Type 1 fonts as well as True Type. What types
> of fonts do your progs use?

Mostly compugraphic, as thats the scaleable type that the OS
uses too.

> Also, are there low cost word processors for the Ami? When I
> had an Amiga 500 I could not find any PD editors or low cost
> commercial options (well, I did ask my Amiga dealer for advice).

Transwrite is very good and also very cheap. theres a stack of
PD editors and WPs which are quite good, especially for free.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4124. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 17:17:16 UTC
From: mentat@satelnet.org
Message-ID: <37h5ms$a90@sefl.satelnet.org>
Source record: 15248
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94285.101223STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Chris (Brown),
>I have never seen Wordsworth or Final Copy for the Ami. I
>would venture a guess, though, that Compo's Write On, Papyrus
>and AtariWorks can keep up, thanks. And with Speedo GDOS 5
>I can use Adobe Type 1 fonts as well as True Type. What types
>of fonts do your progs use?

Adobe, Compugraphic, TT, PS and Amiga bit-mapped fonts, and I think
there's another format, but the name escapes me at the moment.

>Also, are there low cost word processors for the Ami? When I
>had an Amiga 500 I could not find any PD editors or low cost
>commercial options (well, I did ask my Amiga dealer for advice).
>Has this situation changed at all? For the Atari, people on
>a tight budget have loads of good editors to choose from in
>the public domain and commercial world.

Well, you should have got MEmacs with your system, which is a pretty good
editor considering, but there are PLENTY of PD editors and cheap WP
packages, and have been since I got my 500 about 4 years ago.

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4125. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 17:22:26 UTC
From: mentat@satelnet.org
Message-ID: <37h60i$ag6@sefl.satelnet.org>
Source record: 15247
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CxK9FI.3I1@exeter.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>In article <9410111705.AA00043@rickyp.demon.co.uk> rik@rickyp.demon.co.uk (Richard Pluck)
writes:
>
>[paralax scrolling]
> To achieve the same effect on a machine without the Amiga's custom chips
> would, I imagine, require clever use of XORs to overlay one screen over the
> other (The front screen would have to treated like a giant software sprite)
>
>On the Atari STE/TT and Falcon you can easily do this with the hardware
>scrolling - you can set it up to scroll each line of the screen independently.

But what about scrolling different LAYERS (ie one on top of the other)?
I can even do that in crummy BASIC -

```
Screen Open 0,320,200,2,Lowres
Paper 0 : Flash Off : Curs Off
Ink 1
For X=0 to 5
Circle Rnd*320,Rnd*200,Rnd*30
Next
Screen Clone 1,0
Dual Playfield 1,0
Do
Add P,2,0 To 319
Add Q,3,0 To 319
Screen Offset 0,P,
Screen Offest 1,Q,
Loop
```

There - that'll draw two OVERLAPPING screens, one visible through the
other, and scroll them at different speeds...

Go look at SOTBIII... :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4126. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 17:36:36 UTC
From: mentat@satelnet.org
Message-ID: <37h6r4$b20@sefl.satelnet.org>
Source record: 15249
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g7gh$9p@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>CPB1001@phx.cam.ac.uk wrote:
>: In article <37eim7$r79@bs33n.staffs.ac.uk>,
>: Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>: >C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
>: >: How odd, I never seemed to have any trouble. We even have one here. Try:
>: >
>: >: http://www.cl.cam.ac.uk/
>: >
>: >I was refering to dial-up public access sites, not university orientated
>: >ones. Is your site public access? Can you dial in from outside without
>: >having an account on the computers there or can you purchase an account?
>
>: I believe it is public access. Your use of the word dial seems to imply
>: that you are using some sort of service provier with limited internet
>: access, rathger than a full internet connection, so I wouldn't know
>: wether you personally can get in or not.
>
>To clarify I meant could an Amiga owner sat at home running this Mosaic
>software use his/her modem to call up your Uni and access those web pages
>you indicated above without having to have an account on the machines
>there as you obviously do (being a student/lecturer and all that!).
>
>ok?

Once again, you seem to have misunderstood the WWW. You do not have to
"dial" Chris' university to access the Web page. You use a WWW browser,
such as Lynx, and access it from YOUR site - lynx http://www.cl.cam.ac.uk/
should do the trick.

>The only web providers I personally know of are very PC orientated and
>they charge amazing amounts of money which, considering how slow web can
>be sometimes, is a bit off really.

With statements like this, you lead me to believe that you aren't clued
in on how the 'Net works. What, exactly, is a "Web Provider"? My site
provides WWW access, and I have my own WWW page (http://satelnet.org/~mentat/)
and anybody can look at it, free of charge. You don't need an account on
MY machine, you just need an account SOMEWHERE...

(Oh, and my WWW page has NOTHING to do with PCs, either. :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4127. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 18:00:52 UTC
From: mentat@satelnet.org
Message-ID: <37h88k$brf@sefl.satelnet.org>
Source record: 15250
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g6ed$9p@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>access the base essential functions of your computer. If you magically
>erased every disk in your collection your Amiga would be rendered
>useless, whereas with the Atari range you can still use the Desktop and
>perform those essential management functions.

But if I'd erased all my disks, the management functions would be damned
useless, as I'd have nothing left to manage. (And also, if I erased all
my disks, I'd consider myself too dangerous to be allowed near a machine,
and go and be a hermit and live on nuts and berries. (Or buy a Mac. :))

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4128. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 18:22:41 UTC
From: sinclair@ins.infonet.net
Message-ID: <37h9hh$i52@insosf1.infonet.net>
Source record: 15282
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g7o6$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>et>
>Distribution:
>
>sinclair@ins.infonet.net wrote:
>: BZZZT!!! I will even admit that the Amiga 1200 is way superior
>to the Falcon.
>: Scott hve you ever used an A1200?
>
>(god I hate having to correct your postings (ie line lengths))
>
>1200 superior to the Falcon?
>he he he, don't make me laugh Sincrap!
>have you ever used a Falcon? It compares better to your precious A4000
>range than those dodgey 68020EC 1200 skips.

No, I never used a Falcon, but I know former owners who have.. And I don't use
and own an A4000.

Also, the Falcon is about non existent here in the U.S.!

>Richard Davey
>Falcon Owners Group (UK)
>--
>email: requiem@armory.com

-Peter

4129. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 18:26:32 UTC
From: sinclair@ins.infonet.net
Message-ID: <37h9oo$i52@insosf1.infonet.net>
Source record: 15281

In article <37g81h$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
>: You are forgetting though, the Falcon is more expensive.
>
>
>WAS more expensive. It ain't any more.
>

Were talking the U.S. market were the Falcon 4/80 costs $1299. For $1199, you
can get a Quadra 630 with full 040, 33mhz. And that includes a 250 meg HD. I
don't understand how Toad with consciounce sell Falcons at those redicolous
price..

>
>Richard Davey
>Falcon Owners Group (UK)
>--
>email: requiem@armory.com

-Peter

4130. Re: Atari where are you?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 20:49:44 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hi58$1nh@bs33n.staffs.ac.uk>
Source record: 15284

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Its quite amazing really, Atari UK have access to the internet, so why
: don't they post stuff to tell us whats going on. Rather than letting
: the BS made up by various people continue.

Maybe they have better things to do than douse the flames of ignorant
posters? (that wasn't implying you btw)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4131. Problems!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 20:58:34 UTC
From: cm3himij@bs47c.staffs.ac.uk
Message-ID: <37hilq$1q9@bs33n.staffs.ac.uk>
Source record: 15285

Well, I'm an amiga owner living with a Falcon owner? Any suggestions on what I can do to him?

Jester

4132. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 21:00:22 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hip6$1nh@bs33n.staffs.ac.uk>
Source record: 15254

> <1994Oct10.213945.52567@rmece02.upr.clu.edu>:
Distribution:

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: Games are a measure of how good a computer is. A computer than can make
: good games, is a good computer.

For WP work the PCW was a good computer, I hardly call it a decent games machine though which kind of makes your comment fall flat.

: Don't try to do the 'serious attitude now', even Microsoft is going after
: the game market now.

Serious attitude now? I think Atari have the games market more than covered with their Jag, but the Falcon market isn't the same - it _is_ a serious user market.

: |> Games are the Amigas mainstay as there is such a large market (the
: |> largest games market in the UK) but it also has a strong presence as

Is this true? (largest games market in the UK) even against Sega and Nintendo?? (that's a question not a flame btw)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4133. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 21:04:27 UTC
From: cm3himij@bs47c.staffs.ac.uk
Message-ID: <37hj0r$1re@bs33n.staffs.ac.uk>
Source record: 15256

George W Garner (garnerg@esu.edu) wrote:
: The Atari STE can do just about anything an IBM PC can do, but do it more
: user friendly. The Atari can do * anything * an Amiga can do and with far more
: user friendly terms than the Amiga. Besides, Atari has one great advantage over
: Amiga: Atari is still in business!

Hey, can the Atari have, open at the same time, 8 or more screens, all of
which can be displayed on the monitor (in part) at once, each in a
different resolution with a different pallette...?! I think not. All
the atari is, is an apple mac in a smaller case with a different monitor
connection!!! (oh, and uses smaller disks than either the mac or the Amiga.)

Jester
-=#=-
cm3himij%bs41@staffs.ac.uk

4134. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 21:11:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hjd4$1nh@bs33n.staffs.ac.uk>
Source record: 15251
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: In article <37g7o6$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: > 1200 superior to the Falcon?
: > he he he, don't make me laugh Sincrap!
: > have you ever used a Falcon? It compares better to your precious A4000
: > range than those dodgey 68020EC 1200 skips.

: You seem to be confused, Sinclap hates anything that is not a Macintosh. I
: believe he was merely commenting oin what he thought to be the lesser of

Oh right, Mac owner? Eek, better ignore his posts in future then :-)

: two evils. With the exception of its sound and DSP hardware, I fail to
: see where the Falcon even comes close to the A1200. It's behind graphically
: (The Falcon has slightly morre graphics bandwidth, but the A1200 uses it more
: efficiently), it's CPU is slower due to the 16 bit bus, it's software
: support is verging on non-existant (show me something like Wordworth 3.0b or
: Final Wrier II on the Falcon), and the A1200 has a much more capable, and IMO

Okay take a look at Atari Works and Papyrus Gold - both SUPERB packages
easily doing and outperforming the ones you list. Anything else?

: nicer to use, OS.

I think the A1200 owner in my house would disagree with you there! He
has to battle with his A1200 and the 'joys' of Workbench just to do some
wp on Word Worth (which he got with his miggy) for some school work and
he gets so annoyed at the constant disk swaps etc... OK so you all say
'go buy a hard drive you sap' but he can't afford it OK? He has other
activities in his life and doesn't want to drown his capital into his
computer, he bought it hoping it would do the things he wanted and in
short it does - but not quite via the same route he was expecting.

Richard Davey

4135. Re: Problems!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 21:12:08 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hjf8$1nh@bs33n.staffs.ac.uk>
Source record: 15252

Jester (cm3himij@bs47c.staffs.ac.uk) wrote:
: Well, I'm an amiga owner living with a Falcon owner? Any suggestions on
: what I can do to him?

: Jester

Yeah shut up or this Falcon owner might just short your CPU which is
lying on your bedroom floor ;-)

Rich.

4136. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 21:14:20 UTC
From: cm3himij@bs47c.staffs.ac.uk
Message-ID: <37hjjc$1rl@bs33n.staffs.ac.uk>
Source record: 15253
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: : In article <37g7o6$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:

: : > 1200 superior to the Falcon?
: : > he he he, don't make me laugh Sincrap!
: : > have you ever used a Falcon? It compares better to your precious A4000
: : > range than those dodgey 68020EC 1200 skips.

: : You seem to be confused, Sinclap hates anything that is not a Macintosh. I
: : believe he was merely commenting oin what he thought to be the lesser of

: Oh right, Mac owner? Eek, better ignore his posts in future then :-)

: : two evils. With the exception of its sound and DSP hardware, I fail to
: : see where the Falcon even comes close to the A1200. It's behind graphically
: : (The Falcon has slightly morre graphics bandwidth, but the A1200 uses it more
: : efficiently), it's CPU is slower due to the 16 bit bus, it's software
: : support is verging on non-existant (show me something like Wordworth 3.0b or
: : Final Wrier II on the Falcon), and the A1200 has a much more capable, and IMO

: Okay take a look at Atari Works and Papyrus Gold - both SUPERB packages
: easily doing and outperforming the ones you list. Anything else?

: : nicer to use, OS.

: I think the A1200 owner in my house would disagree with you there! He
: has to battle with his A1200 and the 'joys' of Workbench just to do some
: wp on Word Worth (which he got with his miggy) for some school work and
: he gets so annoyed at the constant disk swaps etc... OK so you all say
: 'go buy a hard drive you sap' but he can't afford it OK? He has other
: activities in his life and doesn't want to drown his capital into his
: computer, he bought it hoping it would do the things he wanted and in
: short it does - but not quite via the same route he was expecting.

: Richard Davey

Macs? Those are those little white boxes with a built in 3 inch tv that
take 2 days to boot up and steal your floppies ("please give me my disk
back mr macintosh") are they?

4137. Re: Problems!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 21:17:01 UTC
From: cm3himij@bs47c.staffs.ac.uk
Message-ID: <37hjod$1rl@bs33n.staffs.ac.uk>
Source record: 15255

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Jester (cm3himij@bs47c.staffs.ac.uk) wrote:
: : Well, I'm an amiga owner living with a Falcon owner? Any suggestions on
: : what I can do to him?

: : Jester

: Yeah shut up or this Falcon owner might just short your CPU which is
: lying on your bedroom floor ;-)

: Rich.

That's if you, as a Falcon owner, even know what a 68000 LOOKS like!!!

4138. Re: Problems!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 21:17:49 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hjpt$1nh@bs33n.staffs.ac.uk>
Source record: 15257

Jester (cm3himij@bs47c.staffs.ac.uk) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: : Jester (cm3himij@bs47c.staffs.ac.uk) wrote:
: : : Well, I'm an amiga owner living with a Falcon owner? Any suggestions on
: : : what I can do to him?

: : : Jester

: : Yeah shut up or this Falcon owner might just short your CPU which is
: : lying on your bedroom floor ;-)

: : Rich.

: That's if you, as a Falcon owner, even know what a 68000 LOOKS like!!!

No, you are quite right Mat, but I know what a 68030 looks like (shame
you don't) (he he he)

RiCH

4139. Re: Problems!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 21:19:37 UTC
From: cm3himij@bs47c.staffs.ac.uk
Message-ID: <37hjt9$1rn@bs33n.staffs.ac.uk>
Source record: 15258

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Jester (cm3himij@bs47c.staffs.ac.uk) wrote:
: : Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: : : Jester (cm3himij@bs47c.staffs.ac.uk) wrote:
: : : : Well, I'm an amiga owner living with a Falcon owner? Any suggestions on
: : : : what I can do to him?

: : : : Jester

: : : Yeah shut up or this Falcon owner might just short your CPU which is
: : : lying on your bedroom floor ;-)

: : : Rich.

: : That's if you, as a Falcon owner, even know what a 68000 LOOKS like!!!

: No, you are quite right Mat, but I know what a 68030 looks like (shame
: you don't) (he he he)

: RiCH

You mean you've had the pluck to actually open your case?????? I suppose
that was to cure the problems that the factory caused. Things like the
internal speaker and tv modulator eh??? Buggered were they????

4140. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 21:50:18 UTC
From: mentat@satelnet.org
Message-ID: <37hlmq$krg@sefl.satelnet.org>
Source record: 15259
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37bbph$nef@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>painfully slow? Err who told you this? I've been using Falcon TOS for
>over a year and a half now and I've never experienced this paintfully
>slow thing. It's not the TOS that is slow, its the screen updates on old
>VGA style monitors that makes life a little nasty in 256 res and above.

Say WHAT? Are you trying to tell me that your MONITOR makes your machine
feel sluggish?

>But then to be honest Gem is a dream compared to the Workbench on the
>A1200 (and yes in our house there is one A1200 floppy based and loading
>Workbench is hell).

Then BUY A HARD DRIVE! I expect this RS6000 is crap running from
floppies... (Well, it's crap anyway, but that's beside the point. :)

>Richard Davey
>Falcon Owners Group (UK)

Does three people constitute a group? :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

"Everything I say is shit." - David Connors.

4141. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 22:59:23 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37hpob$2n8@lyra.csx.cam.ac.uk>
Source record: 15260
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37h3as$q52@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
> STIRRE31@MAINE.MAINE.EDU wrote:
> > and AtariWorks can keep up, thanks. And with Speedo GDOS 5
> > I can use Adobe Type 1 fonts as well as True Type. What types
> > of fonts do your progs use?
>
> Mostly compugraphic, as thats the scaleable type that the OS
> uses too.

Wordworth (I'm using V3.0b) supports Agfa Compugraphic, Adobe Type 1, True Type,
Amiga bitmap, Amiga colorfont and printer internal fonts.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4142. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 23:16:17 UTC
From: veijalai@liero.cc.lut.fi
Message-ID: <CxL1z5.449@lut.fi>
Source record: 15286
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>You have a hard drive for you A1200? Well you are lucky then, but they
>do not come as standard do they? You have to pay quite a lot more for
>them, often as much as the A1200 cost itself (if the Silica Shop adverts

Almost any ATID drive is compatible with the A1200, and these drives
cost just as much for A1200 as they cost for other platforms. You _can_
fit a 3.5" drive inside the A1200 case.

This "no HD as standard" is bullshit, since anyone who is going to do
anything with his/her A1200 WILL buy a HD for it. A computer without hard
drive == games console.

4143. Re: Problems!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-12 23:56:08 UTC
From: mrathwel@uoguelph.ca
Message-ID: <37ht2o$q13@nermal.cs.uoguelph.ca>
Source record: 15272

Jester (cm3himij@bs47c.staffs.ac.uk) wrote:
: Well, I'm an amiga owner living with a Falcon owner? Any suggestions on
: what I can do to him?

: Jester

Come to a peaceful acceptance that both of you were smart enough
to buy a machine that's not a Mac or a PC!

>> Mark <<

4144. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 00:41:54 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <37hvoi$l8e@pepper.rutgers.edu>
Source record: 15310

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: Speak for your self.. Amigas in the U.S. are not widely available and cost
>: alot more than the equivelant Mac and PC system. Let me correct you on this, I
>: would never reccomend an AMIGA SYSTEM for home use..The software is now crap!!
>: With the Performa line up doing very well, there is no place for the Amiga.
>: Who is going to repair the Amiga if it breaks?

>- Take a look at a few Amiga mags, Sinflop! Have you tried all the 'crap'
>software? Have you looked up dealers who can repair them? There are
>plenty. I'd take an Amiga over a Mac any day and I'm an ST fan!

> >> Mark <<

He couldn't do any of the above, Mark, even if he wanted to. You see, that Oh-so-wonderful computer he uses, the Mac, has turned his brain into nuclear waste. Now the only thing that he has enough mental ability to do is say "Atari sucks", "Amigas suck", and "PC's suck" (and, of course, that using the Macincrap is equivalent to having sex with Cindy Crawford).

*
* Tom Trauth
* trauth@paul.rutgers.edu
* The Mac is Crap (and that's a fact, Jack)!
*

4145. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 01:02:27 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct13.010227.35926@rmece02.upr.clu.edu>
Source record: 15268
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37eqf6$mn9@sefl.satelnet.org>, mentat@satelnet.org (!Productions) writes:
|> In article <37eiu7$r79@bs33n.staffs.ac.uk>,
|> Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
|> >Hey a question for all you Amiga owners... why does it take so bloody
|> >long for your machines to reboot/recognise a reset ??? We have an A1200
|> >in the house and it can take anything up to 15-20 seconds before the
|> >computer even considers accessing the internal drive after a CTRL-CBM-CBM
|> >reset. Is this a hardware design thing? Granted, sometimes it _does_
|> >reboot quite fast, but certainly not often enough.
|>
|> Well, the delay on power-on is to give an internal IDE enough time to
|> spin-up, and the delay on reset is for the same reason, although it's
|> unneccessary really. (Still quicker than the PC, which insists on
|> showing you all the BIOS information every time you reset, just in case
|> your CPU magically chnaged or something. :)
|>
In the A1200, recognizing the reset is a keyboard design 'cheapo-approach'
problem... In any other Amigas, it won't happen.

|> --
|> !Productions 1994
|>
|> GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
|> M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+
|>
|> "Everything I say is shit." - David Connors.
|>

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4146. Ham8 'slow-myth' was Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 01:05:41 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct13.010541.11961@rmece02.upr.clu.edu>
Source record: 15302
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Please, let's not have the 'ham8 is slow' or 'sucks' argument
again, as it has been beaten to death.

If you are drawing in real-time or converting 24-bits to ham8
the computer would have to 'think' and thus it would be 'slow'.
Drawing, of course, isn't as slow as converting from jpeg or
24-bits (a whole screen).

This 'slowness' is in calculating proper ham8 offsets. Now,
if you have Ham8 screens ready or Ham8 anims, then it is as
fast as any other mode.

I have done 30fps, NTSC 320x200+overscan animations with
Scala.

This is just information, no flames, no insults intended,
etc.

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4147. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 01:09:46 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct13.010946.28693@rmece02.upr.clu.edu>
Source record: 15304
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <CxK9FI.3I1@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
|> In article <9410111705.AA00043@rickyp.demon.co.uk> rik@rickyp.demon.co.uk (Richard Pluck) writes:
|>
|> [paralax scrolling]
|> To achieve the same effect on a machine without the Amiga's custom chips
|> would, I imagine, require clever use of XORs to overlay one screen over the
|> other (The front screen would have to treated like a giant software sprite)
|>
|> On the Atari STE/TT and Falcon you can easily do this with the hardware
|> scrolling - you can set it up to scroll each line of the screen independently.
|>

True... the problem is when you have dual-playfields too. Like a fence
in front of the background, which also has parallax scrolling.

|> --
|> +-------------+---+
|> | {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
|> +-------------+---+
|> | D2D version of SuperSam due to be released real soon now! |
|> +---+

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4148. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 01:13:45 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct13.011345.6748@rmece02.upr.clu.edu>
Source record: 15303
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94285.101223STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Chris (Brown),
|> I have never seen Wordsworth or Final Copy for the Ami. I
|> would venture a guess, though, that Compo's Write On, Papyrus
|> and AtariWorks can keep up, thanks.

Just asking: does any of those word processors have built in
drawing primitives (circles, squares, line with arrows, lines),
built-in style sheets,
talbe of contents/index generation,
undo ;-),
Postscript support?

Just asking...

|> And with Speedo GDOS 5
|> I can use Adobe Type 1 fonts as well as True Type. What types
|> of fonts do your progs use?

Ah, an add on. We can use compugraphics right off the bat.

|> Also, are there low cost word processors for the Ami? When I
|> had an Amiga 500 I could not find any PD editors or low cost
|> commercial options (well, I did ask my Amiga dealer for advice).
|> Has this situation changed at all? For the Atari, people on
|> a tight budget have loads of good editors to choose from in
|> the public domain and commercial world.

That situation was never like that? Maybe you couldn't find them,
but it doesn't mean they don't exist.

|> -scott tirrell

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4149. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 01:47:37 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.782012857@bruce.cs.monash.edu.au>
Source record: 15271
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

moran@bires052 (G MORAN) writes:

>Bernd U Meyer (berndm@cs.monash.edu.au) wrote:
>> Now I admit this is more than your "13 seconds", but on the other hand, what
>> comes up does a lot more as well. Booting DOS seems to be a matter of
>> seconds....

>> Bernie

> Most PCs sit around for 5-10 seconds before they even start to boot from
>floppy. If you are going to windows after that it takes ages.

Most badly setup PCs that is, right?
Nearly all modern PCs can skip testing memory above 1MB, and nearly all
can also completely ignore floppy drives and go for the harddisk as quickly
as possible.

It's just changing some very obvious things in the BIOS, you know. Not that
any good computer would have to boot often, anyway.... A serious computer
runs 24 hours a day, and is ready as soon as I sit down at it.

Bernie

P.S.: Even starting Windows is a matter of seconds on a 486!
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4150. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 05:21:25 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.782025685@bruce.cs.monash.edu.au>
Source record: 15275
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

CPB1001@phx.cam.ac.uk writes:

>In article <berndm.781751091@bruce.cs.monash.edu.au>,
>Bernd U Meyer <berndm@cs.monash.edu.au> wrote:
>>CPB1001@phx.cam.ac.uk writes:
>>
>>>In article <berndm.781603016@bruce.cs.monash.edu.au>,
>>>Bernd U Meyer <berndm@cs.monash.edu.au> wrote:
>>
>>[about HAM8 being a "slow" mode, and JpegAGA refuting the argument]
>>
>>>Djpeg
>>>does not, of course, have to write to the screen, and so avoids
>>>any bus contention.
>>
>>Well, even with ChipRAM's low bandwidth, writing 3/8 MB should not take
>>longer than a second.... Leaves us with about 19 seconds to calculate
>>the HAM8 screen. I would call that slow!

>You didn't listen, did you? JpegAGA does NOT render it's JPEG image up in a
>FAST ram buffer and then cpb blit the image to CHIP RAM. It renders the jfif
>direct to CHIP RAM, on the fly.

So what? Does that mean that it magically needs to write several Megs of data?
The answer is no; The resulting HAM8 image is still only 3/8 MB big.

>No doubt it would be significantly faster if
>it did render into FAST RAM first. It would also use twice as much memory.
>DJpeg was writing raw 24 bit data out, JpegAGA is doing rather a lot of
>processing, of which a HAM conversion is only a minor part.

Now what else does it do that DJpeg doesn't do?

>It also has
>to organise the data in a form suitable for displaying on the Amigas
>planar screen

Which I would count as part of the HAM8 conversion. I mean, we are talking
about the time it takes from knowing what we want to display (the 24 bit
image) to displaying it...

>>So why *did* you (was it you? I assume so, you deleted the attribution :-( )
>>quote the "aspect ratio" of the PC's textmode?!?

>Because you wanted to know what use such an aspect ratio was to anyone.

Actually, it wasn't me :-)
But I'd still say that comparing the aspect ratio of character cells
(which are in turn made up from many many pixels) to the aspect ratio
of pixels is plain stupid.

>Some things require them (or are made significantly easier by their presence),
>yes, but in a large number of cases, no-one could really care less about the
>pixel aspect ratio. So, I ask you, why not use non-square aspect ratios?

Well, I for one prefer it when a horizontal line is exactly as thick as
a vertical line.....

>>>It's by making efficient use of that bandwidth (such as
>>>HAM, interlaced displays, etc) that the Amiga manages to attain the performance
>>>it deos despite it's modest graphics bandwidth.
>>
>>The resolution/framerate combinations it achieves are still pretty
>>unimpressive...

>Am I to take it that you have not seen a HAM8 CDXL animation then?

What does an animation have to do with the framerate of a video mode
(a refresh rate, if you want to call it like that). If the bloody thing
makes efficient use of its limited bandwidth, and still has trouble
displaying any reasonable resolution with more than 60Hz vertical
refresh, this says something about the limitedness of the bandwidth, right?

>>No, I am not. It helps to read what the other one has written, you know?
>>"thin horizontal lines" *will* flicker, because they are only displayed
>>in one of the two halfframes....

>No they will not (or at least will not be percieved to flicker, all monitors
>flicker, remember). Because the two adjacent lines have been refreshed in that
>frame, the eye sees those, as long as they do not contrast too highly with
>the line that has not been displayed. The eye is generally a lot better at
>seeing what is there, rather than what is not.

Are you plain stupid, or do you do this on purpose? Can you read the words
"thin horizontal lines"? Can you imagine what kind of contrast a thin
horizontal line normally has to the surrounding lines?

>Can I ask if you ever watch
>television? Notice that whilst watching a TV picure at 50 (or 60)Hz interlaced,
>one normally finds it very hard to percieve the flicker,

You may ask me, no problem. My answer would be "have you ever watched
tennis, or socker? You get wonderful horizontal lines in there, and boy,
do they flicker!"

>Your argument has 2 major flaws:

>1) You seem to be equating interlaced displays with low frequency refreshes.
>This is probably, I would guess, because all, or the majority, of interlaced
>displays you have seen have been television type displays.

Nonsense! I have seen quite a few interlaced computer screens, running
at all kinds of frequencies. The reason I equate interlaced with low
refresh rates is that I normally do have thin horizontal lines on the
screen, in drawings as well as in my text (I normally use rather thin
fonts, both the font used in my xterms and the one used in emacs have
one pixel wide lines).

Ah, btw: My TV displays non-interlaced, it has a deinterlacer :-)

>2) You are equating image flicker with raster flicker. Again, a common mistake
>that whilst intuitive, has no basis in fact

I equate the flicker of what I see with the flicker of what I see. In my
case, every horizontal line flickers on a interlaced display, and this is
very disturbing (I won't say anything about the background patterns X likes
to use, other than without changing those, you really learn how bad
interlaced displays are!).

>>I *do* know, and when I wrote this I knew I stepped on thin ice. I just
>>thought it was worth making clear that "newer technologies" referred to
>>the beginning of the century and had absolutely nothing to do with
>>computers or the displaying of text.....

>It has everything to do with it, since computer displays are still relying
>on exactly these two display technologies, practcally in their original form.

While exploring completely new frequency ranges..... And while using the
same technologies to display inherently different kinds of images, which
makes the results from television research a bit hard to transfer....

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4151. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 05:41:16 UTC
From: sinclair@ins.infonet.net
Message-ID: <37ih9s$ier@insosf1.infonet.net>
Source record: 15274

In article <37hvoi$l8e@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
>>: Speak for your self.. Amigas in the U.S. are not widely available and cost
>>: alot more than the equivelant Mac and PC system. Let me correct you on this, I
>>: would never reccomend an AMIGA SYSTEM for home use..The software is now crap!!
>>: With the Performa line up doing very well, there is no place for the Amiga.
>>: Who is going to repair the Amiga if it breaks?
>
>>>- Take a look at a few Amiga mags, Sinflop! Have you tried all the 'crap'
>>software? Have you looked up dealers who can repair them? There are
>>plenty. I'd take an Amiga over a Mac any day and I'm an ST fan!
>
>> >> Mark <<
>
>He couldn't do any of the above, Mark, even if he wanted to. You see, that Oh-
>so-wonderful computer he uses, the Mac, has turned his brain into nuclear waste.
>Now the only thing that he has enough mental ability to do is say "Atari sucks",
>"Amigas suck", and "PC's suck" (and, of course, that using the Macincrap is
>equivalent to having sex with Cindy Crawford).
>

Oh, he's back! what happen to you? did you have a date? Get laid?

>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* The Mac is Crap (and that's a fact, Jack)!
>*

-Peter

4152. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 08:03:57 UTC
From: moran@bires059
Message-ID: <37ipld$qin@bmerha64.bnr.ca>
Source record: 15278
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Bernd U Meyer (berndm@cs.monash.edu.au) wrote:

> Ah, btw: My TV displays non-interlaced, it has a deinterlacer :-)

You have one the '100Hz flickerfree sets'?

I _think_ these sets are interlaced, they just run at a vertical sync
of 100Hz which works to minimise the flicker.

ie 100Hz interlaced ~= 50Hz non-interlaced.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4153. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 08:05:50 UTC
From: moran@bires059
Message-ID: <37ipou$qin@bmerha64.bnr.ca>
Source record: 15279

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> serious user market.

> : |> Games are the Amigas mainstay as there is such a large market (the
> : |> largest games market in the UK) but it also has a strong presence as

> Is this true? (largest games market in the UK) even against Sega and
> Nintendo?? (that's a question not a flame btw)

Over most of the year, yes. At XMas with the big releases the consoles
sell more software but for the rest of the year Amiga games software outsells
megadrive and SNES (and PC) quite easily.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4154. Re: The Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 08:22:34 UTC
From: michrm@central.susx.ac.uk
Message-ID: <37iqoa$dhd@infa.central.susx.ac.uk>
Source record: 15277

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I bought a second hand F030/4/65 some months ago... I am just a little
: disappointed. Here is a short list :

: Graphics Redraw:- this is a crime and still is. Why should I have to spend
: #30 to get it up to scrath.

Very True.

: Lack of CLI:- I was amazed that no CLI or shell window was provided.
: Lets face it a CLI may not be very user friendly but without
: it a system is near useless. Take the Amiga, it has a
: (not too friendly) but fast CLI, which take me on to my
: next point.

There are plenty of good ones out there and for the average user a GUI like
GEM is going to be fine and they will never want for a CLI.

: TOSWIN:- Although this is not strictly supplied with the machine it is
: apparently faster than the one supplied by Atari. It too is
: extremely slow. It is so bad that the characters are printed
: one at a time!!! This is DREADFULL.

Yeah they are both a little slow...I use Miniwin (the one that comes with
MultiTOS) mainly because it is smaller and I only usually have one TOS prog
in a window so its running each time a TTP or TOS prog is started is not a
problem. Surely this should have been done like TOSWIN with a client-server
suite!

: File_Names: Yes, we are still restricted to the 8.3 format.

If you are using MiNT then install Minix partitions, they are faster and allow
larger filenames. Beware that most standard programs get upset by longer
filenames however.

: MultiTasking:- In two forms: Co-op : this is very fast but the
: interface is awful!!! You cannot for
: example simply iconify a progam and switch
: back to it later.

: pre-emptive: well MiNT is OK, if a little
: buggy, but is also quite sluggish. My old
: Amiga 600 managed better!!!

Why not try Geneva or MagiC then? I have heard good things about both.

: TOS:- The version I have 4.01 is full of bugs!!

Yeah I wish I had 4.04 too!

Michael

4155. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 08:45:35 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37is3f$3l6@bs33n.staffs.ac.uk>
Source record: 15280

G MORAN (moran@bires069) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: > G MORAN (moran@bires069) wrote:
: > : Make sure you buy StarDust - its excellent. I'm going to get the
: > : 256-colour AGA superstardust which is due out now. Its tough choosing
: > : what software to get - should it be SimCity 2000 AGA, Theme Park AGA
: > : or UFO AGA? For aracders how about FIFA International Soccer or
: > : Jungle Strike AGA.... You get the picture.

: > True, and if you owned a PC you'd have an even more impressive line of
: > software to choose from far exceeding the Amiga range.

: Exceeding - yes, but theres still LOTS of Amiga stuff. We get most
: of the good PC games and most of the good console games. In the arcade
: and platform dept the Amiga still exceeds the PC in software choice
: and quality.

In the arcade and platform dept.? So? You say yourself that the games
you would go for are titles like SimCity 200, Theme Park and UFO - non of
which I'd class as arcade or platform games. The tilt these days is
towards a much more 'serious' style of game (if that is the correct term)
the titles you listing showing what I mean. But what about new PC games
like Colonisation? I hear they have no plans to convert that to the
Amiga at all, same goes for Doom, X-Wing etc. You get _some_ of the good
PC games, but certainly not most.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4156. Re: Atari is a games machine, claims Amiga advoca

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 10:41:32 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Oct13.104132.4734@bay.cc.kcl.ac.uk>
Source record: 15325
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37gle1$ibp@lyra.csx.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
! From what I can gather, the Falcons so called SCSI II is actually
! a SCSI I on steroids, and certaibnly does not achieve the transfer
! speeds one would expect of SCSI II. Some IDE PCMCIA drives on the A1200
! transfer over 1.5 megabytes per second.

<chuckle> A SCSI-1 on steroids. That's actually quite funny :-)
Seriously though, the IDE disks are really upping their performance.
Systems Solutions showed me one transferring data at 2.5 Mb/sec on
the Falcon. That's faster than my 1.9 Mb/sec SCSI disk.

! The DSP is useful, but limited because it's only an integer uint. I'll keep
! my 25MHz 68882 thanks.

It's not an integer unit, it's a fixed-point unit. You can argue that
fixed point is really integer*2, but it's still more useful than a
true integer unit.

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

4157. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 10:53:23 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Oct13.105323.4736@bay.cc.kcl.ac.uk>
Source record: 15329

```
! Ricardo Hernandez wrote:
! : You are forgetting though, the Falcon is more expensive.
!
! To which Richard Davey replied
! WAS more expensive. It ain't any more.

Seriously, what *are* the relative prices now ?

Breakdown of 4Mb Falcon costs, as *I* would buy it:

1 Mb 0HD Falcon 399 (Silica)
Simm Socket adaptor 49 (Systems Solutions)
4 Mb Simms 110 (Anywhere)
SCSI drive (say 170Mb external) 270 (Gasteiner)
---
828

or replace the external with an internal 2.5" drive and save 31 lbs
-> 797 lbs. (Again, Gasteiner).

I haven't exactly "shopped around" to get those prices. Just 5 mins
flicking through a recent ST magazine. I dare say the disk could be
done cheaper, and possibly the memory too.

What would the comparative a1200 cost ?

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
```

4158. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 11:54:27 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <37j75j$t7m@whitbeck.ncl.ac.uk>
Source record: 15330

In article <37bm92$np8@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>: My mistake.. The entry level monitor is the .28dp. Apple does not make the
>: monitors. There new monitors are pretty good. Than again Atari only sells the
>: low res overpriced monitors. So is Atari committed in comming out with PowerPC
>: ST's? That would be a major decision in selecting a cpu..
>
>Atari havn't made a monitor for years now. The last monitor they made
>was the low res one with the Philips CM8833 MK.II specs which are _more_
>than adaquate for ST Users. Get it right, Atari don't sell monitors full
>stop, they quit that business ages ago.
>

No - thats wrong. I've seen Atari badged MultiSync's for use with the TT or
Falcon. And I assure you that they weren't low res.....

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4159. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 11:54:37 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxM131.2C3@exeter.ac.uk>
Source record: 15320
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37h60i$ag6@sefl.satelnet.org> mentat@satelnet.org (!Productions) writes:

>>>[paralax scrolling]
>>>To achieve the same effect on a machine without the Amiga's custom chips
>>>would, I imagine, require clever use of XORs to overlay one screen over

>>On the Atari STE/TT and Falcon you can easily do this with the hardware
>>scrolling - you can set it up to scroll each line of the screen independently

>But what about scrolling different LAYERS (ie one on top of the other)?
>I can even do that in crummy BASIC -

More complicated, but can be done using a careful choice of colour palette
and scrolling different bit planes at differing rates. If you want a true
colour display, then you can use the overlay bit to combine screens.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

4160. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 12:07:36 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37j7u8$h92@lyra.csx.cam.ac.uk>
Source record: 15322
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37hjd4$1nh@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> Okay take a look at Atari Works and Papyrus Gold - both SUPERB packages
> easily doing and outperforming the ones you list. Anything else?

Tis I find rather hard to believe, have you actually SEEN either of these two packages?

>
> : nicer to use, OS.
>
> I think the A1200 owner in my house would disagree with you there! He
> has to battle with his A1200 and the 'joys' of Workbench just to do some
> wp on Word Worth (which he got with his miggy) for some school work and

That would be WW2.0. That version is outdated. The current version is 3.0b, and is a complete re-write.

> he gets so annoyed at the constant disk swaps etc... OK so you all say
> 'go buy a hard drive you sap' but he can't afford it OK? He has other
> activities in his life and doesn't want to drown his capital into his
> computer, he bought it hoping it would do the things he wanted and in
> short it does - but not quite via the same route he was expecting.

AmigaDOS 3.0 is designed to be run from a hard drive. If your friend can't afford one, then that's unfortunate, but that's life. Would you try and run, say, UNIX/X from a single floppy?

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4161. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 12:58:20 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37jatc$h92@lyra.csx.cam.ac.uk>
Source record: 15323
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <berndm.782025685@bruce.cs.monash.edu.au>, berndm@cs.monash.edu.au (Bernd U Meyer) writes:

> >>Well, even with ChipRAM's low bandwidth, writing 3/8 MB should not take
> >>longer than a second.... Leaves us with about 19 seconds to calculate
> >>the HAM8 screen. I would call that slow!
>
> >You didn't listen, did you? JpegAGA does NOT render it's JPEG image up in a
> >FAST ram buffer and then cpb blit the image to CHIP RAM. It renders the jfif
> >direct to CHIP RAM, on the fly.
>
> So what? Does that mean that it magically needs to write several Megs of data?
> The answer is no; The resulting HAM8 image is still only 3/8 MB big.

No, it means that instead of copying data all at once, in 32 bit chunks, catching the CHIP RAM on adjacent available cycles, you miss cycles, write less data at once, etc.

> >No doubt it would be significantly faster if
> >it did render into FAST RAM first. It would also use twice as much memory.
> >DJpeg was writing raw 24 bit data out, JpegAGA is doing rather a lot of
> >processing, of which a HAM conversion is only a minor part.
>
> Now what else does it do that DJpeg doesn't do?

It writes a bitmap into low bandwidth memory, opens it's own screen, creates a message port that listens for the user clicking the right mouse button in the screen to abort the display, does significant amounts of chunky to planar conversion, reduces the data from 24 bits per pixel to 18 bits per pixel, oh, and it converts the data to HAM as well. Now consider what this involves, take previous colour, if the next colour is the same, or differs by one gun, then modify to that colour, if not, see if it, or a colour very close to it is in the base palette, if neither of these hold (rare case, but it does occasionally happen) then modify to a close colour. Now if you're telling me you can't code a routine that does that in a time that is negligible compared to, say, the time taken to decode the jpeg and convert your data to a planar format (having an 8 bit chunky screen would help on these occasions, but AGA doesn't have one, so...) then you'll forgive me for not placing a lot of store by your coding ability.

>
> >It also has
> >to organise the data in a form suitable for displaying on the Amigas
> >planar screen
>
> Which I would count as part of the HAM8 conversion.

Then you haven't got a clue what you're blabbering about. Using, say, a 256 colour register mode (which takes much longer than HAM because it requires vast amounts of dithering to look anything like decent wityh 24 bit files), one still has to arrange the data in planar format for writing to the screen. How can something that is, as you seem to be saying, a necessary step purely as a consequence of using HAM mode apply to every other screenmode too?

> I mean, we are talking
> about the time it takes from knowing what we want to display (the 24 bit
> image) to displaying it...

No, we're talking about the time it takes to go from a highly compressed data format (jpeg) to a displayable image. JpegAGA does not, as I have constantly pointed out, and as you seem to be incapable of understanding, keep a 24 bit representation of the jpeg in memory. That's everything from jpeg decoding, 24-18 bit conversion, conversion to HAM, conversion into planar data (Ever writen code to do that? I have.) and writing the thing to the screen. BTW, I'm sure you, being so knoweledgable about all of this can instantly see why it's preferable to do the HAM conversion BEFORE doing the c2p, it seems perfectly obvious to me.

> >>So why *did* you (was it you? I assume so, you deleted the attribution :-( )
> >>quote the "aspect ratio" of the PC's textmode?!?
>
> >Because you wanted to know what use such an aspect ratio was to anyone.
>
> Actually, it wasn't me :-)
> But I'd still say that comparing the aspect ratio of character cells
> (which are in turn made up from many many pixels) to the aspect ratio
> of pixels is plain stupid.

It's the same thing when the characters use blocks of 8*8 pixels, as used to be the case, though, isn't it?

> >Some things require them (or are made significantly easier by their presence),
> >yes, but in a large number of cases, no-one could really care less about the
> >pixel aspect ratio. So, I ask you, why not use non-square aspect ratios?
>
> Well, I for one prefer it when a horizontal line is exactly as thick as
> a vertical line.....

Fine, in 1280*512 draw your vertical lines 2 pixels wide.

> >>>It's by making efficient use of that bandwidth (such as
> >>>HAM, interlaced displays, etc) that the Amiga manages to attain the performance
> >>>it deos despite it's modest graphics bandwidth.
> >>
> >>The resolution/framerate combinations it achieves are still pretty
> >>unimpressive...
>
> >Am I to take it that you have not seen a HAM8 CDXL animation then?
>
> What does an animation have to do with the framerate of a video mode
> (a refresh rate, if you want to call it like that). If the bloody thing

> makes efficient use of its limited bandwidth, and still has trouble
> displaying any reasonable resolution with more than 60Hz vertical
> refresh, this says something about the limitedness of the bandwidth, right?
>
> >>No, I am not. It helps to read what the other one has written, you know?
> >>"thin horizontal lines" *will* flicker, because they are only displayed
> >>in one of the two halfframes....
>
> >No they will not (or at least will not be percieved to flicker, all monitors
> >flicker, remember). Because the two adjacent lines have been refreshed in that
> >frame, the eye sees those, as long as they do not contrast too highly with
> >the line that has not been displayed. The eye is generally a lot better at
> >seeing what is there, rather than what is not.
>
> Are you plain stupid, or do you do this on purpose? Can you read the words
> "thin horizontal lines"? Can you imagine what kind of contrast a thin
> horizontal line normally has to the surrounding lines?

Oh, sorry, at the sort of resoloutions I'm used to using, 3-4 scanlines is still thin. I also don't tend to spend my time drawing one pixel high horizontal white lines on a black background, since I generally have better things to do, and, of course, if the lines are not nearly so contrasting (again, as I'm used to, not generally working in less than 32 colours on the Workbench) as black and white ones, then it's not a problem, is it? I run my monitor with the contrast turned all the way to the top, in an 81Hz interlaced screenmode. Any localised flicker is barely percievable, and I'm someone who gets annoyed by 60Hz non-laced displays. I assure you, if it bothered me in the slightest, I would immediatley drop to 640*480. It doesn't, so I don't.

> You may ask me, no problem. My answer would be "have you ever watched
> tennis, or socker? You get wonderful horizontal lines in there, and boy,
> do they flicker!"

Can't say I ever really noticed. Perhaps your TV is a bit poorly?

> >Your argument has 2 major flaws:
>
> >1) You seem to be equating interlaced displays with low frequency refreshes.
> >This is probably, I would guess, because all, or the majority, of interlaced
> >displays you have seen have been television type displays.

> (I normally use rather thin
> fonts, both the font used in my xterms and the one used in emacs have
> one pixel wide lines).

Likewise, can't say it's a problem.

> Ah, btw: My TV displays non-interlaced, it has a deinterlacer :-)
>
> >2) You are equating image flicker with raster flicker. Again, a common mistake
> >that whilst intuitive, has no basis in fact
>

> I equate the flicker of what I see with the flicker of what I see. In my

Now I'm really confused. Your computer screen is non-interlaced, your TV screen is non-interlaced, and yet you keep going on about all of these terrible interlaced displays around you. This X-terminal I'm using right now is non-interlaced, and, quite frankly, I'd prefer if they interlaced it at twice the frequency, because it really gets annoying after a while.

> case, every horizontal line flickers on a interlaced display, and this is

Every pixel flickers on every type of electron gun display ever invented, it's just that interlaced displays tend to be less prone to percieveable flicker than non-interlaced ones, and that's why they were invented.

> very disturbing (I won't say anything about the background patterns X likes
> to use, other than without changing those, you really learn how bad
> interlaced displays are!).

You keep saying this, yet you are unable to give any evidence why interlaced displays are 'bad'. Are you seriously saying, that at a constant rate of sending pixels to the screen, an interlaced display will not look better than a non-interlaced one? If you are, then I'm afraid I really can't believe that you have given this any thought at all.

> >It has everything to do with it, since computer displays are still relying
> >on exactly these two display technologies, practcally in their original form.
>
> While exploring completely new frequency ranges..... And while using the

The fact that interlaced displays give less visible flicker than non-interlaced displays at the same display bandwidth, and same resoloution is independent of the refresh rate. I challenge you to try and dispute that, because it happens to be a fact.

> same technologies to display inherently different kinds of images, which
> makes the results from television research a bit hard to transfer....

Hardly, since the advent of 'Multimedia' (I hate that word) and graphical user interfaces, computer displays are getting closer and closer to the sort of images TV's are used to displaying. Computer displays still do display a lot of text, yes, and text is more prone to image flicker than, say a photograph. I ask you though, would you rather have a 1600*1200 non-interlaced display at n Hz, where the whole screen gives noticible flicker, or a 1600*1200 interlaced display at 2n Hz, where a tiny proportion of it may have noticible flicker?

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4162. Re: The Falcon...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 13:02:45 UTC
From: djs@jet.uk
Message-ID: <1994Oct13.130245.21408@jet.uk>
Source record: 15328

In <37iqoa$dhd@infa.central.susx.ac.uk> michrm@central.susx.ac.uk (Michael May) writes:

>Why not try Geneva or MagiC then? I have heard good things about both.
There is no Falcon version of MagiC
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4163. Re: Atari is a games machine, claims Amiga advoca

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 13:03:50 UTC
From: cpb1001@cl.cam.ac.uk
Message-ID: <37jb7m$h92@lyra.csx.cam.ac.uk>
Source record: 15324
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1994Oct13.104132.4734@bay.cc.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:

> ! The DSP is useful, but limited because it's only an integer uint. I'll keep
> ! my 25MHz 68882 thanks.
>
> It's not an integer unit, it's a fixed-point unit. You can argue that
> fixed point is really integer*2, but it's still more useful than a
> true integer unit.

Not much, it just saves you a couple of shift operations. It's a lot less useful than full floating point.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4164. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 14:20:46 UTC
From: astephan@presby.edu
Message-ID: <CxM7un.5tE@presby.edu>
Source record: 15283
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37eidi$cl0@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>In article <CxIn0n.AI1@dcs.ed.ac.uk>, cs131@dcs.ed.ac.uk (CS1 31) writes:
>>How dare you say that GEM is a dream compared to Workbench? GEM is so rubbish. I have
>>an A1200 witha 65Mb hard-drive. The default Workbench loads in 5 seconds, my
>>Workbench loads up in around 12 seconds. So what if workbench takes ages to load
>>using a floppy ... every tried using a PC or Macintosh with just a floppy drive (It
>>can't be done!). An A1200 with a hard-drive is a dream to use. I have to wait about
>>three minutes to use a PC when it is turned on, two minutes when a Macintosh is
>>turned on and 10 seconds when my Amiga is turned on (ooer!). I know which one I
>>prefer.
>
>What Mac are you using that takes two minutes to load? On the PowerBook Duo I
>am using takes seconds to loads not minutes...Quit misleading....

I guess that it depends on the model and how much memory is installed.
I've been told that the Mac goes through a process of testing all the
memory or some such thing when turned on. I've used '030 based Macs with
around 20 meg of RAM that take considerably more than two minutes to
finish booting (I'm thinking of various Mac II-type models). My own
experience has been very similar to this guy's when using many Macs or
when using Windoze on a 386 or slower 486.

>
>
>-Peter
>
>
>>

Andrew

4165. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 15:43:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37jkjk$4lo@bs33n.staffs.ac.uk>
Source record: 15331

G MORAN (moran@bires052) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: > Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: > : You are forgetting though, the Falcon is more expensive.

: > WAS more expensive. It ain't any more.

: really, Silica and other mail order firms are selling A1200s from 270UKP.
: Whats the cheapest available Falcon you can buy?

300 UKP, you got to admit that 30 quid won't make much difference to
someone when buying a computer, it's still a VERY similar price.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4166. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 15:47:44 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37jkr0$4lo@bs33n.staffs.ac.uk>
Source record: 15332

Simon Gornall (sjg@phlem.ph.kcl.ac.uk) wrote:
: Seriously, what *are* the relative prices now ?
: Breakdown of 4Mb Falcon costs, as *I* would buy it:

: 1 Mb 0HD Falcon 399 (Silica)
: Simm Socket adaptor 49 (Systems Solutions)
: 4 Mb Simms 110 (Anywhere)
: SCSI drive (say 170Mb external) 270 (Gasteiner)
: ---
: 828

You could take this down a hundred notes by purchasing from Gasteiner.
Which brings it into the 700 price range. You can buy a 2.5" IDE for 295
UKP (that's a 470 meg drive). We could go on adding extra's all day long
if we wanted but for a base machine like you describe above I'll agree,
but remember to slice a hundred notes from that total.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4167. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 15:56:01 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37jlah$4lo@bs33n.staffs.ac.uk>
Source record: 15333

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: Then tell us... since you are in the Falcon Owners Group, tell us.

I _run_ FOG actually, but never mind.

: Do you have a good multimedia program to synchonize envents, and
: do real-time animation in at least the Falcon's 16-bit color in 320x200 + overscan?

OverScan by the German company Overlay will do a _lot_ of multimedia
effects including sound/music integration, graphics manipulation (in real
time), scroll texts, etc... it is quite a versatile little tool.

: (that's 30 frames per second)? Purchasing an accelerator is ok, but does that
: software exists?

An accelerator to accelerate what? there is the Eagle Sonic board which
pumps it up to 32MHz, there are also MPEG cards, but please be more specific.

: Any decent 3d animation software for the Falcon that can output in 24-bit
: frames?

I believe the Xenomorph 2 and Cyber Studio combination will certainly do
what you require, the output is 24-bit TARGA format files (around 900K
per picture I might add) and it can handle animations quite well. For
animation away from the 3D field the Apex Media programs are quite
unmatchable. Read the press releases posted in comp.sys.atari.st if you
want to know more.

: Any decent ImageProcessing program with batch file processing?

Image processing, certainly there are lots of packages that can do this,
Chagall, Studio Photo, True Paint, DA's Paint, Rainbow, Gemview. As for
batch file processing I couldn't say, but I wouldn't rule out the
possibility.

: I am taling commercial quality, not just PD stuff...

So am I.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4168. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 16:08:45 UTC
From: moran@bires059
Message-ID: <37jm2d$d5q@bmerha64.bnr.ca>
Source record: 15288

Simon Gornall (sjg@phlem.ph.kcl.ac.uk) wrote:

> Seriously, what *are* the relative prices now ?

> Breakdown of 4Mb Falcon costs, as *I* would buy it:

> 1 Mb 0HD Falcon 399 (Silica)
> Simm Socket adaptor 49 (Systems Solutions)
> 4 Mb Simms 110 (Anywhere)
> SCSI drive (say 170Mb external) 270 (Gasteiner)
> ---
> 828

> or replace the external with an internal 2.5" drive and save 31 lbs
> -> 797 lbs. (Again, Gasteiner).

> I haven't exactly "shopped around" to get those prices. Just 5 mins
> flicking through a recent ST magazine. I dare say the disk could be
> done cheaper, and possibly the memory too.

> What would the comparative a1200 cost ?

OK,

A1200 2Mb 0HD 270 (various mail order companies, 300 Silica)
4Mb RAM card with SIMM 150 (various)
130mb 2.5" IDE HD 210 (various)

630

but for more power I would recommend:

A1200 2Mb 0HD 270
Viper 28Mhz 030 150 (Power computing)
4Mb SIMM 120
SCSI-II i/f 80 (power computing)
130Mb 2.%" IDE HD 210

830

(for more numerical power you can get a 25Mhz 030 for 50 quid
and clock it to 28Mhz in the Viper board
If you don't plan on adding SCSI drives or devices in the near future
then you can save on buying the SCSI port till you need it)
gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'

OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4169. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 16:14:29 UTC
From: moran@bires059
Message-ID: <37jmd5$d5q@bmerha64.bnr.ca>
Source record: 15289

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> In the arcade and platform dept.? So? You say yourself that the games
> you would go for are titles like SimCity 200, Theme Park and UFO - non of
> which I'd class as arcade or platform games. The tilt these days is
> towards a much more 'serious' style of game (if that is the correct term)
> the titles you listing showing what I mean. But what about new PC games
> like Colonisation? I hear they have no plans to convert that to the
> Amiga at all, same goes for Doom, X-Wing etc. You get _some_ of the good
> PC games, but certainly not most.

And the Falcon gets none at all.

BTW, I also appreciate arcade style games like Zool 2, Ruff'n'Tumble,
Jungle Strike, Putty Squad, Cannon Fodder 2 etc. Thats what I like about
amiga games - it can do superb console style games much better than the
PC ever will but it can also handle the big PC strategy games given
enough processor and ram/HD space. So could the Falcon of coursem
but nobody bothers converting stuff for it....

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4170. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 16:25:42 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37jn26$nmr@lyra.csx.cam.ac.uk>
Source record: 15334
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

mentat@satelnet.org (!Productions) writes:
>In article <37g7gh$9p@bs33n.staffs.ac.uk>,Requiem <cm3hirjd@bs47c.staffs.ac.uk
>wrote:
>>To clarify I meant could an Amiga owner sat at home running this Mosaic
>>software use his/her modem to call up your Uni and access those web pages
>>you indicated above without having to have an account on the machines
>>there as you obviously do (being a student/lecturer and all that!).
>>
>>ok?

>Once again, you seem to have misunderstood the WWW. You do not have to
>"dial" Chris' university to access the Web page. You use a WWW browser,
>such as Lynx, and access it from YOUR site - lynx http://www.cl.cam.ac.uk/
>should do the trick.

Er, no, I think you have misunderstood the question :)

They were asking if you could sit AT HOME and PHONE a university computer
to get access to the internet (and therefore www) WITHOUT having an
account on the university machine you are phoning.

At least that's how I understood it...
The answer as far as I know is you can't.

If you *DO* have an account on a machine which has internet access and you
can log on to it by phoning up then yes you can.
And of course once you can log onto one machine you can access all the
others using www (with Mosaic).

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

4171. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 18:36:06 UTC
From: mentat@satelnet.org
Message-ID: <37jumm$4ua@sefl.satelnet.org>
Source record: 15291
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37jn26$nmr@lyra.csx.cam.ac.uk>,
Phillip Davey (Path) <pd@mole.bio.cam.ac.uk> wrote:
>mentat@satelnet.org (!Productions) writes:
>>In article <37g7gh$9p@bs33n.staffs.ac.uk>,Requiem <cm3hirjd@bs47c.staffs.ac.uk
>>wrote:
>>>To clarify I meant could an Amiga owner sat at home running this Mosaic
>>>software use his/her modem to call up your Uni and access those web pages
>>>you indicated above without having to have an account on the machines
>>>there as you obviously do (being a student/lecturer and all that!).
>>>
>>>ok?
>
>>Once again, you seem to have misunderstood the WWW. You do not have to
>>"dial" Chris' university to access the Web page. You use a WWW browser,
>>such as Lynx, and access it from YOUR site - lynx http://www.cl.cam.ac.uk/
>>should do the trick.
>
>Er, no, I think you have misunderstood the question :)

Er, no I didn't.

>They were asking if you could sit AT HOME and PHONE a university computer
>to get access to the internet (and therefore www) WITHOUT having an
>account on the university machine you are phoning.

They were originally saying that there were no "Web Providers" in
Europe. When Chris said "Eh? We have a WWW page here," they replied
"But can I dial it up and access it?"

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4172. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 18:51:54 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EJNSDGUU1UP@sos.sh.sub.de>
Source record: 15231
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <100894162133Rnf0.79b5@blackhl.xs4all.nl> Daniel Ockeloen wrote :
BTW the amiga
>version of Mosaic is nice because its a non ncsa product but its useless
>for the more advanced things because it doesn't support html+ features
>like forms etc.

AMosaic *is*, according to Uwe Rï¿½hm's article in c't 11/1994 (p. 206 ff.),
a NSCA port. I trust Uwe more than you, at least I know him personally.

Weregoose

-- Thorsten Gï¿½nther (Weregoose) -- _O
-- /
-- A pet rat makes you learn soldering cables. -- _
-----ï¿½=ae, ï¿½=oe, ï¿½=ue, ï¿½=Ae, ï¿½=Oe, ï¿½=Ue, ï¿½=ss----- _)

4173. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 19:18:13 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.782075893@bruce.cs.monash.edu.au>
Source record: 15189
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

moran@bires059 (G MORAN) writes:

>Bernd U Meyer (berndm@cs.monash.edu.au) wrote:

>> Ah, btw: My TV displays non-interlaced, it has a deinterlacer :-)

> You have one the '100Hz flickerfree sets'?

Gosh, no. They are expensive :-)

What I have is a real de-interlacer card which is fed the video signal
from the VCR and then displays it on my monitor, at 50Hz non-interlaced.
A good thing for a student with limited space and a large computer
collection :-)

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4174. I bought a LYNX II

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-13 19:47:54 UTC
From: sinclair@ins.infonet.net
Message-ID: <37k2ta$ob1@insosf1.infonet.net>
Source record: 15292

Atari had a sale of the LYNX II at $49.95 plus $4.95 shipping directly from Atari. Since I had the original and wanted a second just in case the old one went kaput. I called Atari's 800 number and ordered one on October 6 and received it today on the 13th. In the shipping package contained literature on the Jagflop and assorted accesories such as a Jagflop coffe mug, t-shirt, pens and carrying case.

If Atari wants the Jagflop to have a chance in the marketplace, a price reduction is needed. Atari needs to bring the price down to $150 at cost or little profit and make the money on the game cartridges..

-Peter

4175. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 00:50:35 UTC
From: mrathwel@uoguelph.ca
Message-ID: <37kkkr$6n9@nermal.cs.uoguelph.ca>
Source record: 15192

u>
Distribution:

: He couldn't do any of the above, Mark, even if he wanted to.

Thanks for enlightening me. I guess my brain slipped under all of
the midterms ... yikes!

>> Mark <<

4176. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 00:52:14 UTC
From: mrathwel@uoguelph.ca
Message-ID: <37kknu$6n9@nermal.cs.uoguelph.ca>
Source record: 15193

```
: Oh, he's back! what happen to you? did you have a date? Get laid?
: -Peter

Who are you addressing with your juvinile insults Pete???

>> Mark <<
```

4177. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 02:09:50 UTC
From: krame893@cs.uidaho.edu
Message-ID: <37kp9e$cou@owl.csrv.uidaho.edu>
Source record: 15190
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

It looks like well-known OS's also fall into the same category:
(the first two are courtesy of someone else at U. of Idaho.)

M S - D O S 6 . 2 1
77+83+45+68+79+83+32+54+46+50+49 = 666

W I N D O W S 9 5
87+73+78+68+79+87+83+57+53+1 = 666

S Y S T E M 7 . 0
83+89+83+84+69+77+32+55+46+48 = 666

Coincidence? I think not!

Brian

4178. HOLY COW!! SINFLOP BUYS AN ATARI GAME MACHINE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 04:16:33 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <37l0n1$1hj@pepper.rutgers.edu>
Source record: 15312
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

sinclair@ins.infonet.net writes:

Sinflop says:

"Atari had a sale of the LYNX II at $49.95 plus $4.95 shipping directly from
Atari ... I called Atari's 800 number and ordered one on October 6 and received
it today on the 13th."

You're kidding, right!? I can't believe that you actually bought something from
that evil, treacherous, grossly mismanaged company that is owned by the demonic
Jack Tramiel and whose products are almost totally unsupported by anyone! What
possessed you commit such a horrendous crime, to use such blatant bad judgment!?
I mean, can't you buy games to play on your beloved Mac? Oh yeah, that's right,
all the good games in personal computerdom run on the PC rather the Mac! Oh well..
I guess the Mac isn't the supreme computer that it is cracked out to be after all.

I hope this tragedy doesn't cause you to contemplate committing suicide.
Actually, I hope it does!

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4179. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 04:46:47 UTC
From: ellingse@bigdog.engr.arizona.edu
Message-ID: <37l2fn$m73@news.CCIT.Arizona.EDU>
Source record: 15313
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Brian Kramer (krame893@cs.uidaho.edu) wrote:
: It looks like well-known OS's also fall into the same category:
: (the first two are courtesy of someone else at U. of Idaho.)

: M S - D O S 6 . 2 1
: 77+83+45+68+79+83+32+54+46+50+49 = 666

: W I N D O W S 9 5
: 87+73+78+68+79+87+83+57+53+1 = 666

: S Y S T E M 7 . 0
: 83+89+83+84+69+77+32+55+46+48 = 666

: Coincidence? I think not!

: Brian

Whoa! Now that IS pretty darn freaky...thanks for the tip Brian!
8-O

I wonder if this is an indication that Windows95 is destined to
gain almost total domination of the market? :-o

Very spooky stuff. Maybe I'll write a little ASCII decoding program to
decipher some of these things. Anybody check on IBM using EBCDIC ? ;-)

Thanks again.

Scott D. Ellingsen
Optical Sciences Center
University of Arizona

My opinions are my own and OSC and the U of A prefer it that way.

4180. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 07:27:12 UTC
From: bketcham@u.washington.edu
Message-ID: <37lbsg$p4k@nntp1.u.washington.edu>
Source record: 15162
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

```
In article <37kp9e$cou@owl.csrv.uidaho.edu>,
Brian Kramer <krame893@cs.uidaho.edu> wrote:
>It looks like well-known OS's also fall into the same category:
>(the first two are courtesy of someone else at U. of Idaho.)
>
>W I N D O W S 9 5
>87+73+78+68+79+87+83+57+53+1 = 666
^
Huh? What's that 1 kluged on the end for? Clearly, the preceding
number is supposed to be 54. But wait, that would mean....

--ben
(The truth's out.)
```

4181. DOOM on Jaguar spotted!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 08:39:13 UTC
From: moran@bires059
Message-ID: <37lg3h$dht@bmerha64.bnr.ca>
Source record: 15314

Well, I was at work but a friend says he saw DOOM on the Jaguar on
the UK tv show 'Bad Influence'. He owns a 486/66 but he says he was
very impressed with the Jaguar version - smoother and possibly more
colourful than on his machine (which runs a very smooth game indeed).

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4182. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 08:40:47 UTC
From: moran@bires059
Message-ID: <37lg6f$dht@bmerha64.bnr.ca>
Source record: 15315
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Bernd U Meyer (berndm@cs.monash.edu.au) wrote:
> moran@bires059 (G MORAN) writes:

> >Bernd U Meyer (berndm@cs.monash.edu.au) wrote:

> >> Ah, btw: My TV displays non-interlaced, it has a deinterlacer :-)

> > You have one the '100Hz flickerfree sets'?

> Gosh, no. They are expensive :-)

> What I have is a real de-interlacer card which is fed the video signal
> from the VCR and then displays it on my monitor, at 50Hz non-interlaced.
> A good thing for a student with limited space and a large computer
> collection :-)

I have a Phillips 8833 and a TV tuner. I can watch TV on my monitor
with the press of a button - the picture is superb. I'd say that
NI tv display would be very good indeed.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4183. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 08:43:45 UTC
From: moran@bires059
Message-ID: <37lgc1$dht@bmerha64.bnr.ca>
Source record: 15316

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires052) wrote:

> : really, Silica and other mail order firms are selling A1200s from 270UKP.
> : Whats the cheapest available Falcon you can buy?

> 300 UKP, you got to admit that 30 quid won't make much difference to
> someone when buying a computer, it's still a VERY similar price.

Silican are 300, other mail order firms are 270. The 30 quid could pay
for a MIDI interface if it is needed or one of the array of lovely new
games coming out for xmas.....

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4184. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 08:44:36 UTC
From: moran@bires059
Message-ID: <37lgdk$dht@bmerha64.bnr.ca>
Source record: 15317

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> You could take this down a hundred notes by purchasing from Gasteiner.
> Which brings it into the 700 price range. You can buy a 2.5" IDE for 295
> UKP (that's a 470 meg drive). We could go on adding extra's all day long
> if we wanted but for a base machine like you describe above I'll agree,
> but remember to slice a hundred notes from that total.

Where do you get the 100 quid price reduction?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4185. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 09:22:19 UTC
From: hanscs@hiof.no
Message-ID: <hanscs.29.2E9E4DCB@hiof.no>
Source record: 15318
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <berndm.782012857@bruce.cs.monash.edu.au> berndm@cs.monash.edu.au (Bernd U Meyer) writes:
>From: berndm@cs.monash.edu.au (Bernd U Meyer)
>Subject: Re: Falcon..Re: 1989-1994 (Was Thank You!)
>Date: Thu, 13 Oct 1994 01:47:37 GMT

>> Most PCs sit around for 5-10 seconds before they even start to boot from
>>floppy. If you are going to windows after that it takes ages.

>Most badly setup PCs that is, right?
???????????????? At work we have IBMs MODEL 95(486, 33MHz, 50MHz, etc), Model 77(486DX4, 100MHz). Yes, these crap mahines take 20 seconds before starting the memory test. Then they take 1 - 2 mins. booting OS/2.

But who really cares? You boot the machine one time and use it the rest of the day/week. You don't need to boot it after every demo or crap programs that crash.

>Nearly all modern PCs can skip testing memory above 1MB, and nearly all
>can also completely ignore floppy drives and go for the harddisk as quickly
>as possible.
Jippy!

>It's just changing some very obvious things in the BIOS, you know. Not that
>any good computer would have to boot often, anyway.... A serious computer
>runs 24 hours a day, and is ready as soon as I sit down at it.

Yes.

>Bernie

Hans C Sander.

>P.S.: Even starting Windows is a matter of seconds on a 486!
>--
>"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
>And we buried ours / and the Turks buried theirs | ..... living in Oz ....
>And it started all over again" |
>(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4186. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 09:40:06 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37ljlm$dpu@lyra.csx.cam.ac.uk>
Source record: 15319
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

moran@bires052 (G MORAN) writes:
>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
>> You have a hard drive for you A1200? Well you are lucky then, but they
>> do not come as standard do they? You have to pay quite a lot more for
>> them, often as much as the A1200 cost itself (if the Silica Shop adverts
>> are anything to go by). NewDesk (GEM TOS 4.04) is extremely advanced
>> and loads instantly - better than your 10 seconds.

> The A1200 uses standard IDE hard drives of the type that fit in PC
>machines - the cheapest you can buy. A 2.5" drive is recommended as it
>fits perfectly in the case, but you can also shoehorn a 3.5" drive in
>there if you want.

Same for the Falcon. Although there isn't that much difference in price
between SCSI disks and IDE disks now though.

>> So if you can't afford to buy a HD you are stick with an OS that is very
>> very unfriendly to use (insert disk x, insert disk x... etc etc etc), at
>> least with any ST/E/FALCON the OS is there, ready to use and lets you
>> access the base essential functions of your computer.

This has just reminded me!
I was round a friend of mine's once. He has a A600. All he wanted to do
was copy a few files from one disk to another. I wanted to play Syndicate
but I thought it wouldn't take very long, so I let him do it..
I am glad I did let him do it now because I was rolling around on the
floor laughing!!!

He typed in something along the lines of copy such and such from here to
there. It then asked him for a different disk, so it could understand the
copy command. Then it asked him for the original disk, then the disk to
copy the files to, then the first disk to get back to the prompt. Then
came dir. Another disk swap to understand the command, plus another to
put the disk in he wanted to look at, then the command disk to get back
to the prompt.

I'm sorry, I just found it amazingly funny that it took around 5 minutes
to copy a few files between floppies and check they were in the right
place!!!

BTW this is not meant as a flame, "amigas are crap" post etc. It's just
something very funny that happened to me!

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--

Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

4187. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 11:16:35 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37lpaj$7j1@bs33n.staffs.ac.uk>
Source record: 15202

G MORAN (moran@bires059) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: > Is this true? (largest games market in the UK) even against Sega and
: > Nintendo?? (that's a question not a flame btw)

: Over most of the year, yes. At XMas with the big releases the consoles
: sell more software but for the rest of the year Amiga games software outsells
: megadrive and SNES (and PC) quite easily.

I must admit that's very interesting, can you back this up with any
statistics though? I am not doubting you, just need a bit more
information to go on before I make judgement.

I personally would have thought PC software would far outsell Amiga
titles, not because it is any better but simply because there are quite a
few more PC's in use than Amigas.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4188. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 11:23:54 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37lpoa$7j5@bs33n.staffs.ac.uk>
Source record: 15197
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: In article <94285.101223STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
: |> Chris (Brown),
: |> I have never seen Wordsworth or Final Copy for the Ami. I
: |> would venture a guess, though, that Compo's Write On, Papyrus
: |> and AtariWorks can keep up, thanks.

: Just asking: does any of those word processors have built in
: drawing primitives (circles, squares, line with arrows, lines),
: built-in style sheets,
: talbe of contents/index generation,
: undo ;-),
: Postscript support?

Both have very advanced graphics utils making them almost DTP in use.
Table of contents/index generation on Papyrus can be achieved in about 2
mouse clicks, it is phenomanlly fast and efficient, very customisable and
a dream to use. Papyrus is as about as top of the WP league as you can
get, its well supported, well featured and fast in operation.

: Just asking...

Just answering :)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4189. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 11:26:55 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37lptv$7j5@bs33n.staffs.ac.uk>
Source record: 15198
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: AmigaDOS 3.0 is designed to be run from a hard drive. If your friend can't
: afford one, then that's unfortunate, but that's life. Would you try and run,
: say, UNIX/X from a single floppy?

Unfortunate? That doesn't help his situation much, when you buy a home
computer you don't have to expect to spend and spend and spend to get it
to perform basic functions such as WP, yet this is what you are suggesting.
I doubt if you could buy a Unix/X without a hard drive though, so its
kind of an irrelevant statement.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4190. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 11:28:42 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37lq1a$7j5@bs33n.staffs.ac.uk>
Source record: 15199
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
: TOS stands for The Operating System. No joke :-). Just as
: good a name as Workbench/Kickstart, IMO. But who really
: cares? :-)
: -scott tirrell

Isn't it called Kickstart because you have to kick it to get it to start?

Richard Davey :-)

4191. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 11:33:21 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37lqa1$7j5@bs33n.staffs.ac.uk>
Source record: 15201
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

!Productions (mentat@satelnet.org) wrote:
: Well, the delay on power-on is to give an internal IDE enough time to
: spin-up, and the delay on reset is for the same reason, although it's

Surely it can detect if there actually _is_ an IDE, if not skip the
waiting time???

: unneccessary really. (Still quicker than the PC, which insists on
: showing you all the BIOS information every time you reset, just in case
: your CPU magically chnaged or something. :)

Yes well PC's are in a class of their own arn't they!

: Now a question for Falcon owners - on my old 130ST (yes, 130ST, let's not
: have this argument again) if I didn't put a disk in the drive, I'd get the
: oh-so-lovely GEM after about 30 seconds - does the Falcon do this, and did
: they speed it up any? (The delay, not the machine. :)

A Falcon without a disk will boot from the hard drive, if you have no
hard drive and no disk inserted (then you're a bit dumb) it takes about
30 seconds before GEM kicks in, that's time for you to rumage around and
find a disk I guess, after all why you'd want to do this is beyond me.

The Falcon boot ups, does a memory check (which can be skipped), checks
for an IDE then checks if there is anything hanging off the SCSI-II port
then starts processing the contents of the AUTO folder. The whole
process takes about 3-4 seconds depending on if you skip the memory check
or not.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4192. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 11:37:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37lqhd$7j5@bs33n.staffs.ac.uk>
Source record: 15200
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: In article <37g6ed$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: > You have a hard drive for you A1200? Well you are lucky then, but they

: How so? Ovber 60% of A1200 owners have harddisks.

My friends at the Falcon Fact File will quite happily tell you that 100%
of their members have a hard drive. Whereas 40% of A1200 owners don't,
this indicates more 'kids' owning A1200's than Falcon's which is, as I
keep saying, a serious machine and not something little Jonny asks for
for Christmas.

4193. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 11:40:11 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37lqmr$7j5@bs33n.staffs.ac.uk>
Source record: 15327
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
!Productions (mentat@satelnet.org) wrote:
: But if I'd erased all my disks, the management functions would be damned
: useless, as I'd have nothing left to manage. (And also, if I erased all
: my disks, I'd consider myself too dangerous to be allowed near a machine,
: and go and be a hermit and live on nuts and berries. (Or buy a Mac. :))

It was a hypothetical situation proving that an Amiga with no disks is
dead but you can still use an Atari. I was thinking back to times when
you walked into a Department store (one of the more lame ones) and they
had the computer and no software on it, no hard drive in it and one of
those metal locks in the disk drive. They managed to show me Desktop on
the ST (this was back a fair few years) but nothing on the Amiga. Sure
its the shops fault (it was Debenhams btw) but still proves a point.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com
```

4194. Re: Atari is a games machine, claims Amiga advoca

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 12:37:57 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Oct14.123758.4751@bay.cc.kcl.ac.uk>
Source record: 15321
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37jb7m$h92@lyra.csx.cam.ac.uk>, cpb1001@cl.cam.ac.uk (C.P. Brown) writes:
! In article <1994Oct13.104132.4734@bay.cc.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:
!
! > ! The DSP is useful, but limited because it's only an integer uint. I'll keep
! > ! my 25MHz 68882 thanks.
! >
! > It's not an integer unit, it's a fixed-point unit. You can argue that
! > fixed point is really integer*2, but it's still more useful than a
! > true integer unit.
!
! Not much, it just saves you a couple of shift operations. It's a lot less useful
! than full floating point.

I'm not convinced there are that many applications where a 48bit fixed
point number isn't accurate enough. Even raytracers have (allegedly)
been ported, specifically POV, although I've yet to get my hands on it.

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

4195. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 13:10:54 UTC
From: scm@mfltd.co.uk
Message-ID: <37m00u$sbs@icebox.mfltd.co.uk>
Source record: 15326
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37lqhd$7j5@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) says:
>My friends at the Falcon Fact File will quite happily tell you that 100%
>of their members have a hard drive. Whereas 40% of A1200 owners don't,
>this indicates more 'kids' owning A1200's than Falcon's which is, as I
>keep saying, a serious machine and not something little Jonny asks for
>for Christmas.

"Choose your weapon" would be a phrase to use here.

"Little Johnny" is unlikely to ask for a Falcon for Xmas because

A) It`s more likely that he`ll want something to play games on
B) His friends are more likely to have one
C) He can buy software for it in most shops stocking computer software
on the High Street
D) He has almost a dozen computer mags to pick from from the newsagents
no matter which computer he picks other than the Atari range.
E) What use are a DSP, SCSI-II and a hard drive?

The Falcon isn`t a bad computer, it`s just far to niche to be anything
sucessful.

There are a number of things that the Amiga could learn from with regard
to the Falcon. Namely, DSP, SCSI-II and SIMM sockets as standard would be
nice. MIDI is already there on the Amiga. It comes straight out the serial
port, just stick it into a MIDI port box and there you go. In a similar
way, the Falcon could learn a few things from the Amiga too (memory
architecture, OS, custom hardware, cost)

The overiding principle here though is cost. The A1200 is a very cheap
computer that anyone can buy with a few months wages to play around on.

This is how a lot of "Little Johnnies" or "Little Marys" get into
computing. ie. Kid nags parent to buy a megadrive/snes, Parent thinks
that a computer would be a much better idea with the false opinion that
computers are educational and may help the kids future boring career.

I know this because I would bet that most of todays 20-25 year old
programmers fit into this category. Myself included!

The A1200 isn`t that much more expensive than a console in comparison
with the PC so is the logical step for parents. Only a rich, foolish
parent would spend a 1000 quid on a pc/falcon/mac on the off chance that
it wasn`t just a passing fad.

This is why of course that the Amiga is sucessful in the UK whereas not so in the US. Parents aren`t as rich! (sweeping statement I know)

If we`d seen all of the proposed "A3000 plus" machines features in the A4000, The Amiga would have AT&T DSP and SCSI-II as standard way before the Falcon. As usual, the short sighted CBM management went for reducing cost on the high end machines to maximise profit per unit. The arguement over Falcon vs Amiga would have been a complete non arguement on solely techincal grounds if we had A3000+ machines.

If we ever see an A1400 (or whatever), I`d like to see DSP, SCSI-II and SIMM sockets in there. Space for a 3.5 inch HD would be nice too. Oh, it has to be an 030 as standard too with a simple way to replace the processor so you could buy it at various speeds.

4196. Re: I bought a LYNX II

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 14:00:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94287.100029STIRRE31@MAINE.MAINE.EDU>
Source record: 15210

So, Pete, that was pretty quick service from Atari, wouldn't
you say :-) ? Also, have you heard that Electronics Boutique
has agreed to carry the Lynx again? Supposedly Atari will
offer a Lynx with three games for $59.99. Not bad.
Enjoy your Lynx, Sinclair. BTW, get Rampart, Slime World,
Klax and Electrocop :-).
-scott tirrell

4197. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 14:45:22 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37m5i2$klo@lyra.csx.cam.ac.uk>
Source record: 15335
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

scm@mfltd.co.uk (Shaun C. Murray) writes:
>What use are a DSP, SCSI-II and a hard drive?

>There are a number of things that the Amiga could learn from with regard
>to the Falcon. Namely, DSP, SCSI-II and SIMM sockets as standard would be
>nice.

But what use are DSP, SCSI-II and a hard drive? :)

>MIDI is already there on the Amiga. It comes straight out the serial port

Not really much you can say to that is there!!!

>The overiding principle here though is cost. The A1200 is a very cheap
>computer that anyone can buy with a few months wages to play around on.

Seriously, you can get either a Falcon or an A1200 very cheap (around 300
pounds for either). The trouble is both machines at this price still need
a lot of extras to make them really worthwhile. Extra memory and a hard
drive for both. For the Falcon, you ideally need a VGA or multisync
monitor plus either Blowup or Screenblaster, in order to get a decent
resolution. NVDI, Speedogdos and a few other things come in quite useful
as well. I don't know too much about the Amiga myself so I can't comment
on that.

Basically, no machine is perfect and there will always be better ways of
doing things. You just have to make do with your personal favourite
whatever that may be. Also different machines are good at different tasks
so it depends on what you want to do with the machine as well.

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

4198. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 15:12:03 UTC
From: rik@rickyp.demon.co.uk
Message-ID: <9410141534.AA0005r@rickyp.demon.co.uk>
Source record: 15207
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires052) wrote:

: Actually, any machine with bitplane graphics can do parallax - the more
: bitplanes, the more colours/layers.

True. But things are a lot simpler on the Amiga (for simpler read easier on the CPU). Imagine two screen layers each of 16 colours = 2*4 bitplanes, to scroll these at bitplane level requires bitwise manipulation of 8 areas of memory. Plus the fact that you still need to address the problem of overlaying your two screens as discussed in my original post.

Scrolling on the Amiga would not be achieved in the same way. The bitmaps exist in memory in the same way, but bitwise manipulation does not occur because rather than scrolling the bitmap data and then displaying it to the screen the Amiga scrolls the screen window over the data, which defines a screen that is bigger than the window. The actual graphics data is only updated when the window reaches the edge of the data. This involves blocks of data and is performed by the blitter; again much faster than scrolling the data itself. As the screen window is already defined as displaying one screen on top of the other (Dual Playfield) you don't need to worry about combining your two screens.

The result is extremely fast and smooth scrolling - even with multi-layered screens. Even if you throw a PowerPC or Pentium at the problem you still wouldn't achieve Amiga performance in this area. After all the Amiga was *designed* to be a great games machine. The fact that it's also a damn fine home computer is an added bonus.

--
_____
_____/ rik@rickyp.demon.co.uk____
_____/
When you see the success of PCs and the impending demise of the Amiga why is it that VHS and Betamax spring to mind ?

4199. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 15:12:06 UTC
From: rik@rickyp.demon.co.uk
Message-ID: <9410141543.AA0005w@rickyp.demon.co.uk>
Source record: 15206
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Donald Parry (djp@nutmeg.it.ntu.edu.au) wrote:

: tos? Tos?? TOS???????

: Maybe Ive just got a sick mind, but does anyone else find this name
: highly amusing (Its a joke right??) :)

Yes, and very appropriate too. But I think the joke may be lost on those people on the other side of the Atlantic. Now are you going to explain it or shall I ? :-)

-- Rik

4200. Re: HOLY COW!! SINFLOP BUYS AN ATARI GAME MACHINE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 16:06:22 UTC
From: drichard@cis.ohio-state.edu
Message-ID: <37ma9uINNjcc@wrench.cis.ohio-state.edu>
Source record: 15205
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

You're one of those guys who still thinks Doom on the PC is the ultimate game aren't you?(although it is quite fun) Not only are you wrong about Atari but i own a PowerMac and there are quite a few good games coming out for it soon. Ever hear of Marathon from Reality Bytes? From what i've heard (and seen), this game should knock the socks off Doom (and DoomII). I've owned quite a few powerful PCs and quite frankly, the games may be many, but not many are really that good- but you probably get a kick out of Windoze too. Are you still waiting for the Pentium overdrive chip to come out so your investment in that 'upgradeable' motherboard wont be a waste? Or are you too busy trying to figure out what IRQ to set your soundcard to so it will work while you play on the modem? HA! Oh - and the Jaguar rules.

- Dan

4201. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 16:21:33 UTC
From: scm@mfltd.co.uk
Message-ID: <37mb6d$4hv@icebox.mfltd.co.uk>
Source record: 15209
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g7gh$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) says:
>
>To clarify I meant could an Amiga owner sat at home running this Mosaic
>software use his/her modem to call up your Uni and access those web pages
>you indicated above without having to have an account on the machines
>there as you obviously do (being a student/lecturer and all that!).

That isn`t how it works. You normally have an internet provider such as
Demon which you dial up on the modem. From there you connect to the
internet. How Demon gets to various Universities or other sites is up
to them. If you had to phone up each site directly, you would have a
huge phone bill!

>The only web providers I personally know of are very PC orientated and
^^^^^^^^^^^^
No such thing. You have an Internet provider who provides access to the
Internet. They provide you with services such as mail, news and ftp. The
World Wide Web is just a subset of sites on the Internet that have html
(hypertext) files on which you access through Mosaic. Currently Mosaic
runs on Macs, Windows, X and Amigas. Obviously there isn`t a Falcon
version as you would know about it?

>they charge amazing amounts of money which, considering how slow web can
>be sometimes, is a bit off really.

Get hold of the "Big Dummies Guide to the Internet", available in formats
that most (probably not the Falcon) machines understand.

>Richard Davey
>Falcon Owners Group (UK)
>--
>email: requiem@armory.com

4202. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 16:24:15 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37mbbf$io@bs33n.staffs.ac.uk>
Source record: 15208
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Shaun C. Murray (scm@mfltd.co.uk) wrote:
: There are a number of things that the Amiga could learn from with regard
: to the Falcon. Namely, DSP, SCSI-II and SIMM sockets as standard would be
: nice. MIDI is already there on the Amiga. It comes straight out the serial
: port, just stick it into a MIDI port box and there you go. In a similar
: way, the Falcon could learn a few things from the Amiga too (memory
: architecture, OS, custom hardware, cost)

I agree about the Falcon borrowing Amiga OS ideas, but whereas your Amiga would only need a few modifications to handle new ports such as SCSI-II, a DSP chip and even MIDI if required, it would take a whole re-write of the Falcon OS and major problems with the software already existing if we were to change at this late stage in the Atari's development cycle. This doesn't mean is shouldn't be done, it just means the chances of it happening are as likely as seeing Nintendo's new console this side of 1995.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4203. Re: HOLY COW!! SINFLOP BUYS AN ATARI GAME MACHINE!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 21:36:28 UTC
From: sinclair@ins.infonet.net
Message-ID: <37mtks$261@insosf1.infonet.net>
Source record: 15336
Cross-posted to: comp.sys.atari.advocacy,rec.games.video.atari

In article <37l0n1$1hj@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
>Sinflop says:
>
>"Atari had a sale of the LYNX II at $49.95 plus $4.95 shipping directly from
>Atari ... I called Atari's 800 number and ordered one on October 6 and received
>it today on the 13th."
>
>
>You're kidding, right!? I can't believe that you actually bought something from
>that evil, treacherous, grossly mismanaged company that is owned by the demonic
>Jack Tramiel and whose products are almost totally unsupported by anyone! What
>possessed you commit such a horrendous crime, to use such blatant bad judgment!?
>I mean, can't you buy games to play on your beloved Mac? Oh yeah, that's right,
>all the good games in personal computerdom run on the PC rather the Mac! Oh well..
>I guess the Mac isn't the supreme computer that it is cracked out to be after all.

The Lynx is unsupported, but I liked the price on the Lynx II which cost $50.00
and will complement my original one. The Lynx is awesome but failed due to
atari's inept and have a feeling that the Jagflop will suffer as well.

>
>I hope this tragedy doesn't cause you to contemplate committing suicide.
>Actually, I hope it does!
>
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*
>

-Peter

>
>
>

4204. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 21:43:28 UTC
From: sinclair@ins.infonet.net
Message-ID: <37mu20$261@insosf1.infonet.net>
Source record: 15187
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37lqhd$7j5@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
>: In article <37g6ed$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
>
>: > You have a hard drive for you A1200? Well you are lucky then, but they
>
>: How so? Ovber 60% of A1200 owners have harddisks.
>
>My friends at the Falcon Fact File will quite happily tell you that 100%
>of their members have a hard drive. Whereas 40% of A1200 owners don't,
>this indicates more 'kids' owning A1200's than Falcon's which is, as I
>keep saying, a serious machine and not something little Jonny asks for
>for Christmas.

So 50,000 falcon users have harddrives versus 600,000 out of an install base of
a million A1200's.

-Peter

4205. Re: I bought a LYNX II

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-14 21:46:16 UTC
From: sinclair@ins.infonet.net
Message-ID: <37mu78$261@insosf1.infonet.net>
Source record: 15188

In article <94287.100029STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>So, Pete, that was pretty quick service from Atari, wouldn't
>you say :-) ? Also, have you heard that Electronics Boutique
>has agreed to carry the Lynx again? Supposedly Atari will
>offer a Lynx with three games for $59.99. Not bad.
>Enjoy your Lynx, Sinclair. BTW, get Rampart, Slime World,
>Klax and Electrocop :-).

Do you have WarBirds? If so, is it worth $30 from Atari? I am planning on
putting an order with Atari on Monday for games cards.

>-scott tirrell

-Peter

4206. AvP is out!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 03:04:14 UTC
From: U50723@uicvm.uic.edu
Message-ID: <94287.220414U50723@uicvm.uic.edu>
Source record: 15222

Just thought I'd pass it on. It's 10/14, 10pm Central time US I've I
had it for about an hour. The local Babbage's stores each got
a dozen or so each this afternoon. Way to go, Atari!
later,jd

4207. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 04:32:32 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.782195552@bruce.cs.monash.edu.au>
Source record: 15214
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: AmigaDOS 3.0 is designed to be run from a hard drive. If your friend can't
: afford one, then that's unfortunate, but that's life. Would you try and run,
: say, UNIX/X from a single floppy?

Yes!

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4208. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 04:33:19 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.782195599@bruce.cs.monash.edu.au>
Source record: 15215
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
: TOS stands for The Operating System. No joke :-). Just as
: good a name as Workbench/Kickstart, IMO. But who really
: cares? :-)

Isn't that "Tramiel Operating System"? At least unofficially?

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4209. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 04:58:59 UTC
From: mgutierr@ucssun1.sdsu.edu
Message-ID: <37nnij$10t@gondor.sdsu.edu>
Source record: 15216
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Brian Kramer (krame893@cs.uidaho.edu) wrote:
> It looks like well-known OS's also fall into the same category:
> (the first two are courtesy of someone else at U. of Idaho.)

> M S - D O S 6 . 2 1
> 77+83+45+68+79+83+32+54+46+50+49 = 666

> W I N D O W S 9 5
> 87+73+78+68+79+87+83+57+53+1 = 666

However, it's "Windows 95" not "WINDOWS95".

> S Y S T E M 7 . 0
> 83+89+83+84+69+77+32+55+46+48 = 666

> Brian

Still pretty weird.

--
mario l gutierrez
mgutierr@ucssun1.sdsu.edu

4210. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 05:12:09 UTC
From: ellingse@bigdog.engr.arizona.edu
Message-ID: <37noba$hjg@news.CCIT.Arizona.EDU>
Source record: 15091
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

```
Benjamin Ketcham (bketcham@u.washington.edu) wrote:
: In article <37kp9e$cou@owl.csrv.uidaho.edu>,
: Brian Kramer <krame893@cs.uidaho.edu> wrote:
: >It looks like well-known OS's also fall into the same category:
: >(the first two are courtesy of someone else at U. of Idaho.)
: >
: >W I N D O W S 9 5
: >87+73+78+68+79+87+83+57+53+1 = 666
: ^
: Huh? What's that 1 kluged on the end for? Clearly, the preceding
: number is supposed to be 54. But wait, that would mean....

: --ben
: (The truth's out.)

Probably has to do with the extra year that needs to be added for the
actual ship date.... ;)

Scott
```

4211. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 05:58:31 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94288.015831STIRRE31@MAINE.MAINE.EDU>
Source record: 15221
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Actually, people on the Net such as Richard have suggested that
there are 120,000 Falcons out there. This is certainly not
enough for a large company to produce softs for it, but it is
enough to make it worthwhile for small companies and shareware
authors (and they are beginning to untap the Falc's power).
Falcon development is increasing quite a bit, it seems.
-scott tirrell

4212. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 06:08:55 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94288.020855STIRRE31@MAINE.MAINE.EDU>
Source record: 15220
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Yes, a one disk drive Amiga is abysmal to use. When I had
an Amiga 500 I got so sick and tired of swapping disks!
This is why I switched to the ST. No disk swapping at all
for formatting. For someone who can only afford a computer
with a single disk drive, they should definitely choose an
ST over an Amiga if they do not want to become incredibly
frustrated. However, these users constitute a small number
of people, I'd imagine.
-scott tirrell

4213. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 13:58:51 UTC
From: CPB1001@phx.cam.ac.uk
Message-ID: <37on6r$hik@lyra.csx.cam.ac.uk>
Source record: 15191
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37lptv$7j5@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
>: AmigaDOS 3.0 is designed to be run from a hard drive. If your friend can't
>: afford one, then that's unfortunate, but that's life. Would you try and run,
>: say, UNIX/X from a single floppy?
>
>Unfortunate? That doesn't help his situation much, when you buy a home
>computer you don't have to expect to spend and spend and spend to get it
>to perform basic functions such as WP, yet this is what you are suggesting.
>I doubt if you could buy a Unix/X without a hard drive though, so its
>kind of an irrelevant statement.

If your friend wanted a machine where he could just turn it on and easilly
word process without a harddisk, may I reccomend the Commodore Plus 4.
The usefull facilities provided by a modern OS will no-longer fit on a single
floppy. The Amiga does better than most, in that you can do a stripped down
WB that will fit on a single floppy, and then run it from RAM to reduce
disk swaps, but that's an inneficient soloution. The correct soloution is to
buy a harddisk. We aren't working with Spectrums and C64's anymore, which is
something you'll just have to live with, I'm afraid.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4214. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 14:17:06 UTC
From: rik@rickyp.demon.co.uk
Message-ID: <9410151417.AA00066@rickyp.demon.co.uk>
Source record: 15194
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

!Productions (mentat@satelnet.org) wrote:

: Adobe, Compugraphic, TT, PS and Amiga bit-mapped fonts, and I think
: there's another format, but the name escapes me at the moment.

Final Writer 2 uses NimbusQ as it's main font format but also supports Adobe type 1, Compugraphic and, of course, Amiga bitmapped.

-- Rik

4215. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-15 17:26:56 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94288.132656STIRRE31@MAINE.MAINE.EDU>
Source record: 15195
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Well, TOS could mean anything "unofficially" :-). You can just
make up your own!
It is officially The Operating System.
-scott tirrell

4216. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-16 04:16:01 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.782280961@bruce.cs.monash.edu.au>
Source record: 15138
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

fallous@ksu.ksu.edu (Jay Goodwin) writes:

>berndm@cs.monash.edu.au (Bernd U Meyer) writes:

>>I rather doubt it --- which X-server would you use? XFree86[tm] probably
>>wouldn't work too well (hint: look at the last two characters in front of
>>the trademark sign)...

>I would use DaggeX. Notice the lack of trademark symbol, as well as the lack of
> x86 as well.

Does it run under linux68k? That would really be nice!

If so, which affordable Amiga models do have an MMU?

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4217. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-16 04:51:37 UTC
From: krishna@max.tiac.net
Message-ID: <37qbgp$ost@sundog.tiac.net>
Source record: 15139
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Alan Richardson (richara@westminster.ac.uk) wrote:
: I'm so glad that you are happy with your non-midi computer, I am happy
: with my midi computer.

Midi interfaces have never cost an arm and a leg. They are like less
than $50 for just about any platform. Builtin MIDI isn't really all it
is cracked up to be.

You make it sound as though since the Amiga has no builtin midi that it
doesn't have any midi interfaces or midi software available for it, which
would be false. Now, circa the mid 80s, there was probably far more MIDi
software written for the Atari, but I don't think that there is much
going on now, whereas the larger userbase the Amiga enjoyed until
recently has allowed more current software to be written (Bars and Pipes
for instance).

4218. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-16 04:56:34 UTC
From: fallous@ksu.ksu.edu
Message-ID: <37qbq2$ifo@matt.ksu.ksu.edu>
Source record: 15140
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

berndm@cs.monash.edu.au (Bernd U Meyer) writes:

>fallous@ksu.ksu.edu (Jay Goodwin) writes:

>>berndm@cs.monash.edu.au (Bernd U Meyer) writes:

>>>I rather doubt it --- which X-server would you use? XFree86[tm] probably
>>>wouldn't work too well (hint: look at the last two characters in front of
>>>the trademark sign)...

>>I would use DaggeX. Notice the lack of trademark symbol, as well as the lack of
>> x86 as well.

>Does it run under linux68k? That would really be nice!

>If so, which affordable Amiga models do have an MMU?

My A2000s both have MMU(030 and 040 accelerated), 3000 has built-in, as does
4000/040. Cheapest way to get MMU'd Amigas is to buy a low-end machine that
has been accelerated. A1200 with 030 would be nice, but to use DaggeX in > 2
colors, you should get a 2000/030'd with graphics card, or 3000 with graphics
card. I think DaggeX only supports the Picasso, but I don't know, as I don't
deal with it much, and don't have a graphics card(yet).

Jay Goodwin
fallous@ksuvm.ksu.edu

>Bernie
>--
>"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
>And we buried ours / and the Turks buried theirs | ..... living in Oz ....
>And it started all over again" |
>(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4219. WANT AN STE FOR A PC

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-16 06:49:08 UTC
From: aaronlp@aol.com
Message-ID: <37qid4$9ni@newsbf01.news.aol.com>
Source record: 15196

FOR TRADE: 386SX-25, Tower Case (mini),
300 watt power supply, No RAM, Phoenix
BIOS, Keyboard, Power Cables, 720K 3.5",
360K 5.25", Super VGA card, IDE card,
Serial/Par/Joystick card, No Hard disk.
TRADE FOR ATARI 1040STE CPU.
Write to: Charles Kelley
12 North Lake Ave, #104
Duluth, MN 55802.

4220. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-16 09:14:32 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <37qqto$g8l@mercury.dur.ac.uk>
Source record: 15233
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: In article <37hjd4$1nh@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:

: > Okay take a look at Atari Works and Papyrus Gold - both SUPERB packages
: > easily doing and outperforming the ones you list. Anything else?
: Tis I find rather hard to believe, have you actually SEEN either of these two
: packages?

I've seen both. I'm not sure that I would class Atari Works as a _good_
WP, but it's competent, produces nice output (in common with everything
that uses Speedo) and does what I want it to do. It is however a bit
short on some of the more complex layout features.

Papyrus is impressive, and is on a par with any other WP I've seen.

: > wp on Word Worth (which he got with his miggy) for some school work and
: That would be WW2.0. That version is outdated. The current version is 3.0b, and
: is a complete re-write.

This is all a bit silly. The nicest OS is, in anyone's opinion, the one
they are used to.

ATB,

Martin

M.J.Maisey@durham.ac.uk

4221. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-16 10:00:39 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <37qtk7$g8l@mercury.dur.ac.uk>
Source record: 15232
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
: In article <37g9bd$6j@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

: The DSP is useful, but limited because it's only an integer uint. I'll keep
: my 25MHz 68882 thanks.

I've got a 25MHz 68882 in my Falcon as well, so I'm not biased. I've got
a mandelbrot program which uses both, and using the DSP it's about 4 or 5
times as fast as the FPU. There is floating point source for the DSP
which gives at least 2.5 times the performance of the FPU. And you can
run this in parallel with the 68882.

ATB,

Martin

M.J.Maisey@durham.ac.uk

4222. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-16 20:38:38 UTC
From: J.Herbert1@student.lut.ac.uk
Message-ID: <Cxs9CE.79o@lut.ac.uk>
Source record: 15228
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <37nnij$10t@gondor.sdsu.edu> mgutierr@ucssun1.sdsu.edu (gutierrez) writes:
>Brian Kramer (krame893@cs.uidaho.edu) wrote:
>> It looks like well-known OS's also fall into the same category:
>> (the first two are courtesy of someone else at U. of Idaho.)
>
>> M S - D O S 6 . 2 1
>> 77+83+45+68+79+83+32+54+46+50+49 = 666
>
>> W I N D O W S 9 5
>> 87+73+78+68+79+87+83+57+53+1 = 666
>
>However, it's "Windows 95" not "WINDOWS95".
>
>> S Y S T E M 7 . 0
>> 83+89+83+84+69+77+32+55+46+48 = 666
>
>> Brian
>
>Still pretty weird.
>
>--

Maybe it's because of the commonely held view that computers are the
tools of the Devil.

I'm getting worried.

--
==
| Jim Herbert. | Southampton FC |
| J.Herbert1@student.lut.ac.uk | Rulers of the south coast |
==

4223. Ueber 4 Gigabyte PD-Soft fuer Atari GRATIS

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-16 22:40:23 UTC
From: gateway@uropax.contrib.de
Message-ID: <37sa4n$e76@uropax.contrib.de>
Source record: 15203

```
______ __ ______ ______ ______
/ __ / _/ /_ The new Mailbox Entertainment ! /_ __//_ __//_ __/
/ /_ -'______ / __/______ __ __ ______ __ __ / / / / / /
/ // \ / __ / / / / ____// /__/ // __ / \ \/ /___ / / / / / /
/ /_/ // __ / / /_ / __/_ / _ // __ / \ //__/__/ /_ __/ /_ __/ /_
/_____//_/ /_/ /___//_____/ \_/ \_//_/ /_/ / / /_____//_____//_____/
/_/
Gateway-III fuer den Amiga! Public-Domain Multiport-BBS Programm zum Download!

------------------------------------------------------------------------------
Connect GATEWAY-Dialogstadt! Groesste Mailbox von Berlin! 22 ECHTE ONLINEPORTS
------------------------------------------------------------------------------

++ Ueber 5 Gigabyte PD-Soft fuer alle Rechner !!
++ Alles KOSTENLOS / KEINE RATIOS !!
++ Ueber 850 nette User !!
++ MSG / MULTICHAT / PRIVATCHAT / SINGLECHAT / Automatische Aktualisierung
++ Vollzugriff 5 Minuten nach dem Userantrag !! (Tag & Nacht!)

Connect (Modem/Lowspeed):
030-6052091 / 030-6044094 / 030-6043331 / 030-6057131 / 030-6051041

Connect (Modem/Highpeed):
030-6057131 / 030-6043331 / 030-6044097 / 030-6057935 / 030-6058333

------------------------------------------------------------------------------
GATEWAY - Mehr als nur einfache DFUE !! Hier werden Usertraeume wahr !! -HOT-
------------------------------------------------------------------------------
```

Gateway-III f�r den Amiga !!
Das einzig wirklich wahre Multimedia Mailboxprogramm !!
Vergessen Sie am besten alles was Sie schon einmal an BBS-Programmen auf dem
Amiga gesehen haben denn hier ist das High-End-Produkt auf das Sie schon
lange gewartet haben !!

Public-Domain! Frei kopierbar! St�ndig neue Updates!
W�nsche der Sysops und User werden bei den Updates ber�cksichtigt da
Gateway-III st�ndig gepflegt und �berarbeitet wird !
Bis zu 99 Ports an EINEM Amiga betreiben !!
Netcall via ZConnect !! Chat und Bretter GLEICHZEITIG bearbeiten !!
Einfache Bedienung wahlweise durch MEN�, GEONETSYSTEM oder FILESELECTOREN !!
Das Programm kann KOSTENLOS via Modem bei 030-6057131 im Brett Nummer 1
auch als GAST gesaugt werden !!

Einsam? Allein? DAS MU� NICHT SEIN !! (12S=23P)

Rufe unsere Niveau-Partnerkontakte an: 0190-377789 und/oder 0190-250345 HOT!

!----------!
!Geschwindigkeits-Steigerung bei der Verwendung von Gateway als BBS-Programm!!
!----------!
! _____ !
! Call Gateway-Hotline for more |*G*| !
! Information: 017239-77777 _____ |*A*| !
! Technik-Hotline: 0190-377995 |***| |*T*| !
! |*G*| |*E*| !
! _____ |*A*| |*W*| !
! |***| |*T*| _____ |*A*| !
! |*G*| |*E*| |+++| |*Y*| !
! |*A*| _____ |*W*| |+++| |***| !
! _____ |*T*| |+++| |*A*| |+++| |***| !
! |+++| |*E*| |+++| |*Y*| |+++| |***| !
! |+++| |*W*| |+++| |***| |+++| |***| !
! |+++| |*Y*| |+++| |***| |+++| |***| !
! |+++| |***| |+++| |***| |+++| |***| !
!----------!
!68000680306804068040 !
!----------!
!Herkoemmliches Mailboxprogramme: +++ / Gateway-III for the Amiga: *** !
!----------!

Alleinstehende Hausfrauen suchen Sex-Kontakte! Tel: 00592-240083 (12S=1,56)

Hei e Telefonpartys: 00852-1747-2489 und 00639-888-885-262 !! Superaffengeil!

Wir suchen noch Werbepartner und/oder Sponsoren f r unsere Fernsehsendung in
Berlin und unser EUROPAWEITES Kabel & Satellitenradio ! Tel: 017239-77777 !!
Info-Hotline (Voice): 030-6052039 / TeleFAX: 030-6052028 / Btx/DatexJ: *DFK#

_____ _____ __ _____
/_____\/_____\/_\ /_____\ Einzigartige seri se Flirts,
/ / _____/ / ____ / / / / / ___ \ Kontakte & Heiratsanbahnung!
/ / / __ / / / / / / / / / / / Telefon: 0190-377744
/ / /_/_\/ / / / / / /__ / / / / / T glich einige hundert Frauen
/ / /__\/ / / /___/ / / /___\/ / /___/ / und M nner mit DIREKTKONTAKT!
\/_____/\/_____/\/_____/\/_____/ Telefon: 0190-250345

Was ist eigentlich TelefonSEX ??

Bis zu meinem 33.Lebensjahr dachte ich Telefonsex ist wenn man mit einem Telefon ins Bett geht und dieses l�sternd streichelt oder voller Begierde mit der Zunge den H�rer ableckt.
Ich konnte nie verstehen was Leute daran finden k�nnen mit einem Telekom-Fernsprechger�t ins Bett zu gehen.

Sp�ter erfuhr ich dann das es den Leuten nicht um Sex mit dem Telefonapparat sondern um sogenannte obsz�ne Anrufe ging.
Also nahm ich mein Telefon mit ins Bett und wartete und wartete und wartete.
Aber keiner bzw. keine rief an.
OK dachte ich, don't call me, I call you !! Gesagt getan.....So begann ich splitterfasernackt auf meinem Telefon irgendwelche Rufnummern zu callen.

Ich tat das jedoch nicht mit dem Finger oder mit dem Zeh sondern mit dem Penis.Dieses gestaltete sich �usserst schwierig da ich kein Tastentelefon besitze.
Nun will ich jedoch nicht weiter um die hei�en, scharfen, geilen und feuchten Brei herumreden sondern gleich zur Sache kommen:

Ich w�hlte also die Nummer 00592-240083 und hatte mich eigentlich verw�hlt.
Nun hatte ich eine Frau an der Strippe die strippte und als ich ihr sagte "Oh Entschuldigung ich habe mich verw�hlt" erwiederte sie "Ach darauf stehst Du also.....Ich habe mich verw�hlt.....Ich habe mich verw�hlt".
Ja, dabei wird jede Telefonstrippe zur "Stand-Leitung" !!

Danach brauchte ich noch etliche Telefonate zum einmaligen Billigpreis von nur DM 3,12 in der Minute um dieses Mi�verst�ndnis aufzukl�ren was mir eine Telefonrechnung von fast dreitausend Mark einbrachte.
Nur die Telekom wei� wahrscheinlich wieviele Sex-Telefoneinheiten das sind.

Na und um diese Rechnung nun auch bezahlen zu k�nnen mache ich hier bei mir im �rtlichen Pfarramt jetzt einen kleinen Nebenjob:

```
Rrrring....."Erotische Telefonzentrale guten Tag.......Ach Sie sinds Herr
Bischoff.......Nein, das war nur ein Witz lieber Bischoff"
"Was soll ich? Ihnen den Hechler machen ??....Pieps Pieps!"
```

Und wer das ganze LIVE und in voller L�nge erleben will ruft einfach Tag und Nacht folgende Telefonnummer an: 00592-240083 !!
Am Anfang wirst Du dann nach einem pers�nlichen Pin-Code gefragt den Du mit einem normalen W�hlscheibentelefon oder auch mit einem Piepser eingeben kannst um Dein pers�nliches Erlebnis zu w�hlen.Hier die Pin-Codes:

Chat-Telefonparty HETERO: 100 Chat-Telefonparty SCHWUL: 101
Chat-Telefonparty LESBISCH: 102 Kontakte HETERO: 200
Kontakte SCHWUL: 201 Kontakte LESBISCH: 202
Junge Girls/Lolitas: 303 Junge Knaben: 404
Dominante DAMEN: 500 Dominante HERREN: 501
Dominante LESBEN: 502 Dominante SCHWULE: 503
Sklavinnen/HETERO: 600 Sklavinnen/LESBISCH: 601
Sklaven/SCHWUL: 602 Erotisches Betthupferl: 700
DF� / Erotic-Pics downloaden: 750 Bildtelefon-Peepshow: 800

4224. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-16 23:58:26 UTC
From: CPB1001@phx.cam.ac.uk
Message-ID: <37sen2$p9d@lyra.csx.cam.ac.uk>
Source record: 15204
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94285.101223STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Chris (Brown),
>I have never seen Wordsworth or Final Copy for the Ami. I
>would venture a guess, though, that Compo's Write On, Papyrus
>and AtariWorks can keep up, thanks. And with Speedo GDOS 5

I'd like to see that. Wordworth III (no s) and FC II are VERY capable packages,
Wordworth (which I use) has lots of very nice features, such as table support,
the ability to do all sorts of interesting things to text (right upto wrapping
it round spirals and adding drop shaodws, although it can be used to just
rotate it, of course :-)), a whole host of drawing tools, all the usual text
frame stuff, contents and index generation, footnotes, headers, footers, etc
etc.

> can use Adobe Type 1 fonts as well as True Type. What types
>of fonts do your progs use?

AGFA Compugraphic, Adobe Type 1, True Type, Amiga bitmap, Amiga Colorfonts
and printer internal fonts.

>Also, are there low cost word processors for the Ami? When I

Loads. Final Copy II is quite good value right now.

>had an Amiga 500 I could not find any PD editors or low cost
>commercial options (well, I did ask my Amiga dealer for advice).

I can't imagine you looked very hard, check out your local PD library or
ftp to wuarchive.wustl.edu, or alternativley, pick up a current Amiga magazine,
many have given away full word processing pacakages in the past.

>Has this situation changed at all? For the Atari, people on
>a tight budget have loads of good editors to choose from in
>the public domain and commercial world.

So does the Amiga, I can't imagine why you think otherwise.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4225. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 08:43:50 UTC
From: moran@bires059
Message-ID: <37tdg6$44i@bmerha64.bnr.ca>
Source record: 15211

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires059) wrote:
> : Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> : > Is this true? (largest games market in the UK) even against Sega and
> : > Nintendo?? (that's a question not a flame btw)

> : Over most of the year, yes. At XMas with the big releases the consoles
> : sell more software but for the rest of the year Amiga games software outsells
> : megadrive and SNES (and PC) quite easily.

> I must admit that's very interesting, can you back this up with any
> statistics though? I am not doubting you, just need a bit more
> information to go on before I make judgement.

Figures were from ELSPA. They were in most of the Amiga mags.

> I personally would have thought PC software would far outsell Amiga
> titles, not because it is any better but simply because there are quite a
> few more PC's in use than Amigas.

More PCs in use - yes. But many PCs are in businesses. Plus theres an
INCREDIBLY high level of PC software piracy. Still, companies make games for
PCs since they consider it the largest potential market.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4226. Re: I bought a LYNX II

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 08:47:20 UTC
From: moran@bires059
Message-ID: <37tdmo$44i@bmerha64.bnr.ca>
Source record: 15212

STIRRE31@MAINE.MAINE.EDU wrote:
> So, Pete, that was pretty quick service from Atari, wouldn't
> you say :-) ? Also, have you heard that Electronics Boutique
> has agreed to carry the Lynx again? Supposedly Atari will
> offer a Lynx with three games for $59.99. Not bad.
> Enjoy your Lynx, Sinclair. BTW, get Rampart, Slime World,

^^^^^^^^^^
> Klax and Electrocop :-).

Forget Slime World - its absolutely CRAP. I got it after seeing mucho hype in the mags and was totally dissapointed. It might be better with a lynx-up though.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4227. Re: Falcon..RIP: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 12:54:25 UTC
From: ah132@FreeNet.Carleton.CA
Message-ID: <CxtIIp.D1A@freenet.carleton.ca>
Source record: 15213
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In a previous article, STIRRE31@MAINE.MAINE.EDU () says:

>Well, TOS could mean anything "unofficially" :-). You can just
>make up your own!

It means "The Original Series" officially, specifically the television series produced between 1967 and 1970.

--
> Robert Moldenhauer < Archaeologist/Management Info Spec
> Wisconsin DNR SW/3 < +1 (608) 264-8971
> 101 S Webster St, Box 7921 < ah132@freenet.carleton.ca
> Madison, Wis 53705 U.S.A. < molder@dnrmai.dnr.wisc.gov

4228. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 13:58:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37tvum$95e@bs33n.staffs.ac.uk>
Source record: 15223

G MORAN (moran@bires059) wrote:
: And the Falcon gets none at all.

: BTW, I also appreciate arcade style games like Zool 2, Ruff'n'Tumble,
: Jungle Strike, Putty Squad, Cannon Fodder 2 etc. Thats what I like about
: amiga games - it can do superb console style games much better than the
: PC ever will but it can also handle the big PC strategy games given
: enough processor and ram/HD space. So could the Falcon of coursem
: but nobody bothers converting stuff for it....

: gavan

And its only a matter of time before the Amiga starts loosing those
titles too. Just take a look at the intro to the Alien Breed 2 Towers
game (on a recent cover disk) - they actually state in big letters that
'The Amiga is not Dead, help it live...' etc.. etc.. All I ask you is
why? Your post makes it sound like you have nothing in the world to
worry about, and yet here is Team 17 themselves trying to stop people
panicing... explanation anyone?

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

4229. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 15:06:28 UTC
From: msohnius@novell.co.uk
Message-ID: <CxtoMs.8xA@novell.co.uk>
Source record: 15227
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Brian Kramer (krame893@cs.uidaho.edu) wrote:
: It looks like well-known OS's also fall into the same category:
: (the first two are courtesy of someone else at U. of Idaho.)

: M S - D O S 6 . 2 1
: 77+83+45+68+79+83+32+54+46+50+49 = 666

: W I N D O W S 9 5
: 87+73+78+68+79+87+83+57+53+1 = 666
^ I think scientists call this the "fudge factor".
(or does the "1" indicate that it'll really come
out in 1996?)

: S Y S T E M 7 . 0
: 83+89+83+84+69+77+32+55+46+48 = 666

: Coincidence? I think not!

: Brian

--
+---+
Martin Sohnius | "It doesn't matter whether the cat is |
Novell Labs Europe | black or white, as long as it catches |
Bracknell, England | mice." - Deng Xiaoping |
+44-1344-724031 +---+
(I speak for myself, not for Novell or anyone else.)

4230. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 17:10:08 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94290.131008STIRRE31@MAINE.MAINE.EDU>
Source record: 15148
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris,
I sure hope that you are not implying that the Atari programs I listed are not capable. They are very capable, indeed. I do not have my trusty issue of ST Informer with me that gives off its features, but, again, I would tend to believe that it can keep up with any WP on the Amiga. For most users, AtariWorks is more than enough. I love this program. The output is incredible to my Canon BJ-5.
As far as not being able to find a low cost WP for the Amiga a few years ago: it was a few years ago. It may have changed. I had no access to the Net (not everyone does, you know) and my dealer could not recommend anything. He looked through Fred Fish but could not locate anything. Maybe he was incompetent. Who knows? In Amiga World the ads usually listed Final Copy II or something in its price range. There didn't seem to be low cost alternatives like Marcel on the Atari or ST Writer. Also, in the States, magazines tend not to have cover disks.
-scott tirrell

4231. Re: I bought a LYNX II

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 17:16:25 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94290.131625STIRRE31@MAINE.MAINE.EDU>
Source record: 15147

Gavan,
You are indeed entitled to your own opinion, but I'd say that
a large majority of Lynx players like Slime World. Lots of
exploring, weapons, monsters.... It didn't make you jump the
first time a Venus fly trap-like plant swallowed you up? :-)
This was my favorite game for the Lynx for a long time.
And, yes, it is _amazingly_ fun com-lynxed :-).
-scott tirrell

4232. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 18:53:55 UTC
From: Charles William Swiger <infidel+@CMU.EDU>
Message-ID: <0icgV3q00iUz425sNB@andrew.cmu.edu>
Source record: 15226
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy

Excerpts from netnews.comp.sys.next.advocacy: 16-Oct-94 Re: New antichrist may be h.. by J.Herbert1@student.lut.a
> Maybe it's because of the commonly held view that computers are the
> tools of the Devil.

"Commonly held" by whom? Anyway, given the assumptions that the Devil does exist and is the evil and malicious entity that the standard religious propaganda (known as "The Bible") says he is:

I would expect that this Devil would want people as his tools rather than computers, which tend to be completely immobile and can be turned off or unplugged.

> I'm getting worried.

Try reading Robert A. Heinlein's "JOB: A Comedy of Justice" for what appears to be a much more reasonable impression of what Satan is likely to be like. It will probably reassure you.

(Insert smileys where appropriate for the humor-impaired.)

-Chuck

PS: I am using the term "propaganda" deliberately, as the definition in Webster's Ninth New Collegiate Dictionary is wonderfully appropriate. (Go look it up!)

Charles William Swiger - WhiteLight Systems | Vitamin L Rule #1:
---+
AMS & normal mail: infidel+@cmu.edu | If you "whoosh" me, I'll
NeXTmail: chuck@cswiger.slip.andrew.cmu.edu | _poke_ you! (Ouch.)

4233. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 19:03:56 UTC
From: heavyd@mercury.interpath.net
Message-ID: <37uhqt$3ks@redstone.interpath.net>
Source record: 15217
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Brian Kramer (krame893@cs.uidaho.edu) wrote:
: It looks like well-known OS's also fall into the same category:
: (the first two are courtesy of someone else at U. of Idaho.)

: M S - D O S 6 . 2 1
: 77+83+45+68+79+83+32+54+46+50+49 = 666

: W I N D O W S 9 5
: 87+73+78+68+79+87+83+57+53+1 = 666

: S Y S T E M 7 . 0
: 83+89+83+84+69+77+32+55+46+48 = 666

: Coincidence? I think not!

: Brian

Hey, did you know if you take the UPC symbol and break it down the first digit, middle, and last digit are all 6? On every UPC symbol on any product, the same first, middle, end lines are ALWAYS the same. This is for error checking. Just so happends that these digits are 6.

Look at the fist two lines that extend down to the numbers. The middle is the same and so is the end. In binary, these are six.

(Weird music playing in the background)

Darren

4234. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 20:40:30 UTC
From: walk@mrcnext.cso.uiuc.edu
Message-ID: <37unfu$g9k@vixen.cso.uiuc.edu>
Source record: 15219
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy

Charles William Swiger <infidel+@CMU.EDU> writes:
>Try reading Robert A. Heinlein's "JOB: A Comedy of Justice" for what
>appears to be a much more reasonable impression of what Satan is likely
>to be like. It will probably reassure you.

For those not-in-the-know, the twisted-gist of the book is that
the universe is run by a madman who likes inflicting anything he
can on anybody, and the only way you can really be saved is to
become a devil-worshipper :-).
--
Todd Walk
walk@mrcnext.cso.uiuc.edu

4235. Re: Motorola to buy Apple?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 20:41:04 UTC
From: ah132@FreeNet.Carleton.CA
Message-ID: <Cxu44H.EBt@freenet.carleton.ca>
Source record: 15218
Cross-posted to: alt.religion.amiga,comp.sys.amiga.advocacy,comp.sys.atari.advocacy

In a previous article, dannyman@ripco.com (Dan Howard) says:

> I'm getting sick and tired o this thread!
>
> This is NOT comp.sys.amiga.advocacy this is alt.RELIGION.AMIGA !!!!
>
> You ARGUE on c.s.a.a -- THIS group is where you go when you'rre
>sick of arguing minutea ad infininum and just wanna relax and say "Gee,
>the Amiga is really keen."
>
> It is, and that's the whole point of why we own them. Why we
>shouldn't own them doesn't belong here. You can go question
>amiga.advocacy, but RELIGION is not something to be questioned.
>
> You dweebs are missing the point. Gosh! Father Miner would be
>disgusted. Great Haynie would barf.
>
> Anyways, just please don't argue in here about the Amiga's worth.
>You PRAISE it here, argue ELSEWHERE! This is a temple, so to speak, and
>you do not uter the profanity of argument in a Temple.
>
> Thankyou for your support.
>
>--
>=====///==
>>>>>///>>>>>>>This message brought to you by dannyman@ripco.com<<<<<<<<<<<<<<
>\\\///A1200/'030@33mhz:^)===
> \XX/ Check out alt.pets.hamster ! It's greeeeat!
>
--
> Robert Moldenhauer < Archaeologist/Management Info Spec
> Wisconsin DNR SW/3 < +1 (608) 264-8971
> 101 S Webster St, Box 7921 < ah132@freenet.carleton.ca
> Madison, Wis 53705 U.S.A. < molder@dnrmai.dnr.wisc.gov

4236. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 22:53:09 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct17.225309.53522@rmece02.upr.clu.edu>
Source record: 15152
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g656$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> Kimmo Veijalainen (veijalai@liero.cc.lut.fi) wrote:
|> : cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|>
|> : >But then to be honest Gem is a dream compared to the Workbench on the
|> : >A1200 (and yes in our house there is one A1200 floppy based and loading
|> : >Workbench is hell).
|>
|> : Floppy based? Get real, running any modern OS from floppies is either
|> : nightmare or impossible.
|>
|> Quite, yet that is exactly what Commodore expect you to do isn't it.

Nope. You can afford the A1200 bare bones if you don't have enough
cash... what happenned with "ATARI's power without the price?" You might
be amazed at how much people can't afford more than $300 US dollars (500 UK
pounds?)

|>
|> Richard Davey
|> Falcon Owners Group (UK)
|> --
|> email: requiem@armory.com

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4237. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 22:55:39 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct17.225539.46205@rmece02.upr.clu.edu>
Source record: 15151
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g6ed$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> CS1 31 (cs131@dcs.ed.ac.uk) wrote:

|> You have a hard drive for you A1200? Well you are lucky then, but they
|> do not come as standard do they? You have to pay quite a lot more for
|> them, often as much as the A1200 cost itself (if the Silica Shop adverts
|> are anything to go by). NewDesk (GEM TOS 4.04) is extremely advanced
|> and loads instantly - better than your 10 seconds.
|>
|> So if you can't afford to buy a HD you are stick with an OS that is very
|> very unfriendly to use (insert disk x, insert disk x... etc etc etc), at
|> least with any ST/E/FALCON the OS is there, ready to use and lets you
|> access the base essential functions of your computer. If you magically
|> erased every disk in your collection your Amiga would be rendered
|> useless, whereas with the Atari range you can still use the Desktop and
|> perform those essential management functions.

Every system has its advantages. Point is, you can get an A1200 equipped
with a hardisk for the typical hardisk equipped Falcon's price.

|>
|>
|> Richard Davey
|> Falcon Owners Group (UK)
|> --
|> email: requiem@armory.com

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4238. Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 23:00:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct17.230003.68127@rmece02.upr.clu.edu>
Source record: 15150
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g7o6$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> NNTP-Posting-Host: bs47c.staffs.ac.uk
|> X-Newsreader: TIN [version 1.2 PL2]
|>
|> et>
|> Distribution:
|>

[stuff deleted]
|>
|> (god I hate having to correct your postings (ie line lengths))
|>
|> 1200 superior to the Falcon?
|> he he he, don't make me laugh Sincrap!

Both machines have their strengths.

|> have you ever used a Falcon? It compares better to your precious A4000
|> range than those dodgey 68020EC 1200 skips.

Well, the Falcon has a "68030SX"... not very speedy either would I say.

|>
|>
|> Richard Davey
|> Falcon Owners Group (UK)
|> --
|> email: requiem@armory.com

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4239. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 23:01:26 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct17.230126.67191@rmece02.upr.clu.edu>
Source record: 15146

In article <37g81h$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
|> : You are forgetting though, the Falcon is more expensive.
|>
|>
|> WAS more expensive. It ain't any more.

I'll like to see the new U.S. prices... and with ATARI having problems
with their Jaguar system, and by their own admission, they moved out
of the computer business.. I wonder what the Falcon Future is up to.

|>
|>
|> Richard Davey
|> Falcon Owners Group (UK)
|> --
|> email: requiem@armory.com

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4240. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-17 23:10:14 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct17.231014.17209@rmece02.upr.clu.edu>
Source record: 15153
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37g9bd$6j@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> G MORAN (moran@bires059) wrote:
|> : STIRRE31@MAINE.MAINE.EDU wrote:

|> We Atarians (well Falcon owners) do not need all the add ons as we already have
|>
|> a 68030, SCSI II, DSP, MIDI etc, etc.

Nope. First you have a "68030SX", second your SCSI II is not a real
SCSII. And if you think that for ray-tracing you don't need a faster
processor, let me tell you I could put right now if it were outside
a PowerPC 620 to its knees. NOpe, I am not kidding. So Imagine
how pathethic a "68030SX" might look like.

BTW, where's the ray-tracing, multimedia software for the Falcon?

|>
|> Therefore I think your argument about add-ons is a bit pointless. Likewise
|> we can go up to 32MHZ for only 60 ukp.
|>
|> Rod
|>
|>
|>
|> --
|> Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk
|>
|> University of Dundee

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4241. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 02:48:01 UTC
From: ellingse@bigdog.engr.arizona.edu
Message-ID: <37vd11$qa9@news.CCIT.Arizona.EDU>
Source record: 15224
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Infinite Rider on Dogma (heavyd@mercury.interpath.net) wrote:
: Brian Kramer (krame893@cs.uidaho.edu) wrote:
: : It looks like well-known OS's also fall into the same category:
: : (the first two are courtesy of someone else at U. of Idaho.)

: : M S - D O S 6 . 2 1
: : 77+83+45+68+79+83+32+54+46+50+49 = 666

: : W I N D O W S 9 5
: : 87+73+78+68+79+87+83+57+53+1 = 666

: : S Y S T E M 7 . 0
: : 83+89+83+84+69+77+32+55+46+48 = 666

: : Coincidence? I think not!

: : Brian

: Hey, did you know if you take the UPC symbol and break it down the first
: digit, middle, and last digit are all 6? On every UPC symbol on any
: product, the same first, middle, end lines are ALWAYS the same. This is
: for error checking. Just so happends that these digits are 6.

: Look at the fist two lines that extend down to the numbers. The middle
: is the same and so is the end. In binary, these are six.

: (Weird music playing in the background)

: Darren

That's why I mentioned (in a previous post) the appearance of "696" on
many machine processed bills...apparently this is the one combination
that is practically error-free for determing the position of the stub
when returned.

The new UPC codes also have small barcodes on each side of the main
code. They are marked "H" and "F". I've heard someone suggest that
these mean Hand & Forehead. Hmmmmmm....?

A Secret Service agent recently did a presentation on
anti-counterfeiting methods here at Optical Sciences Center. New
currency is slated to appear in 1996 with several improvements...some of
which sounded very scary (as far as this thread is concerned). However,
I'm not allowed to discuss any of it. :(I can say that $50 and $100 bills
will be introduced first...these are the denominations that hostile foreign
governments prefer to duplicate.

Scott D. Ellingsen
Optical Sciences Center
University of Arizona

4242. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 02:59:31 UTC
From: ellingse@bigdog.engr.arizona.edu
Message-ID: <37vdmj$qa9@news.CCIT.Arizona.EDU>
Source record: 15225
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy

Charles William Swiger (infidel+@CMU.EDU) wrote:
: Excerpts from netnews.comp.sys.next.advocacy: 16-Oct-94 Re: New
: antichrist may be h.. by J.Herbert1@student.lut.a
: > Maybe it's because of the commonly held view that computers are the
: > tools of the Devil.

: "Commonly held" by whom? Anyway, given the assumptions that the Devil
: does exist and is the evil and malicious entity that the standard
: religious propaganda (known as "The Bible") says he is:

: I would expect that this Devil would want people as his tools rather
: than computers, which tend to be completely immobile and can be turned
: off or unplugged.

Uh, that's fine, except for the fact that Western society relies on
(and could not function without) computers. Before you make such
statements you need to step back and look at just how much your life
depends on computers. Your PC is the LEAST of it...

Scott D. Ellingsen
Optical Sciences Center
University of Arizona

My opinions are my own, OSC and the U of A pefer it that way. ;)

4243. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 07:37:39 UTC
From: moran@bires059
Message-ID: <37vu03$8mi@bmerha64.bnr.ca>
Source record: 15172
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
> In article <37g656$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> |>
> |> : Floppy based? Get real, running any modern OS from floppies is either
> |> : nightmare or impossible.
> |>
> |> Quite, yet that is exactly what Commodore expect you to do isn't it.

> Nope. You can afford the A1200 bare bones if you don't have enough
> cash... what happenned with "ATARI's power without the price?" You might
> be amazed at how much people can't afford more than $300 US dollars (500 UK
> pounds?)

Yup, if your freind hasn't enough dosh to buy a HD for his A1200 or afford
extra memory, at least he has a usable (but at times frustrating) system. Just
how would a Falcon cope without HD or more than the 1 meg which comes in the
lowest config model?

The price of an A1200 is anything from 270 to 300UKP.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4244. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 10:25:31 UTC
From: richara@westminster.ac.uk
Message-ID: <Cxv6AK.4tr@westminster.ac.uk>
Source record: 15173
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Alan Richardson (richara@westminster.ac.uk) wrote:
: : I'm so glad that you are happy with your non-midi computer, I am happy
: : with my midi computer.

: Midi interfaces have never cost an arm and a leg. They are like less
: than $50 for just about any platform. Builtin MIDI isn't really all it
: is cracked up to be.

: You make it sound as though since the Amiga has no builtin midi that it
: doesn't have any midi interfaces or midi software available for it, which

I don't think that I did. But perhaps I should have said non-midi as standard computer, this is after all .advocacy where syntax is vitally important.

: would be false. Now, circa the mid 80s, there was probably far more MIDi
: software written for the Atari, but I don't think that there is much
: going on now, whereas the larger userbase the Amiga enjoyed until
: recently has allowed more current software to be written (Bars and Pipes
: for instance).

Well kinda, I think that there is a lot going on midi wise for both machines. The poster I was responding too said that many users didn't want midi and so the amiga was ideal since you didn't get it, unless you wanted it. As you so kindly pointed out.

Really midi is just data so any output device that can output data fast enough can be used to output midi, the only benefit of the ST is that since the midi ports come as standard, and they are the standard 5 pin sockets you can slap the instruments straight in. Great for the musician who really just plugs things together and doesn't want the hassle of buying extra bits.

Hell you can plug midi instruments on the back of a spectrum.

I'm still happy with my midi as standard machine and I hope you are happy with you midi as cheap plug on extra which doesn't imply a lack of software or lack of professional users, but neither does having it as standard imply that the software now is crap, machine.

Yours Happily, and with his tongue as far in his cheek as it was in the LAST post.

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

4245. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 11:20:46 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Oct18.112047.4781@bay.cc.kcl.ac.uk>
Source record: 15234
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1994Oct17.225309.53522@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
!
! Nope. You can afford the A1200 bare bones if you don't have enough
! cash... what happenned with "ATARI's power without the price?" You might
! be amazed at how much people can't afford more than $300 US dollars (500 UK
! pounds?)

Surely that's the opposite way around. 1 lb == 1.5 $ last time I looked
OTOH, in terms of computer prices, it seems to be a 1:1 ratio :-(

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

4246. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 14:48:32 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94291.104832STIRRE31@MAINE.MAINE.EDU>
Source record: 15235

What specific problems with the Jaguar are you talking about,
Raist? Things are looking up more every day. Check out AvP!
I have seen oodles of commercials for the Jag (and I rarely
watch television). Also, the settlement with Sega will give
them some money and there should be 30 games out by Xmas.
TRU has agreed to carry the Jag and Doom, Theme Park and
Syndicate are all in production, I believe. I think that
Atari is doing very well with the Jag considering their
lack of funds.
-scott tirrell

4247. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 14:51:51 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94291.105151STIRRE31@MAINE.MAINE.EDU>
Source record: 15137

As far as prices of Amigas compared to Falcons in the US, the
prices are much closer now. And, just try to find a 1200 in
he States. Barely any advertisers in Amiga World list them.
One place was selling an Amiga 1200 2/210 system for $1399,
I believe. This was one of the only places that had them.
With all the extra goodies you get with the Falcon, the Falcon
is a better choice, IMO.
If you want raytracing software why not just flip through the
Toad Computer catalog, Raist? Raystart is $60.00. You can
also get POV on the Net. As far as rendering and image
manipulation you can try Studio Photo, True Image, Chronos 3D,
Phoenix 2, DA's Picture and DA's Photo to name a few. Now,
what was your argument, Raist?
-scott tirrell

4248. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 14:57:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94291.105743STIRRE31@MAINE.MAINE.EDU>
Source record: 15236
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

If anyone wanted to run a Falcon with 1 meg of RAM and no
hard drive, that'd be much better than using an Amiga with
he same configuration. Just think of it as a "Super STe."
There would be much, much less disk swapping than with the
Amiga. If someone could not afford a hard drive, they'd best
buy a Falcon. Besides, you get the benefit of high density
disks :-).
-scott tirrell

4249. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 16:19:08 UTC
From: u9439226@sys.uea.ac.uk
Message-ID: <380shs$7ja@cpca3.uea.ac.uk>
Source record: 15229
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

>|> : >But then to be honest Gem is a dream compared to the Workbench on the
>|> : >A1200 (and yes in our house there is one A1200 floppy based and loading
>|> : >Workbench is hell).

Errmmm... what exact planet are you living on???? GEM is a nightmare
compared to windoze and thats being generous.... GEM is not comparable to
WB 1.3. BTW i thought GEM was the GUI... TOS is the OS (hence the name
[Tramiel Operating System])

>|>
>|> : Floppy based? Get real, running any modern OS from floppies is either
>|> : nightmare or impossible.
>|>

First you`re acting like you`re on another planet and now you seem to be
in the dark ages... if your running any modern OS then you should be
running it on any modern computer. Not a ONE floppy based system. (Even
my old ST had 2 floppies:)

Oh and just to put you straight on a few quite major hickups there...
Workbench is NOT the Amiga`s Operating system. It is merely a GUI over
INTUITION.

>|> Falcon Owners Group (UK)

Falcon owners Group... should be a small hall then (for the meetings :)

>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

RAIST... arent you the guy who told me (recoil@cyberspace.net) that he
lived in Serbia or summat???? Along with a guy called Grave ??

ok then never mind :)
--
Paul Smith ... u9439226@sys.uea.ac.uk
// Only Amiga makes it possible, A1200 030 40/50Mhz,6MB,250MB
\X/ The Views expressed above are probably not shared by the
University Of East Anglia, but hey! lets live a little ...

4250. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-18 16:27:56 UTC
From: u9439226@sys.uea.ac.uk
Message-ID: <380t2c$7lb@cpca3.uea.ac.uk>
Source record: 15230
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94288.132656STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:
>Well, TOS could mean anything "unofficially" :-). You can just
>make up your own!
>It is officially The Operating System.

Ummmm methinks it is Tramiel Operating System .... After Jack tramiel the
atari bod of the lat 80s. Infact I know it is.

80`s

>-scott tirrell

--
Paul Smith ... u9439226@sys.uea.ac.uk
// Only Amiga makes it possible, A1200 030 40/50Mhz,6MB,250MB
\X/ The Views expressed above are probably not shared by the
University Of East Anglia, but hey! lets live a little ...

4251. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 01:43:02 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94291.214302STIRRE31@MAINE.MAINE.EDU>
Source record: 15141
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Uh, Paul, last time I checked people's choice of operating systems is subjective. I started with the Amiga and switched to the Atari because I like the OS/GUI much better and I was using a one disk drive system (the ST is much more usable than the Amiga in this situation.) I would also argue that GEM is much, much better than Windows. Would you rather deal with the Program Manager instead of just popping in a disk and moving files the click and drag way? I would also say that you probably have not seen TOS 4.04. It is very, very nice. Hell, if you really hate GEM, though, you can choose between PD desktops and commercial desktops. I would like to know what your specific complaints are about GEM. The original GEM was very simple and got the job done. The new GEM offers many nice features (drag 'n' drop, launching programs with a keypress, menu selections configurable to a keypress, icons on the desktop, preemptive multitasking with MultiTOS....) How many of these features does Windows offer?
-scott tirrell

4252. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 01:50:07 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94291.215007STIRRE31@MAINE.MAINE.EDU>
Source record: 15142
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Well, I am glad that you are so certain about the name of the OS
you hate. This topic has been discussed to death and a majority
of people agree that TOS stands for "The Operating System."
"Tramiel Operating System" was a rumor that has caught on. I
will try to find an early source for you if you wish. I believe
that the Byte Magazine article announcing the 1040 ("Power without
the Price") said that TOS was, indeed, "The Operating System."
-scott tirrell

4253. Re: Falcon..Re: 1989-1994 (Was Thank You!)

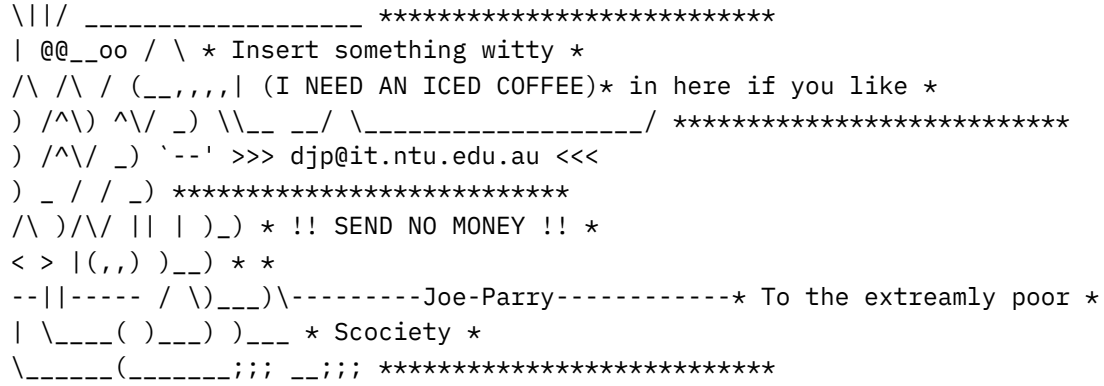
Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 04:10:11 UTC
From: djp@nutmeg.it.ntu.edu.au
Message-ID: <382673$m34@pellew.ntu.edu.au>
Source record: 15179
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

HANS CHRISTIAN SANDER (hanscs@hiof.no) wrote:
: In article <berndm.782012857@bruce.cs.monash.edu.au> berndm@cs.monash.edu.au (Bernd U Meyer) writes:
: >From: berndm@cs.monash.edu.au (Bernd U Meyer)
: >Subject: Re: Falcon..Re: 1989-1994 (Was Thank You!)
: >Date: Thu, 13 Oct 1994 01:47:37 GMT

: >> Most PCs sit around for 5-10 seconds before they even start to boot from
: >>floppy. If you are going to windows after that it takes ages.

: But who really cares? You boot the machine one time and use it the rest of
: the day/week. You don't need to boot it after every demo or crap programs
: that crash.

Oh, you dont use megaresourcesuckingsofts windoze then? (I suppose
all thats left on the machine after the 30 tregabytes of OS has loaded in,
their aint room for anything else :))
I tried to print out a document yesterday, it took 2 min. for the
machine to start printing, get half way through one page, then spit out a
driver error, so I reloaded the same driver, it worked! Mind you, that
doesnt beat the time mr windoze kept asking for files that ... WERE THERE!!!
It bloody amazing that program.
And cause 4 megs aint enuf for a *CASUAL* user, Im continually reseting
rebooting me computer to reconfigure mem usage or stop the demo wot has frozen
cause it didnt find the right I/O port for the tinny(sound)blaster. *SIGH*,
at least sysdicate works onit (Mind you, I have to cold boot)

--

\|||/ _____ **********
| @@__oo / \ * Insert something witty *
/\ /\ / (__,,,,| (I NEED AN ICED COFFEE)* in here if you like *
) /^\) ^\/ _) __ __/ _____/ **********
) /^\/ _) `--' >>> djp@it.ntu.edu.au <<<
) _ / / _) **********
/\ )/\/ || |)_) * !! SEND NO MONEY !! *
< > |(,,))__) * *
--||----- / \)___)\---------Joe-Parry----------* To the extreamly poor *
| ____( )___))___ * Scociety *
______(_____;;; __;;; **********

4254. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 07:28:13 UTC
From: moran@bires059
Message-ID: <382hqd$ip1@bmerha64.bnr.ca>
Source record: 15143

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> And its only a matter of time before the Amiga starts loosing those
> titles too. Just take a look at the intro to the Alien Breed 2 Towers
> game (on a recent cover disk) - they actually state in big letters that
> 'The Amiga is not Dead, help it live...' etc.. etc.. All I ask you is
> why? Your post makes it sound like you have nothing in the world to
> worry about, and yet here is Team 17 themselves trying to stop people
> panicing... explanation anyone?

So? Nothing lasts forever. One day the PC won't have software for it anymore either. Right NOW there is plenty of good software and there will be software for the next year or so. The falcon right now is in the situation that the Amiga will be in in a couple of years.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4255. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 07:29:33 UTC
From: moran@bires059
Message-ID: <382hst$ip1@bmerha64.bnr.ca>
Source record: 15144

STIRRE31@MAINE.MAINE.EDU wrote:
> If you want raytracing software why not just flip through the
> Toad Computer catalog, Raist? Raystart is $60.00. You can
> also get POV on the Net. As far as rendering and image
> manipulation you can try Studio Photo, True Image, Chronos 3D,
> Phoenix 2, DA's Picture and DA's Photo to name a few. Now,
> what was your argument, Raist?

Lightwave, Imagine, Real 3d ....

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4256. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 07:31:19 UTC
From: moran@bires059
Message-ID: <382i07$ip1@bmerha64.bnr.ca>
Source record: 15145
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> If anyone wanted to run a Falcon with 1 meg of RAM and no
> hard drive, that'd be much better than using an Amiga with
> he same configuration. Just think of it as a "Super STe."
> There would be much, much less disk swapping than with the
> Amiga. If someone could not afford a hard drive, they'd best
> buy a Falcon. Besides, you get the benefit of high density
> disks :-).
> -scott tirrell

You could multitask on the Falcon with 1 meg? I doubt it. I was
doing useful multitasking on my old A500 when I only had 512K.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4257. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 09:42:41 UTC
From: geoff@damp.apana.org.au
Message-ID: <382pmv$hvi@frisbee.damp.apana.org.au>
Source record: 15155

cm3himij@bs47c.staffs.ac.uk (Jester) writes:

>George W Garner (garnerg@esu.edu) wrote:
>: The Atari STE can do just about anything an IBM PC can do, but do it more
>: user friendly. The Atari can do * anything * an Amiga can do and with far more
>: user friendly terms than the Amiga. Besides, Atari has one great advantage over
>: Amiga: Atari is still in business!

>Hey, can the Atari have, open at the same time, 8 or more screens, all of
>which can be displayed on the monitor (in part) at once, each in a
>different resolution with a different pallette...?! I think not. All

My Falcon is quite happy doing that.

>the atari is, is an apple mac in a smaller case with a different monitor
>connection!!! (oh, and uses smaller disks than either the mac or the Amiga.)

Now please explain this... The ST had a 720k disc, that could be formatted
to 930k if you wanted... now 800oddk on an Amiga is bigger than 930...
Hmmm... And this beast has a 1.44 drive that can format a disc to 1.8+Meg.
How far can you extend your discs and get reliable reads/writes.

>Jester

The name says it all.

>-=#=-
>cm3himij%bs41@staffs.ac.uk

Geoff

--

I used to be indecisive, | Answers, abuse and replies to
but now I'm not so sure | geoff@damp.apana.org.au

4258. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 11:01:03 UTC
From: newcombe@aa.csc.peachnet.edu
Message-ID: <newcombe.885.00C8D45F@aa.csc.peachnet.edu>
Source record: 15149
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <37uhqt$3ks@redstone.interpath.net> heavyd@mercury.interpath.net (Infinite Rider on Dogma) writes:
>Hey, did you know if you take the UPC symbol and break it down the first
>digit, middle, and last digit are all 6? On every UPC symbol on any
>product, the same first, middle, end lines are ALWAYS the same. This is
>for error checking. Just so happends that these digits are 6.

>Look at the fist two lines that extend down to the numbers. The middle
>is the same and so is the end. In binary, these are six.

And I remember years ago seeing a movie called "The Mark of the Beast" where everyone had a mark on their hand that was used to buy food. At the supermarket, they would run your hand under a scanner to verify it. And we all know where UCP codes are used with scanners...the supermarket.

Hmmm...if the movie holds true, I'd better start watching for the devil to come down in flying saucers or some other nonsense.

--
Dan Newcombe newcombe@aa.csc.peachnet.edu
-=-=-=

4259. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 13:23:00 UTC
From: cpb1001@cam.ac.uk
Message-ID: <3836jk$cl2@lyra.csx.cam.ac.uk>
Source record: 15154
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37qtk7$g8l@mercury.dur.ac.uk>, M J Maisey <M.J.Maisey@durham.ac.uk> writes:
> C.P. Brown (cpb1001@cl.cam.ac.uk) wrote:
> : In article <37g9bd$6j@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
> : The DSP is useful, but limited because it's only an integer uint. I'll keep
> : my 25MHz 68882 thanks.
>
> I've got a 25MHz 68882 in my Falcon as well, so I'm not biased. I've got
> a mandelbrot program which uses both, and using the DSP it's about 4 or 5
> times as fast as the FPU. There is floating point source for the DSP

I'll bet it's not as accurate though.

> which gives at least 2.5 times the performance of the FPU. And you can
> run this in parallel with the 68882.

Could you post double precision whetstone results for the DSP, and I'll do the
same for the '882.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4260. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 14:02:14 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94292.100214STIRRE31@MAINE.MAINE.EDU>
Source record: 15089

What's your point, Gavan? We all know that the Amiga has lots
of graphics programs. Raist implied that the Falcon had none.
Well, he was wrong and I was correcting him. I was not saying
that the Falcon had superior software in this area. It probably
doesn't, but it does have programs more than adaquate for
an average user.
-scott tirrell

4261. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 14:05:46 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94292.100546STIRRE31@MAINE.MAINE.EDU>
Source record: 15181
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Actually, Gavan, I believe that people did mention that Mint
ran on a one drive system (am I right guys?) Besides, Geneva
would work (only needs 512K, I think).
Can you format a disk on the Amiga on a one drive system without
swapping disks? (Couldn't on 1.3, this may have changed). BTW,
TOS 1.0 handled this fine.
-scott tirrell

4262. Re: Atari where are you?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 14:25:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <383a94$een@dux.dundee.ac.uk>
Source record: 15088

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : Its quite amazing really, Atari UK have access to the internet, so why
: : don't they post stuff to tell us whats going on. Rather than letting
: : the BS made up by various people continue.

: Maybe they have better things to do than douse the flames of ignorant
: posters? (that wasn't implying you btw)

Thats not what I'm suggesting rather that they could perhaps put press releases on to the net. If they want to they could also provide information on up and comming new products e.g release dates, prices etc. This would reduce the BS as there would be NO debate as to the accuracy of the reports. It would take them a few minutes each week and perhaps improve public relations a little.

Rod

--
==========
Roderick McCall 3rd Year Comp Sigh & Accounts (JH)
Dundee University

System: Atari Falcon 4/65 with FPU, NVDI, SVGA...

"Must be nice to be interesting"

++++++++++++++==========++++++++++++

4263. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 15:58:47 UTC
From: sinclair@ins.infonet.net
Message-ID: <383fnn$gf5@insosf1.infonet.net>
Source record: 15087

In article <94291.104832STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>What specific problems with the Jaguar are you talking about,
>Raist? Things are looking up more every day. Check out AvP!
>I have seen oodles of commercials for the Jag (and I rarely
>watch television). Also, the settlement with Sega will give
>them some money and there should be 30 games out by Xmas.
>TRU has agreed to carry the Jag and Doom, Theme Park and
>Syndicate are all in production, I believe. I think that
>Atari is doing very well with the Jag considering their
>lack of funds.

I think what Raist is stating is that the Jagflop has failed. And according to
Atari, Jagflop projected sales will reach 200,000 by the end of the year.
Atari is half way there, but Atari will be out gunned by Sega and Nintendo. My
Local Wal-Mart does not carry the Jagflop, but has Sega and nintendo.. As for
Atari doing welll with the Jagflop, it ain't so...

>-scott tirrell

-Peter

4264. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 19:24:16 UTC
From: msohnius@novell.co.uk
Message-ID: <CxxpwG.44t@novell.co.uk>
Source record: 15156
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy

Todd Walk (walk@mrcnext.cso.uiuc.edu) wrote:
: Charles William Swiger <infidel+@CMU.EDU> writes:
: >Try reading Robert A. Heinlein's "JOB: A Comedy of Justice" for what
: >appears to be a much more reasonable impression of what Satan is likely
: >to be like. It will probably reassure you.

: For those not-in-the-know, the twisted-gist of the book is that
: the universe is run by a madman who likes inflicting anything he
: can on anybody, and the only way you can really be saved is to
: become a devil-worshipper :-).

And I thought this thread had started out with Bill Gates... :-)

--
+---+
Martin Sohnius | "It doesn't matter whether the cat is |
Novell Labs Europe | black or white, as long as it catches |
Bracknell, England | mice." - Deng Xiaoping |
+44-1344-724031 +---------------------------------------+
(I speak for myself, not for Novell or anyone else.)

4265. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 20:18:44 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <383uv4$gfc@bs33n.staffs.ac.uk>
Source record: 15186
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Kimmo Veijalainen (veijalai@liero.cc.lut.fi) wrote:
: This "no HD as standard" is bullshit, since anyone who is going to do
: anything with his/her A1200 WILL buy a HD for it. A computer without hard
: drive == games console.

I'm sure if you'd like to purchase the HD on behalf of my friend he would jump for joy, as it happens he has a computer that *he cannot afford a HD for* (do I have to stress that point anymore?) yet he wants to do a few more creative things with his computer but is highly restricted. The A1200 _has no HD as standard_ why do you deny it? It's a fact! Sure you can buy them, I never said you couldn't, but they are far from standard. As for 'a computer with no HD = a games console', phew - I don't envy the flames I hope you receive for that.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

4266. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 20:29:20 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <383vj0$gfc@bs33n.staffs.ac.uk>
Source record: 15157
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

sinclair@ins.infonet.net wrote:
: So 50,000 falcon users have harddrives versus 600,000 out of an install base of
: a million A1200's.

: -Peter

But look at the percentage of Falcon's with HD compared to Amiga's, you state approx. 50% while I state Falcon's being approx. 100%. That is what counts, not numbers, but the nature of the computer set-up users own, it shows their dedication to their computer and in a way how much more serious they are in its use.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

4267. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 20:32:59 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <383vpr$gfc@bs33n.staffs.ac.uk>
Source record: 15159
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: Nope. You can afford the A1200 bare bones if you don't have enough
: cash... what happenned with "ATARI's power without the price?" You might
: be amazed at how much people can't afford more than $300 US dollars (500 UK
: pounds?)

Sorry I'm not one for keeping up with the exchange rate, but since when
has 500 UK pounds been $300 ??? For 500 UKP you could buy a very nice
system indeed. Anyway it's hardly the point, the A1200 bare-bones is
exactly that, a skeleton of something that _could_ be if only you had the
cash to flesh out those bones with some chunky meat (ie HD, Monitor, etc).

Richard Davey (on a metaphor overload!)
Falcon Owners Group (UK)
--
email here should work now!

4268. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 20:37:39 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38402j$gfc@bs33n.staffs.ac.uk>
Source record: 15160

G MORAN (moran@bires059) wrote:
: > I must admit that's very interesting, can you back this up with any
: > statistics though? I am not doubting you, just need a bit more
: > information to go on before I make judgement.

: Figures were from ELSPA. They were in most of the Amiga mags.

Thanks. Based on which year? 1993 I guess, let's see what this years
crimble rush brings up shall we, like everyone say's "Times are a changin'"

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

4269. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 20:45:20 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3840h0$gfc@bs33n.staffs.ac.uk>
Source record: 15161
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Alan Richardson (richara@westminster.ac.uk) wrote:
: Glenn M. Saunders (krishna@max.tiac.net) wrote:
: : Midi interfaces have never cost an arm and a leg. They are like less
: : than $50 for just about any platform. Builtin MIDI isn't really all it
: : is cracked up to be.

Built in MIDI might not be *that* amazing, but it's not just the MIDI ports that made the ST the leading home and indeed professional platform, because they were there from the start, software companies picked up on this and started developing MIDI sequencing software for Atari computers well before the Amiga. This gave time for them to improve and enhance the software over all these years until it has reached the truly professional standards that Cubase Audio 16 is at. Amiga might have had MIDI capabilities, but software designers saw the Atari as being the one to develop for, as a result show me a program as powerful as Cubase Audio 16 on the Amiga?

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

4270. Re: Atari is a games machine, claims Amiga advocate

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-19 22:56:00 UTC
From: daniel@blackhl.xs4all.nl
Message-ID: <101994225628Rnf0.79b5@blackhl.xs4all.nl>
Source record: 15158
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

guenther@sos.sh.sub.de (Thorsten Guenther) writes:

>In <100894162133Rnf0.79b5@blackhl.xs4all.nl> Daniel Ockeloen wrote :
> BTW the amiga
>>version of Mosaic is nice because its a non ncsa product but its useless
>>for the more advanced things because it doesn't support html+ features
>>like forms etc.
>
>AMosaic *is*, according to Uwe R&#65533;hm's article in c't 11/1994 (p. 206 ff.),
>a NSCA port. I trust Uwe more than you, at least I know him personally.

Sorry i meant done by them or mosaic inc. , I don't know him but he ported
the older (1.2) version from the unix source ?
I am in control (atleast of the machines) of a big www site in the Netherlands
that gives free slip/ppp connects and i would _love_ to put the Amiga
version online if it had the newer features (forms to begin with) the port
itself is very good but i know several people who won't use it because it
needs MUI.

>Weregoose

Greetings,

Daniel.

....
.. Daniel Ockeloen . Home : daniel@blackhl.xs4all.nl ..
.. Black Hole BBS . Work : daniel@vpro.nl ..
.. Utrecht, The Netherlands . Tel +31-30-940197 (300-28800) ..
....

4271. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 01:41:38 UTC
From: sinclair@ins.infonet.net
Message-ID: <384hsi$cn0@insosf1.infonet.net>
Source record: 15097
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <383vj0$gfc@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>sinclair@ins.infonet.net wrote:
>: So 50,000 falcon users have harddrives versus 600,000 out of an install base of
>: a million A1200's.
>
>: -Peter
>
>
>But look at the percentage of Falcon's with HD compared to Amiga's, you
>state approx. 50% while I state Falcon's being approx. 100%. That is
>what counts, not numbers, but the nature of the computer set-up users
>own, it shows their dedication to their computer and in a way how much
>more serious they are in its use.
>
What you are implying is that the 600,000 amiga users who have harddisks are
not serious users? What About Amiga 2000, 3000 and 4000 owners? I suspect
most have Toasters with huge harrdrive space..

>
>Richard Davey
>Falcon Owners Group (UK)
>--
>email here should work now!

-Peter

4272. It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 01:48:36 UTC
From: sinclair@ins.infonet.net
Message-ID: <384i9k$cn0@insosf1.infonet.net>
Source record: 15100

Well i was browsing through the November AmigaWorld. i came upon this Canadian mailorder that sells everything Amigas. I thought my eyes were decieving me when i saw prices on Amiga systems.. A4000/030 with 200 meg harddisks selling for $1999. This is a machine with a brain dead 030 at 25 mh and did not include a monitor. The 040 version with a 340 meg hd was selling for $2999. You can get a Performa 630 system with monitor, Keyboard, modem/fax, cdrom drive, 8 megs of ram, 250 meg harrdrive and tons o
of software including cdrom ones for $1800. I hope the new amiga owners come to their senses.

-Peter

4273. WANTED: Atari Lynx Games

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 03:04:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.475.249.0N966B5B@teaminfinity.com>
Source record: 15101

Looking to buy cartridges for the Atari LYNX.

game.guru@TeamInfinty.com

4274. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 06:27:25 UTC
From: flam@netcom.com
Message-ID: <flamCxyKLq.Awz@netcom.com>
Source record: 15168
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy

Martin Sohnius (msohnius@novell.co.uk) wrote:

: And I thought this thread had started out with Bill Gates... :-)

Yes! The powers of the antichrist himself have extended into the content
of this thread to confuse it away from his identity! Sneeky little bastard!

** The keyboard is currently offline!
** Please hit a key to continue.

--
-Flam

|The truth will always be. -- P. Metheny|

4275. Re: Atari is a games machine, claims Amiga advocate!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 07:33:29 UTC
From: moran@bires059
Message-ID: <3856g9$10l@bmerha64.bnr.ca>
Source record: 15126
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> standards that Cubase Audio 16 is at. Amiga might have had MIDI
> capabilities, but software designers saw the Atari as being the one to
> develop for, as a result show me a program as powerful as Cubase Audio 16
> on the Amiga?

The built in midi ports did mean that the ST got the major share of midi development as every ST had the capability. Unfortunately for the Atari, the MAC now has the leading edge in midi despite the lack of proper midi ports on most macs.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4276. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 07:35:03 UTC
From: moran@bires059
Message-ID: <3856j7$10l@bmerha64.bnr.ca>
Source record: 15129

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires059) wrote:
> : > I must admit that's very interesting, can you back this up with any
> : > statistics though? I am not doubting you, just need a bit more
> : > information to go on before I make judgement.

> : Figures were from ELSPA. They were in most of the Amiga mags.

> Thanks. Based on which year? 1993 I guess, let's see what this years
> crimble rush brings up shall we, like everyone say's "Times are a changin'"

The figures were for the first half of 94.

BTW, the figures for ST software sales were LESS THAN those for the c-64.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4277. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 07:38:35 UTC
From: moran@bires059
Message-ID: <3856pr$10l@bmerha64.bnr.ca>
Source record: 15128
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> Actually, Gavan, I believe that people did mention that Mint
> ran on a one drive system (am I right guys?) Besides, Geneva
> would work (only needs 512K, I think).
> Can you format a disk on the Amiga on a one drive system without
> swapping disks? (Couldn't on 1.3, this may have changed). BTW,
> TOS 1.0 handled this fine.

Yes, and you could do it also on a 1.3 system. Just copy the format
command into RAM disk and do it from there. I can't remember if format
can be made resident, but if so you can install it into ram as a
resident command too.

Of course, its always a good idea to swap any disk that might be in
the drive with your blank disk before formatting.....

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4278. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 07:41:44 UTC
From: moran@bires059
Message-ID: <3856vo$10l@bmerha64.bnr.ca>
Source record: 15125
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> Kimmo Veijalainen (veijalai@liero.cc.lut.fi) wrote:
> : This "no HD as standard" is bullshit, since anyone who is going to do
> : anything with his/her A1200 WILL buy a HD for it. A computer without hard
> : drive == games console.

> I'm sure if you'd like to purchase the HD on behalf of my friend he would
> jump for joy, as it happens he has a computer that *he cannot afford a HD
> for* (do I have to stress that point anymore?) yet he wants to do a few
> more creative things with his computer but is highly restricted.

Just as well he had the option of buying an A1200 then. A 4 meg/HD falcon
would have meant he could never have got into computing.

> The
> A1200 _has no HD as standard_ why do you deny it? It's a fact! Sure you
> can buy them, I never said you couldn't, but they are far from standard.

Weren't you saying you could get 1 meg/no HD falcons for 400 quid? Then
a hard disk is hardly 'standard' in a Falcon either. Theres no such thing as
a 'standard' PC configuration and the only computer which would have a HD as
'standard' (ie in ALL machines sold) would be the Macintosh.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4279. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 07:43:16 UTC
From: moran@bires059
Message-ID: <38572k$10l@bmerha64.bnr.ca>
Source record: 15127
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> sinclair@ins.infonet.net wrote:
> : So 50,000 falcon users have harddrives versus 600,000 out of an install base of
> : a million A1200's.

> : -Peter

> But look at the percentage of Falcon's with HD compared to Amiga's, you
> state approx. 50% while I state Falcon's being approx. 100%. That is
> what counts, not numbers, but the nature of the computer set-up users
> own, it shows their dedication to their computer and in a way how much
> more serious they are in its use.

What counts is the NUMBERS of computers with HDs. I'd say there are MORE
A1200s with HDs than there are Falcons - period.

Thats why more and more games companies are making their games HD installable
on Amiga. Hired Guns springs to mind as a game that really benefits.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4280. Atari has finally died

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 09:49:20 UTC
From: ebulich@uniwa.uwa.edu.au
Message-ID: <385ef0$125@styx.uwa.edu.au>
Source record: 15118

Paragon computers, the last computer store that supported Atari in Western Australia closed its doors a couple of weeks ago. The future for my 2080 STe and my 520STfm is looking pretty dim. I can't believe how atari have let themselves fall by the wayside. In 1988 when i first got my STfm it was streets ahead of the MacPlus i was using at work. If only Atari got away from the games machine image, and marketed the ST's as a serious work machine and offered them at competitve prices to educational institutions and small business, perhaps the future of the ST could have been different.

Regards

Eddy Bulic

4281. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 10:16:21 UTC
From: msohnius@novell.co.uk
Message-ID: <Cxyv7A.8x8@novell.co.uk>
Source record: 15164
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Scott Ellingsen (ellingse@bigdog.engr.arizona.edu) wrote:
[...]
: I can say that $50 and $100 bills
: will be introduced first...these are the denominations that hostile foreign
: governments prefer to duplicate.

Now, paranoia and kidding about Bill Gates is all good fun, but this thing
is outrageous! Which "hostile foreign governments," exactly?

There they are, civil servants of the most powerful empire there ever was
on Earth, which has the military capability to blow the world to smitherenes,
the political clout to get away with just about anything, the money to buy
whomever and whatever they want (with the possible exception of the Columbian
drug barons), and they are worried about "hostile governments" forging their
C-notes. Honestly!

--
+---+
Martin Sohnius | "It doesn't matter whether the cat is |
Novell Labs Europe | black or white, as long as it catches |
Bracknell, England | mice." - Deng Xiaoping |
+44-1344-724031 +---+
(I speak for myself, not for Novell or anyone else.)

4282. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 14:42:32 UTC
From: cpb1001@cam.ac.uk
Message-ID: <385vko$fur@lyra.csx.cam.ac.uk>
Source record: 15163
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <383uv4$gfc@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> Kimmo Veijalainen (veijalai@liero.cc.lut.fi) wrote:
> : This "no HD as standard" is bullshit, since anyone who is going to do
> : anything with his/her A1200 WILL buy a HD for it. A computer without hard
> : drive == games console.
>
>
> I'm sure if you'd like to purchase the HD on behalf of my friend he would
> jump for joy, as it happens he has a computer that *he cannot afford a HD
> for* (do I have to stress that point anymore?) yet he wants to do a few
> more creative things with his computer but is highly restricted. The
> A1200 _has no HD as standard_ why do you deny it? It's a fact! Sure you

Why does it have the HD size indicator on the box then?

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4283. Re: Atari where are you?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 14:48:27 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94293.104827STIRRE31@MAINE.MAINE.EDU>
Source record: 15111

Rod,
As far as new computer developments, there are hardly any coming
from Atari so I don't see what they could post. Other 3rd party
developers are usually good about keeping the Net community
informed (Compo, Gribnif and Lexicor, for instance). Also,
the only real press releases Atari is coming out with are Jag-
related and these show up on rec.games.video.atari.
-scott tirrell

4284. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 14:50:54 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94293.105054STIRRE31@MAINE.MAINE.EDU>
Source record: 15112

Peter,
You have no idea what you're talking about. Atari will sell all of the projected 200,000 easily. By the time the Sega Saturn and Nintendo Ultra-64 come out, the Jag will have over 30 games, CD-ROM unit, and a decent installed user base. 3DO and Atari have a good chance at having the dominant systems by this time next year. With Doom, AvP, Iron Soldier, Fight for Life, Kasumi Ninja and other games, Atari only needs to keep advertising get the Jag into retailers (TRU is a good start). How can you base a system's success on a slow start when its competitors are nowhere to be seen? Yes, the 3DO is out but there is room for two systems and these systems are aimed at different audiences.
-scott tirrell

4285. Do not join the Falcon Owners Group

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 18:23:40 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.7.0049AD28@mailserv.cuhk.hk>
Source record: 15115

Hello everyone, including Richard Davey of Falcon Owners Group in UK,

I am warning everyone in the atari falcon world not to join the FOG UK.
This is because Mr Richard Davey is not a reponsible person.

I wrote a letter and paid by bank draft to FOG UK to Richard Davey , who is the chairman of FOG, subscribing to falcon update, which at that time, only issue one was out. After a longtime, I still haven't received any magazine and I wrote to FOG UK again, I think this was in late 1993, and then FOG sent me issue 1 and 2 together, without any explaination for the delay. Well at first, I guess may be FOG has not been successfully establised because sale of Falcon was not good in UK. And I waited for months. Then I wrote to Mr Richard Davey, since I read from internet that FOG UK was still here, complaining the delay, asking for reasons, and asking for refund if he can't maintain FOG or if he can't send me magazine. FOG then sent me issue 4, again without explanation for the delay and without issue 3. I read the disk magazine issue4 and I discovered Richard Davey's email address. I sent a email to him, around mid94, mentioning about the above situation, and asking for issue 5 to be sent on time, as Richard Davey stated in issue4 that issue 5 will be out soon. He did reply to me at that time by email, saying that issue 5 will be sent to me soon and he has a problem when sending issue3 with the mailing company and he will explain the situation later. However that is all! No more reply or message or magazine from FOG UK.

I still haven't received any further Falcon update magazine since that time. And about a month ago, I wrote a email to Richard Davey again saying that I still havn't got issue5. And of course, no reply.

I do not always read usenet. But as I am now reading, I see that Mr Richard Davey is still alive, FOG UK is still here, and FOG UK is still recruiting members around the world through internet.

And that falcon update issue7 is going to be out soon.

TO Mr Richard Davey,
I had ordered Falcon update issue 1-6, including the disk softwares, in august 1993. But you have not sent what I have ordered, and what your company, FOG UK promised to send me, which means you have void the contract between your company and me. I did not order overdue magazines, which means all the magazines(issue 1,2,4) you sent to me is not the magazines I have ordered. And I am not supposed to write to you every several months asking for an overdue magazine. FOG UK should have sent me my copy when it was out as I had paid for it. But FOG UK did not do that. And therefore I am now asking for a total refund. You do not have to send me anymore overdue magazines. You have sent me nothing that I have ordered. You have broken our contract and I am entitled to the total refund.

To everyone,
Well, I don't think I am going to sue FOG UK even if they don't give my money back. After all, I don't care too much about that little amount of money. But I reserved my right to do so.

Therefore I would like to warn everyone in the world not to join FOG UK, a group or company that will take your money but will not fulfill their promise, which I consider as irresponsible. It is a shame, not only in the atari world but to the whole mail business in the world ,to have such a "cheat money" group.

If anyone, including Mr Richard Davey of FOG UK, has any response to this letter/mail, please mail to me directly as I don't read usenet often and please send your reply to usenet also to let everyone to know about this, particularly reply from Mr Richard Davey FOG UK.

Yours,
Malcolm Fung,
s925377@mailserv.cuhk.hk

4286. It should be FOG UK not FOG

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 18:27:44 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.9.004D67E9@mailserv.cuhk.hk>
Source record: 15116

Sorry:
In the last post, the subject should be
"Do not join the Falcon Owners Group UK"
not
"Do not join the Falcon Owners Group"
I do not know if there's any other FOG apart from FOG UK, sorry.

Malcolm Fung
s925377@mailserv.cuhk.hk

4287. Re: Falcon Sequencer

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 18:30:32 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.11.004FF914@mailserv.cuhk.hk>
Source record: 15117

>> I have Cubase on my 1040ST but it won't run on the Falcon- 6 bombs!
I think one can get a copy of cubase 3.1 for atari in
ftp.mcc.ac.uk
I think it should works with falcon.
Malcolm

4288. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 18:47:11 UTC
From: mcgredo@crl.com
Message-ID: <386dvf$p4p@crl5.crl.com>
Source record: 15166
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <Cxyv7A.8x8@novell.co.uk> msohnius@novell.co.uk (Martin Sohnius) writes:
:>: I can say that $50 and $100 bills
:>: will be introduced first...these are the denominations that hostile foreign
:>: governments prefer to duplicate.
:>
:>Now, paranoia and kidding about Bill Gates is all good fun, but this thing
:>is outrageous! Which "hostile foreign governments," exactly?

Iranians.

--
Don McGregor | "Maybe setting my username to 'Fabio' wasn't such
mcgredo@crl.com| a hot idea."

4289. Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 19:10:21 UTC
From: tomcattd@cs.tu-berlin.de
Message-ID: <386fat$2lm@news.cs.tu-berlin.de>
Source record: 15165

I'm reading this newsgroup for quite a long time now, I own an Atari Mega ST myself, enjoy working with it and wouldn't dream about selling it. On the other hand, I must admit, that it's kind of outdated and new software is hard to get.
I always considered Atari a bunch of idiots after I discovered what they did to the users. They never developed anything, that would enhance their machines, they always left this to other companies. I still thank them for the non existing memory upgrade ability. Boy was this expensive and awesome to get my one meg up to four.
By now Atari has left us behind no new computers are appearing, no upgrades and definetly no support in any form. So if you bought an Atari stick to yourself or other firms for help but don't bother them.
So they have got htis new play thing: The JAG. Fancy graphics and all the stuff kids dream about but definetly few are buying this and every magazin is doing more hype about Nintendos, Segas and shit to come than about the JAG. No advertising, no keeping of time-announcements, how long do they want to go on like this. Haven't they learned from Commodore ?
What do they want to do to stay alive on the market ? Sell TT's and expensive Falcons (great computer but I don't need a DSP) ?
Why haven't they bought a PowerPC license and build a new generations of Ataris, that would suit us more the PC's ? Have the things build in that Macs don't have : Midi for example. Make it cheaper than Apple and I would very much consider buying one. But I don't think that they will do anything like that. A 68060 is out but is one imagining that Atari will build anything with it ? Other companies have to build them like the Medusa is from a swiss firm. So Atari Company here is my final statement: Shove those JAGs up your a..e, you have done no good for 5 years. Users are not of interest to you, all you want is to make money, no matter how. Get lost and leave those alone who thought they would buy a computer with a great future.

Greetings to all Atari users

4290. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-20 23:51:19 UTC
From: josco@gaia.arc.nasa.gov
Message-ID: <386vpn$n6r@news.arc.nasa.gov>
Source record: 15167
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <386dvf$p4p@crl5.crl.com> mcgredo@crl.com (Donald R. McGregor) writes:

>:>: will be introduced first...these are the denominations that hostile foreign
>:>: governments prefer to duplicate.
>:>
>:>Now, paranoia and kidding about Bill Gates is all good fun, but this thing
>:>is outrageous! Which "hostile foreign governments," exactly?
>
>Iranians.

Iranians are not a government, they are a nation, a people with a long
history of tolerance, and a rich culture. Great food too.
--
Replies are welcome at jcoughlan@gaia.arc.nasa.gov

4291. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 03:00:59 UTC
From: barrett@cs.umass.edu
Message-ID: <387atb$ch2@kernighan.cs.umass.edu>
Source record: 15169
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.next.advocacy,comp.unix.advocacy,comp.sys.mac.advocacy

Charles William Swiger <infidel+@CMU.EDU> writes:
>Try reading Robert A. Heinlein's "JOB: A Comedy of Justice" for what
>appears to be a much more reasonable impression of what Satan is likely
>to be like. It will probably reassure you.

If you really want to see Satan, look on level 3,961,425 of
BLAZEMONGER, just behind the Mutant Kamikaze Toaster Oven.

Dan

////////////////////////////////////\\
| Dan Barrett -- Computer Science Dept, University of MA, Amherst, MA 01003 |
| http://zoo.cs.umass.edu/~barrett/public.html -- barrett@cs.umass.edu |
\\

4292. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 04:08:58 UTC
From: ellingse@bigdog.engr.arizona.edu
Message-ID: <387esq$2gg@news.CCIT.Arizona.EDU>
Source record: 15171
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Martin Sohnius (msohnius@novell.co.uk) wrote:
: Scott Ellingsen (ellingse@bigdog.engr.arizona.edu) wrote:
: [...]
: : I can say that $50 and $100 bills
: : will be introduced first...these are the denominations that hostile foreign
: : governments prefer to duplicate.

: Now, paranoia and kidding about Bill Gates is all good fun, but this thing
: is outrageous! Which "hostile foreign governments," exactly?

: There they are, civil servants of the most powerful empire there ever was
: on Earth, which has the military capability to blow the world to smitherenes,
: the political clout to get away with just about anything, the money to buy
: whomever and whatever they want (with the possible exception of the Columbian
: drug barons), and they are worried about "hostile governments" forging their
: C-notes. Honestly!

: --
: +---+
: Martin Sohnius | "It doesn't matter whether the cat is |
: Novell Labs Europe | black or white, as long as it catches |
: Bracknell, England | mice." - Deng Xiaoping |
: +44-1344-724031 +---+
: (I speak for myself, not for Novell or anyone else.)

Yes, honestly. The Secret Service agent was the person who said
this...

Apparently, the whole reason they're starting with higher denominations
is because those are the ones that foreign entities duplicate the most.
(They have the resources to set-up _elaborate_ counterfeiting
operations...compared to John Doe in the basement.)

Scott D. Ellingsen

4293. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 04:40:39 UTC
From: sinclair@ins.infonet.net
Message-ID: <387go7$r3q@insosf1.infonet.net>
Source record: 15028

In article <94293.105054STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Peter,
>You have no idea what you're talking about. Atari will sell all
>of the projected 200,000 easily. By the time the Sega Saturn
>and Nintendo Ultra-64 come out, the Jag will have over 30 games,
>CD-ROM unit, and a decent installed user base. 3DO and Atari
>have a good chance at having the dominant systems by this time
>next year. With Doom, AvP, Iron Soldier, Fight for Life, Kasumi
>Ninja and other games, Atari only needs to keep advertising
>get the Jag into retailers (TRU is a good start). How can you
>base a system's success on a slow start when its competitors
>are nowhere to be seen? Yes, the 3DO is out but there is room
>for two systems and these systems are aimed at different
>audiences.

Scott, Yes I know what I am talking about. This is the Jags second Christmas
and will do poorly. Atari has lowered sales estimates of the Jagflop twice in
recent months from 500,000 to 200,000. Not a very promising start. People are
still flocking to Nintendos and Segas current offerings and when those two
firms come out with new consoles, the jagflop will be further pushed aside.
What do you mean that 3do and the jagflop are aimed at different audiences?
Care to elaborate. Atari's competitiors are 3do, Sega and Nintendo and so far
Atari has not put a dent in the market..Atari needs to drop their console to
$150 to wet appetites and get noticed..

>-scott tirrell

-Peter

4294. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 11:56:43 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <388a9r$n3q@bs33n.staffs.ac.uk>
Source record: 15174
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

P.C. Smith ESE UG (u9439226@sys.uea.ac.uk) wrote:
: Errmmm... what exact planet are you living on???? GEM is a nightmare
: compared to windoze and thats being generous.... GEM is not comparable to
: WB 1.3. BTW i thought GEM was the GUI... TOS is the OS (hence the name
: [Tramiel Operating System])

Sorry? What planet are YOU living on if you think an Amiga running
Workbench (ANY version) from floppy is better than GEM? Oh dear. Have
you ever used the Falcon's Desktop? Things have changed since you owned
your Atari. GEM can be run quickly, with NO disk swapping, has basic
file management functions in-built and allows you to start using your
computer within seconds. WB doesn't. If you have a computer and have no
HD (like quite a few people do) then Workbench is NOT the prefered GUI.

: >|>
: >|> : Floppy based? Get real, running any modern OS from floppies is either
: >|> : nightmare or impossible.
: >|>
: First you`re acting like you`re on another planet and now you seem to be
: in the dark ages... if your running any modern OS then you should be
: running it on any modern computer. Not a ONE floppy based system. (Even
: my old ST had 2 floppies:)

Get your post sorted please, I never made the above comment. If you must
flame so ignorantly, at least direct it to the right person.

: Oh and just to put you straight on a few quite major hickups there...
: Workbench is NOT the Amiga`s Operating system. It is merely a GUI over
: INTUITION.

I _never_ said it was, I do own an A500, I do know what the hell Intuition
is thank you very much.

: >|> Falcon Owners Group (UK)
: Falcon owners Group... should be a small hall then (for the meetings :)

Perhaps, but at least our meetings consist of more than XCopy window's
going 'ping' as you rake off pirate copies of the latest Amiga games.
:-) oh I can't wait for the heat on that last comment.... burn me but
it's true ;)

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

4295. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 11:59:08 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <388aec$n3q@bs33n.staffs.ac.uk>
Source record: 15175
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:

: Why does it have the HD size indicator on the box then?

Because Commodore didn't have the financial resources to print out
hundreds of different style boxes I would guess.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

4296. Re: Falcon..RIP: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 12:02:50 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <388ala$n3q@bs33n.staffs.ac.uk>
Source record: 15177
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.advocacy

Robert Moldenhauer (ah132@FreeNet.Carleton.CA) wrote:

: In a previous article, STIRRE31@MAINE.MAINE.EDU () says:

: >Well, TOS could mean anything "unofficially" :-). You can just
: >make up your own!

: It means "The Original Series" officially, specifically the television series
: produced between 1967 and 1970.

Run this one by me again please??? (have we entered a Trekkie zone?) ;)

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

4297. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 13:25:06 UTC
From: chrisb@stork.cssc-syd.tansu.com.au
Message-ID: <CHRISB.94Oct21132506@stork.cssc-syd.tansu.com.au>
Source record: 15170
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <386vpn$n6r@news.arc.nasa.gov> josco@gaia.arc.nasa.gov (Joseph Coughlan) writes:

>>:>Now, paranoia and kidding about Bill Gates is all good fun, but this thing
>>:>is outrageous! Which "hostile foreign governments," exactly?
>>
>>Iranians.
>
>Iranians are not a government, they are a nation, a people with a long
>history of tolerance, and a rich culture. Great food too.

Perhaps, but are they unix advocates?

4298. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 14:05:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94294.100553STIRRE31@MAINE.MAINE.EDU>
Source record: 15027

I understand your frustration with Atari; however, I disagree with
many of your points.
First, yes, the ST is hard to upgrade the memory in. However,
since the ST, the STe came out (a great low-priced computer) which
uses SIMMs and is more easily upgradable.
Also, Atari has been developing new hardware. The Falcon is a very
nice machine as is the TT. TOS 4.04 is great to use, AtariWorks
is nice and SpeedoGDOS is fabulous. Atari _did_ take to long
getting the Falcon to market, though, and by the time they did it
was too late. Atari did, IMO, screw up the computer market. If
they had continiously advertised the STe in Europe and come along
with a lower-priced alternative to the Falcon it would be doing well
over there IMO.
Right now Atari has to go with the Jag. It is there only hope really.
There is no way that Atari can compete with the huge clone makers
on price/performance. They don't have the cash. The computer
market is too cutthroat for small Atari to make it.
The Jag has a chance. It is a wonderful system and Atari has been
pushing it in the States. The big advantage they have is having
got the Jag out before the competition. Whether or not the Jag will
succeed is anyone's guess, though (I think it will, btw.)
So I do agree with some of your statements, but for Atari to start
making computers again instead of the Jag would spell their doom.
If the Jag does well, however, you may just see new Atari computers
(who knows?) Supposedly there already exists an Atari Falcon based
on a Power PC. We can just hope it see light of day. Also hope
that a bigger company decides to make Atari clones so that we
can see low cost machines.
I do agree we have to support the Atari companies such as Compo,
Gribnif, etc. These companies have done a great job supporting
our machines!
-scott tirrell

4299. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 14:23:39 UTC
From: gt6977b@prism.gatech.edu
Message-ID: <388itb$mvk@acmez.gatech.edu>
Source record: 15176
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

mcgredo@crl.com (Donald R. McGregor) writes:

>In article <Cxyv7A.8x8@novell.co.uk> msohnius@novell.co.uk (Martin Sohnius) writes:
>:>: I can say that $50 and $100 bills
>:>: will be introduced first...these are the denominations that hostile foreign
>:>: governments prefer to duplicate.
>:>
>:>Now, paranoia and kidding about Bill Gates is all good fun, but this thing
>:>is outrageous! Which "hostile foreign governments," exactly?

>Iranians.

I bet it's really a ploy of the Cardacians.

--
David Charles LeBlanc
Georgia Institute of Technology, Atlanta Georgia, 30332
Internet: gt6977b@acme.gatech.edu

4300. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 14:46:48 UTC
From: purvismr@aston.ac.uk
Message-ID: <Cy12E0.8r6@aston.ac.uk>
Source record: 15178
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.

msohnius@novell.co.uk (Martin Sohnius) wrote:

: There they are, civil servants of the most powerful empire there ever was
: on Earth, ...

Without wanting to be all jingoistic, and avoiding all that Rule Britannia stuff, wasn't the British Empire the largest and most powerful there ever was, something like 1/3 of the world's landmass under the rule of Whitehall?

And in my opinion, if we had have crushed those cheeky colonials in the US before that Boston tea party thingy, we would still rule the world!

All stand for God Save The Queen! :)

I'm not really a nationalistic bigot, honest!

Matt

4301. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 15:40:19 UTC
From: eng3nwhm@leeds.ac.uk
Message-ID: <eng3nwhm.96.0010AB66@leeds.ac.uk>
Source record: 15185
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.

In article <Cy12E0.8r6@aston.ac.uk> purvismr@aston.ac.uk (MR PURVIS) writes:
>From: purvismr@aston.ac.uk (MR PURVIS)
>Subject: Re: New antichrist may be here?
>Date: Fri, 21 Oct 1994 14:46:48 GMT

>msohnius@novell.co.uk (Martin Sohnius) wrote:

>: There they are, civil servants of the most powerful empire there ever was
>: on Earth, ...

>Without wanting to be all jingoistic, and avoiding all that Rule Britannia stuff,
>wasn't the British Empire the largest and most powerful there ever was, something
>like 1/3 of the world's landmass under the rule of Whitehall?

>And in my opinion, if we had have crushed those cheeky colonials in the US before
>that Boston tea party thingy, we would still rule the world!

>All stand for God Save The Queen! :)

>I'm not really a nationalistic bigot, honest!

>Matt

Eeeeeek! I sense a flamewar on the horizon!

****
Nicholas Mailer
University of Leeds & Koeksuster Publications
****

4302. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 15:50:25 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <388o01$nok@bs33n.staffs.ac.uk>
Source record: 15180

Thomas Dassel (tomcattd@cs.tu-berlin.de) wrote:
: firm. So Atari Company here is my final statement: Shove those JAGs up your
: a..e, you have done no good for 5 years. Users are not of interest to you,
: all you want is to make money, no matter how. Get lost and leave those alone
: who thought they would buy a computer with a great future.

Do I detect a whole vineyard of sour grapes here? Atari have a lot to
do, launching a new console into such a turbulant market place is not
something you dive into head-first. They had huge cut-backs, budgetted
well and sorted out their entire operation, the end result is a company
that still exists. Personally so long as they make money I don't care
where it comes from, as long as Atari are alive and kicking Atari owners
everywhere will have a glint of hope in their eye. As soon as Atari fold
and go under, it will be the end as we know it. Which is why I sincerely
hope their Jag sell's by the bucket-load, when this has generated the
income it should maybe we will see a resurgence in the computer areas,
who knows?

Long live Atari.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

4303. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 16:16:41 UTC
From: moran@bires059
Message-ID: <388ph9$n0k@bmerha64.bnr.ca>
Source record: 15006
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> : Falcon owners Group... should be a small hall then (for the meetings :)

> Perhaps, but at least our meetings consist of more than XCopy window's
> going 'ping' as you rake off pirate copies of the latest Amiga games.
> :-) oh I can't wait for the heat on that last comment.... burn me but
> it's true ;)

No, the Atari pirates helped kill the Atari software scene LONG ago...

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4304. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 16:27:02 UTC
From: msohnius@novell.co.uk
Message-ID: <Cy1712.B8K@novell.co.uk>
Source record: 15182
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Donald R. McGregor (mcgredo@crl.com) wrote:
: In article <Cxyv7A.8x8@novell.co.uk> msohnius@novell.co.uk (Martin Sohnius) writes:
: :>: I can say that $50 and $100 bills
: :>: will be introduced first...these are the denominations that hostile foreign
: :>: governments prefer to duplicate.
: :>
: :>Now, paranoia and kidding about Bill Gates is all good fun, but this thing
: :>is outrageous! Which "hostile foreign governments," exactly?

: Iranians.

So, are all those fake notes now in Nicaragua, then?

--
+---+
Martin Sohnius | "It doesn't matter whether the cat is |
Novell Labs Europe | black or white, as long as it catches |
Bracknell, England | mice." - Deng Xiaoping |
+44-1344-724031 +---+
(I speak for myself, not for Novell or anyone else.)

4305. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 16:30:20 UTC
From: msohnius@novell.co.uk
Message-ID: <Cy176K.BCB@novell.co.uk>
Source record: 15183
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

Chris Bitmead (chrisb@stork.cssc-syd.tansu.com.au) wrote:
: In article <386vpn$n6r@news.arc.nasa.gov> josco@gaia.arc.nasa.gov (Joseph Coughlan) writes:

: >>:>Now, paranoia and kidding about Bill Gates is all good fun, but this thing
: >>:>is outrageous! Which "hostile foreign governments," exactly?
: >>
: >>Iranians.
: >
: >Iranians are not a government, they are a nation, a people with a long
: >history of tolerance, and a rich culture. Great food too.

: Perhaps, but are they unix advocates?

Seems like about half the Technical Directors of small hardware startup companies around here are Iranians. Do they love Unix, I wonder, or are they gonna use the X-windows system to better fake those greenbacks?

--
+---+
Martin Sohnius | "It doesn't matter whether the cat is |
Novell Labs Europe | black or white, as long as it catches |
Bracknell, England | mice." - Deng Xiaoping |
+44-1344-724031 +---------------------------------------+
(I speak for myself, not for Novell or anyone else.)

4306. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 16:58:30 UTC
From: paul@meed47.ee.man.ac.uk
Message-ID: <388rvm$40l@yama.mcc.ac.uk>
Source record: 15184
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy

In <Cy12E0.8r6@aston.ac.uk>, purvismr@aston.ac.uk (MR PURVIS) writes:

>msohnius@novell.co.uk (Martin Sohnius) wrote:

>: There they are, civil servants of the most powerful empire there ever was
>: on Earth, ...

>Without wanting to be all jingoistic, and avoiding all that Rule Britannia stuff,
>wasn't the British Empire the largest and most powerful there ever was, something
>like 1/3 of the world's landmass under the rule of Whitehall?

>And in my opinion, if we had have crushed those cheeky colonials in the US before
>that Boston tea party thingy, we would still rule the world!

>All stand for God Save The Queen! :)

I don't particularly like "Mae Hen Wlad Fy Nhadau", but
at least it has a bit of a tune.

>I'm not really a nationalistic bigot, honest!

>Matt

And now, even the Union is under threat.
At least the Scots could stand on their own 2 feet.

Meibion Glyndwr are unlikely to get their way.
--
Paul Floyd, Information Storage Research Group, Dept. of Electrical Engineering,
University of Manchester, Dover St., Manchester, M13 9PL, UK. FAX 061 275 4512
You know the shit has truly hit the fan when you start calling it a sewage pump.
Hwyl fawr i bob un. mbhpfpj@meehpc.ee.man.ac.uk

4307. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 17:05:36 UTC
From: mrathwel@uoguelph.ca
Message-ID: <388sd0$91k@nermal.cs.uoguelph.ca>
Source record: 15029

>,<94293.105054STIRRE31@MAINE.MAINE.EDU> <387go7$r3q@insosf1.infonet.net>
Distribution:

Pete,

: Scott, Yes I know what I am talking about. This is the Jags second Christ
: and will do poorly. Atari has lowered sales estimates of the Jagflop twice in
: recent months from 500,000 to 200,000. Not a very promising start. People are
: still flocking to Nintendos and Segas current offerings and when those two
: firms come out with new consoles, the jagflop will be further pushed aside.
: What do you mean that 3do and the jagflop are aimed at different audiences?
: Care to elaborate. Atari's competitiors are 3do, Sega and Nintendo and so far
: Atari has not put a dent in the market..Atari needs to drop their console to
: $150 to wet appetites and get noticed..

I agree with you that the Jaguar should be lowered in price ...
epecially since the 3DO came down from $699 to 399. However, I don't
think Atari is dead yet. Yes, the estimates have been lowered, but Atari
can always sell beyond their expectations. Given that Atari recently
received large amounts of cash from Nintendo and Sega, the Jaguar
advertising has been increased tremendously especially compared to
previous Atari products. If Atari was so insiginifigant, Nintendo's new
advertisements would not have even mentioned the Jaguar. Nintendo is
scared and they should be. Some terrific titles are on the way and the
Jag also has good third party support ... see AEO. I think Atari has a
fighting chance if they play their cards right. That would mean:

- Continue advertising aggressively.
- Get the games out
- Lower the Jag price
- Have Aliens Vs. Predator as the pack in game or else have a
pre-christmas offer of "Buy a Jaguar and get Aliens Vs. Predator free"
for would be Jaggies.

Pete ... for once cut Atari some slack and realize that they are
doing a much better job with the Jaguar than any previous products. Give
it a chance.

>> Mark <<

4308. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 18:22:51 UTC
From: m8866@abc.se
Message-ID: <Cy1CE3.1CK@abc.se>
Source record: 15007
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: !Productions (mentat@satelnet.org) wrote:
: : But if I'd erased all my disks, the management functions would be damned
: : useless, as I'd have nothing left to manage. (And also, if I erased all
: : my disks, I'd consider myself too dangerous to be allowed near a machine,
: : and go and be a hermit and live on nuts and berries. (Or buy a Mac. :))

: It was a hypothetical situation proving that an Amiga with no disks is
: dead but you can still use an Atari. I was thinking back to times when
: you walked into a Department store (one of the more lame ones) and they
: had the computer and no software on it, no hard drive in it and one of
: those metal locks in the disk drive. They managed to show me Desktop on
: the ST (this was back a fair few years) but nothing on the Amiga. Sure
: its the shops fault (it was Debenhams btw) but still proves a point.

What software do you have available in ROM? How'd you save your data? If C=
wanted the Amiga to boot without a disc, it'd be a piece of cake. The
minimal workbench booting disc contains three things. A command called
LoadWB (a few KB), a directory called "S" and in it, a file called
startup-sequence containing one line of ascii: "loadwb".

: Richard Davey
: Falcon Owners Group (UK)
: --
: email: requiem@armory.com

4309. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-21 21:28:31 UTC
From: mentat@satelnet.org
Message-ID: <389bpv$3mq@sefl.satelnet.org>
Source record: 15005
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94291.105743STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>If anyone wanted to run a Falcon with 1 meg of RAM and no
>hard drive, that'd be much better than using an Amiga with
>he same configuration. Just think of it as a "Super STe."

And that's supposed to encourage people to buy one? The STE was a joke!
I only ever saw two pieces of software that took advantage of the
enhancements, which were pretty pointless anyway. (4096 colours, but you
are still limited to 16 on the screen at once!)

>There would be much, much less disk swapping than with the
>Amiga. If someone could not afford a hard drive, they'd best
>buy a Falcon. Besides, you get the benefit of high density
>disks :-).

Tell me - you buy an app that comes on 6 disks. How does the Falcon
avoid disk swapping?

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4310. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-22 00:25:50 UTC
From: bketcham@u.washington.edu
Message-ID: <389m6e$1fl@nntp1.u.washington.edu>
Source record: 15090
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <Cy176K.BCB@novell.co.uk>,
Martin Sohnius <msohnius@novell.co.uk> wrote:
>
>Seems like about half the Technical Directors of small hardware startup
>companies around here are Iranians. Do they love Unix, I wonder, or are
>they gonna use the X-windows system to better fake those greenbacks?

If they're smart, they will. When your counterfeiting operation
crashes because you were trying to use MS-Windows, or worse yet,
when the bills come out easily distinguishable from real ones even
though they looked great on the screen because MS-Windows doesn't
really deliver true WYSIWYG, you will really understand the phrase
"time is money"!

--ben

4311. PLEASE NO FLAMES!!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-22 14:56:29 UTC
From: goos@badlands.NoDak.edu
Message-ID: <Cy2xI5.FAB@ns1.nodak.edu>
Source record: 15092

Please, no flames, as this is posted sincerely.

1. Are Atari computers still being made? I haven't heard about them for years!

2. If they are still being made, what is the current model(s) called?

3. What are the capabilities of the current Atari models regarding sound, animation, etc.?

4. Are these computers sold in the U.S.? How much for a new Atari?

5. Is software still being developed for the Atari? Are there good business, entertainment, and music programs available?

R. J. Goos, Fargo, ND

4312. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-22 18:08:21 UTC
From: mulltc@essex.ac.uk
Message-ID: <38bkel$dem@seralph9.essex.ac.uk>
Source record: 15093
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

So there!!!

4313. Re: Falcon Sequencer

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-22 18:20:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Cy36xD.1uu@cix.compulink.co.uk>
Source record: 15094

> > > I have Cubase on my 1040ST but it won't run on the Falcon- 6 bombs!
> I think one can get a copy of cubase 3.1 for atari in ftp.mcc.ac.uk
!!!!!!!!! If this isn't blatent piracy, I don't know what is.

Iain

4314. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-22 21:03:22 UTC
From: mentat@satelnet.org
Message-ID: <38bumq$fc9@sefl.satelnet.org>
Source record: 15095
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94292.100546STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Actually, Gavan, I believe that people did mention that Mint
>ran on a one drive system (am I right guys?) Besides, Geneva
>would work (only needs 512K, I think).
>Can you format a disk on the Amiga on a one drive system without
>swapping disks? (Couldn't on 1.3, this may have changed). BTW,
>TOS 1.0 handled this fine.

Not only can you do it now, you could have done it in 1.3 if you had a
clue. (Well, it needs one disk swap - taking out your boot disk and
inserting the blank one. :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4315. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-22 21:13:15 UTC
From: mentat@satelnet.org
Message-ID: <38bv9b$fql@sefl.satelnet.org>
Source record: 15096
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94295.001052STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>!Productions,
>The STe was a very nice machine. Stereo sound, easier to upgrade
>RAM, and blitter. Yes, it was limited to 16 colors but tricks
>were used to get around this. Some very, very good games came

Oh, the hack to split the palette every scan line. But I want 17 colours
on this line! No can do? Hmm... :) (You see, I used to do a lot of
programming on these ugly beasts, so you can't pull the wool over my eyes
so easily.)

>out for the STe. As far as general use, what's wrong with the
>STe? Quick video display, easy-to-use interface, tons of software....

Quick video display? Sure, but it's still only in 16 colours in low res,
or 4 in med res, and you can't display the hires mode without a monitor.
You've also got no HW sprites...

>As far as disk swapping with a 6 disk program: the solution is
>to not buy 6 disk programs obviously :-). Seriously, if you
>need to use huge programs then you'd be best to buy a hard drive.

My point exactly. However, Requiem has been whining that his friend has
a 1200 and no HD and FCII is a pain to use... It's your fellow Atari
users that need this explained to them, I think.

>However, I would like to point out that a very nice word processor,
>ST Writer, worked fine with my 1 meg STe (with Thesaurus.) I
>used Fleet Street for DTP (nice output to a 9-pin printer.)

Well ProText works fine on a 512K single floppy Amiga... Your point?

>The games were plentiful. Spreadsheets like Kuma's worked fine.

When was the last mainstream game ported to the ST?

>There are good applications on the Atari that are small. I
>stick by the statement that a hard driveless Atari ST is
>far, far friendlier to use than a hard driveless Amiga.

And I stand by my statement that it isn't, at least it isn't if you want
to do anything more than simple wordprocessing or game playing. Advanced
applicatiopns require a HD. The ST's mainstay, MIDI, certainly requires
more than a stock machine... (Ok, it'll RUN on a stock machine, but for
any serious work you'll need at least a second floppy drive...)

>At the prices an STe are going for it is still a great system
>for a beginning user.

But they'll outgrow it very quickly, and they're a bitch to upgrade.
(Nice busy pointer, though. Does the Falcon still have the bee? I liked
that. :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4316. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 03:12:06 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94295.231206STIRRE31@MAINE.MAINE.EDU>
Source record: 15098
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

!Productions,
You call me clueless and don't tell me how to do what I was talking about. Thanks for being constructive :-). What are you talking about? Using a RAMdisk? If so, you'd still have to deal with the WB disk.
As far as ST games, many of them are great. I thought many of the ST games were just as good as their Amiga counterparts (the Amiga sound was much better, though.) I do not know what the last major game to be ported to the ST was. First, what constitutes a "major" game? Secondly, what does it matter how big the company that produced it is? Some people would claim that fun is all that matters in a game. I would. It would be a fairly long list of games if I was listing out all of the cool looking games that have come out recently for the ST (and Falcon-specific games.)
As far as video resolution, ST monochrome was great for serious applications. Display on an RGB monitor was also much crisper on the Atari than the 500.
My point was that there are many applications on the ST that run fine on a hard drive-less system. You haven't disproven my point. You gave me one application on the Amiga that ran on one disk. Still you'll have to deal with system disks, plain and simple. On the ST, go ahead and boot with no disk. Gain access to all desktop functions.
-scott tirrell

4317. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 03:25:23 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94295.232523STIRRE31@MAINE.MAINE.EDU>
Source record: 15099
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Oh, the Atari does still have the busy bee :-)! I can also
use Mouse-kamania, if I wished, to change it and the mouse
cursor (even to animations.) Wow! I did dislike my 500's
bubble of z's, btw.
-scott tirrell

4318. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 18:52:00 UTC
From: kris@black.schulung.netuse.de
Message-ID: <5ZRH3ZKJnrB@black.schulung.netuse.de>
Source record: 15110
Cross-posted to: comp.sys.next.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.unix.advocacy

> >Iranians are not a government, they are a nation, a people
> >with a long history of tolerance, and a rich culture. Great
> >food too.
>
> Perhaps, but are they unix advocates?

Well, at least they are very satisfied with TCP/IP. The
protocol performed excellent even under severe connectivity
restrictions and with a physically damaged network, I have been
told.

Kristian
--
Kristian Kï¿½hntopp, Harmsstraï¿½e 98, 24114 Kiel, +49 431 676689
"Der sieht ein bischen aus wie Terra." -- Wahlabend, Marit ï¿½ber Gysi
"Stimmt :))))" -- Matthias Grund in kiel.allgemein
CrossPoint/2 v1.21 R

4319. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 22:16:07 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct23.221607.29055@rmece02.upr.clu.edu>
Source record: 15102

In article <37lpaj$7j1@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> <37hip6$1nh@bs33n.staffs.ac.uk> <37ipou$qin@bmerha64.bnr.ca>
|> NNTP-Posting-Host: bs47c.staffs.ac.uk
|> X-Newsreader: TIN [version 1.2 PL2]
|>
|>
|> I personally would have thought PC software would far outsell Amiga
|> titles, not because it is any better but simply because there are quite a
|> few more PC's in use than Amigas.

Richard, in the U.S., it certainly is that way ;-) Pretty much more
than anything else, except perhaps the consoles like SEGA and the S-NES.

|>
|>
|> Richard Davey
|> Falcon Owners Group (UK)
|> --
|> email: requiem@armory.com

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4320. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 22:18:50 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct23.221850.16053@rmece02.upr.clu.edu>
Source record: 15103
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <37vu03$8mi@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
|> Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
|> > In article <37g656$9p@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:

[stuff deleted]

|>
|> > Nope. You can afford the A1200 bare bones if you don't have enough
|> > cash... what happenned with "ATARI's power without the price?" You might
|> > be amazed at how much people can't afford more than $300 US dollars (500 UK
|> > pounds?)
|>
|> Yup, if your freind hasn't enough dosh to buy a HD for his A1200 or afford
|> extra memory, at least he has a usable (but at times frustrating) system. Just
|> how would a Falcon cope without HD or more than the 1 meg which comes in the
|> lowest config model?
|>
|> The price of an A1200 is anything from 270 to 300UKP.

I just wanted to comment on this:

Both IBM and Apple have consistenltly overlooked this important
low-end market -> the market who made it possible for me to afford
a computer (an ATARI 600xl and later on the ATARI 130XE) with which
I could learn to program in BASIC and later on in 6502 assembly.

I give thanks to both C= and ATARI that they did something in this
market, because I would have been deprived of useful tools otherwise.

I think this market is very very important...

|>
|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4321. Re: DOOM on Jaguar spotted!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 22:22:40 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct23.222240.29055@rmece02.upr.clu.edu>
Source record: 15104

In article <37lg3h$dht@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
|>
|> Well, I was at work but a friend says he saw DOOM on the Jaguar on
|> the UK tv show 'Bad Influence'. He owns a 486/66 but he says he was
|> very impressed with the Jaguar version - smoother and possibly more
|> colourful than on his machine (which runs a very smooth game indeed).
|>

The Jaguar's version of DOOM doens't run as smooth as a 486DX2 66Mhz
local bus machine (;-)), but it's running 15-20 fps in more colors
which is nice.

Source: jaguar mailing list - Shawn Green of Id software

|> gavan
|>
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4322. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 22:23:00 UTC
From: christian.dahl@f600.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2eaae294_Christian.Dahl@ct.se>
Source record: 15109

```
>> My point was that there are many applications on the ST that run
>> fine on a hard drive-less system. You haven't disproven my
>> point. You gave me one application on the Amiga that ran on
>> one disk. Still you'll have to deal with system disks, plain
>> and simple. On the ST, go ahead and boot with no disk. Gain
>> access to all desktop functions.
>
> Ok, here's a list of all the applications I own (which is by no means
> all the applications there are) that will run from one floppy, and
> that INCLUDES booting from it. Some of them (Imagine 2 for example)
> may require a second disk if you want to save anything large, but once
> they're up and running, the boot disk is no longer needed.

Boring...................

CD
```

4323. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 22:24:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct23.222421.18359@rmece02.upr.clu.edu>
Source record: 15105

In article <37lgc1$dht@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
|> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
|> > G MORAN (moran@bires052) wrote:
|>
|> > : really, Silica and other mail order firms are selling A1200s from 270UKP.
|> > : Whats the cheapest available Falcon you can buy?
|>
|> > 300 UKP, you got to admit that 30 quid won't make much difference to
|> > someone when buying a computer, it's still a VERY similar price.
|>
|> Silican are 300, other mail order firms are 270. The 30 quid could pay
|> for a MIDI interface if it is needed or one of the array of lovely new
|> games coming out for xmas.....
|>

Which games Gavan? I am interested...

|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4324. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 22:44:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct23.224434.42545@rmece02.upr.clu.edu>
Source record: 15106
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <383vj0$gfc@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> sinclair@ins.infonet.net wrote:
|> : So 50,000 falcon users have harddrives versus 600,000 out of an install base of
|> : a million A1200's.
|>
|> : -Peter
|>
|>
|> But look at the percentage of Falcon's with HD compared to Amiga's, you
|> state approx. 50% while I state Falcon's being approx. 100%. That is
|> what counts, not numbers, but the nature of the computer set-up users
|> own, it shows their dedication to their computer and in a way how much
|> more serious they are in its use.

Richard, sorry to jump on you now like this, and although I know
you are replying to a Peter Post (TM) ;-) what the hell having
a hardisk in a computer has to do with having a serious use for it/
dedication?

I could say: the professional 3D software of the Amiga
shows the dedication/serious use of its users?

|>
|>
|> Richard Davey
|> Falcon Owners Group (UK)
|> --
|> email here should work now!

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4325. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-23 22:45:55 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct23.224555.18394@rmece02.upr.clu.edu>
Source record: 15107
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <383vpr$gfc@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
|> : Nope. You can afford the A1200 bare bones if you don't have enough
|> : cash... what happenned with "ATARI's power without the price?" You might
|> : be amazed at how much people can't afford more than $300 US dollars (500 UK
|> : pounds?)
|>
|> Sorry I'm not one for keeping up with the exchange rate, but since when
|> has 500 UK pounds been $300 ??? For 500 UKP you could buy a very nice
|> system indeed. Anyway it's hardly the point, the A1200 bare-bones is
|> exactly that, a skeleton of something that _could_ be if only you had the
|> cash to flesh out those bones with some chunky meat (ie HD, Monitor, etc).

So? You need a monitor for the Falcon too.

You could use a wordprocessor on a bare-bones A1200 or a game.

|>
|> Richard Davey (on a metaphor overload!)
|> Falcon Owners Group (UK)
|> --
|> email here should work now!

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4326. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 00:08:50 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct24.000850.30165@rmece02.upr.clu.edu>
Source record: 15108
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38572k$10l@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
|> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
|> > sinclair@ins.infonet.net wrote:
|> > : So 50,000 falcon users have harddrives versus 600,000 out of an install base of
|> > : a million A1200's.
|>
|> > : -Peter
|>
|>
|> > But look at the percentage of Falcon's with HD compared to Amiga's, you
|> > state approx. 50% while I state Falcon's being approx. 100%. That is
|> > what counts, not numbers, but the nature of the computer set-up users
|> > own, it shows their dedication to their computer and in a way how much
|> > more serious they are in its use.
|>
|> What counts is the NUMBERS of computers with HDs. I'd say there are MORE
|> A1200s with HDs than there are Falcons - period.

Exactly... and count me in ;-)

|>
|> Thats why more and more games companies are making their games HD installable
|> on Amiga. Hired Guns springs to mind as a game that really benefits.
|>
|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4327. Re: Atari is a games machine, claims Amiga

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 08:00:26 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.782985626@bruce.cs.monash.edu.au>
Source record: 15113
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cpb1001@cl.cam.ac.uk (C.P. Brown) writes:

>In article <berndm.782025685@bruce.cs.monash.edu.au>, berndm@cs.monash.edu.au (Bernd U Meyer) writes:

>> >You didn't listen, did you? JpegAGA does NOT render it's JPEG image up in a
>> >FAST ram buffer and then cpb blit the image to CHIP RAM. It renders the jfif
>> >direct to CHIP RAM, on the fly.
>>
>> So what? Does that mean that it magically needs to write several Megs of data?
>> The answer is no; The resulting HAM8 image is still only 3/8 MB big.

>No, it means that instead of copying data all at once, in 32 bit chunks, catching
>the CHIP RAM on adjacent available cycles, you miss cycles, write less data at
>once, etc.

So let's assume it writes it out in single bits. That would be, well, three
million accesses to the low bandwidth RAM. How long would that take? About
a second? Maybe even two, if the Chiprams interface is really fucked up?
Wow, and you want to tell me that the program that took 40s to run would
be "significantly faster" if it saved those 2 seconds?!?

>> Now what else does it do that DJpeg doesn't do?

>It writes a bitmap into low bandwidth memory,

See above, maximum of two seconds....

>opens it's own screen,
>creates a message port that listens for the user clicking the right mouse
>button in the screen to abort the display,

All of these are OS functions, and taken together, will take about, well,
0.1 seconds? OK, we are up to 2.1 seconds so far.

>does significant amounts of
>chunky to planar conversion, reduces the data from 24 bits per pixel to
>18 bits per pixel, oh, and it converts the data to HAM as well.

Which is exactly what is needed to go from what we want to display to the
display itself. 17.9 seconds minimum. I call that slow!

>Now consider what this involves, take
>previous colour, if the next colour is the same, or differs by one gun, then
>modify to that colour, if not, see if it, or a colour very close to it is in
>the base palette, if neither of these hold (rare case, but it does \
>occasionally happen) then modify to a close colour. Now if you're telling

>me you can't code a routine that does that in a time that is negligible
>compared to, say, the time taken to decode the jpeg and convert your data
>to a planar format (having an 8 bit chunky screen would help on these
>occasions, but AGA doesn't have one, so...) then you'll forgive me for
>not placing a lot of store by your coding ability.

Well, let's have a look. Compare the current 18 bit pixel with the previous
one for all three guns, and check the results: about 10 instructions. Checking
it against the 64 base colours, about 8 instructions each, so 512 instructions.
Of course, this could be speeded up a bit by using a hash table, so let's
say 200 instructions. Let's further ignore the "rare" case, this leaves us
with about 210 instructions/pixel, or about 80 million instructions for the
image. Now how many real instructions can an Amiga do per second?

All this, of course, assumes that we have a fixed set of 64 base colours,
which we don't change. BAD assumption, because the image won't look good.
So what we actually have to do is find a good set of base colours first, and
then do the conversion. But how can a good set of base colours be found?
Well, one standard method is vector quantization. Slow slow slow! You got
any better ideas? How do you decide which set is "good"? Least squared error?
Least absolute error? Do you think about objective criteria at all?

It is always easy to do something "kindof" right, but really unleashing the
power that lives within HAM is a process that takes a lot of time!

>> I mean, we are talking
>> about the time it takes from knowing what we want to display (the 24 bit
>> image) to displaying it...

>No, we're talking about the time it takes to go from a highly compressed data
>format (jpeg) to a displayable image. JpegAGA does not, as I have constantly
>pointed out, and as you seem to be incapable of understanding, keep a 24 bit
>representation of the jpeg in memory. That's everything from jpeg decoding, 24-18
>bit conversion, conversion to HAM, conversion into planar data (Ever writen code
>to do that? I have.) and writing the thing to the screen. BTW, I'm sure you,
>being so knoweledgable about all of this can instantly see why it's preferable to
>do the HAM conversion BEFORE doing the c2p, it seems perfectly obvious to me.

Ah, well, it is so obvious that I can't even see how anybody could think
of doing it the other way around... Sorry, I have written all sorts of
conversion routines from and to planar before (and in 6502 assembler, too :-).

And what makes HAM a "slow" mode is that it takes a lot of time to go from
a 24 bit representation of an image to a HAM representation of the same image.
And the fact that JpegAGA takes 40 seconds to complete where decoding a
JPEG to disk only takes 20 seconds to complete stands.

What is this nonsense about "JpegAGA does not keep a 24 bit image"? Decoding
JPEGs results in 24 bit RGB values. Whether these are keot in memory until
the whole image is decoded or whether they are converted to something else
while you go along doesn't matter, you start out with a 24 bit image.

>> Actually, it wasn't me :-)
>> But I'd still say that comparing the aspect ratio of character cells
>> (which are in turn made up from many many pixels) to the aspect ratio
>> of pixels is plain stupid.

>It's the same thing when the characters use blocks of 8*8 pixels, as used to be
>the case, though, isn't it?

I would be the same. But when was the last time you saw a PC using 8x8 pixel
characters? Saying "once, in the dark ages, the same aspect ratio was used
on PCs" is a bit different from "tens of millions of people use this aspect
ratio every day to get work done"...

>> Well, I for one prefer it when a horizontal line is exactly as thick as
>> a vertical line.....

>Fine, in 1280*512 draw your vertical lines 2 pixels wide.

Then why would I use 1280*512 in the first place, instead of 640*512?

>> Are you plain stupid, or do you do this on purpose? Can you read the words
>> "thin horizontal lines"? Can you imagine what kind of contrast a thin
>> horizontal line normally has to the surrounding lines?

>Oh, sorry, at the sort of resoloutions I'm used to using, 3-4 scanlines is
>still thin.

Excuse me? First of all, horizontal lines 3 scanlines wide will still flicker
(the edges, that is).
You must also have rather poor eyesight --- to me, a 3 pixel wide horizontal
line is rather thick even on 1024x768 on a 14" screen.

>> (I normally use rather thin
>> fonts, both the font used in my xterms and the one used in emacs have
>> one pixel wide lines).

>Likewise, can't say it's a problem.
>
Well, it is for me, and it is for a lot of other people. Hey, I would
love to use interlaced mode sometimes, as it would allow me to do 1024x768
on my monitor, but I can't stand the flicker it produces.

>> very disturbing (I won't say anything about the background patterns X likes
>> to use, other than without changing those, you really learn how bad
>> interlaced displays are!).

>You keep saying this, yet you are unable to give any evidence why interlaced
>displays are 'bad'. Are you seriously saying, that at a constant rate of
>sending pixels to the screen, an interlaced display will not look better
>than a non-interlaced one? If you are, then I'm afraid I really can't
>believe that you have given this any thought at all.

When sending pixels to the screen at the same rate, interlaced will look
better, sure. But using interlaced modes normally means effective screen
refresh rates below 50Hz, which just isn't good enough for me and a lot

of other people.
Try starting gwm in mwm emulation mode one day, and have a look at the
wonderful background pattern. And then do it on an interlaced screen.

>I ask you
>though, would you rather have a 1600*1200 non-interlaced display at n Hz,
>where the whole screen gives noticible flicker, or a 1600*1200 interlaced
>display at 2n Hz, where a tiny proportion of it may have noticible flicker?

I would certainly take the interlaced one. The problem is that for me to
take *any* of the two, n would have to be larger than 60. That means that
the interlaced screen would have a vertical sync of over 120 Hz. Not many
monitors do that....

Bernie

--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4328. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 09:35:07 UTC
From: moran@bires059
Message-ID: <38fv4b$qa5@bmerha64.bnr.ca>
Source record: 15120

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
> |> Silican are 300, other mail order firms are 270. The 30 quid could pay
> |> for a MIDI interface if it is needed or one of the array of lovely new
> |> games coming out for xmas.....
> |>

> Which games Gavan? I am interested...

OK, Mortal Kombat II, Sim City 2000, Jungle Strike, UFO Enemy Unknown, FIFA Soccer, TFX, Putty Squad, Cannon Fodder II, Sensible World of Soccer, Sensible Golf, Aladdin, Jungle Book, Guardian etc....

Most of these will be AGA only or have AGA versions available. Thankfully, they are mainly HD installable now too.

I don't know how easy to get hold of they will be in the US, or if you will have to run them in PAL mode though.

BTW, Did the Jaguar ever get either of the Mortal Kombats like jag advocates were touting a few months ago. The Amiga of course has had a good port of MKI and MKII is coming out for xmas. The only thorn in the side is that theres likely to be lots of floppy loading if they don't make it HD installable. Still, better a floppy based MKII than NO game at all, eh Atari fans? ;-)

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4329. RICHARD DAVEY READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 09:40:10 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Oct24.094010.6826@dmu.ac.uk>
Source record: 15114

Hi again,

I'm still having loads of trouble with both your E-mail addresses, which is becoming a right pain in the arse. Anyway I'd be glad to get involved with FOG and the Update disk. I think I'll write to you soon (there's some demos I want). At the moment I'm working on some 3d, could be an intro for the update disk, anyway it's true colour, and will involve lots of polygons running in one frame!!! (hopefully!) It will also have a nice true colour picture in the background. Anyway enough rambling.....

Alan.

4330. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 09:48:57 UTC
From: moran@bires059
Message-ID: <38fvu9$qa5@bmerha64.bnr.ca>
Source record: 15121
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> As far as ST games, many of them are great. I thought many of
> the ST games were just as good as their Amiga counterparts
> (the Amiga sound was much better, though.)

The initial batch of 16-bit games (Dungeon Master, Starglider, Carrier Command etc) were certainly as good, if not better, on the ST (excepting sound) - reason: They were developed on the Atari and ported to Amiga.

Thankfully, these days such games are developed for the Amiga and can take advantage of it.

> I do not know what
> the last major game to be ported to the ST was. First, what
> constitutes a "major" game? Secondly, what does it matter
> how big the company that produced it is?

Probably Cannon Fodder was the last biggie.

Major usually means 'hyped' but also the sorts of games that _everyone_ wants. Major games: Doom, Mortal Kombat I&II, Sim City 2000, etc. The Amiga gets most of the majopr games, the PC gets more but IMO the Amiga does a better job of games than the PC, generally.

> My point was that there are many applications on the ST that run
> fine on a hard drive-less system. You haven't disproven my
> point. You gave me one application on the Amiga that ran on
> one disk. Still you'll have to deal with system disks, plain
> and simple. On the ST, go ahead and boot with no disk. Gain
> access to all desktop functions.

Uh, the desktop functions all relate to managing disks anyway.
So whatever way you look at it you're going to waste a lot of time with floppies.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4331. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 09:52:47 UTC
From: moran@bires059
Message-ID: <38g05f$qa5@bmerha64.bnr.ca>
Source record: 15122
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> >In the software store I used to work in, we recieved three (count 'em,
> >three) games for the ST during the whole of 1993.

> Then your store made no effort to get games. 1993- Street Fighter II,
> Transartica, Zool, and Ishar 2 to name four big ones.
> <long list deleted>

Those are four 'big games'?!

Man, they are OLD NEWS!

Try Mortal Kombat I&II, Zool II and Ishar III (256 colours)

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4332. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 09:55:08 UTC
From: moran@bires059
Message-ID: <38g09s$qa5@bmerha64.bnr.ca>
Source record: 15123
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
> |>
> |> The price of an A1200 is anything from 270 to 300UKP.

> I just wanted to comment on this:

> Both IBM and Apple have consistenltly overlooked this important
> low-end market -> the market who made it possible for me to afford
> a computer (an ATARI 600xl and later on the ATARI 130XE) with which
> I could learn to program in BASIC and later on in 6502 assembly.

> I give thanks to both C= and ATARI that they did something in this
> market, because I would have been deprived of useful tools otherwise.

> I think this market is very very important...

The proliferation of PCs and Macs means you have to spend rather a lot of
money to get a computer. Sure, you get a powerful machine for your money but
its still a lot of cash to pay. Its like the only cars you could buy were
Porsches.

The old days of home computers are going, and its the computer business thats
going to pay the price. Where are the next generations of programmers going to
come from?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4333. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 11:55:21 UTC
From: J.Herbert1@student.lut.ac.uk
Message-ID: <Cy6EG9.D5r@lut.ac.uk>
Source record: 15051
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <newcombe.885.00C8D45F@aa.csc.peachnet.edu> newcombe@aa.csc.peachnet.edu (Dan Newcombe) writes:
>In article <37uhqt$3ks@redstone.interpath.net> heavyd@mercury.interpath.net (Infinite Rider on Dogma) writes:

[snip]
>
>And I remember years ago seeing a movie called "The Mark of the Beast" where
>everyone had a mark on their hand that was used to buy food. At the
>supermarket, they would run your hand under a scanner to verify it. And we
>all know where UCP codes are used with scanners...the supermarket.
>
Read Robert Rankins "Brentford Quartet", first for a good laugh and also
because they introduce similar ideas before Micheal Howard did.

The particular book is East of Ealing. Not very funny compared to the
other three but by far the scariest.

The Armmageddon series are good books as well.

Jim
--
==
| Jim Herbert. | Southampton FC |
| J.Herbert1@student.lut.ac.uk | Rulers of the south coast |
==

4334. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 13:35:34 UTC
From: cpb1001@cam.ac.uk
Message-ID: <38gd76$be8@lyra.csx.cam.ac.uk>
Source record: 15119
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94292.100546STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Actually, Gavan, I believe that people did mention that Mint
> ran on a one drive system (am I right guys?) Besides, Geneva
> would work (only needs 512K, I think).
> Can you format a disk on the Amiga on a one drive system without
> swapping disks? (Couldn't on 1.3, this may have changed). BTW,

Yes you could, just put your workbench on the RAD: disk and boot it from there
(ok, uou need to insert the WB disk in the first place to copy it to RAD:, but
it is no-longer needed for subsequent boots.)

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4335. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 15:39:00 UTC
From: kennedy@kennedy.bridgewater.ne.hcc.com
Message-ID: <1994Oct24.153900.24642@hcc.com>
Source record: 15124
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In <Cxyv7A.8x8@novell.co.uk>, msohnius@novell.co.uk (Martin Sohnius) writes:
>There they are, civil servants of the most powerful empire there ever was
>on Earth, which has the military capability to blow the world to smitherenes,
>the political clout to get away with just about anything, the money to buy
>whomever and whatever they want (with the possible exception of the Columbian
>drug barons), and they are worried about "hostile governments" forging their
>C-notes. Honestly!

And how, pray, do _you_ account for the radical changes in Bank of
England notes not so long ago? I seem to recall that HMG said at the
time that it was due to forgeries by hostile governments.

John W. Kennedy - Hoechst Celanese - Team OS/2 - (The OS/2 Hobbit) - TIPA
IBMMAIL: USAHC29S IBMLink: NAAO3IY "Compact is becoming contract;
CompuServe: 75136,1413 Prodigy: MTMV04A Man only earns and pays."
Internet: kennedy@kennedy.bridgewater.ne.hcc.com -- Charles Williams
X.400: US Telemail Hoechst

4336. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 16:08:23 UTC
From: ceemah2@cee.hw.ac.uk
Message-ID: <Cy6q60.Ay3@cee.hw.ac.uk>
Source record: 15131
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.

In article <Cy12E0.8r6@aston.ac.uk>, purvismr@aston.ac.uk (MR PURVIS) writes:
>
> msohnius@novell.co.uk (Martin Sohnius) wrote:
>
> : There they are, civil servants of the most powerful empire there ever was
> : on Earth, ...
>
> Without wanting to be all jingoistic, and avoiding all that Rule Britannia stuff,
> wasn't the British Empire the largest and most powerful there ever was, something
> like 1/3 of the world's landmass under the rule of Whitehall?
>
> And in my opinion, if we had have crushed those cheeky colonials in the US before
> that Boston tea party thingy, we would still rule the world!
>
> All stand for God Save The Queen! :)
>
> I'm not really a nationalistic bigot, honest!

And what about Alexander the Great, and the Roman Empire?

As for The Queen, I would tell you where to stick her, but I could get hung.

Scotland For The Scots (and all that).

And I'm not really a nationalistic bbigot either :-)

Bye bye,

Martin Hay.

4337. close

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 16:29:05 UTC
From: ped$2575@altair.selu.edu
Message-ID: <1994Oct24.102905.1@altair.selu.edu>
Source record: 15132

Hey I just bought an Atari 7800. Has any one had any problems with it? And
Does anyone have any old 2600 or 7800 tapes that they want to get rid of?
Send me a list...Thanks

Joey

4338. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 17:13:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94297.131352STIRRE31@MAINE.MAINE.EDU>
Source record: 15130
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris Brown said:
.
>Yes you could, just put your workbench on the RAD: disk and boot it from there
>(ok, uou need to insert the WB disk in the first place to copy it to RAD:, but
>it is no-longer needed for subsequent boots.)
.
True, but you are using RAM just to make essential desktop functions
more accessible. You don't run into this problem with the STe.
-scott tirrell

4339. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 19:18:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94297.151821STIRRE31@MAINE.MAINE.EDU>
Source record: 15133
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

<regarding my list of "big games" on the ST>
Gavan,
They may have been old news, but I was responding to the claim
of !Productions who said that the store he worked at received
only 3 ST games in 1993. That is why they were old games.
How about Elite II, Ishar III, Robinson's Requim, Llamazap,
and a Falcon-version of Zool to name a few for this year?
Also, smaller companies are releasing games like Rock 'n'
Roll Clams, Stardust and Obsession Pinball? I also just
talked to someone from Dune, who are working on a Falcon
Wolf 3D clone.
Another point: I like Streetfighter 2 better than MK so I
really don't miss MK.
-scott tirrell

4340. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 19:23:28 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94297.152328STIRRE31@MAINE.MAINE.EDU>
Source record: 15134
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

<regarding output to RGB>
It was not the monitor, it was the 500. I was using the
exact same monitor for both and the picture on the Amiga
was blurrier. BTW, when Byte originally compared the Amiga,
ST and Mac they had the same complaint.
-scott tirrell

4341. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 19:38:06 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <38h2eu$71q@dux.dundee.ac.uk>
Source record: 15135
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Incidently you can now get F030's with a 65mb HD and 4mb RAM for
#549 ukp. Now I know that is perhaps a little more expensive than an
Amiga but you get SO MUCH MORE. You also get a system which is so EASY to
use. I know. I owned an A600 until about 6 months ago.

With the Atari you get a simply drag and drop environment, this even
extends to the AUTO boot progs and the .ACC's (hmm I dont see these on
the Amiga). You also get all you configurations available from the
control pannel via CPX's. You don't have to go through millions of
different progs. Having said that the O/S (pre-emptive) still needs
looking at but atleast this can be modified from disk, is this also
true of the Amiga?

Having said that the Amigas graphics still manage to exceed that of the
F030.

Rod

--
==
Roderick McCall 3rd Year Computing Sci. & Accounts
University of Dundee

==

4342. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 21:04:39 UTC
From: jimmer@be0851.be.ford.com
Message-ID: <38h7h7$2av@eccdb1.pms.ford.com>
Source record: 15008
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

> > Actually, Gavan, I believe that people did mention that Mint
> > ran on a one drive system (am I right guys?) Besides, Geneva
> > would work (only needs 512K, I think).
> > Can you format a disk on the Amiga on a one drive system without
> > swapping disks? (Couldn't on 1.3, this may have changed). BTW,
>
> Yes you could, just put your workbench on the RAD: disk and boot it from there
> (ok, uou need to insert the WB disk in the first place to copy it to RAD:, but
> it is no-longer needed for subsequent boots.)

Or you could simply have the copy command made resident as the computer was booting, this would negate the need to use alot of ram for a RAD workbench, and still allow the use of the format command on a one disk system without the need to swap floppies.

But if you want to get technical you have to swap floppies on either system as you need to take out the boot disk and put in the target disk on both systems. Unless the OS is in the ROM on an Atari (I plead ignorance here).

4343. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 22:49:41 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38hdm5$67l@nermal.cs.uoguelph.ca>
Source record: 15075

mece02.upr.clu.edu> <38fv4b$qa5@bmerha64.bnr.ca>
Distribution:

: BTW, Did the Jaguar ever get either of the Mortal Kombats like jag advocates
were touting a few months ago. The Amiga of course has had a good port of
MKI and MKII is coming out for xmas. The only thorn in the side is that
theres likely to be lots of floppy loading if they don't make it HD
installable. Still, better a floppy based MKII than NO game at all, eh
Atari fans? ;-)

The possiblity is still there. Williams is a Jaguar developer,
but they must wait until the end of 1994 (when another contract expires)
before they can port Mortal Combat I, II or III to any system. It's still
possible.

>> Mark <<

4344. Re: close

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 22:52:24 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38hdr8$67l@nermal.cs.uoguelph.ca>
Source record: 15079

ped$2575@altair.selu.edu wrote:
: Hey I just bought an Atari 7800. Has any one had any problems with it? And
: Does anyone have any old 2600 or 7800 tapes that they want to get rid of?
: Send me a list...Thanks

Watch the power supply on the 7800. The connections can fray
easily and the NON-STANDARD supply is hard to replace. Check
REC.GAMES.VIDEO.CLASSIC for people selling CARTRIDGES (not tapes). You
can get some wicked deals. Atari recently had a special where you could
buy any 10 games of your choice for $70. Not a bad deal.

>> Mark <<

4345. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 23:20:22 UTC
From: czar@wittenberg.edu
Message-ID: <1994Oct24.192022.1@wittenberg.edu>
Source record: 15043
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy

In article <Cy6q60.Ay3@cee.hw.ac.uk>, ceemah2@cee.hw.ac.uk (Martin A Hay) writes:
> In article <Cy12E0.8r6@aston.ac.uk>, purvismr@aston.ac.uk (MR PURVIS) writes:
>>
>> msohnius@novell.co.uk (Martin Sohnius) wrote:
>>
>> : There they are, civil servants of the most powerful empire there ever was
>> : on Earth, ...
>>
>> Without wanting to be all jingoistic, and avoiding all that Rule Britannia stuff,
>> wasn't the British Empire the largest and most powerful there ever was, something
>> like 1/3 of the world's landmass under the rule of Whitehall?
>>
>> And in my opinion, if we had have crushed those cheeky colonials in the US before
>> that Boston tea party thingy, we would still rule the world!
>>
>> All stand for God Save The Queen! :)
>>
>> I'm not really a nationalistic bigot, honest!
>
> And what about Alexander the Great, and the Roman Empire?

I got two things to say: 1) I resemble this remark, 2) Britian's dead, put a
fork in her. :)

-Scott, inviting flames!1!!!
>
> As for The Queen, I would tell you where to stick her, but I could get hung.
>
> Scotland For The Scots (and all that).
>
> And I'm not really a nationalistic bbigot either :-)
>
> Bye bye,
>
> Martin Hay.

4346. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 23:38:59 UTC
From: mentat@satelnet.org
Message-ID: <38hgij$s07@sefl.satelnet.org>
Source record: 15136
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38gngf$40n@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>G MORAN (moran@bires059) wrote:
>: No, the Atari pirates helped kill the Atari software scene LONG ago...
>
>I would of thought the Amiga piracy scene is far more developed (both
>commercially so and casually) than the Atari one ever was. And it would
>appear that it IS having a bad effect on Amiga software sales, yet people
>carry on doing it? Maybe they don't care? Who knows.

Are the Pompey Pirates still around in the ST scene? I think they are
responsible more than anyone for the downfall of the ST's game market.
They used to compress 5 or 6 games onto a disk with a fancy menu, and
last time I saw one (about 3 years ago) it was disk #74. That's a hell
of a lot of games...

(At least people like Paranoimia have the decency to only give you one
game per disk. :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4347. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-24 23:45:17 UTC
From: mentat@satelnet.org
Message-ID: <38hgue$s9e@sefl.satelnet.org>
Source record: 15037
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38gnvk$40n@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>lyra.csx.cam.ac.uk>
>Organization: Staffordshire University
>Distribution:
>
>Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
>: > Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
>: >
>: > : Why does it have the HD size indicator on the box then?
>: >
>: > Because Commodore didn't have the financial resources to print out
>: > hundreds of different style boxes I would guess.
>
>: So there is no facility for a standard harddisk, but Commodore printed an HD
>: size indicator on the box because they couldn't afford to print lots of boxes
>: with thej size of the included harddisk pre-printed on them? Is this Atari
>: logic? I find it rather curious to say the least, please do tell me more...
>
>Makes perfect sense to me, you print out a box design that has space for
>a HD size if you need it, if the machine in the box has a HD then you
>mark it as such on the disk, if not you leave the space blank. What
>can't you understand? Commodore logic.... (or lack of it?)

Now I'm REALLY confused. The 1200 has no standard hard disk, you say.
The box has a bunch of spaces for putting a tick in to indicate the size
of HD fitted. According to you, this is proof that no 1200s were sold
with a HD. To me it means that some were and some weren't. Tell me, am I
missing something here? I mean, besides the fact that 75% of the 1200
owners I know bought theirs with a HD installed, and besides the fact that
some of CBMs 1200 "bonus packs" came with one, and besides the fact that
there are more HD-equipped 1200s than there are Falcons with or without
HD, and besides a whole lot of other indications that the 1200 DID have a
standard HD option, what more proof do you want?

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4348. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 00:20:10 UTC
From: joelga@rossinc.com
Message-ID: <1994Oct25.002010.12153@rossinc.com>
Source record: 15050
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <386vpn$n6r@news.arc.nasa.gov> josco@gaia.arc.nasa.gov (Joseph Coughlan) writes:
>In article <386dvf$p4p@crl5.crl.com> mcgredo@crl.com (Donald R. McGregor) writes:
>
>>:>: will be introduced first...these are the denominations that hostile foreign
>>:>: governments prefer to duplicate.
>>:>
>>:>Now, paranoia and kidding about Bill Gates is all good fun, but this thing
>>:>is outrageous! Which "hostile foreign governments," exactly?
>>
>>Iranians.
>
>Iranians are not a government, they are a nation, a people with a long
>history of tolerance, and a rich culture. Great food too.

The current American persiophobic nation is Iraq. Numerous governments from all over the world are believed to be or have been involved in this, including Iran, Iraq, Libya, and the hidden drug governments of South America. Hey, I don't have any evidence, all I know is what I read in the paper and watch on public television. The estimate floating around is approximately one-half the US currency outside the US is forged. Makes you wonder what's holding up the world economy. Must be all those Windows sales.

--
Joel Garry joelga@amber.rossinc.com Compuserve 70661,1534
These are my opinions, not necessarily those of Ross Systems, Inc.
%DCL-W-SOFTONEDGEDONTPUSH, Software On Edge - Don't Push.
panic: ifree: freeing free inodes...

4349. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 03:14:58 UTC
From: aspect@cats.ucsc.edu
Message-ID: <38ht7i$7d4@darkstar.UCSC.EDU>
Source record: 14988

FWIW, Atari has stated oficially that they have not dropped computer production, and that profits from Jags will be spent on future computing machines. The bottom line is, if ATari tried to push only their computers or computers & Jag right now, they would fail for lack of resources. However, they can push just thje jag. I'd rather see them do something smart and have a chance of new stuff then see them valiantly charge off a cliff when they have no hope of surviving.

~Chris

4350. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 08:27:13 UTC
From: sinclair@ins.infonet.net
Message-ID: <38ifh1$q9a@insosf1.infonet.net>
Source record: 15038

In article <38ht7i$7d4@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>FWIW, Atari has stated oficially that they have not dropped computer production,
>and that profits from Jags will be spent on future computing machines. The
>bottom line is, if ATari tried to push only their computers or computers &
>Jag right now, they would fail for lack of resources. However, they can push
>just thje jag. I'd rather see them do something smart and have a chance of
>new stuff then see them valiantly charge off a cliff when they have no hope of
>surviving.

What a bunch of bull. Atari's computer line is dead.. There is no way Atari can come back into the market in a profitable way. The Jagflop has bombed, so don't expect any profits from it anytime soon. if the Tramiels had any brains, they would give up, close shop and live off the royalties from the patents..

>
> ~Chris
>
-Peter

4351. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 08:31:23 UTC
From: moran@bires059
Message-ID: <38ifor$7ju@bmerha64.bnr.ca>
Source record: 15052

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> mece02.upr.clu.edu> <38fv4b$qa5@bmerha64.bnr.ca>
> Distribution:

> : BTW, Did the Jaguar ever get either of the Mortal Kombats like jag advocates
> were touting a few months ago. The Amiga of course has had a good port of
> MKI and MKII is coming out for xmas. The only thorn in the side is that
> theres likely to be lots of floppy loading if they don't make it HD
> installable. Still, better a floppy based MKII than NO game at all, eh
> Atari fans? ;-)

> The possiblity is still there. Williams is a Jaguar developer,
> but they must wait until the end of 1994 (when another contract expires)
> before they can port Mortal Combat I, II or III to any system. It's still
> possible.

What about the rumours that the Jaguar might be used as an arcade board
for MKIII? Also, why can't Akklaim (who did the Amiga, Sega and Nintendo versions
in the UK) do a Jaguar port?

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4352. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 08:38:34 UTC
From: moran@bires059
Message-ID: <38ig6a$7ju@bmerha64.bnr.ca>
Source record: 15053
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires059) wrote:

> : Just as well he had the option of buying an A1200 then. A 4 meg/HD falcon
> : would have meant he could never have got into computing.

> Ever get the feeling you go around in circles in this group?!
> Well all he uses it for is games at the moment, chances are that won't change
> considering how hard it is to do anything creative with what the sales reps
> will tell you is a powerful system (until you've bought it of course, then
> its useless without X extra and this extra here....).

If he mainly uses it for games, whats the problem? If he wants to do
something creative then he should check out AMOS, Deluxe paint etc. All
will work extremely well, even on the unexpanded 2meg A1200 (hey, i used
them extensively on a 1 meg A500). He just has to make a boot disk with
the apps on them. Tell him to buy a second floppy if he can afford it.
A low density model costs approx 40 UKP and a High Density will be 60UKP.
If he's going to be sticking with floppies for some time then a high density
drive would be a better bet. If he sticks with a single drive, then he
should check out powerpacker to get more on his system disks.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4353. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 08:40:37 UTC
From: moran@bires059
Message-ID: <38iga5$7ju@bmerha64.bnr.ca>
Source record: 15054
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires059) wrote:
> : No, the Atari pirates helped kill the Atari software scene LONG ago...

> I would of thought the Amiga piracy scene is far more developed (both
> commercially so and casually) than the Atari one ever was. And it would
> appear that it IS having a bad effect on Amiga software sales, yet people
> carry on doing it? Maybe they don't care? Who knows.

The Atari scene was strangled from birth by piracy. Many of the first
ST owners were ex-8bit owners (XL/XE) who had become used to piracy through
the high prices of games for those machines. Even from the first days of
the ST there was a big piracy scene. Once the Amiga became dominant, the
pirates pretty much killed of the ST software scene. You could say the
same is happening now with the Amiga vs PC.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4354. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 08:45:00 UTC
From: moran@bires059
Message-ID: <38igic$7ju@bmerha64.bnr.ca>
Source record: 15055
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> Another point: I like Streetfighter 2 better than MK so I
> really don't miss MK.

The Atari port of SF2 must have been pretty amazing then. On the
Amiga the rather poor port of SF2 is left in the dust by Mortal Kombat.

Face it, for games the Falcon is a bit of a loss. Even the Acorn
Archimedes seems to get more games these days.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4355. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 08:50:54 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <38igte$h5a@btmplq.god.bel.alcatel.be>
Source record: 15039
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

```
In article <Cy176K.BCB@novell.co.uk>,
Martin Sohnius <msohnius@novell.co.uk> wrote:
>
>Seems like about half the Technical Directors of small hardware startup
>companies around here are Iranians. Do they love Unix, I wonder, or are
>they gonna use the X-windows system to better fake those greenbacks?

Nah. Calamus.

--
------------------------------------------------------------------------

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102
------------------------------------------------------------------------
```

4356. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 08:55:36 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <38ih68$h5a@btmplq.god.bel.alcatel.be>
Source record: 15040
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.

In article <Cy6q60.Ay3@cee.hw.ac.uk>, ceemah2@cee.hw.ac.uk (Martin A Hay) writes:

> As for The Queen, I would tell you where to stick her, but I could get hung.

You misspelled "hanged".

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

4357. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 09:07:52 UTC
From: cpb1001@cam.ac.uk
Message-ID: <38iht8$4s2@lyra.csx.cam.ac.uk>
Source record: 15041
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38gnmv$40n@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> !Productions (mentat@satelnet.org) wrote:
> : Tell me - you buy an app that comes on 6 disks. How does the Falcon
> : avoid disk swapping?
>
> For a start they would have HD disks at their disposal, easily formatted
> to 1.8meg with no data loss (at least I've never experienced any). Then

Is that all?

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4358. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 09:10:23 UTC
From: cpb1001@cam.ac.uk
Message-ID: <38ii1v$4s2@lyra.csx.cam.ac.uk>
Source record: 15042
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38gnvk$40n@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
erfect sense to me, you print out a box design that has space for
> a HD size if you need it, if the machine in the box has a HD then you
> mark it as such on the disk, if not you leave the space blank. What
> can't you understand? Commodore logic.... (or lack of it?)

What I can't understand is the fact that you're conviniently forgetting
about the original (incorrect) point that there is no standard provision
for a harddisk in an A1200. I ask again, why have the HD size indicator
on the box if there is no standard provision for a harddisk (and even more
importantly, why was my 80MB box ticked?)

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4359. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 09:10:27 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <38ii23$h5a@btmplq.god.bel.alcatel.be>
Source record: 15047
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <1994Oct25.002010.12153@rossinc.com>, joelga@rossinc.com (Joel Garry) writes:
In article <386vpn$n6r@news.arc.nasa.gov> josco@gaia.arc.nasa.gov (Joseph Coughlan) writes:
> Hey, I don't have any evidence, all I know is what I
> read in the paper and watch on public television.

No comment :)

> The estimate floating
> around is approximately one-half the US currency outside the US is
> forged. Makes you wonder what's holding up the world economy.
> Must be all those Windows sales.

It would be interesting to know how this estimate was arrived at.
Does anyone even have an idea of how much US currency (notes and coin)
is in circulation outside the US? How would one-half of that relate
to, say, the US monthly trade deficit? How is the US economy affected
by this unplanned expansion of the money supply (M0)?

We could go on to discuss the effect on the USD of the existence of
various kinds of "phantom" dollars: Eurodollars, Petrodollars, and
all sorts of commodity and business-to-business trading which is de-
nominated in USD but settled in something else (if at all). (Like my
purchase of an ATW-800 from a Swede for a price agreed in USD and
paid in a hodgepodge of european currencies ;>).

But then this *is* supposed to be comp.sys.atari.advocacy...

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

4360. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 09:14:30 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <38ii9m$h5a@btmplq.god.bel.alcatel.be>
Source record: 15048
Cross-posted to: comp.sys.next.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.unix.advocacy

In article <5ZRH3ZKJnrB@black.schulung.netuse.de>, kris@black.schulung.netuse.de (=?ISO-8859-1?Q?Kristian_K=F6hntopp?=) writes:

> Well, at least they are very satisfied with TCP/IP. The
> protocol performed excellent even under severe connectivity
> restrictions and with a physically damaged network, I have been
> told.

I think Kristian refers to Iraq here, not Iran.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

4361. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 09:16:45 UTC
From: cpb1001@cam.ac.uk
Message-ID: <38iidt$4s2@lyra.csx.cam.ac.uk>
Source record: 15044
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38h2eu$71q@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> Incidently you can now get F030's with a 65mb HD and 4mb RAM for
> #549 ukp. Now I know that is perhaps a little more expensive than an
> Amiga but you get SO MUCH MORE. You also get a system which is so EASY to
> use. I know. I owned an A600 until about 6 months ago.
>
> With the Atari you get a simply drag and drop environment, this even
> extends to the AUTO boot progs and the .ACC's (hmm I dont see these on

Please explain, what is an ACC?

> the Amiga). You also get all you configurations available from the
> control pannel via CPX's. You don't have to go through millions of
> different progs. Having said that the O/S (pre-emptive) still needs
> looking at but atleast this can be modified from disk, is this also
> true of the Amiga?

Very much so. AmigaDOS is one of the most configurable and customisable in
existance.

> Having said that the Amigas graphics still manage to exceed that of the
> F030.

Agreed.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4362. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 09:17:14 UTC
From: cpb1001@cam.ac.uk
Message-ID: <38iieq$4s2@lyra.csx.cam.ac.uk>
Source record: 15045
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94297.131352STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Chris Brown said:
> .
> >Yes you could, just put your workbench on the RAD: disk and boot it from there
> >(ok, uou need to insert the WB disk in the first place to copy it to RAD:, but
> >it is no-longer needed for subsequent boots.)
> .
> True, but you are using RAM just to make essential desktop functions
> more accessible. You don't run into this problem with the STe.
> -scott tirrell

Nor do you run into it on a CBM PET. What's your point?

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4363. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 09:18:02 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <38iiga$h5a@btmplq.god.bel.alcatel.be>
Source record: 15049
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <1994Oct25.002010.12153@rossinc.com>, joelga@rossinc.com (Joel Garry) writes:
In article <386vpn$n6r@news.arc.nasa.gov> josco@gaia.arc.nasa.gov (Joseph Coughlan) writes:

> The current American persiophobic nation is Iraq.

Can someone explain "persiophobic" to me? It's not in my dictionary.
(Will swap for persiflage and persimmon).

If it means they don't like Persians then well, that's true, those two never did get on. Something to do with Arabs and Aryans, I believe.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

4364. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 09:28:49 UTC
From: m93kma@agena.tdb.uu.se
Message-ID: <38ij4h$v22@columba.udac.uu.se>
Source record: 15046
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
: In article <38h2eu$71q@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: > Incidently you can now get F030's with a 65mb HD and 4mb RAM for
: > #549 ukp. Now I know that is perhaps a little more expensive than an
: > Amiga but you get SO MUCH MORE. You also get a system which is so EASY to
: > use. I know. I owned an A600 until about 6 months ago.

Rod: I won't blame you for thinking that an A600 is dull.

: >
: > With the Atari you get a simply drag and drop environment, this even
: > extends to the AUTO boot progs and the .ACC's (hmm I dont see these on

: Please explain, what is an ACC?

An .ACC is an accessory, which is a small program that lies resident in
memory and can be activated from the menu bar. This is much the same
mentality as the Commodities on the Amiga (yes, the Amiga has it, too!).
On the Ataris, you'll have to autostart all accessories before the desktop
starts up, or they will not appear on the menu. On the Amiga, you can
load Commodities anytime you like. Also, you can quit them if you don't
need them anymore.

/Kristofer

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-
753 14 Uppsala | proof' system screw up completely
Phone: 018-51 73 06 | almost makes it worthwhile." /Kris
E-Mail: m93kma@student.tdb.uu.se |

4365. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 10:48:29 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38inpt$6no@bs33n.staffs.ac.uk>
Source record: 15056

```
sinclair@ins.infonet.net wrote:
: Well i was browsing through the November AmigaWorld. i came upon this
:Canadian mailorder that sells everything Amigas. I thought my eyes were
:decieving me when i saw prices on Amiga systems.. A4000/030 with 200 meg
:harddisks selling for $1999. This is a machine with a brain dead 030 at
:25 mh and did not include a monitor.
:
:The 040 version with a 340 meg hd was selling for $2999. You can get a
:Performa 630 system with monitor, Keyboard, modem/fax, cdrom drive, 8
:megs of
:ram, 250 meg harrdrive and tons of software including cdrom ones for
:$1800. I hope the new amiga owners come to their senses.

: -Peter
```

$1999, that's about £1000 UK pounds? I consider that quite reasonable for an Amiga of that power, especially if the buyer was upgrading and had a lot of software he/she didn't want to sling out or have to pay to replace. Besides you'd have to be a bit sad to want to buy a Mac anyway in preference to a Amiga A4000.

```
Richard Davey
Atari Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com
```

4366. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 10:50:06 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38insu$6no@bs33n.staffs.ac.uk>
Source record: 15057

G MORAN (moran@bires059) wrote:
: BTW, the figures for ST software sales were LESS THAN those for the c-64.

: gavan

It's not quantity, it's quality. And we have quality in abundance in the
software we buy.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

4367. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 10:53:21 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38io31$6no@bs33n.staffs.ac.uk>
Source record: 15058
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
!Productions (mentat@satelnet.org) wrote:
: My point exactly. However, Requiem has been whining that his friend has
: a 1200 and no HD and FCII is a pain to use... It's your fellow Atari
: users that need this explained to them, I think.

Yes but FCII doesn't come on 6 disks does it? Which makes the whole
situation even more stupid. I mean why on earth does FCII have its
program icon on a disk different to th actual program? That's Commodore
for you.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com
```

4368. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 11:03:07 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38iolb$6no@bs33n.staffs.ac.uk>
Source record: 15059
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

.dundee.ac.uk>:
Organization: Staffordshire University
Distribution:

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Incidently you can now get F030's with a 65mb HD and 4mb RAM for
: #549 ukp. Now I know that is perhaps a little more expensive than an
: Amiga but you get SO MUCH MORE. You also get a system which is so EASY to
: use. I know. I owned an A600 until about 6 months ago.

: Rod

Welcome to the Falcon owning clan Rod, a fine purchase. I would
recommend you get a copy of Digital Tracker (the new version) or even
MegaTracker, both can have up to _32_ channels of 50kHz DSP replayed
modules, they can handle S3M (ScreamTracker), MTM (MultiTracker) and all
known ProTracker/NoiseTracker/Soundtracker formats. Something I doubt
the Amiga could ever dream of. The sound of a 20 channel S3M is heaven
to my ears, especially considering it hardly even makes the Falcon sweat
to make music like this. I was impressed, I think anyone would be.
The price? Free of course, unless you are so amazed you decide to
purchase the commercial versions.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

4369. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 11:04:12 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38ionc$6no@bs33n.staffs.ac.uk>
Source record: 15060
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
: In article <38gnmv$40n@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
: > For a start they would have HD disks at their disposal, easily formatted
: > to 1.8meg with no data loss (at least I've never experienced any). Then

: Is that all?

It's a meg more than you.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

4370. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 11:06:39 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38iorv$6no@bs33n.staffs.ac.uk>
Source record: 15061
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
: What I can't understand is the fact that you're conviniently forgetting
: about the original (incorrect) point that there is no standard provision
: for a harddisk in an A1200. I ask again, why have the HD size indicator
: on the box if there is no standard provision for a harddisk (and even more
: importantly, why was my 80MB box ticked?)

Standard 'provision'. I never said there wasn't - try reading my post
carefully in future seeing how syntax is so vitally important in this
group. Of course there is provision, anyone knows that. I was saying
that the A1200 didn't come with a HD as standard, not that there wasn't a
slot to put the damn thing in.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

4371. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 11:09:56 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38ip24$6no@bs33n.staffs.ac.uk>
Source record: 15062
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

.dundee.ac.uk> <38iidt$4s2@lyra.csx.cam.ac.uk>:
Organization: Staffordshire University
Distribution:

Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
: In article <38h2eu$71q@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: > With the Atari you get a simply drag and drop environment, this even
: > extends to the AUTO boot progs and the .ACC's (hmm I dont see these on

: Please explain, what is an ACC?

ACC is a desktop accessory. You can have loads of the little buggers all
available from your DESK menu on the Desktop and usually available from
within ANY Gem program that has facility to access them (not hard). They
range from disk copiers (such as Kobold) to Virus Killers (UVK) and even
silly little desktop hacks like 'mites' which eat away your work area.
ACCs are very versatile little things and having lots of them loaded
means you have a lot quicker access to those important programs you
require. Oh and most of them will Multitask perfectly.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

4372. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 11:15:05 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38ipbp$6no@bs33n.staffs.ac.uk>
Source record: 15063

G MORAN (moran@bires059) wrote:
: Lightwave, Imagine, Real 3d ....

I remember seeing an advert is last months WiRED magazine for a new 3D rendering package called Vertigo. Nothing unusual there but the advert had its main line as reading 'Now is the time to move up from your Amiga'. You say Atari lost out to the Mac in the MIDI market, maybe this is the equivalent for the Commodore.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

4373. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 11:20:23 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38ipln$6no@bs33n.staffs.ac.uk>
Source record: 15064

sinclair@ins.infonet.net wrote:
: Scott, Yes I know what I am talking about. This is the Jags second Christmas
: and will do poorly. Atari has lowered sales estimates of the Jagflop twice in
: recent months from 500,000 to 200,000. Not a very promising start. People are

From 300,000 to 200,000 actually.
Atari has also had a large cash infusion (some $90 million) from Sega
which including game rights and ports, plus has signed up a deal with
Williams to produce more 64-bit versions of the hit Williams games. Also
Jeff Minter (soon to be flying to Sunny California) is working on
Defender 2000 - another sure fire hit for the Jag. I'd call that a very
promising start.

: still flocking to Nintendos and Segas current offerings and when those two
: firms come out with new consoles, the jagflop will be further pushed aside.

Project Reality (or Ultra 64) or whatever it is called. I don't see this
appearing for heck of a while yet. Sega has released their Genesis
add-on thingy, but they have an extremely limited production run on this
and the games available for it will be far and few - its just a money
spinner for them. Jag has the top slot this Christmas and I guess for
the most of 1995.

Richard Davey
--
email here should work now!
or: requiem@armory.com

4374. What's the point of this group?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 11:31:45 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38iqb1$6r1@bs33n.staffs.ac.uk>
Source record: 15065

Why on earth does anyone bother reading and wasting their time actually posting and replying to the stuff that gets put in this group? I mean some people actually _pay_ for their online time and they spend it in here, seems very bizarre to me.

All that ever happens is we go around in circles (with the occasional Sinflop comment making us either cry in laughter or dispair). Nothing ever gets achieved here, its not a group for the 'better of Atari' or indeed Amiga. It's just a slagging ground where computer bods who think their machine is silicon heaven get a chance to try their best to prove others like them wrong. Doesn't this strike anyone as being a little strange? I don't know, maybe its theraputic somehow? Take all your agression out on a Sinflop post instead of your wife/kids/workmates? who knows! I guess at the least it keeps this kind of stuff out of the serious groups, it just seems ironic that you can sometimes get more traffic in such a nonsense group as this than you can in comp.sys.atari.tech!

What's worse is that I fall hook line and sinker for it all.
Time to re-evaluate my priorities I think.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

4375. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 13:46:06 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38j26u$rlg@nermal.cs.uoguelph.ca>
Source record: 15078

Sinclap,

: What a bunch of bull. Atari's computer line is dead.. There is no way Atari
: can come back into the market in a profitable way. The Jagflop has bombed, so
don't expect any profits from it anytime soon. if the Tramiels had any brains,
: they would give up, close shop and live off the royalties from the patents..

I thought your Mac had swallowed you up! Anyway ... the JagUAR
(not FLOP, as you so affectionately term it), has not FLOPPED yet. It
hasn't even been widely available for a year. Remember something: The
Genesis, the NES, the 2600 all got off to slow starts and didn't do well
in their first year. There is still hope for the Jaguar: Look at the 3DO
... it's beginning to take off, after numerous changes. Sorry Pete, but
Nostradamous you ain't!

>> Mark <<

4376. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 14:12:55 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Oct25.141255.10929@unix.brighton.ac.uk>
Source record: 14998

Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote -
:In article <94292.100546STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
:> Actually, Gavan, I believe that people did mention that Mint
:> ran on a one drive system (am I right guys?) Besides, Geneva
:> would work (only needs 512K, I think).
:> Can you format a disk on the Amiga on a one drive system without
:> swapping disks? (Couldn't on 1.3, this may have changed). BTW,

:Yes you could, just put your workbench on the RAD: disk and boot it from there
:(ok, uou need to insert the WB disk in the first place to copy it to RAD:, but
:it is no-longer needed for subsequent boots.)

:--
: // Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
: \\ // Cambridge University Computer Society discounts officer
: \X/ Oxymoron of the year 1994 - Power Macintosh.

It's a lot of messing about don't you think? On the Atari don't you just
select the drive and exec the format command? Seems a lot easier to me.

When an A600 friend of mine asked me to install a printer driver on
workbench, it was awful. They only had one drive and no RAMdisk, all I
kept getting was "Plase insert workbench disk...".

It seems a bit silly that you _must_ have a RAMdisk in order to use a
basic Amiga setup.
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

4377. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 14:28:19 UTC
From: moran@bires059
Message-ID: <38j4m3$id7@bmerha64.bnr.ca>
Source record: 15067

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> spinner for them. Jag has the top slot this Christmas and I guess for
> the most of 1995.

Thats what jaguar advocates said LAST Christmas. It didn't happen
then and it won't happen now.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4378. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 14:30:17 UTC
From: moran@bires059
Message-ID: <38j4pp$id7@bmerha64.bnr.ca>
Source record: 15066
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
> : In article <38gnmv$40n@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
> : > For a start they would have HD disks at their disposal, easily formatted
> : > to 1.8meg with no data loss (at least I've never experienced any). Then

> : Is that all?

> It's a meg more than you.

The Amigas extra meg is rather more useful - it has a 2 meg lowest
RAM config model whereas the Falcons lowest RAM config is 1 meg.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4379. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 14:32:07 UTC
From: moran@bires059
Message-ID: <38j4t7$id7@bmerha64.bnr.ca>
Source record: 15068
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> Standard 'provision'. I never said there wasn't - try reading my post
> carefully in future seeing how syntax is so vitally important in this
> group. Of course there is provision, anyone knows that. I was saying
> that the A1200 didn't come with a HD as standard, not that there wasn't a
> slot to put the damn thing in.

Many reatilers sell A1200s with HDs of varying sizes installed. Some
claim that their HD upgrade is 'Commodore Approved'. Basically, if you
mean standard as in 'every machine has one' then as I have pointed out,
only the Mac has HDs as standard.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4380. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 15:23:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94298.112300STIRRE31@MAINE.MAINE.EDU>
Source record: 15069
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris Brown said:
>Nor do you run into it on a CBM PET. What's your point?
My point is that you should not have to set up a RAMdisk wasting
RAM to make essential desktop options more accessible. Would you
not agree that it is better to have all the options of the desktop
ailable without the need for RAMdisks or floppy disks?
-scott tirrell

4381. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 15:28:29 UTC
From: moran@bires059
Message-ID: <38j86t$k4q@bmerha64.bnr.ca>
Source record: 15070
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> .dundee.ac.uk> <38iidt$4s2@lyra.csx.cam.ac.uk>:
> Organization: Staffordshire University
> Distribution:

> Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
> : In article <38h2eu$71q@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall)
writes:
> : > With the Atari you get a simply drag and drop environment, this even
> : > extends to the AUTO boot progs and the .ACC's (hmm I dont see these on

> : Please explain, what is an ACC?

> ACC is a desktop accessory. You can have loads of the little buggers all

ie A throwback to the days before the Atari had a multitasking OS.
Actually, the majority of Ataris out there must still surely have the
old single-tasking TOS?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4382. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 16:09:31 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94298.120932STIRRE31@MAINE.MAINE.EDU>
Source record: 15072
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

<Regarding accessories on the Atari>
Accessories can be loaded and unloaded with MultiTOS. Those not
using MultiTOS can use an accessory called The Chameleon which
will keep a slot in the menu for the loading and unloading of
accessories. Hope this clears things up.
-scott tirrell

4383. Access via Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 16:53:24 UTC
From: Bernard Johnson <burny@u.washington.edu>
Message-ID: <Pine.A32.3.91a.941025094819.23012B-100000@homer09.u.washington.edu>
Source record: 15071

Hello. I have an Atari 500 which i would like to be able to go online with. What is a fairly decent terminal program to use? I want to set this up for my daughters to use, so i don't want anything too cumbersome. (they are 11 and 13 and havnt had a LOT of computer experience).

I appreciate any info, also if there are any ideas on a particular modem..I'd prefer a used (2400b or over) but am flexible. Thanks

Burny

4384. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 17:46:01 UTC
From: jweiss@casbah.acns.nwu.edu
Message-ID: <38jg8p$mcv@news.acns.nwu.edu>
Source record: 15074
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.

In article <Cy12E0.8r6@aston.ac.uk>, MR PURVIS <purvismr@aston.ac.uk> wrote:
>
>
>And in my opinion, if we had have crushed those cheeky colonials in the US before
>that Boston tea party thingy, we would still rule the world!
>
>All stand for God Save The Queen! :)
>

Try "God save the Royal Family" instead.
--
Jerry S. Weiss
j-weiss@nwu.edu
Dept. Medicine, Northwestern Univ. Medical School, Chicago, Illinois
%SYSTEM-S-PHALOKTARG, Phasers Locked on Target, Ready to Fire

4385. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 17:49:39 UTC
From: mentat@satelnet.org
Message-ID: <38jgfj$4rv@sefl.satelnet.org>
Source record: 15073
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38iidt$4s2@lyra.csx.cam.ac.uk>,
Chris Brown) (Chris Brown <cpb1001@cam.ac.uk> wrote:
>In article <38h2eu$71q@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>> Incidently you can now get F030's with a 65mb HD and 4mb RAM for
>> #549 ukp. Now I know that is perhaps a little more expensive than an
>> Amiga but you get SO MUCH MORE. You also get a system which is so EASY to
>> use. I know. I owned an A600 until about 6 months ago.
>>
>> With the Atari you get a simply drag and drop environment, this even
>> extends to the AUTO boot progs and the .ACC's (hmm I dont see these on
>
>Please explain, what is an ACC?

If I remember correctly, it's an "accessory", much the same as a
commodity, only less powerful. (Actually, it's closer to a program that
attatches itself to the "Tools" menu.) (The fact that it's called an .ACC
leads me to believe the Falcon is still crippled with the 8+3 filenames,
too.)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4386. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 18:32:09 UTC
From: sinclair@ins.infonet.net
Message-ID: <38jiv9$ohe@insosf1.infonet.net>
Source record: 15076

In article <38inpt$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>sinclair@ins.infonet.net wrote:
>: Well i was browsing through the November AmigaWorld. i came upon this
>:Canadian mailorder that sells everything Amigas. I thought my eyes were
>:decieving me when i saw prices on Amiga systems.. A4000/030 with 200 meg
>:harddisks selling for $1999. This is a machine with a brain dead 030 at
>:25 mh and did not include a monitor.
>:
>:The 040 version with a 340 meg hd was selling for $2999. You can get a
>:Performa 630 system with monitor, Keyboard, modem/fax, cdrom drive, 8
>:megs of
>:ram, 250 meg harrdrive and tons of software including cdrom ones for
>:$1800. I hope the new amiga owners come to their senses.
>
>: -Peter
>
>$1999, that's about £1000 UK pounds? I consider that quite reasonable
>for an Amiga of that power, especially if the buyer was upgrading and had
>a lot of software he/she didn't want to sling out or have to pay to replace.
>Besides you'd have to be a bit sad to want to buy a Mac anyway in
>preference to a Amiga A4000.
>

The $1999 price is for an 030 A4000. For $1199, A Quadra 630 with a 33MHZ. 040 can be had. I would think its sad to over pay for hardware that is no longer made and supported like the Amiga and falcon which sufferers software that is standard crap..

>
>Richard Davey
>Atari Falcon Owners Group (UK)
>--
>email here should work now!
>or: requiem@armory.com

-Peter
-Oxymoron of 1994: $3000 AMIGA 4000 AND FALCON

4387. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 18:39:21 UTC
From: sinclair@ins.infonet.net
Message-ID: <38jjcp$ohe@insosf1.infonet.net>
Source record: 15077

In article <38ipln$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>sinclair@ins.infonet.net wrote:
>: Scott, Yes I know what I am talking about. This is the Jags second Christmas
>: and will do poorly. Atari has lowered sales estimates of the Jagflop twice in
>: recent months from 500,000 to 200,000. Not a very promising start. People are
>
>From 300,000 to 200,000 actually.
>Atari has also had a large cash infusion (some $90 million) from Sega
>which including game rights and ports, plus has signed up a deal with
>Williams to produce more 64-bit versions of the hit Williams games. Also
>Jeff Minter (soon to be flying to Sunny California) is working on
>Defender 2000 - another sure fire hit for the Jag. I'd call that a very
>promising start.

Early in 1994, Atari lowered their estimate of 500,000 to 300,000 units. Now
its 200,000. I doubt that they will sell that many too.
>
>: still flocking to Nintendos and Segas current offerings and when those two
>: firms come out with new consoles, the jagflop will be further pushed aside.
>
>Project Reality (or Ultra 64) or whatever it is called. I don't see this
>appearing for heck of a while yet. Sega has released their Genesis
>add-on thingy, but they have an extremely limited production run on this
>and the games available for it will be far and few - its just a money
>spinner for them. Jag has the top slot this Christmas and I guess for
>the most of 1995.

Not with 200,000 in projected sales. It will be Segas and Nintendos current
offering that will have the top spots this Chrismas. Both will sell millions
of consoles each this Christmas.

>Richard Davey
>--
>email here should work now!
>or: requiem@armory.com

-Peter
-Oxymoron of 1994: $3000 AMIGA 4000 AND FALCON

4388. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 18:40:18 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38jjei$98s@nermal.cs.uoguelph.ca>
Source record: 15085

Gaven,

: What about the rumours that the Jaguar might be used as an arcade board
: for MKIII? Also, why can't Akklaim (who did the Amiga, Sega and Nintendo versions
: in the UK) do a Jaguar port?

It's no secret that Acclaim is rather anti-Atari and they aren't
a liscencee. However, their liscence to the MK games runs out at the end
of the year and then Williams is in control of all MK games. I haven't
heard about the Jag board being used in MKIII, but TWI has an agreement
to use Jaguar technology in the arcades.

>> Mark <<

4389. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 19:54:51 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94298.155452STIRRE31@MAINE.MAINE.EDU>
Source record: 15080
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

<Regarding Gavan's comments about ACC and single-tasking>
Yep, the accessory was a way to get around single-tasking.
Even with multitasking, though, they have advantages such
not having to go to the desktop, find the program that you
want, open it, quit it after, etc. It is much easier to
just drop the menu, click on the accessory and close the
window when done, IMO.
Also, some people don't need multitasking. I normally do not
use it because I find that I do not need it. However, I
will say that multitasking is much nicer on the Amiga than
the ST (this might change with Magix!, however).
-scott tirrell

4390. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 22:06:01 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct25.220601.7361@rmece02.upr.clu.edu>
Source record: 15081

In article <382hqd$ip1@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
|> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
|>
|> > And its only a matter of time before the Amiga starts loosing those
|> > titles too. Just take a look at the intro to the Alien Breed 2 Towers
|> > game (on a recent cover disk) - they actually state in big letters that
|> > 'The Amiga is not Dead, help it live...' etc.. etc.. All I ask you is
|> > why? Your post makes it sound like you have nothing in the world to
|> > worry about, and yet here is Team 17 themselves trying to stop people
|> > panicing... explanation anyone?
|>
|> So? Nothing lasts forever. One day the PC won't have software for it anymore
|> either. Right NOW there is plenty of good software and there will be software
|> for the next year or so. The falcon right now is in the situation that the Amiga
|> will be in in a couple of years.

Right. The Falcon practically doesn't even have the software
developers.

It is now practically 100% sure that the Amiga will continue
to be manufactured... the question is when, by who, new price
and the new direction the new company will take.

I'll expect re-manufacturing by Feb 1995, but that's just
my speculation.

|>
|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4391. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 22:18:41 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct25.221841.34201@rmece02.upr.clu.edu>
Source record: 15082

In article <382hst$ip1@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
|> STIRRE31@MAINE.MAINE.EDU wrote:
|> > If you want raytracing software why not just flip through the
|> > Toad Computer catalog, Raist? Raystart is $60.00. You can
|> > also get POV on the Net. As far as rendering and image
|> > manipulation you can try Studio Photo, True Image, Chronos 3D,
|> > Phoenix 2, DA's Picture and DA's Photo to name a few. Now,
|> > what was your argument, Raist?

My argument? You are mentioning POV-RAY? DOn't make me laugh
please. Pov-ray not only is on the Amiga too anyway, but that's
not what I would consider a top-notch raytracing applicaiont.

And what does raystart do? Just 3d pictures? At least
reflections?

Just because you got a raytracer doesn't mean is a good one...

Let's see:

(and let's pick on raystart, since it is the commercial one):

* Keyframing support?

* paths for objects? (for animation)

* Any animation at all? (maybe raystart is for still pretty
pictures)

* glass? Refraction?

* 3D morphing?

OK, so much for the *BASIC* FEATURES, now let's go to the
real-kick butt features:

* simulation of forces (radial, gravity wind?)
* collision detection (throw a ball through a brickwall and
it explodes AUTOMATICALLY)
* Fog, atmospheric effects?
* Procedural mathemathical mapping?
* Inverse kinematics?
* Keyframe motion graphs? (envelopes in Lightwave)
* Gases?
* Point, Line and Spotlights with % of fading at the edges?
* Boolean operations using constructive solid geometry.. AND
ANIMATED boolean operations?
* AREXX support (for programming the 3D application)

* formula/path animation for animating real-world science objects
like an electron in an orbital in the Helium atom
* 3D spline meshes?
* Skeletons
* Bumpmapping, Reflection Mapping, Trasnparency mapping?

The above features except for automatic gases and keyframe
motion graphis are for REAL 3D *ALONE*. There are even more
I won't list, and LIghtWave, Imagine and Aladding 4D are as competent
in other interesting areas.

So how raystart measures up or is it "only second rate"?

BTW, LightWave is bein used heavily in the U.S> for producing
TV series and even for some graphics in some movies.

How about the processing programs? A list of features would
be nice, but let's say:

Do they have a macro language like those on the Amiga?
All of them in the Amiga (ImageFX, ADPro and ImageMaster) support
the Amiga AREXX.

And ArtDeparment professional has been used extensively in the
video market in the US. Image F/X also has quite a user base
and Time Warner uses it for color correction of some cartoons they
are doing.

So that's my argument. Please by all means illustrate me, if
the software you listed is better. We can compare features.
Who knows, maybe the software you listed is better (he he , doubt it).

BTW, the software I listed above is commercial, not PD or shareware.
There's also quite a bit of shareware software in those areas
for the Amiga too... let me know if you are interested ;-)

|>
|> Lightwave, Imagine, Real 3d ....

Well, Gavan, I hope you are not bothered that I expanded on your
list ;-)

|>
|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4392. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 22:43:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38k1lk$hb8@nermal.cs.uoguelph.ca>
Source record: 14993

Gavan,

: Thats what jaguar advocates said LAST Christmas. It didn't happen
: then and it won't happen now.

Some Jaguar advocates tend to misinterpret facts. Atari
themselves said that only a few Jaguars would be released in test markets
and that's what happened. A full scale launch didn't happen, and Atari
NEVER did anything to suggest otherwise. BTW: Since the announcement of
Aliens VS. Predator, Jaguar sales in my area have picked up.

>> Mark <<

4393. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 23:27:16 UTC
From: cpb1001@cam.ac.uk
Message-ID: <38k48k$ofu@lyra.csx.cam.ac.uk>
Source record: 15083
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94297.095346STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Jani,
>One the Atari line of computers, the OS is in ROM. Therefore,
>one does not need a system disk. An advantage to those with
>a single drive system.

Allow me to introduce you to my PET and ZX81 one day...
--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4394. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-25 23:29:48 UTC
From: cpb1001@cam.ac.uk
Message-ID: <38k4dc$og7@lyra.csx.cam.ac.uk>
Source record: 15084
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38ionc$6no@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
>: In article <38gnmv$40n@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
>: > For a start they would have HD disks at their disposal, easily formatted
>: > to 1.8meg with no data loss (at least I've never experienced any). Then
>
>: Is that all?
>
>It's a meg more than you.

Bzzt, wrong! It's 0.8 meg more than me personally. However, all those with
HD drives (All A4000's and many newer A1200's) can format a standard HD disk
to 1.96 megabytes (sectored).

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4395. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 02:05:23 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38kdh3$nlm@nermal.cs.uoguelph.ca>
Source record: 14994

: Not with 200,000 in projected sales. It will be Segas and Nintendos current
: offering that will have the top spots this Chrismas. Both will sell millions
: of consoles each this Christmas.

I doubt it. 16-bit Sales are really on the decline. The higher
priced 3DO is actually outselling the Genesis and SNES in many areas.
Gamers are making the transition, knowing that Nintendo and Sega are
ready to move on.

>> Mark <<

4396. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 02:23:56 UTC
From: mentat@satelnet.org
Message-ID: <38kejs$pud@sefl.satelnet.org>
Source record: 15086
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94298.155452STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
><Regarding Gavan's comments about ACC and single-tasking>
>Yep, the accessory was a way to get around single-tasking.
>Even with multitasking, though, they have advantages such
>not having to go to the desktop, find the program that you
>want, open it, quit it after, etc. It is much easier to
>just drop the menu, click on the accessory and close the
>window when done, IMO.

Commodities are memory resident, appear at the press of a hotkey, and can be added or removed at any time. The calculator, for example. Say I'm using a WP, and I need to perform a quick sum. On the ST, I select the Calc .APP from the menu. All well and good, but I have to close it before I can enter the results into the WP, and then open it again if I need to do any more. On my Amiga, I hit L-Alt + C, and one pops up on the current screen, and I can leave it there until I'm done, and then hit L-Alt + C or click on the close gadget to get rid of it.

>Also, some people don't need multitasking. I normally do not
>use it because I find that I do not need it. However, I
>will say that multitasking is much nicer on the Amiga than
>the ST (this might change with Magix!, however).

You may not think you need multitasking, but once you've used it for any length of time you'll wonder how you ever managed without it.

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4397. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 03:38:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94298.233800STIRRE31@MAINE.MAINE.EDU>
Source record: 14992

<regarding discussions of video/raytracing software>
Raist,
Your original argument was that you could say that the availibility of professional video software for the Amiga proved the seriousness of the user base. By this I had thought that you were implying that there were hardly any raytracing/ imaging packages for the Atari. I did not know you were going to get into the argument about which has the _better_ software in this arena.
First, let me say that since I don't need these packages I don't know of their features. However, let me point out that I menitoned a $60 package. The packages you listed were much more expensive (judging from Amiga World). So, yes, Raystart probably _is_ second rate compared to your programs.
I still believe that I refuted your argument- you cannot say that there is a more serious Amiga user base because you have professional image software because the Atari market has professional image software itself. What do you think that the Medusa is for?
I'll have to leave a feature comparison to someone more knowledgable (sorry). You should have argued for the Toaster- I'd have to have given you that one ;-).
-scott tirrell

4398. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 06:50:54 UTC
From: sinclair@ins.infonet.net
Message-ID: <38ku8e$k8@insosf1.infonet.net>
Source record: 14987

In article <38j26u$rlg@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Sinclap,
>
>: What a bunch of bull. Atari's computer line is dead.. There is no way Atari
>: can come back into the market in a profitable way. The Jagflop has bombed, so
>don't expect any profits from it anytime soon. if the Tramiels had any brains,
>: they would give up, close shop and live off the royalties from the patents..
>
> I thought your Mac had swallowed you up! Anyway ... the JagUAR
>(not FLOP, as you so affectionately term it), has not FLOPPED yet. It
>hasn't even been widely available for a year. Remember something: The
>Genesis, the NES, the 2600 all got off to slow starts and didn't do well
>in their first year. There is still hope for the Jaguar: Look at the 3DO
>.... it's beginning to take off, after numerous changes. Sorry Pete, but
>Nostradamous you ain't!

Again, the Jagflop has bombed and has been out for a year. It's the same excuses I have heard during the ST era.

Your right both Sega and nintendo got off to a slow start. Instead of selling seven million units in the first year, five million were sold.
>

-Peter
-Oxymoron of 1994: The $3000 Amiga 4000 and Falcon

> >> Mark <<
>

4399. POV RAY was Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 09:01:58 UTC
From: moran@bires059
Message-ID: <38l5u6$c93@bmerha64.bnr.ca>
Source record: 14989

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
>
> My argument? You are mentioning POV-RAY? DOn't make me laugh
> please. Pov-ray not only is on the Amiga too anyway, but that's
> not what I would consider a top-notch raytracing applicaiont.

Actually POV-RAY is potentially very powerful but let down by
its lack of GUI.

As you say, its on the Amiga too, but the 'best' place to
do POV work is on the PC which has had a couple of excellent
GUI front-end modellers made for it. Since the souce for
POV is freely distributable and has made it on to many machines,
what you can do is run your modeller on the PC and actually
generate your scenes on a sun or HP workstation (or even a
network of them)!

If I get some free time at work, I'd like to experiment with
this idea a bit. We have a large network of sun and HP gear here
that sits and does nothing at nights. The total computing power
is quite considerable...

Has anyone done this or does anyone have any tips on POV?
There must be a usenet news group somewhere.....

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4400. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 09:05:29 UTC
From: moran@bires059
Message-ID: <38l64p$c93@bmerha64.bnr.ca>
Source record: 14990

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> : Not with 200,000 in projected sales. It will be Segas and Nintendos current
> : offering that will have the top spots this Chrismas. Both will sell millions
> : of consoles each this Christmas.

> I doubt it. 16-bit Sales are really on the decline. The higher
> priced 3DO is actually outselling the Genesis and SNES in many areas.
> Gamers are making the transition, knowing that Nintendo and Sega are
> ready to move on.

Has anyone seen 'Donkey Kong Country' on the SuperNES? It was
on tv here in the UK last night and it looked _awesome_!

If they can keep cranking out games of that quality, then theres
probably life in the 16 bit consoles yet. Certainly enough life to
get them through to whenever their 'next generation' console appears.

Atari have been given an amazing 'second chance' with the money
from Sega. Lets hope they don't blow it this time.

With their past record, I wouldn't bet on it though......

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4401. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 09:14:06 UTC
From: moran@bires059
Message-ID: <38l6ku$c93@bmerha64.bnr.ca>
Source record: 14991
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> <Regarding Gavan's comments about ACC and single-tasking>
> Yep, the accessory was a way to get around single-tasking.
> Even with multitasking, though, they have advantages such
> not having to go to the desktop, find the program that you
> want, open it, quit it after, etc. It is much easier to
> just drop the menu, click on the accessory and close the
> window when done, IMO.

I prefer the Amigas commodities myself. Theyre available in
all apps. With an ACC if you're multitasking, is the ACC installed
in a specific 'session' or is it available from ALL current
sessions?

> Also, some people don't need multitasking. I normally do not
> use it because I find that I do not need it. However, I
> will say that multitasking is much nicer on the Amiga than
> the ST (this might change with Magix!, however).

I'd say multitasking is THE feature of all modern OSs. Every
OS these days either does it, or tries to do it. Its been accepted
as a 'must have' feature.

The Amiga advantage is that it has had multitasking since day one
and as such programmers have always been able to take advantage of it.
On the ST, Mac and PC the OS' all started out as single tasking and
have been 'hacked' to do multitasking subsequently. You only have
to look at windows and sys 7 to see how badly the job has been done.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4402. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 10:15:43 UTC
From: scm@mfltd.co.uk
Message-ID: <38la8f$nhe@icebox.mfltd.co.uk>
Source record: 14995
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38iorv$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) says:
>Standard 'provision'. I never said there wasn't - try reading my post
>carefully in future seeing how syntax is so vitally important in this
>group. Of course there is provision, anyone knows that. I was saying
>that the A1200 didn't come with a HD as standard, not that there wasn't a
>slot to put the damn thing in.

The A1200 does not come with a hard drive as standard. However the A1200HD
does. You get a choice of factory installed drives.

What also happens often is if you don`t want one of the sizes shipped by
CBM, the dealer will take a normal A1200 and put a drive in for you.

This accounts for the difference between `CBM approved` status and not. ie.
a CBM factory fitted HD is under CBM`s home service agreement whereas one
fitted by the dealer is not.

Is that simple enough to understand?

ps. You used to get Amiga 2000`s and Amiga 2000HD`s too. Same idea.

>
>Richard Davey
>Falcon Owners Group (UK)
>--
>email here should work now!
>or: requiem@armory.com

4403. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 10:29:26 UTC
From: scm@mfltd.co.uk
Message-ID: <38lb26$nhe@icebox.mfltd.co.uk>
Source record: 14996
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38ip24$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) says:

>ACC is a desktop accessory. You can have loads of the little buggers all
>available from your DESK menu on the Desktop and usually available from
>within ANY Gem program that has facility to access them (not hard). They
>range from disk copiers (such as Kobold) to Virus Killers (UVK) and even
>silly little desktop hacks like 'mites' which eat away your work area.
>ACCs are very versatile little things and having lots of them loaded
>means you have a lot quicker access to those important programs you
>require. Oh and most of them will Multitask perfectly.

Thought as much. Under Workbench, these are called `Commodities` and are
used by any program - your program doesn`t have to have a facility to
access them. They are available anywhere, on any public screen.

You can assign hot keys to any commodity and they can be killed/paused etc
from the `Exchange` commodity. And ALL of them multitask perfectly.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Currently I have the following commodity programs running

Clock,
screen saver
mouse blanker (blanks the mouse when you type)
virus killer
tools menu customization (adds programs to my tools menu)
print spooler (and manager)
pop up menu (ie. at the mouse rather than at the menu bar)
3d menus
Animated requestors (nice anims and any sound for warning etc requestors)

I have quite a few other commodites too but don`t run them all. For
instance, I just leave the calculator out on the desktop so it`s available
anytime from there rather than in an app. If I used a spreadsheet or
maths package often enough I imagine I`d make it a commodity.

>
>
>Richard Davey
>Falcon Owners Group (UK)
>--
>email here should work now!
>or: requiem@armory.com

4404. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 12:03:41 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <38lgit$j48@whitbeck.ncl.ac.uk>
Source record: 14997

In article <384i9k$cn0@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
> I thought my eyes were decieving me when i saw prices on Amiga systems..
> A4000/030 with 200 meg harddisks selling for $1999. This is> a machine
>-Peter

Come on Peter - this is an Atari newsgroup - we don't give a flying fuck
about a Mac User trashing Amiga's.....

Craig.

4405. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 14:13:25 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94299.101325STIRRE31@MAINE.MAINE.EDU>
Source record: 14999
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Gavan,
When in MultiTOS, a double-click on an accessory will cause
the accessory to be placed in the desk drop-down menu. It is
then available in any GEM program by accessing the menu.
If I wanted something like a calculator commodity under
MultiTOS, I could always set up my calculator as a PRG and
assign it to a keypress to activate it. Otherwise, I could
just access it via the desk menu as an accessory.
-scott tirrell

4406. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 15:20:43 UTC
From: sinclair@ins.infonet.net
Message-ID: <38ls4b$kkh@insosf1.infonet.net>
Source record: 15021

In article <38lgit$j48@whitbeck.ncl.ac.uk>, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>
>In article <384i9k$cn0@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>> I thought my eyes were decieving me when i saw prices on Amiga systems..
>> A4000/030 with 200 meg harddisks selling for $1999. This is> a machine
>>-Peter
>
>Come on Peter - this is an Atari newsgroup - we don't give a flying fuck
>about a Mac User trashing Amiga's.....

Yea, I know. Sorry, hit the wrong key.
>
>Craig.

-Peter
-Oxymoron of 1994: $3000 Amiga 4000 and Falcon

4407. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 16:21:17 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38lvlt$fdu@nermal.cs.uoguelph.ca>
Source record: 15001

: Has anyone seen 'Donkey Kong Country' on the SuperNES? It was
: on tv here in the UK last night and it looked _awesome_!

I was impressed too! I doubt that many games like it will come
out though, as it was very expensive to make and extremely difficult for
programmers to pull off. It's just an example of a later generation game.
All systems have them: Hell they pulled of Echo the Dolphin on the Sega
Master System. Would that have been possible in the early days of the SMS?

: If they can keep cranking out games of that quality, then theres
: probably life in the 16 bit consoles yet. Certainly enough life to
: get them through to whenever their 'next generation' console appears.

I agree. The SNES is not dead, but it is on the decline.

: Atari have been given an amazing 'second chance' with the money
: from Sega. Lets hope they don't blow it this time.
: With their past record, I wouldn't bet on it though......

Well, this time it's a case of "do or die", so I suspect that
they'll try harder. The increased Jaguar advertising and 3rd party
liscencing are good starts.

>> Mark <<

4408. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 16:23:46 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38lvqi$fdu@nermal.cs.uoguelph.ca>
Source record: 15002

: Again, the Jagflop has bombed and has been out for a year. It's the same
: excuses I have heard during the ST era.

Out for a year in New York and San Fransisco. NOT around the
world. It is JUST being formally released now!

: Your right both Sega and nintendo got off to a slow start. Instead of selling
: seven million units in the first year, five million were sold.

Sorry Sinflop, but Sega barely sold a half million Genesis
systems in their first year. Now look at what they've sold: Twelve
million units. And ... they came from a market position as bad as
Atari's. Have a little faith.

>> Mark <<

4409. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 20:57:25 UTC
From: rik@rickyp.demon.co.uk
Message-ID: <9410262057.AA0002f@rickyp.demon.co.uk>
Source record: 15000
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Shaun C. Murray (scm@mfltd.co.uk) wrote:
: Thought as much. Under Workbench, these are called `Commodities` and are
: used by any program - your program doesn`t have to have a facility to
: access them. They are available anywhere, on any public screen.

: You can assign hot keys to any commodity and they can be killed/paused etc
: from the `Exchange` commodity. And ALL of them multitask perfectly.
: ^^

While we're on the subject of useful features of AmigaDOS, I've not seen anyone mention datatypes.

Datatypes are a brilliant idea, but under-utilised at present.

For those people who don't know, a datatype is a _universal_ piece of code to handle a file type. For example I've got datatypes to handle GIF,JPEG,PCX and IFF filetypes (sound,text,anim,etc datatypes are also available) this allows any program which can handle datatypes to access any of the filetypes with a corresponding datatype. The program need not contain code to handle specific filetypes.

The potential of this system should be obvious; imagine that you have a number of programs that use graphics files (paint program, image processing, DTP, word processor, WWW reader, etc) and suppose a new format emerges, for arguments sake call it JPEG2. With datatypes you simply obtain a JPEG2 datatype and all of your programs can _immediately_ handle the new format !!

As I said this is a seriously under-utilised feature at present. But anyone who's waded through huge menus of file formats for an import should see the potential of this idea.

It is also another method of preventing the bloated programs that are so prevalent in the PC world.

--
_____
_____/rik@rickyp.demon.co.uk____
_____/

4410. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-26 23:34:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct26.233412.38796@rmece02.upr.clu.edu>
Source record: 15003

In article <38jiv9$ohe@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <38inpt$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> >sinclair@ins.infonet.net wrote:
|> >: Well i was browsing through the November AmigaWorld. i came upon this

|> can be had. I would think its sad to over pay for hardware that is no longer
|> made and supported like the Amiga and falcon which sufferers software that is
|> standard crap..

YOu got a major problem with that argument Peter: in the 3d animation
market you can't call the Amiga software crap, and if you do the math
properly a PowerMac would cost more (or a 68040 Mac) WITH THE software
than the Amiga.

In other areas, you might be right, but desktop video is a very nice
important area for me, and the reason why I bought the equipment I have.
Now, would you dare to argue this point?

|>
|>
|>
|> >
|> >Richard Davey
|> >Atari Falcon Owners Group (UK)
|> >--
|> >email here should work now!
|> >or: requiem@armory.com
|>
|> -Peter
|> -Oxymoron of 1994: $3000 AMIGA 4000 AND FALCON
|>
|>

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4411. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 00:54:40 UTC
From: cpb1001@cam.ac.uk
Message-ID: <38mtog$pmg@lyra.csx.cam.ac.uk>
Source record: 15004
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94298.112300STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Chris Brown said:
>>Nor do you run into it on a CBM PET. What's your point?
>My point is that you should not have to set up a RAMdisk wasting
>RAM to make essential desktop options more accessible. Would you
>not agree that it is better to have all the options of the desktop
>ailable without the need for RAMdisks or floppy disks?
>-scott tirrell

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4412. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 05:35:32 UTC
From: sinclair@ins.infonet.net
Message-ID: <38ne74$48s@insosf1.infonet.net>
Source record: 15009

In article <38lvlt$fdu@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>: Has anyone seen 'Donkey Kong Country' on the SuperNES? It was
>: on tv here in the UK last night and it looked _awesome_!

It was show cased in today's Wall ST. Journal..

>
> I was impressed too! I doubt that many games like it will come
>out though, as it was very expensive to make and extremely difficult for
>programmers to pull off. It's just an example of a later generation game.
>All systems have them: Hell they pulled of Echo the Dolphin on the Sega
>Master System. Would that have been possible in the early days of the SMS?
>
>: If they can keep cranking out games of that quality, then theres
>: probably life in the 16 bit consoles yet. Certainly enough life to
>: get them through to whenever their 'next generation' console appears.

Nintendo saids it will sell 2.2 million Donkey Kong Country this year at $50.00
whole sale and will bring in $100 million in sales.(10/26, Wall ST Journal).
According to the article, the cartridge has 32 bits of ram.

>
> I agree. The SNES is not dead, but it is on the decline.

Like the Jagflop as well.

>
>: Atari have been given an amazing 'second chance' with the money
>: from Sega. Lets hope they don't blow it this time.
>: With their past record, I wouldn't bet on it though......

I would not either. The agony continues.
>
> Well, this time it's a case of "do or die", so I suspect that
>they'll try harder. The increased Jaguar advertising and 3rd party
>liscencing are good starts.
>
> >> Mark <<
>

-Peter
_oxymoron of 1994: $3000 Amiga 4000

4413. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 05:48:18 UTC
From: sinclair@ins.infonet.net
Message-ID: <38nev2$48s@insosf1.infonet.net>
Source record: 15010

In article <1994Oct26.233412.38796@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <38jiv9$ohe@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> In article <38inpt$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>|> >sinclair@ins.infonet.net wrote:
>|> >: Well i was browsing through the November AmigaWorld. i came upon this
>
>|> can be had. I would think its sad to over pay for hardware that is no longer
>|> made and supported like the Amiga and falcon which sufferers software that is
>|> standard crap..
>
> YOu got a major problem with that argument Peter: in the 3d animation
>market you can't call the Amiga software crap, and if you do the math
>properly a PowerMac would cost more (or a 68040 Mac) WITH THE software
>than the Amiga.

Your right Raist, except for Video software, everything else is crap.
>
> In other areas, you might be right, but desktop video is a very nice
>important area for me, and the reason why I bought the equipment I have.
>Now, would you dare to argue this point?

Okay, I will oblidge. Lets take the issue of hardware.

PowerMac 6100(soon 6166) 8/250 = $1700 with keyboard.
Studio Pro 1.5 = $900 from macWareHouse
Infiniti- D 2.6 = $519 from MacWarehouse
>
side note, you may only need one of the above animation apps for use. As you can see the total cost with both apps is still price lowered than the $3000 Warped A4000.
>
>|>
>|>
>|>
>|> >
>|> >Richard Davey
>|> >Atari Falcon Owners Group (UK)
>|> >--
>|> >email here should work now!
>|> >or: requiem@armory.com
>|>
>|> -Peter
>|> -Oxymoron of 1994: $3000 AMIGA 4000 AND FALCON

>|>
>|>
>
>--
>--
>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

-Peter
-Oxymoron of 1994: $3000 Amiga 4000

4414. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 05:51:08 UTC
From: sinclair@ins.infonet.net
Message-ID: <38nf4c$48s@insosf1.infonet.net>
Source record: 15011

In article <38kdh3$nlm@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: Not with 200,000 in projected sales. It will be Segas and Nintendos current
>: offering that will have the top spots this Chrismas. Both will sell millions
>: of consoles each this Christmas.
>
> I doubt it. 16-bit Sales are really on the decline. The higher
>priced 3DO is actually outselling the Genesis and SNES in many areas.
>Gamers are making the transition, knowing that Nintendo and Sega are
>ready to move on.

I think 3do will do well, but Sega and nintendo will come on top sales wise.
>
> >> Mark <<
>
>

-Peter
-Oxymoron of 1994: $3000 Amiga 4000

4415. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 05:56:16 UTC
From: sinclair@ins.infonet.net
Message-ID: <38nfe0$48s@insosf1.infonet.net>
Source record: 15012

In article <38lvqi$fdu@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: Again, the Jagflop has bombed and has been out for a year. It's the same
>: excuses I have heard during the ST era.
>
> Out for a year in New York and San Fransisco. NOT around the
>world. It is JUST being formally released now!

Eh? Formaly released? New Atari excuse? "the reason the jagflop has bombed because it has not been formally released"...
>
>: Your right both Sega and nintendo got off to a slow start. Instead of selling
>: seven million units in the first year, five million were sold.
>
> Sorry Sinflop, but Sega barely sold a half million Genesis
>systems in their first year. Now look at what they've sold: Twelve
>million units. And ... they came from a market position as bad as
>Atari's. Have a little faith.
>

Sega's install base is over 15 million. Their market position was not even close as bad as Atari's. Sega's parent company had deep pockets..

> >> Mark <<
>

-Peter
-Oxymoron of 1994: $3000 Amiga 4000

4416. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 10:05:42 UTC
From: djs@jet.uk
Message-ID: <1994Oct27.100542.18666@jet.uk>
Source record: 15013

In <38jiv9$ohe@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>-Peter
>-Oxymoron of 1994: $3000 AMIGA 4000 AND FALCON
Moron of 1994: Peter Sinclair-Day

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4417. Re: RICHARD DAVEY READ THIS!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 11:43:44 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o3pg$drh@bs33n.staffs.ac.uk>
Source record: 15014

A Parker (se2ap@dmu.ac.uk) wrote:
: Hi again,

: I'm still having loads of trouble with both your E-mail addresses, which is
: becoming a right pain in the arse. Anyway I'd be glad to get involved with
: FOG and the Update disk. I think I'll write to you soon (there's some demos
: I want). At the moment I'm working on some 3d, could be an intro for the update
: disk, anyway it's true colour, and will involve lots of polygons running in one
: frame!!! (hopefully!) It will also have a nice true colour picture in the background.
Anyway enough rambling.....

: Alan.

Can't wait! (address is: 25 Old Acre Lane, Brocton, Stafford, ST17 0TW).
Like I said, I am real sorry about the email but until the admin here get
something sorted there is precious little I can do. You see it works
fine for some people and not for others :-(

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

4418. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 11:50:47 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o46n$drh@bs33n.staffs.ac.uk>
Source record: 15015

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: It is now practically 100% sure that the Amiga will continue
: to be manufactured... the question is when, by who, new price
: and the new direction the new company will take.

: I'll expect re-manufacturing by Feb 1995, but that's just
: my speculation.

Please post some evidence of this (from a DECENT source). Last I heard a company who had already booked a champagne party to celebrate taking over Commodore had to cancel at the last minute because it all fell through.

You are right, it is just speculation, you realise how important the Christmas market is? Even if Commodore (or whoever) started manufacturing them Amiga's YESTERDAY, they would STILL miss the Christmas market, just take a look in any high street shop - there is no place in their stands for the Amiga and they wouldn't make one, they have to plan their Christmas stock well in advance. Commordore (RIH) (rest in hell :) has missed the boat, so do they go for a Summer launch next year? I doubt it, more like Christmas NEXT YEAR if at all.

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

4419. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 11:56:53 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o4i5$drh@bs33n.staffs.ac.uk>
Source record: 15016
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires059) wrote:
: STIRRE31@MAINE.MAINE.EDU wrote:
: > >In the software store I used to work in, we recieved three (count 'em,
: > >three) games for the ST during the whole of 1993.

: > Then your store made no effort to get games. 1993- Street Fighter II,
: > Transartica, Zool, and Ishar 2 to name four big ones.
: > <long list deleted>

: Those are four 'big games'?!

: Man, they are OLD NEWS!

: Try Mortal Kombat I&II, Zool II and Ishar III (256 colours)

: gavan

I'll try Ishar 3 on my Falcon in a few months time and let you know about
the 8 channel DSP replayed sound and 256 colour graphics. As for Mortal
Krapbat, no thanks, I'd rather been seen dead than play crap like that.
Same goes for Zool... I hate platform games, give me some decent strategy
anyday. Games like that are for kids.

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

4420. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 12:02:27 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o4sj$drh@bs33n.staffs.ac.uk>
Source record: 15017
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
!Productions (mentat@satelnet.org) wrote:
: In article <38gngf$40n@bs33n.staffs.ac.uk>,
: Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
: >G MORAN (moran@bires059) wrote:
: >: No, the Atari pirates helped kill the Atari software scene LONG ago...
: >
: >I would of thought the Amiga piracy scene is far more developed (both
: >commercially so and casually) than the Atari one ever was. And it would
: >appear that it IS having a bad effect on Amiga software sales, yet people
: >carry on doing it? Maybe they don't care? Who knows.

: Are the Pompey Pirates still around in the ST scene? I think they are
: responsible more than anyone for the downfall of the ST's game market.
: They used to compress 5 or 6 games onto a disk with a fancy menu, and
: last time I saw one (about 3 years ago) it was disk #74. That's a hell
: of a lot of games...

: (At least people like Paranoimia have the decency to only give you one
: game per disk. :)

Oh please. Pompey are no longer around, they did very high quality
cracks indeed often including trainer functions, skip intro options and
more. Automation got up to about disk 580 before they quit (or changed
name). but this is nothing, the Amiga piracy scene is HUGE I mean
absolutely HUGE. There is nothing on the Amiga you can't get a cracked
copy of, how do you get this stuff? Easy, just reply to any advert in
the classifieds section which ends with a comment like '100% reply
guaranteed' or 'swaps wanted'. What is worse is that the Amiga piracy
scene is STILL going on, strong as ever, while the ST one is nearly dead
which is good for games being released today.

Don't try making it sound like Atari had all the pirates, thats complete
crap, the Amiga has some of the best crackers in the business and still
has, although the PC world is fast catching up.

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com
```

4421. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 12:06:38 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o54e$drh@bs33n.staffs.ac.uk>
Source record: 15018
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

no@bs33n.staffs.ac.uk> <38j4pp$id7@bmerha64.bnr.ca>
Organization: Staffordshire University
Distribution:

G MORAN (moran@bires059) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: > Chris BrownChris Brown (cpb1001@cam.ac.uk) wrote:
: > : In article cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
: > : > For a start they would have HD disks at their disposal, easily formatted
: > : > to 1.8meg with no data loss (at least I've never experienced any). Then

: > : Is that all?

: > It's a meg more than you.

: The Amigas extra meg is rather more useful - it has a 2 meg lowest
: RAM config model whereas the Falcons lowest RAM config is 1 meg.

: gavan

You what?? I was talking about the amount you can fit on a disk, not memory.
Perrrlease.

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

4422. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 12:14:31 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o5j7$drh@bs33n.staffs.ac.uk>
Source record: 15019

G MORAN (moran@bires059) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: > spinner for them. Jag has the top slot this Christmas and I guess for
: > the most of 1995.

: Thats what jaguar advocates said LAST Christmas. It didn't happen
: then and it won't happen now.

: gavan

We'll soon see. No-one in their right mind would have said Jag was a hit
last Christmas considering it was a limited San Francisco release. Now
it is world wide.

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

4423. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 13:06:55 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CyC1rK.5sx@exeter.ac.uk>
Source record: 15020
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38o4sj$drh@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> : Are the Pompey Pirates still around in the ST scene? I think they are

> Oh please. Pompey are no longer around, they did very high quality
> cracks indeed often including trainer functions, skip intro options and

Pompey Pirates are still around and still active. A couple of months ago
they released a program to hack Frontier and give you ridiculously powerful
ships.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due is now in final beta testing! |
+---+

4424. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 14:01:58 UTC
From: moran@bires059
Message-ID: <38obsm$o88@bmerha64.bnr.ca>
Source record: 15022
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires059) wrote:

> : Those are four 'big games'?!

> : Man, they are OLD NEWS!

> : Try Mortal Kombat I&II, Zool II and Ishar III (256 colours)

> I'll try Ishar 3 on my Falcon in a few months time and let you know about
> the 8 channel DSP replayed sound and 256 colour graphics. As for Mortal
> Krapbat, no thanks, I'd rather been seen dead than play crap like that.
> Same goes for Zool... I hate platform games, give me some decent strategy
> anyday. Games like that are for kids.

Of course those games are crap - they aren't available for the Falcon
(or ST) so it stands to reason that they must be useless......

If you want 'serious games', then you must be really pissed off that you
can't play SimCity 2000, UFO Enemy Unknown, The Settlers, Detroit,
Simon the Sorcerer I&II, Beneath a Steel Sky, Dungeon Master 2 - Skullkeep
Armour Geddon 2, TFX etc.

Whoops! I forgot, they're crap as they aren't on the Atari.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4425. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 14:03:48 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Oct27.140348.13115@dmu.ac.uk>
Source record: 15026
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38iieq$4s2@lyra.csx.cam.ac.uk>, cpb1001@cam.ac.uk (Chris Brown) (Chris Brown) writes:
> In article <94297.131352STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> > Chris Brown said:
> > .
> > >Yes you could, just put your workbench on the RAD: disk and boot it from there
> > >(ok, uou need to insert the WB disk in the first place to copy it to RAD:, but
> > >it is no-longer needed for subsequent boots.)
> > .
> > True, but you are using RAM just to make essential desktop functions
> > more accessible. You don't run into this problem with the STe.
> > -scott tirrell
>
> Nor do you run into it on a CBM PET. What's your point?

I thought I'd just state my point of view as this argument has been bouncing backwards and forwards for weeks now. I think that AmigaDOS was pretty dire on all Amiga systems except A1200 with HD. Put on this machine it really does seem quite nice IMO. Although I'm a Falcon owner I think I would like it if our OS was as mature and powerfull as the Amiga one. Having said that I still say that a bog standard Falcon is in many ways TECHNICALLY far superior to an A1200 even with FastRAM. I beleive this coz of the Falcon demos I've seen compared to the AGA demos I've seen.

Although GEM isn't the most amazing GUI in the world it still let's me do what I want and can be enchanced with NVDI and WINX.

Let's just try to be happy with what we've got, OK?

Alan Parker (se2ap@dmu.ac.uk)

>
> --
> // Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
> \\ // Cambridge University Computer Society discounts officer
> \X/ Oxymoron of the year 1994 - Power Macintosh.

4426. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 14:08:29 UTC
From: moran@bires059
Message-ID: <38oc8t$o88@bmerha64.bnr.ca>
Source record: 15023
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> !Productions (mentat@satelnet.org) wrote:
> : Are the Pompey Pirates still around in the ST scene? I think they are
> : responsible more than anyone for the downfall of the ST's game market.
> : They used to compress 5 or 6 games onto a disk with a fancy menu, and
> : last time I saw one (about 3 years ago) it was disk #74. That's a hell
> : of a lot of games...

> Oh please. Pompey are no longer around, they did very high quality
> cracks indeed often including trainer functions, skip intro options and
> more. Automation got up to about disk 580 before they quit (or changed
> name).

So piracy is good? hmmm

> but this is nothing, the Amiga piracy scene is HUGE I mean
> absolutely HUGE. There is nothing on the Amiga you can't get a cracked
> copy of, how do you get this stuff? Easy, just reply to any advert in
> the classifieds section which ends with a comment like '100% reply
> guaranteed' or 'swaps wanted'. What is worse is that the Amiga piracy
> scene is STILL going on, strong as ever, while the ST one is nearly dead
> which is good for games being released today.

Oh, I see. Piracy WAS good when it was on the ST and there were lots
of games but now theres no games on the ST but plenty of games and piracy
on the Amiga its bad.

The reason the ST piracy scene is so 'poor' is that there aren't
exactly a lot of games on the ST to pirate for. The pirates follow the
machines with the most games. They aren't going to hang around a long
dead platform with less new games than the archimedes.

> Don't try making it sound like Atari had all the pirates, thats complete
> crap, the Amiga has some of the best crackers in the business and still
> has, although the PC world is fast catching up.

I didn't say that. I said that the games market on the ST was killed
off long ago by the pirates.

AS for the Amiga having the 'best' crackers, I will admit that its good
to see non-AGA games such as SWIV and R-Type2 being made AGA compatible
by pirates, and also games that don't HD install going to HD, but their
impact on the software market it 90% negative, 10% positive.

gavan
--

email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4427. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 14:10:09 UTC
From: moran@bires059
Message-ID: <38occ1$o88@bmerha64.bnr.ca>
Source record: 15024
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires059) wrote:
> : > : In article cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> : > : > For a start they would have HD disks at their disposal, easily formatted
> : > : > to 1.8meg with no data loss (at least I've never experienced any). Then

> : > : Is that all?

> : > It's a meg more than you.

> : The Amigas extra meg is rather more useful - it has a 2 meg lowest
> : RAM config model whereas the Falcons lowest RAM config is 1 meg.

> You what?? I was talking about the amount you can fit on a disk, not memory.
> Perrrlease.

And I'm saying I'd rather have a meg of extra RAM space and less floppy
space for a hundred quid less than the nearest priced Falcon model.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4428. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 14:13:09 UTC
From: moran@bires059
Message-ID: <38ochl$o88@bmerha64.bnr.ca>
Source record: 15025

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> You are right, it is just speculation, you realise how important the
> Christmas market is? Even if Commodore (or whoever) started
> manufacturing them Amiga's YESTERDAY, they would STILL miss the Christmas
> market, just take a look in any high street shop - there is no place in
> their stands for the Amiga and they wouldn't make one, they have to plan
> their Christmas stock well in advance. Commordore (RIH) (rest in hell :)
> has missed the boat, so do they go for a Summer launch next year? I
> doubt it, more like Christmas NEXT YEAR if at all.

Whereas the shops are really _flooded_ with Falcons, eh? I haven't even
seen any Jaguars about and they are supposed to be recieving the full
'benefits' of Atari's promotional push.

What I do see is LOTS of new games software for Christmas on the
shelves. How long has it been now since we saw any appreciable Atari
software high street presence?

2, 3 years?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4429. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 15:21:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <38ogig$ndt@darkstar.UCSC.EDU>
Source record: 15030

In <38ne74$48s@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>Nintendo saids it will sell 2.2 million Donkey Kong Country this year at $50.00
>whole sale and will bring in $100 million in sales.(10/26, Wall ST Journal).
>According to the article, the cartridge has 32 bits of ram.

Wow. 32 whole bits? What ever do they use to fill all 4 bytes on the cart?
Perhaps you mean "megabits?" In which case DKC is the same size as new
Jac carts.

>>
>> I agree. The SNES is not dead, but it is on the decline.

>Like the Jagflop as well.

Oh please. It's getting started. It cannot be on the decline yet.

>>: With their past record, I wouldn't bet on it though......

>I would not either. The agony continues.

The only agony is felt by those of us here who have to listen to your idiocy.

>-Peter
>_oxymoron of 1994: $3000 Amiga 4000
Who doesn't even know what an Oxymoron is.

~Chris

4430. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 15:29:47 UTC
From: aspect@cats.ucsc.edu
Message-ID: <38oh1b$nfp@darkstar.UCSC.EDU>
Source record: 15031

In <38nfe0$48s@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>In article <38lvqi$fdu@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:

>Eh? Formaly released? New Atari excuse? "the reason the jagflop has bombed
>because it has not been formally released"...

No Peter, remember what we've been saying all along? No, probably not. You've
only got 32 bits of RAM, just like DKC. to refresh you: (no RAM pun intended,
for those who know) The Jaguar was released to two "test markets" last
year. The Bay Area (San Francisco to the uninitiated and geographically
imprecise) and New York. Since then, it has trickled out (no big "it's now
everywhere" party, just distribution) to the rest of the country & world.
By now, it is available everywhere, so when the advertising is seen, people can
actually go out and get one.

>> Sorry Sinflop, but Sega barely sold a half million Genesis
>>systems in their first year. Now look at what they've sold: Twelve
>>million units. And ... they came from a market position as bad as
>>Atari's. Have a little faith.
>>

>Sega's install base is over 15 million. Their market position was not even
>close as bad as Atari's. Sega's parent company had deep pockets..

Before the Sega MS, what market share did sega have, 0? Actually, I do
remember a sega 8-bit thing, but it seemed to have as much impact as your
typical Atari console (Jag and 2600 not included) So, they did have
a similar market position. Since you brought up money instead of talking about
the subject, I assume you didn't know what Market Position was.

>-Peter
>-Oxymoron of 1994: $3000 Amiga 4000
>-"Ignorance is Bliss"

~Chris

4431. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 15:32:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <38oh74$nhe@darkstar.UCSC.EDU>
Source record: 15032
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <38o4i5$drh@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>I'll try Ishar 3 on my Falcon in a few months time and let you know about
>the 8 channel DSP replayed sound and 256 colour graphics. As for Mortal
>Krapbat, no thanks, I'd rather been seen dead than play crap like that.
>Same goes for Zool... I hate platform games, give me some decent strategy
>anyday. Games like that are for kids.

And let's not forget that Transacrtica and Ishar II has special Falcon-enhanced
versions with 256 colors & better sound.

~Chris

>Rich Davey
>--
>email here is hit and miss!
>or: requiem@armory.com

4432. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 15:33:27 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Oct27093327@sfi.santafe.edu>
Source record: 15033

argh!
now there are two sinclairs... we're forever doomed (er, AvPed).

Scott
--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

4433. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 16:53:31 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.783276811@bruce.cs.monash.edu.au>
Source record: 15035
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Chris Brown said:
>.
>Yes you could, just put your workbench on the RAD: disk and boot it from there
>(ok, uou need to insert the WB disk in the first place to copy it to RAD:, but
>it is no-longer needed for subsequent boots.)

Excuse me, is this getting ridiculous? Booting from a RAM disk? I beg your
pardon! Why would anybody do that? I mean, I boot my PC maybe once a week,
and that is after I switch it of to change hardware. Why would you reboot
a machine when there's no need to power it down?

Bernie
--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4434. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 19:18:43 UTC
From: mentat@satelnet.org
Message-ID: <38ouej$ieg@sefl.satelnet.org>
Source record: 15034
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38o4sj$drh@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>!Productions (mentat@satelnet.org) wrote:
>: Are the Pompey Pirates still around in the ST scene? I think they are
>: responsible more than anyone for the downfall of the ST's game market.
>: They used to compress 5 or 6 games onto a disk with a fancy menu, and
>: last time I saw one (about 3 years ago) it was disk #74. That's a hell
>: of a lot of games...
>
>: (At least people like Paranoimia have the decency to only give you one
>: game per disk. :)
>
>Oh please. Pompey are no longer around, they did very high quality
>cracks indeed often including trainer functions, skip intro options and
>more. Automation got up to about disk 580 before they quit (or changed
>name). but this is nothing, the Amiga piracy scene is HUGE I mean
>absolutely HUGE. There is nothing on the Amiga you can't get a cracked
>copy of, how do you get this stuff? Easy, just reply to any advert in
>the classifieds section which ends with a comment like '100% reply
>guaranteed' or 'swaps wanted'. What is worse is that the Amiga piracy
>scene is STILL going on, strong as ever, while the ST one is nearly dead
>which is good for games being released today.
>
>Don't try making it sound like Atari had all the pirates, thats complete
>crap, the Amiga has some of the best crackers in the business and still
>has, although the PC world is fast catching up.

I wasn't trying to imply the ST had ALL the pirates, I was just saying
that it had its fair share. However, all this talk of Amiga pirates
leads me to mention that I own exactly 0 pirated games. I only know one
person who has any at all, and he's only got one. (It's Ports Of Call,
for anyone who's interested. We tried to find a real copy to buy, but no
luck. :(If we COULD find one to buy, we would. It's a great game, and
it blew my socks off back in 87.)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4435. Future Falcon development?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-27 23:40:42 UTC
From: traynor@fnalf.fnal.gov
Message-ID: <1994Oct27.174042.1@fnalf.fnal.gov>
Source record: 14957

Hi--

I was just wondering if any development were going on with the Falcon (i.e., 040 or RISC Falcon, or 060 Falcon)--if the Amiga doesn't have a new owner by the time I graduate, it's time for a new line. Also, can it emulate Mac II/IBM 386? Thanks.

-Mike Traynor

(Disclaimer: How could I speak for Fermilab???)

NNN NN DDDD Mike Traynor (ND '86)(Rice '96) ||| Amiga 1200 owner ///
N N N DR D Fermilab PO Box 500 MS 221 E683 ||| MB1230XA 50/50/10///
N NN D RD Batavia IL, 60510 USA //|\\ 240 Meg IDE \\\///
NN NN DDDD (708) 840-2479 /// \\\ 28.8Kbps modem\XX/

4436. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 01:42:46 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct28.014246.52928@rmece02.upr.clu.edu>
Source record: 15036
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <380shs$7ja@cpca3.uea.ac.uk>, u9439226@sys.uea.ac.uk (P.C. Smith ESE UG) writes:

|> RAIST... arent you the guy who told me (recoil@cyberspace.net) that he
|> lived in Serbia or summat???? Along with a guy called Grave ??
|>
|> ok then never mind :)

He he he... no. ;-)

|> --
|> Paul Smith ... u9439226@sys.uea.ac.uk
|> // Only Amiga makes it possible, A1200 030 40/50Mhz,6MB,250MB
|> \X/ The Views expressed above are probably not shared by the
|> University Of East Anglia, but hey! lets live a little ...

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4437. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 01:45:30 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct28.014530.52857@rmece02.upr.clu.edu>
Source record: 14937

In article <38oh1b$nfp@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> In <38nfe0$48s@insosf1.infonet.net> sinclair@ins.infonet.net writes:
|>
|> >In article <38lvqi$fdu@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
|>
|> >Eh? Formaly released? New Atari excuse? "the reason the jagflop has bombed
|> >because it has not been formally released"...
|>
|> No Peter, remember what we've been saying all along? No, probably not. You've
|> only got 32 bits of RAM, just like DKC. to refresh you: (no RAM pun intended,
|> for those who know) The Jaguar was released to two "test markets" last
|> year. The Bay Area (San Francisco to the uninitiated and geographically
|> imprecise) and New York. Since then, it has trickled out (no big "it's now
|> everywhere" party, just distribution) to the rest of the country & world.
|> By now, it is available everywhere, so when the advertising is seen, people can
|> actually go out and get one.

Chris, I am not the one who enjoys bursting bubbles and hopes, such as
the one as the Jaguar -since it's an interesting technology- but ATARI
has sold so far only 90,000. The main problems with it have been game
availability and looks like *FINALLY* the problem will be solved.

I would love the Jaguar to succeed but so far it is still on shaky ground.
I hope ATARI uses the $90 million bucks from SEGA well this christmas.

|> >-Peter
|> >-Oxymoron of 1994: $3000 Amiga 4000
|> >-"Ignorance is Bliss"
|>
|>
|> ~Chris

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4438. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 12:18:03 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38qq5r$hos@bs33n.staffs.ac.uk>
Source record: 14938

sinclair@ins.infonet.net wrote:
: What a bunch of bull. Atari's computer line is dead.. There is no way Atari
: can come back into the market in a profitable way. The Jagflop has bombed, so
: don't expect any profits from it anytime soon. if the Tramiels had any brains,
: they would give up, close shop and live off the royalties from the patents..

Read this and weep Sinflop:

[included JAGUAR.OCEAN from AEO]

Dragon was released to production two weeks ago. Demolition Man and Creature
Shock are both progessing quickly, and Virgin have other Jaguar projects well
underway.

Ocean have just submitted Syndicate for Atari compatibility testing and Theme
Park is due before the end of the week. Both are definitely Christmas titles.
Ocean also are actively working on further titles for Jaguar.

Calls made to the two companies customer service lines revealed little/no/
incorrect knowledge of Jaguar game status. This is not to belittle nor to
denegrate either of these two companies - typically, software publishers'
customer service lines are directed to existing product, and are not set
up to deal with items otherwise.

Are you trying to tell me that Ocean would support a 'dead' console?
Check your facts Sinflop, you are speaking pure bull again.

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

4439. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 12:25:21 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38qqjh$hos@bs33n.staffs.ac.uk>
Source record: 14939

4.bnr.ca>:
Organization: Staffordshire University
Distribution:

G MORAN (moran@bires059) wrote:
: Whereas the shops are really _flooded_ with Falcons, eh? I haven't even
: seen any Jaguars about and they are supposed to be recieving the full
: 'benefits' of Atari's promotional push.

Then you live in a superbly sheltered place. The Jaguar can be found
almost anywhere now, 4 shops in this town carry it alone. Heck even the
Falcon can be found in the right places (ie Silica departments) for the
public to see. Wake up to the reality, there is NO place for Commodore
this Christmas, forget the software, that isn't going to make Commodore
any money is it? They need to sell machines, but they are not going to
because there are not many left, as soon as stock dries up you are all
buggered, face it.

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

4440. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 12:26:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38qqm6$hos@bs33n.staffs.ac.uk>
Source record: 14940
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: In article <38o4sj$drh@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: > : Are the Pompey Pirates still around in the ST scene? I think they are
:
: > Oh please. Pompey are no longer around, they did very high quality
: > cracks indeed often including trainer functions, skip intro options and

: Pompey Pirates are still around and still active. A couple of months ago
: they released a program to hack Frontier and give you ridiculously powerful
: ships.

Just shows how out of touch I am with the pirate world then I guess. But
you have to admit they are not releasing their compacts like they used to.

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

4441. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 12:31:31 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38qqv3$hos@bs33n.staffs.ac.uk>
Source record: 14941
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires059) wrote:
: > I'll try Ishar 3 on my Falcon in a few months time and let you know about
: > the 8 channel DSP replayed sound and 256 colour graphics. As for Mortal
: > Krapbat, no thanks, I'd rather been seen dead than play crap like that.
: > Same goes for Zool... I hate platform games, give me some decent strategy
: > anyday. Games like that are for kids.

: Of course those games are crap - they aren't available for the Falcon
: (or ST) so it stands to reason that they must be useless......

Actually Zool has been out on the ST for ages, and is finished for the
Falcon too, but like I said, this isn't my 'area'. Obviously you enjoy
these kiddies games, thats fine by me.

: If you want 'serious games', then you must be really pissed off that you
: can't play SimCity 2000, UFO Enemy Unknown, The Settlers, Detroit,
: Simon the Sorcerer I&II, Beneath a Steel Sky, Dungeon Master 2 - Skullkeep
: Armour Geddon 2, TFX etc.
: Whoops! I forgot, they're crap as they aren't on the Atari.

Get a life and don't pre-judge my posts, how dare you put words into my
mouth
with wild speculation like that, at least it perhaps shows you for what
you are though. I said Mortal Krapbat and Zool were not my type of game
and they most certainly are not. If I want decent strategy games I'll
get them for my PC, but games don't play a major area in my computing
life so I don't need them. Am I getting through yet? Is it possible to
penetrate that narrow-minded attitude of yours? Not everyone is like you
(thank god) so don't judge them because of it.

Rich D.
--
email here is hit and miss!
or: requiem@armory.com

4442. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 13:40:48 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CyDy01.8v3@aston.ac.uk>
Source record: 14942

>Early in 1994, Atari lowered their estimate of 500,000 to 300,000 units. Now
>its 200,000. I doubt that they will sell that many too.

Almost as much as Apple are reducing their sales estimates for the PowerFlop.

Barry.

4443. ** New Atari Portfolio - $99 **

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 15:17:17 UTC
From: tlc76@aol.com
Message-ID: <38r4lt$p4p@newsbf01.news.aol.com>
Source record: 14943

I have a new Atari Portfolio PDA that I have only used for two weeks. I am looking to sell the PORT, AC Adaptor, 32K RAM card, File Manager software, PC transfer software and Parallel interface for the PC. All this for $99 including shipping !

If you are interested, please e-mail me direct: TLC76@ aol.com

4444. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 15:25:53 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38r561$809@nermal.cs.uoguelph.ca>
Source record: 14949

```
:s@insosf1.infonet.net>
Distribution:

: Sega's install base is over 15 million. Their market position was not even
: close as bad as Atari's. Sega's parent company had deep pockets..

Sorry Pete, but that's current Market situation. You're
forgetting that Sega came from a market position plagued by Nintendo's
monopoly techniques. The Genesis did not take off until late 1990 and
many developers were initially worried. Remember ... the SEGA MASTER
SYSTEM? I owned one. A great machine, but it sure wasn't a success in
North America. And yet Sega was able to overtake Nintendo, when they
started out with an 8% market share. Given Atari's recent cash infusions
and the arrival of games in the pipeline, Atari does have a good chance.

>> Mark <<
```

4445. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 15:26:05 UTC
From: moran@bires059
Message-ID: <38r56d$5h5@bmerha64.bnr.ca>
Source record: 14944
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires059) wrote:

> Falcon too, but like I said, this isn't my 'area'. Obviously you enjoy
> these kiddies games, thats fine by me.

ha ha. Obviously they must be kiddies games - thats why the Falcon
doesn't have 'em. I suppose the lack of games 'proves' what a great
'serious' users machine the Falcon is...

> : If you want 'serious games', then you must be really pissed off that you
> : can't play SimCity 2000, UFO Enemy Unknown, The Settlers, Detroit,
> : Simon the Sorcerer I&II, Beneath a Steel Sky, Dungeon Master 2 - Skullkeep
> : Armour Geddon 2, TFX etc.
> : Whoops! I forgot, they're crap as they aren't on the Atari.

> Get a life and don't pre-judge my posts, how dare you put words into my
> mouth
> with wild speculation like that, at least it perhaps shows you for what
> you are though. I said Mortal Krapbat and Zool were not my type of game

^^^^
You've been reading too much sinFLOP.

> and they most certainly are not. If I want decent strategy games I'll
> get them for my PC, but games don't play a major area in my computing
> life so I don't need them.

I thought you said earlier you liked serious games? Now I've
pointed out that there aren't a lot of 'serious' games available
for the Falcon either suddenly you think all games are worthless.

Still, as you point out, you've got a PC. Now, if you don't like
games and prefer to use your machine for serious use, then why do
you bother keeping a PC as well as a Falcon? Doesn't the Falcon
fulfil your 'serious' needs? It certainly won't fulfil a gaming
role.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4446. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 15:28:43 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38r5bb$809@nermal.cs.uoguelph.ca>
Source record: 14950

Distribution:

: >
: > I agree. The SNES is not dead, but it is on the decline.

: Like the Jagflop as well.

Pete ... can't you ever think of anything intelligent to say?

: I would not either. The agony continues.

Yes ... you keep showing up in this newsgroup.

>> Mark <<

4447. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 15:31:41 UTC
From: moran@bires059
Message-ID: <38r5gt$5h5@bmerha64.bnr.ca>
Source record: 14945

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> 4.bnr.ca>:
> Organization: Staffordshire University
> Distribution:

> G MORAN (moran@bires059) wrote:
> : Whereas the shops are really _flooded_ with Falcons, eh? I haven't even
> : seen any Jaguars about and they are supposed to be recieving the full
> : 'benefits' of Atari's promotional push.

> Then you live in a superbly sheltered place. The Jaguar can be found
> almost anywhere now, 4 shops in this town carry it alone. Heck even the
> Falcon can be found in the right places (ie Silica departments) for the
> public to see. Wake up to the reality, there is NO place for Commodore
> this Christmas, forget the software, that isn't going to make Commodore
> any money is it? They need to sell machines, but they are not going to
> because there are not many left, as soon as stock dries up you are all
> buggered, face it.

Sorry, I was thinking of Dixons, Rumbelowes, Virgin Megastores and
'Game' stores. Maybe availability varies geographically. Lets face
it, Silica aren't exactly a nationwide presence, though they are
a good mailorder company.

You seem to be getting very excited about a games machine. You
just said in another post that games weren't important to you.
I guess when it comes down to it, Atari NEED to be sucessful as
a gaming company since they've pretty much failed to sell computers
sucessfully.

Who knows, IF the Jaguar does well then in a year or twos time
you MIGHT see some more developement on an Atari home computer
line. In the meantime, Amigas are in a hell of a better position
than any of the Atari home computers, regardless of the manufacturing
position.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4448. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 17:03:47 UTC
From: sinclair@ins.infonet.net
Message-ID: <38ratj$786@insosf1.infonet.net>
Source record: 14946

In article <CyDy01.8v3@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:
>>Early in 1994, Atari lowered their estimate of 500,000 to 300,000 units. Now
>>its 200,000. I doubt that they will sell that many too.
>
>Almost as much as Apple are reducing their sales estimates for the PowerFlop.

Care to elaborate and provide press statements. Apple has sold over 600,000
Powermacs since March. Next Spring IBM will sell PowerMac clones to
corporations.

>
>Barry.
>
>

-Peter

>
>

4449. Strange, but true.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 18:56:43 UTC
From: mmalcolm Crawford <malc@dcs.shef.ac.uk>
Message-ID: <941028185643.2771AACUv.malc@jeeves>
Source record: 14947
Cross-posted to: comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.mac.advocacy,comp.sys.atari.advocacy,rec.sport.football.college,alt.fan.mike-dahmus

FYA:

In Message-ID: <Cy5D90.992@bocanews.bocaraton.ibm.com>, Sun, 23 Oct 1994
22:31:48 GMT, miked@vnet.ibm.com (Mike Dahmus) wrote:

> Malcolm, grow up. Please.
>

Which is odd, because in
Message-ID: <CMGut2.J2x@sernews.raleigh.ibm.com>, Thu, 10 Mar 1994 20:41:26
GMT,
mike@schleppo.bocaraton.ibm.com (Mike Dahmus), wrote:

> The first refuge of the pitifully outclassed is to paint the other side as
> "childish" and to try to ignore their ideas.
>

Ho hum.

Have fun,

mmalcolm.

4450. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-28 20:29:07 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct28.202907.47297@rmece02.upr.clu.edu>
Source record: 14948
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <94297.151821STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> <regarding my list of "big games" on the ST>
|> Gavan,
|> They may have been old news, but I was responding to the claim
|> of !Productions who said that the store he worked at received
|> only 3 ST games in 1993. That is why they were old games.
|> How about Elite II, Ishar III, Robinson's Requim, Llamazap,
|> and a Falcon-version of Zool to name a few for this year?
|> Also, smaller companies are releasing games like Rock 'n'
|> Roll Clams, Stardust and Obsession Pinball? I also just
|> talked to someone from Dune, who are working on a Falcon
|> Wolf 3D clone.
|> Another point: I like Streetfighter 2 better than MK so I
|> really don't miss MK.

But MK-II is coming out for the Amiga now... and MK-II
ROCKS! (I also hate MK-I).

|> -scott tirrell

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4451. Latest From The Trade

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-29 11:45:26 UTC
From: mgoodman@goody.demon.co.uk
Message-ID: <783431126snz@goody.demon.co.uk>
Source record: 14958

A few snippits from the trade press - 31st Oct 1994

From CTW - (Computer Trade Weekly)

Alien devours Knuckles.....
Early sales of AVP seem to have lived up to Atari's expectations -
particularly in Maidstone Kent. Diane Hobson of Game Zone told
CTW, (Computer Trade Weekly), that the store has already sold
out of its first stock of the game, AND that it's sold more copies
than Sega's much hyped Sonic & Knuckles.

Jag Headset due for Xmas 95....
Atari have joined forces with arcade games firm Virtuality Group in
a bid to produce a $200 home VR system...
"The Atari Jaguar platform is the only 64-bit system currently on
the market and is ideally suited for immersive virtual reality
games" said Jon Waldern, Virtuality's CEO. "The deal propels both
companies to the forefront in the home market for virtual reality
gaming. Thanks to the Atari Jaguar, fans of our many arcade titles
will be able to play their favourite virtual reality games at home"

Plus from Computer Retail news....

Atari's AVP rocketed straight into the listings.....meaning the
entire Jaguar installed base was not put off the game after a
rubbishing in the Edge magazine.

Incidentally the headline on the front page of Computer Retail News
may be of interest to some.....

CHELSEA IN COMMODORE WIND UP BID
Quote..
Alan Shaw, club secretary at Chelsea said: "The debt is not in question.
The money was due at the end of last season and we have not yet been
paid. I believe the bonus was insured and that Commodore has been paid,
but it has not been passed onto us".

Commodore UK stated they were taking legal advice.

4452. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-29 16:19:13 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <38tsm1$edj@mercury.dur.ac.uk>
Source record: 14951
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Kristofer Maad (m93kma@agena.tdb.uu.se) wrote:

: An .ACC is an accessory, which is a small program that lies resident in
: memory and can be activated from the menu bar. This is much the same
: mentality as the Commodities on the Amiga (yes, the Amiga has it, too!).
: On the Ataris, you'll have to autostart all accessories before the desktop
: starts up, or they will not appear on the menu. On the Amiga, you can
: load Commodities anytime you like. Also, you can quit them if you don't
: need them anymore.

Actually, you can do this with the latest versions of the AES as well.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

4453. Filenames (was Re: Falcon..Re: 1989-1994)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-29 16:29:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <38tt8c$edj@mercury.dur.ac.uk>
Source record: 14952
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

!Productions (mentat@satelnet.org) wrote:

: If I remember correctly, it's an "accessory", much the same as a
: commodity, only less powerful. (Actually, it's closer to a program that
: attatches itself to the "Tools" menu.) (The fact that it's called an .ACC
: leads me to believe the Falcon is still crippled with the 8+3 filenames,
: too.)

Actually, accessaries are quite useful as a way of obtaining an essential minimum level of tool availability without the processor/space overhead of running a full multitasking system. Something which many people do not want to run on the Atari.

Actually, this applies on virtually every platform - most users of System 7 and Windows etc. will only ever have one app open at one time. And it's getting annoying watching people hog the very limited supply of undergraduate workstations here just to check their mail in an Xterm window.

The 8+3 problem is rectified with MiNT, which allows filenames of any length to be used with loadable file systems. IIRC MinixFS allows filenames of up to 254 characters, depending on how you initialise the disk.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/

4454. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-29 16:39:18 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <38ttrm$edj@mercury.dur.ac.uk>
Source record: 14953
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires059) wrote:

: The Amiga advantage is that it has had multitasking since day one
: and as such programmers have always been able to take advantage of it.
: On the ST, Mac and PC the OS' all started out as single tasking and
: have been 'hacked' to do multitasking subsequently. You only have
: to look at windows and sys 7 to see how badly the job has been done.

Actually, I would say that although the Atari has only had viable multitasking for a relatively short time, it's actually in quite a good position. As a programmer, it's fairly obvious to me that GEM was designed from day 1 to be upgraded to multitasking capability. Simple IPC has always been present, for example, via appl_read and appl_write.

BTW, any of the current multitasking systems on the Atari multitask in a more sophisticated way than System 7. Mag!x has relatively basic but workable preemptive multitasking, and its capabilities in the Falcon version are rumoured to be on a par with MiNT.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk./~d408x2/

4455. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-29 16:39:25 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Oct29.163925.4928@bay.cc.kcl.ac.uk>
Source record: 14954
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

moran@bires059 (G MORAN) writes:
!
! I prefer the Amigas commodities myself. Theyre available in
! all apps. With an ACC if you're multitasking, is the ACC installed
! in a specific 'session' or is it available from ALL current
! sessions?

I don't understand 'sessions'. Where you used to have the Desk menu
you now have an extension such that ....

```
Desk Desk
|-----------------| |-------------------|
| About program | | About current prog|
| DA 1 | | DA 1 |
| ... | | ... |
| DA 6 | | ... (No limit) |
------------------ +-------------------+
| Application 1 |
| ... |
+-------------------+
```

But there's no sessions as such, you can have multiple apps/accs on
screen all accepting input/outputting data at the same time. You
can either 'Top' a window to make it the foreground session or
click on it's entry in the Desk menu.

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

4456. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-29 16:44:22 UTC
From: cpb1001@cam.ac.uk
Message-ID: <38tu56$bu9@lyra.csx.cam.ac.uk>
Source record: 14955
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <38occ1$o88@bmerha64.bnr.ca>, G MORAN <moran@bires059> wrote:

> And I'm saying I'd rather have a meg of extra RAM space and less floppy
>space for a hundred quid less than the nearest priced Falcon model.

Me too, but then it doesn't matter to me anymore, I've been wanting an external floppy for some time (Do a lot of file transfers from aminet->pc->amiga, and only being able to format one PC disk at a time, and copy from one disk onto my Amiga at a time was getting annoying), so yesterday, I picked up an HD floppy drive from the Future Entertainment Show. Now I have the best of both worlds :-)

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4457. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-29 16:46:49 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <38tu9p$edj@mercury.dur.ac.uk>
Source record: 14956
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Shaun C. Murray (scm@mfltd.co.uk) wrote:
: In article <38ip24$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) says:

: Thought as much. Under Workbench, these are called `Commodities` and are
: used by any program - your program doesn`t have to have a facility to
: access them. They are available anywhere, on any public screen.

The 'facility to access them' is actually present in virtually every
program available - it is actually just a GEM menu bar.

: Clock,
Same here
: screen saver
Same here
: mouse blanker (blanks the mouse when you type)
No need - all the apps I have blank the mouse automatically if it's over
text.
: virus killer
I don't bother - I've never had a virus in the 7 years I've been using
Atari computers
: print spooler (and manager)
Yes.
: pop up menu (ie. at the mouse rather than at the menu bar)
Popup menus are a separate feature in GEM - programmers decide when to
use them rather than users
: 3d menus
N/A
: Animated requestors (nice anims and any sound for warning etc requestors)

Accessaries actually seem to work in a very similar way, apart from the
shortcuts.

Also, it's a relatively easy job if you have an application without a
menu to turn it into an application - maybe 20 extra lines of code. I
don't know whether this holds for Commodities or not.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

4458. Wanted: HD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-30 18:31:14 UTC
From: gfisher@unlinfo.unl.edu
Message-ID: <390opi$a5r@crcnis1.unl.edu>
Source record: 14959

I have a friend who is looking for a hard drive for an Atari ST. Anyone
have on they would like to sell?

```
////////////////////////////////////////////////
/ /
/ /
/ George J. Fisher Anyone and anything /
/ University of can fail, but brave /
/ Nebraska-Linclon good friends help. /
/ /
/ gfisher@unlinfo. Leto II /
/ unl.edu _God Emperor of Dune_ /
/ /
////////////////////////////////////////////////
```

4459. Contact Names Please..

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 12:49:34 UTC
From: u01arh@nof.abdn.ac.uk
Message-ID: <392p4u$ec2@nof.abdn.ac.uk>
Source record: 14960

Subject: Contact Names Please..
Newsgroups: comp.sys.amiga.advocacy
Summary:
Keywords:

I'm needing help from you computer fans...

I'm helping to organise a Festival of Toys at Satrosphere (a hands-on science centre - you know the type "learn about science the fun way") here in Aberdeen, Scotland. Since computers/consoles are toys (of sorts) it seems reasonable to expect a display whats available and new in the computing world.

However since we are "a charitable educational centre" - that's how we are sometimes described - we can't afford to buy equipment for a short festival which will run for a couple of months and so are looking for computer firms that might be interested in showing their wares. If you realise that most Computer shows are held in London/Birmingham, we Scots don't get a chance to play... ahem see the latest in computer technology and so a company could receive more than favourable attention from the public and press in the North.

So if you have contact names and addresses for the following companies I would be very grateful if you'd give me them

Amiga International (Commodore UK)
SEGA UK
Nintendo UK
Atari

If you know of any other company that may be interested sent it too. Also Contact names are really important since it goes directly to somone and not just to a building.

Thanks

Andrew R Harrold
u01arh@emps.abdn.ac.uk

4460. ATARI

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 14:04:41 UTC
From: your.E-Mail.CS9H4XBB@Swansea.ac.uk
Message-ID: <CyJJ3t.CKK@info.swan.ac.uk>
Source record: 14961

Atari are dead. The Jaguar is not a flop. Neither is the Falcon.
For companies of the manitude of Atari and the image of Atari, they
can't just produce a wonder machine and be overnight success. It takes
time. The Jaguar to mind, is amazing and having a more than reasonable
chance of making Atari a good return on there investment. At least now,
here in England you can buy a new Atari good in an electrical shop;

Atari can and will make a success of the Jaguar.

4461. Re: Future Falcon development?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 15:39:50 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <393346$s84@bs33n.staffs.ac.uk>
Source record: 14962

traynor@fnalf.fnal.gov wrote:
: I was just wondering if any development were going on with the Falcon (i.e.,
: 040 or RISC Falcon, or 060 Falcon)--if the Amiga doesn't have a new owner
: by the time I graduate, it's time for a new line. Also, can it emulate
: Mac II/IBM 386? Thanks.

It can emulate a 286 fine and a 386 card is coming along (so they say).

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

4462. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 15:44:46 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94304.104447STIRRE31@MAINE.MAINE.EDU>
Source record: 14967
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Gavan,
3.5 megs? Hah! I can just get a floptical drive for my Falcon :-). Seriously, you have to buy a high density drive. The Falcon comes with one standard. It seems a lot of the Falcon vs. 1200 argument has been that anything the Falcon has the 1200 user can add-on. With the larger price difference in the past this may have been so but the price on the Falcon in the UK has been dropping and over here the 1200 has been getting more expensive. So, first you add the HD drive and then the MIDI ports....
-scott tirrell

4463. Re: POV RAY was Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 15:44:55 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3933dn$s84@bs33n.staffs.ac.uk>
Source record: 14963

G MORAN (moran@bires059) wrote:
: There must be a usenet news group somewhere.....

: gavan

comp.graphics.raytracing has masses of POV stuff in there.
But you should know that, after all the Amiga is god's gift to raytracing
isn't it ?

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

4464. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 15:58:16 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39346o$s84@bs33n.staffs.ac.uk>
Source record: 14964

G MORAN (moran@bires059) wrote:
: You seem to be getting very excited about a games machine. You
: just said in another post that games weren't important to you.

You are quite correct, games don't bother me much. But this is Atari we are talking about and the survival of Atari bothers me greatly. Hence the success of the Jag does. Logic really.

: I guess when it comes down to it, Atari NEED to be sucessful as
: a gaming company since they've pretty much failed to sell computers
: sucessfully.

Sure.. like they failed SO badly with the ST didn't they? Wake up! They have a bad track record, no denying that, but I agree they do need to be successful with the Jag for the above said reasons.

: Who knows, IF the Jaguar does well then in a year or twos time
: you MIGHT see some more developement on an Atari home computer
: line. In the meantime, Amigas are in a hell of a better position
: than any of the Atari home computers, regardless of the manufacturing
: position.

So what happens if some, like, REALLY stunning software comes out for the Amiga, say 10-20 gob-smacking games that make SNES owners wet their pants with anticipation and they ALL rush out and want to buy an Amiga? Where do they rush to? There is nothing left, stocks will do nothing but go down. Sorry, but I thought the manufacturing abilities of the parent company were rather important myself. I know you will say 'well Atari arn't making computers', but the fact remains they still have the capabilities to. While Commodore (heck even CBM UK) have to do battle with angry football teams wanting unpaid funds :-)

: gavan

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

4465. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 16:05:22 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3934k2$s84@bs33n.staffs.ac.uk>
Source record: 14965
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires059) wrote:
: I thought you said earlier you liked serious games? Now I've
: pointed out that there aren't a lot of 'serious' games available
: for the Falcon either suddenly you think all games are worthless.

Depends what you constitute as a 'serious' game doesn't it? Heck I wish I had time to play games, but I don't, so like I (keep) saying games are kinda low on my list of computing priorities.

: Still, as you point out, you've got a PC. Now, if you don't like
: games and prefer to use your machine for serious use, then why do
: you bother keeping a PC as well as a Falcon? Doesn't the Falcon
: fulfil your 'serious' needs? It certainly won't fulfil a gaming
: role.

Actually the PC is for Uni work, until they convert Visual Basic for Windows to the Falcon (hmmm not too likely that) I'll be stuck on the PC environment, not one I'd prefer to be on, but I don't have too much choice. That's why I keep a PC. Oh and it comes in handy for reviewing Falcon software... have the soft running onthe Falcon and then review away on the PC laptop. Oh and before you laugh even further, the PC is a Commodore one. Damn fine it is too. Cept no-one will upgrade it for me (companies never heard of it!).

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

4466. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 16:09:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3934sc$s84@bs33n.staffs.ac.uk>
Source record: 14966
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Andrews (csd1be@herts.ac.uk) wrote:
: > How dare you put word in my mouth.

: Rich D -- Calm down mate! With a snap temper like that you could do
: youself some damage. For Christs sake take a holiday, get
: a frisbee, go to the beach.

: {Chris - C.Andrews@herts.ac.uk}

:-) sorry, bad day that was - went to see my bank manager :-(

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

4467. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 17:44:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct31.174444.37196@rmece02.upr.clu.edu>
Source record: 14975

In article <38ifh1$q9a@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <38ht7i$7d4@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|> >
|> What a bunch of bull. Atari's computer line is dead.. There is no way Atari
|> can come back into the market in a profitable way. The Jagflop has bombed, so
|> don't expect any profits from it anytime soon. if the Tramiels had any brains,
|> they would give up, close shop and live off the royalties from the patents..

Now that's a really dumb comment Peter. You aren't reading game magazines
at all are you? The Jaguar hasn't been successful but it surely has the potential,
as any Marketing 101 course would tell you.

Peter, ATARI is actually even advertising and quite good. The Jaguar's future
is not secure, but it is surely there with a chance. 3DO right now has more
trouble.

|>
|> >
|> > ~Chris
|> >
|> -Peter
|>

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4468. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 17:47:00 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct31.174700.37105@rmece02.upr.clu.edu>
Source record: 14968

```
In article <38ifor$7ju@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
|> Mark Rathwell (mrathwel@uoguelph.ca) wrote:
|> > mece02.upr.clu.edu> <38fv4b$qa5@bmerha64.bnr.ca>
|> > Distribution:
|>
|> > : BTW, Did the Jaguar ever get either of the Mortal Kombats like jag advocates
|> > were touting a few months ago. The Amiga of course has had a good port of
|> > MKI and MKII is coming out for xmas. The only thorn in the side is that
|> > theres likely to be lots of floppy loading if they don't make it HD
|> > installable. Still, better a floppy based MKII than NO game at all, eh
|> > Atari fans? ;-)
|>
|> > The possiblity is still there. Williams is a Jaguar developer,
|> > but they must wait until the end of 1994 (when another contract expires)
|> > before they can port Mortal Combat I, II or III to any system. It's still
|> > possible.

Gavan, it's possible but...

|>
|> What about the rumours that the Jaguar might be used as an arcade board
|> for MKIII? Also, why can't Akklaim (who did the Amiga, Sega and Nintendo versions
|> in the UK) do a Jaguar port?

Nope. There will be none of that. Nintendo has a new agreement with
Williams so if any arcade board would be used it will be either William's
old one, or the new Nintendo's Ultra 64...

|>
|> gavan
|>
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--
-------------------------------------------------------
> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus
```

4469. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 17:50:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct31.175044.15887@rmece02.upr.clu.edu>
Source record: 14969
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <9410262057.AA0002f@rickyp.demon.co.uk>, rik@rickyp.demon.co.uk (Richard Pluck) writes:
|> Shaun C. Murray (scm@mfltd.co.uk) wrote:

|> Datatypes are a brilliant idea, but under-utilised at present.

Rightly so! Actually, this is one of the most obvious moves
to an object oriented OS. AmigaOS 2.04 introduced several object
oriented concepts (Intuition classes) and 3.00 expanded on it.

Still NextSTEP rules in this area though ;-)

|> _______________________
|> ____/rik@rickyp.demon.co.uk____
|> _______________________/
|>
|>

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4470. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 17:55:05 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct31.175505.41430@rmece02.upr.clu.edu>
Source record: 14970

In article <38kdh3$nlm@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
|> : Not with 200,000 in projected sales. It will be Segas and Nintendos current
|> : offering that will have the top spots this Chrismas. Both will sell millions
|> : of consoles each this Christmas.
|>
|> I doubt it. 16-bit Sales are really on the decline. The higher

Not really...

|> priced 3DO is actually outselling the Genesis and SNES in many areas.

Where? 3DO is facing now a big problem because they have lost about
$200 million bucks (source: Wall Street Journal). Actually not 3DO directly,
but the guys who are manufacturing them particularly Matsuhita.

And they are about to put a $3.00 fee increase on software developers
to help cover this loss (they call it "market developing fund"), which has
all of their developers p*ssed off right now, and some are considering
abandoning the platform altogether. This is, IMHO, the Jaguar's best time
to outsell the 3DO.

|> Gamers are making the transition, knowing that Nintendo and Sega are
|> ready to move on.

You should see Donkey Kong Country, and see why some people are not
bothering with 'this transition'. SUre, there are some ready to make
a transition but they are waiting.

The 32X will outsell the 3DO easily this christmas.

|>
|> >> Mark <<
|>
|>

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4471. Re: POV RAY was Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 17:56:56 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct31.175656.51019@rmece02.upr.clu.edu>
Source record: 14971

In article <38l5u6$c93@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
|> Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
|> >
|> > My argument? You are mentioning POV-RAY? DOn't make me laugh
|> > please. Pov-ray not only is on the Amiga too anyway, but that's
|> > not what I would consider a top-notch raytracing applicaiont.
|>
|> Actually POV-RAY is potentially very powerful but let down by
|> its lack of GUI.

Yes, it's very powerful, I'll admit.... *but* it is lacking
in other areas. And yes, GUI for modeling *and* animation
is really but really needed ;-)

|> As you say, its on the Amiga too, but the 'best' place to
|> do POV work is on the PC which has had a couple of excellent
|> GUI front-end modellers made for it. Since the souce for
|> POV is freely distributable and has made it on to many machines,
|> what you can do is run your modeller on the PC and actually
|> generate your scenes on a sun or HP workstation (or even a
|> network of them)!
|>
|> If I get some free time at work, I'd like to experiment with
|> this idea a bit. We have a large network of sun and HP gear here
|> that sits and does nothing at nights. The total computing power
|> is quite considerable...

he he he... ;-)

|>
|> Has anyone done this or does anyone have any tips on POV?
|> There must be a usenet news group somewhere.....

Probably. I suggest you post on comp.sys.graphics...

|>
|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)

---> Opinions are my own, not of my college campus

4472. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 17:59:53 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Oct31.175953.37296@rmece02.upr.clu.edu>
Source record: 14972

In article <38l64p$c93@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
|> Mark Rathwell (mrathwel@uoguelph.ca) wrote:
|> > : Not with 200,000 in projected sales. It will be Segas and Nintendos current
|> > : offering that will have the top spots this Chrismas. Both will sell millions
|> > : of consoles each this Christmas.
|>
|> > I doubt it. 16-bit Sales are really on the decline. The higher
|> > priced 3DO is actually outselling the Genesis and SNES in many areas.
|> > Gamers are making the transition, knowing that Nintendo and Sega are
|> > ready to move on.
|>
|> Has anyone seen 'Donkey Kong Country' on the SuperNES? It was
|> on tv here in the UK last night and it looked _awesome_!

Yes, I saw it. Nintendo is sending videotapes on the 'making of'
to those that are subscribed to Nintendo Power.

And _awesome_ is an understantement.... THE GAME KICKS SERIOUS BUTT,
and it's graphics are in the Jaguar/3DO/Sony Playstation class!!!!

YES, I KNOW WHAT I AM SAYING BY SAYING THAT, BUT IT'S TRUE!

And 'only 16-bit'... well, so much for the 'bits of power myth'.

Actually, I thought the S-NES could do it (well, I wasn't *THAT* sure ;-)),
but my question is how the hell they compressed those graphics... Those
graphics are hard to compress...

|>
|> If they can keep cranking out games of that quality, then theres
|> probably life in the 16 bit consoles yet. Certainly enough life to

Yep.

|> get them through to whenever their 'next generation' console appears.
|>
|> Atari have been given an amazing 'second chance' with the money
|> from Sega. Lets hope they don't blow it this time.

True.

|>
|> With their past record, I wouldn't bet on it though......

Actually, they are doing some stuff which I consider 'new' finally...
Like advertising ;-) But they really need to put out a lot of games.

```
|>
|> gavan
|>
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--
-------------------------------------------------------
> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus
```

4473. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 19:21:20 UTC
From: cpb1001@cam.ac.uk
Message-ID: <393g3g$dmc@lyra.csx.cam.ac.uk>
Source record: 14973
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <392fgo$hkf@bmerha64.bnr.ca>,
G MORAN <moran@dace.bnr.co.uk> wrote:
>Chris Brown (cpb1001@cam.ac.uk) wrote:
>> In article <38occ1$o88@bmerha64.bnr.ca>, G MORAN <moran@bires059> wrote:
>
>> > And I'm saying I'd rather have a meg of extra RAM space and less floppy
>> >space for a hundred quid less than the nearest priced Falcon model.
>
>> Me too, but then it doesn't matter to me anymore, I've been wanting an external
>> floppy for some time (Do a lot of file transfers from aminet->pc->amiga, and
>> only being able to format one PC disk at a time, and copy from one disk onto
>> my Amiga at a time was getting annoying), so yesterday, I picked up an HD
>> floppy drive from the Future Entertainment Show. Now I have the best of both
>> worlds :-)
>
> Exactly! I've been thinking of getting an external floppy myself, but now
>that Power have their XL drive at 60UKP (or will have, the new cheaper model
>comes out end Nov) I'll be buying it so I'll kill two birds with one stone.

They (Power) were selling them at the show for 60 UKP, so I'm quite happy.
It's certainly VERY nice to get 1.92 megabytes free space on a disk. :-)

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4474. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-10-31 21:27:09 UTC
From: mrathwel@uoguelph.ca
Message-ID: <393nfd$9n0@nermal.cs.uoguelph.ca>
Source record: 14974

: |>
: |> I doubt it. 16-bit Sales are really on the decline. The higher

: Not really...

No? Is this why Sega and Nintendo are reporting declining sales? Or why
the prices of the Genesis and SNES have been reduced? Or why many stores
are trying to clear out 16-bit games at VERY low prices? They are not
what they used to be, which = DECLINE!

: |> priced 3DO is actually outselling the Genesis and SNES in many areas.

: Where? 3DO is facing now a big problem because they have lost about
: $200 million bucks (source: Wall Street Journal). Actually not 3DO directly,
: but the guys who are manufacturing them particularly Matsuhita.

Well ... let's see. The 3DO lowered it's price from $700 to $399,
so that's a lot of lost revenue right there. Panasonic is the main
manufacturer around here. And ... many stores (Babbages, Electronic
Boutiques) have reported that they are currently selling a higher volume
of 3DO's than SNES or Genesis machines. Check the net.

: And they are about to put a $3.00 fee increase on software developers
: to help cover this loss (they call it "market developing fund"), which has
: all of their developers p*ssed off right now, and some are considering
: abandoning the platform altogether. This is, IMHO, the Jaguar's best time
: to outsell the 3DO.

I think the Jaguar will be able to pick up as well. I'm not a 3DO
advocate ... I'm just stating the facts. Remember ... in the
Nintendo/Sega Duopoly, the Jag and the 3DO should be considered allies.

: The 32X will outsell the 3DO easily this christmas.

Possibly. The 32X will only have 6 games for it, though. The 3DO
now has a big software library with big games. True, twenty million
Genesis owners will likely find the 32X appealing, but forking out $160
bucks to play 6 32X games insn't going to convince the masses. Even the
Jaguar has more games.

BTW: Would you mind stating your name when you make such posts?
It's hard to respond to a nameless entity.

>> Mark <<

4475. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 02:01:11 UTC
From: DavidErin@avalon.dash.com
Message-ID: <DavidErin-3010942008330001@198.199.231.212>
Source record: 14909
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.sys.next.advocacy,comp.unix.advocacy

In article <38iiga$h5a@btmplq.god.bel.alcatel.be>, cgra@se.bel.alcatel.be wrote:

}In article <1994Oct25.002010.12153@rossinc.com>, joelga@rossinc.com (Joel
Garry) writes:
}In article <386vpn$n6r@news.arc.nasa.gov> josco@gaia.arc.nasa.gov (Joseph
Coughlan) writes:
}
}> The current American persiophobic nation is Iraq.
}
}Can someone explain "persiophobic" to me? It's not in my dictionary.
}(Will swap for persiflage and persimmon).
}
}If it means they don't like Persians then well, that's true, those two
}never did get on. Something to do with Arabs and Aryans, I believe.
}
}____
}
}Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102
}____

Once again, I must ask, "What is this doing in
comp.os.os2.advocacy, comp.os.ms-windows.advocacy,
comp.sys.acorn.advocacy, comp.sys.amiga.advocacy, comp.sys.atari.advocacy,
comp.sys.mac.advocacy, comp.sys.next.advocacy, comp.unix.advocacy"?

--
David Erin | Blessed are the meek*, for
DavidErin@avalon.dash.com | they shall inherit the
<A HREF="http://avalon.dash.com/"> </A> | Earth....
| Yeah, a nice 7x3x6 piece!
ftp to avalon.dash.com |
User: anonymous | * and MS-DOG users

4476. Re:Atari will survive!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 08:41:19 UTC
From: your.cs9h4cbb@Swansea.ac.uk
Message-ID: <CyKysv.LHq@info.swan.ac.uk>
Source record: 14976

In article <CyJJ3t.CKK@info.swan.ac.uk>, your.E-Mail.CS9H4XBB@Swansea.ac.uk (BRIAN COPLIN) says:
>
>Atari are not dead. The Jaguar is not a flop. Neither is the Falcon.
>For companies of the magnitude of Atari and the image of Atari, they
>can't just produce a wonder machine and be overnight success. It takes
>time. The Jaguar to mind, is amazing and has a more than reasonable
>chance of making Atari a good return on there investment. At least now,
>here in England you can buy a new Atari good in an electrical shop;
>
>Atari can and will make a success of the Jaguar.

4477. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 09:52:42 UTC
From: moran@bires050
Message-ID: <39535b$srk@bmerha64.bnr.ca>
Source record: 14978

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> : |>
> : |> I doubt it. 16-bit Sales are really on the decline. The higher

> : Not really...

> No? Is this why Sega and Nintendo are reporting declining sales? Or why
> the prices of the Genesis and SNES have been reduced? Or why many stores
> are trying to clear out 16-bit games at VERY low prices? They are not
> what they used to be, which = DECLINE!

The ENITRE CONSOLE MARKET is facing declining sales. Is this really
the best time for a struggling company like Atari to 'bet the farm' on
a new console product?

The fact remains that theres a massive installed userbase for Sega and
Nintendo that they can rely on to be profitable for a year or two yet. The
Jaguar has NO base at a time of decline in console sales.

> : The 32X will outsell the 3DO easily this christmas.

> Possibly. The 32X will only have 6 games for it,

Hey, the Jagur was in that situation for over a YEAR! You can bet
with the support of Sega the 6 games on laucnh will rapidly grow to
a large library of quality software. Unlike Atari who have failed to
get games out in numbers.

> bucks to play 6 32X games insn't going to convince the masses. Even the
> Jaguar has more games.

Yes, but the Jaguar has been out for over a year now. And it doesn't
have many more games than this console does _on launch_. Plus of course,
DOOM will be available as one of the initial games. Now, will the games
buying public with millions of Segas spend 160 bucks on a spanking new
32X for their Megadrive/Genesis or will they ditch the platform they
know and go for a new product from a company with a record of poor
software support?

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4478. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 09:58:30 UTC
From: moran@bires050
Message-ID: <3953g6$srk@bmerha64.bnr.ca>
Source record: 14979
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> Gavan,
> 3.5 megs? Hah! I can just get a floptical drive for my
> Falcon :-). Seriously, you have to buy a high density
> drive. The Falcon comes with one standard. It seems a lot

No, I don't NEED to buy a HD drive. Its a luxury item that
makes life easier if you are transferring a lot of stuff to
from PCs/Macs/Sun Workstations. Since it only costs 20 quid
more than a standard external drive, you might as well get
a HD if you are thinking of buying an external drive.

> of the Falcon vs. 1200 argument has been that anything the
> Falcon has the 1200 user can add-on. With the larger price
> difference in the past this may have been so but the price
> on the Falcon in the UK has been dropping and over here the
> 1200 has been getting more expensive. So, first you add the
> HD drive and then the MIDI ports....

Again, you may not NEED the MIDI ports. If you do, they are
only 20 quid and whats more, the MIDI unit I got for my Amiga at
that price is quite a bit more flexible than the ST ports - More
output ports and through ports and no need to fiddle around with
special cables.

These days, if you;re serious about MIDI you buy a Mac anyway.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4479. Re: ATARI

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 10:14:01 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3954d9$1ta@bs33n.staffs.ac.uk>
Source record: 14977

BRIAN COPLIN (your.E-Mail.CS9H4XBB@Swansea.ac.uk) wrote:
: Atari are dead. The Jaguar is not a flop. Neither is the Falcon.

Atari are dead? Don't be mean _not_ dead???!

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

4480. Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 12:49:30 UTC
From: IE9390@lthmalmo.malmo.lth.se
Message-ID: <IE9390.14.000DD3A7@lthmalmo.malmo.lth.se>
Source record: 14985

Does anyone want to give me a Jaguar?
Didn't think so,but anyway...

4481. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 14:38:01 UTC
From: mdekker@fwi.uva.nl
Message-ID: <395js9$5sp@turing.fwi.uva.nl>
Source record: 14980

mrathwel@uoguelph.ca (Mark Rathwell) wrote:

:: Again, the Jagflop has bombed and has been out for a year. It's the same
:: excuses I have heard during the ST era.
:
: Out for a year in New York and San Fransisco. NOT around the
:world. It is JUST being formally released now!
:
:: Your right both Sega and nintendo got off to a slow start. Instead of selling
:: seven million units in the first year, five million were sold.
:
: Sorry Sinflop, but Sega barely sold a half million Genesis
:systems in their first year. Now look at what they've sold: Twelve
:million units. And ... they came from a market position as bad as
:Atari's. Have a little faith.

Dont forget that sega was one of the first game consoles. easy to
get a big piece of this new market. Today it will be VERY hard to get
a little piece of the console market, now that sega and nintendo rule.
I am afraid atari doesn't market their jag enough....i am pessimistic
about the jag.

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| -= http://www.fwi.uva.nl/~mdekker/PFF.html =-
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4482. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 14:50:16 UTC
From: sinclair@ins.infonet.net
Message-ID: <395kj8$go@insosf1.infonet.net>
Source record: 14981

In article <IE9390.14.000DD3A7@lthmalmo.malmo.lth.se>, IE9390@lthmalmo.malmo.lth.se (Sebastian Ringkvist) writes:
>Does anyone want to give me a Jaguar?
>Didn't think so,but anyway...

I'll take one as a collectors item..

-Peter

4483. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 17:22:10 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94305.122210STIRRE31@MAINE.MAINE.EDU>
Source record: 14983
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Gavan,
By needing to buy a high density drive I meant that you do have to buy a high density disk drive for high density disks. Geez. With the price about the same for the Falcon and the 1200 how are you going to get a faster microprocessor, DSP and high density drive? Pay money of course. While you might claim that these are "luxury" features they do add quite a bit to the system. Software that uses the DSP is very neat-o (Griff's MPEG viewer for example). I don't have to really go into faster microprocessor or high density drives do I? Should I also mention the sound capabilities of the Falcon?(16-bit stereo, btw). Adding these capabilities on the Amiga would be expensive, would they not? How can you justify a 1200 now that the Falcon is competitively priced and it offers so much more? That every Falcon feature is a "luxury"? Please. Also bear in mind that as time passes and 1200s get harder to find the price will continue to rise.
-scott tirrell

4484. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 19:13:13 UTC
From: berndm@cs.monash.edu.au
Message-ID: <berndm.783717193@bruce.cs.monash.edu.au>
Source record: 14982
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

rik@rickyp.demon.co.uk (Richard Pluck) writes:

>While we're on the subject of useful features of AmigaDOS, I've not seen
>anyone mention datatypes.

They have been mentioned a number of times, but I'd still like some more
information about them!

>For those people who don't know, a datatype is a _universal_ piece of code to
>handle a file type. For example I've got datatypes to handle GIF,JPEG,PCX
>and IFF filetypes (sound,text,anim,etc datatypes are also available) this
>allows any program which can handle datatypes to access any of the filetypes
>with a corresponding datatype.

What do "handle" and "access" mean in this context? What does your
datatype code for GIF provide? Drawing to screen? Printing? Rotation?
Access to pixel values? Loading and saving? Conversion into other
formats?

Bernie

--
"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
And we buried ours / and the Turks buried theirs | ..... living in Oz ....
And it started all over again" |
(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

4485. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-01 19:35:05 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov1.193505.51523@rmece02.upr.clu.edu>
Source record: 14984

In article <38nev2$48s@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <1994Oct26.233412.38796@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> >In article <38jiv9$ohe@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> >|> In article <38inpt$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> >|> >sinclair@ins.infonet.net wrote:

[stuff deleted]

|> > YOu got a major problem with that argument Peter: in the 3d animation
|> >market you can't call the Amiga software crap, and if you do the math
|> >properly a PowerMac would cost more (or a 68040 Mac) WITH THE software
|> >than the Amiga.
|>
|> Your right Raist, except for Video software, everything else is crap.
|> >
|> > In other areas, you might be right, but desktop video is a very nice
|> >important area for me, and the reason why I bought the equipment I have.
|> >Now, would you dare to argue this point?
|>
|> Okay, I will oblidge. Lets take the issue of hardware.

Let me add multimedia too, although there are excellent tools on the Mac too. And games... although I can see a future where the Macs finally might have decent games. (They have some now, but that's different).

|> PowerMac 6100(soon 6166) 8/250 = $1700 with keyboard.
|> Studio Pro 1.5 = $900 from macWareHouse
|> Infiniti- D 2.6 = $519 from MacWarehouse

Infini D is a joke. This is the program I used here in my college campus. OK, you can do some good stuff with it but "It's only second rate" like the song in Return of Jeffar seza ;-)

Try $$$Strata Pro$$$ which is if I am correct in the $2,000+ category.

|> >
|> side note, you may only need one of the above animation apps for use. As you
|> can see the total cost with both apps is still price lowered than the $3000
|> Warped A4000.

No Sinclair. Let me add just this:

$400 - Real 3D V2.49. Please, look for an animation app on the Mac comparable to this.

```
|> >-----------------------------------------------------
|> >> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
|> >A1200 with AGA blast processing ;-)
|> >REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
|> > ---> Opinions are my own, not of my college campus
|>
|> -Peter
|> -Oxymoron of 1994: $3000 Amiga 4000
```

Yes, it's expensive, but it doesn't make sense for me to buy a PowerMac
when it can't do what I want.

```
-----------------------------------------------------
> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus
```

4486. Re: Atari rules!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 02:17:53 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CyMBpt.6EF@cix.compulink.co.uk>
Source record: 14986

In response to moran@bires059's message:

> > even the Falcon can be found in the right places (ie Silica
> > departments) for the public to see.
>
> Sorry, I was thinking of Dixons, Rumbelowes, Virgin Megastores and.
> 'Game' stores. Maybe availability varies geographically. Lets face
> it, Silica aren't exactly a nationwide presence,

Jaguars are in Rumbelows and the Silica Shop concessions in Debenhams AIUI.

> when it comes down to it, Atari NEED to be successful as a gaming
> company since they've pretty much failed to sell computers
> sucessfully.

True.

> Who knows, IF the Jaguar does well then in a year or two's time you
> MIGHT see some more developement on an Atari home computer line. In
> the meantime, Amigas are in a hell of a better position than any of
> the Atari home computers, regardless of the manufacturing position.

The former is highly unlikely seeing as Atari are approaching the end of the dumping of their old component stocks. The latter is unlikely because C= aren't even a has-been International company (like an Atari) but an even more marginalised UK company. No chain will carry the stock of either as anything more than a clearance line, because no <new> owner would knowingly buy one in the face of what they'd be sure of getting in the more standard computing line.

A sad fact of life, but patently true nonetheless.

****
* InterNet: sidcelery@cix.compulink.co.uk *
regards * *
* also: 100:1011/0.16@turbonet.org *
Harry * 2:254/108.16@fidonet.ftn *
* 90:102/140.16@nest.ftn *
* 51:502/100.16@atarinet.ftn *
****

4487. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 06:17:34 UTC
From: cwcross@delphi.com
Message-ID: <Z40Wj22.cwcross@delphi.com>
Source record: 14888

very well said,about atari.i bought one of the first 520stm's(not fm)in early
1986 orig tos11/20/85).it ran a business for many years and played many
games.finally died a mo. ago.not worth fixing.bought a new 1040ste 4meg,44 med
h/d.nice and fun.i always l
iked the atari feel.for business
a souped up ibm 486.atari for fun and ibm for business.too bad the atari market-
ing strategy failed,if they had one.all for now.

4488. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 07:44:02 UTC
From: sinclair@ins.infonet.net
Message-ID: <397g02$svo@insosf1.infonet.net>
Source record: 14889

In article <1994Nov1.193505.51523@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <38nev2$48s@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> In article <1994Oct26.233412.38796@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> >In article <38jiv9$ohe@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> >|> In article <38inpt$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>|> >|> >sinclair@ins.infonet.net wrote:
>
>[stuff deleted]
>
>|> > YOu got a major problem with that argument Peter: in the 3d animation
>|> >market you can't call the Amiga software crap, and if you do the math
>|> >properly a PowerMac would cost more (or a 68040 Mac) WITH THE software
>|> >than the Amiga.
>|>
>|> Your right Raist, except for Video software, everything else is crap.
>|> >
>|> > In other areas, you might be right, but desktop video is a very nice
>|> >important area for me, and the reason why I bought the equipment I have.
>|> >Now, would you dare to argue this point?
>|>
>|> Okay, I will oblidge. Lets take the issue of hardware.
>
> Let me add multimedia too, although there are excellent tools on the
>Mac too. And games... although I can see a future where the Macs
>finally might have decent games. (They have some now, but that's
>different).

For games, try the cdrom arena.
>
>|> PowerMac 6100(soon 6166) 8/250 = $1700 with keyboard.
>|> Studio Pro 1.5 = $900 from macWareHouse
>|> Infiniti- D 2.6 = $519 from MacWarehouse
>
> Infini D is a joke. This is the program I used here in my college
>campus. OK, you can do some good stuff with it but "It's only second
>rate" like the song in Return of Jeffar seza ;-)
>
> Try $$$Strata Pro$$$ which is if I am correct in the $2,000+ category.
>

According to the latest MacWareHouse catalog(vol.35), Strata Studio Pro 1.5 is $899 plus $3.00 for over night shipping.

In 1995, Apple will incorporate 3d hardware on a single chip to be incorporated
in future macs and selected existing models. Suppose to be veryy inexpensive.
>|> >

>|> side note, you may only need one of the above animation apps for use. As you
>|> can see the total cost with both apps is still price lowered than the $3000
>|> Warped A4000.
>
> No Sinclair. Let me add just this:
>
> $400 - Real 3D V2.49. Please, look for an animation app on the Mac
>comparable to this.

I probably have. Now Please look for comparable hardware that gives you more
bang for the buck and the Amiga loses handily on that.

>
>|> >---
>|> >> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
>|> >A1200 with AGA blast processing ;-)
>|> >REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
>|> > ---> Opinions are my own, not of my college campus
>|>
>|> -Peter
>|> -Oxymoron of 1994: $3000 Amiga 4000

-Peter

>
> Yes, it's expensive, but it doesn't make sense for me to buy a PowerMac
>when it can't do what I want.
>
>---
>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

4489. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 09:04:30 UTC
From: moran@dace.bnr.co.uk
Message-ID: <397kmu$bo2@bmerha64.bnr.ca>
Source record: 14892
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> Gavan,
> By needing to buy a high density drive I meant that you do have
> to buy a high density disk drive for high density disks. Geez.

No, you pay EXTRA to get a high density drive if you take the
Falcon path since Falcons cost MORE than equivalent A1200s.
As I pointed out, theres little need for most A1200 owners to
get a HD disk. Of all the meagre amount of software available
for the Atari machines, how much of it comes on HD anyway?
50% at best I'd say.

> With the price about the same for the Falcon and the 1200 how
> are you going to get a faster microprocessor, DSP and high
> density drive? Pay money of course. While you might claim that
> these are "luxury" features they do add quite a bit to the system.
> Software that uses the DSP is very neat-o (Griff's MPEG viewer
> for example).

Yes, they're impressive but also relatively unsupported by software.
And the Atari software support is abysmal compared to Amiga soft
and hardware support. Have you seen any 40mHz 040 cards for the
Atari? There are 3 for the Amiga. What choice do you have in fast
030 cards on the Atari? There are well over half a dozen brands
for the Amiga. Not to mention the games support is much better on
Amiga and serious apps I would consider better too.

> I don't have to really go into faster microprocessor

I wouldn't even attempt to try to claim the Falcon has a 'faster'
microprocessor than an A1200 if I was you. Faster clock speed - yes,
but with a 16 bit data path to memory and no ability to have
fastRAM the Falcons processor gives poor performance relative to
what a 16mHz 030 on the Amiga would give.

> or high density drives do I? Should I also mention the sound
> capabilities of the Falcon?(16-bit stereo, btw).

16 bit stereo is a nice facility. But again, the Falcon world
is hardly awash with titles which give noticeably better sound
than Amiga titles.

> Adding these
> capabilities on the Amiga would be expensive, would they not?

Assuming you wanted to add them.

> How can you justify a 1200 now that the Falcon is competitively
> priced and it offers so much more? That every Falcon feature is
> a "luxury"? Please. Also bear in mind that as time passes and
> 1200s get harder to find the price will continue to rise.

Because you can still get amigas here for 270UKP. The cheapest
Falcon I've seen is a 1meg noHD model for 400UKP.

Plus of course we still have a number of interested parties
trying to acquire the rights to make Amigas. There WILL be Amigas
manufactured again in the new year. If Atari went under, I wonder
would anyone bother to try to get the rights to make Falcons?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4490. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 09:14:41 UTC
From: Roger Leatherwood <rogerleather@delphi.com>
Message-ID: <hExUDa5.rogerleather@delphi.com>
Source record: 14890

Cw Cross mentions marketing strategy?

Build a powerful computer, put them in all the computer stores they can (i also bought one early on - 9 years ago) (that was the rage - retail outlets) and then sit around and see wht happens. Address the niche market, but don't support software or peripheral makers?

I finally acquiesed and got an IBM for my business/writing stuff, just for all the access to everyone else's laserprinters/computers. I've been (and still) work (ing (oops, bad sentence)) on my Atari ST all this time and stillhave to go into the converstation about how it is *not* a game machine. Business in Germany, on and on.

Marketing strategy? Give up and try the game console market now that it's proven (again) to be profitable (and already locked up). I'm sorry, i've given up trying to explain why I still love my ST. I hung on as long as possible. I'm not a trader. I just feel alone. Peoplelike companies that support and act like they believe in their products. Evidence, atari. Hire a p.r. guy and convince us.

But I'm rambling.

roger

4491. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 09:53:50 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CyMwtq.4tv@aston.ac.uk>
Source record: 14891

>Care to elaborate and provide press statements. Apple has sold over 600,000
>Powermacs since March. Next Spring IBM will sell PowerMac clones to
>corporations.

>-Peter

I would be positively delighted to provide press release sources. Apple are reducing estimates for the sales of the PowerFailure by nearly 40 to 50%. This information was sourced from articles in Computing (an IS trade magazine) and PC Week (another IS trade magazine that isn't just about IBM PCs).

The fact that IBM will be selling PowerPCs does not mean anything, as, the IBM PowerPC is NOT COMPATIBLE with the Apple PowerMac - do you know why?

Well I'll tell you anyway, Apple in their usual lack of wisdom incorporated a couple of extra chips in their machine which stops it being PReP compliant (PReP means Power Reference Platform). IBM are furious about this as you can imagine.

Barry.

4492. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 11:42:03 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <397tub$5o0@bs33n.staffs.ac.uk>
Source record: 14893

G MORAN (moran@bires050) wrote:
: DOOM will be available as one of the initial games. Now, will the games
: buying public with millions of Segas spend 160 bucks on a spanking new
: 32X for their Megadrive/Genesis or will they ditch the platform they
: know and go for a new product from a company with a record of poor
: software support?

The majority of prospective Jag buyers are likely to be too young to even know about Atari's sordid past. The industry rumours show that 32X is just a Sega stocking-filler and will get no real development for it, sure in its initial stages, but with their new console around the preverbial corner no serious software house will put their entire resources into developing for the 32X - surely they'd continue trying to explore the potential of the Jag and Saturn (which I believe they do already have development versions of).

Rich Davey

4493. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 11:45:54 UTC
From: moran@dace.bnr.co.uk
Message-ID: <397u5i$g4c@bmerha64.bnr.ca>
Source record: 14894

Barry Clarke (clarkebj@aston.ac.uk) wrote:
> >Care to elaborate and provide press statements. Apple has sold over 600,000
> >Powermacs since March. Next Spring IBM will sell PowerMac clones to
> >corporations.

> I would be positively delighted to provide press release sources. Apple are reducing
> estimates for the sales of the PowerFailure by nearly 40 to 50%. This information
^^^^^^^
PLEASE! Use the _correct_ term: PowerFLOP !!! ;-)

> was sourced from articles in Computing (an IS trade magazine) and PC Week (another
> IS trade magazine that isn't just about IBM PCs).

> The fact that IBM will be selling PowerPCs does not mean anything, as, the
> IBM PowerPC is NOT COMPATIBLE with the Apple PowerMac - do you know why?

> Well I'll tell you anyway, Apple in their usual lack of wisdom incorporated a couple
> of extra chips in their machine which stops it being PReP compliant (PReP means
> Power Reference Platform). IBM are furious about this as you can imagine.

Yep, as you state IBM definetely will NOT be selling powerFLOP clones
as their PowerPC machine is incompatible with Apples.

Actually, the rollout of IBMPC compatible PPC machines seems to
be under severe doubt. They were supposed to be out by now. I think
the truth is that IBM recognise that NO-ONE would buy PPC PCs unless
they offered real performance gains over the Pentium and that simply
isn't the case.

BTW, we got the insginia SoftWindows emulator for our Powerflop at
work and despite having a 7100/66 with 24 megs ram and 2 megs vram
the Windows performance is just plain appaling. I'd say 25mhz 386SX
at best. It _does_ work though,so you could work on it if you are
prepared to put up with extremely slow speeds.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4494. Let's talk about the Jag instead

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 13:17:42 UTC
From: IE9390@lthmalmo.malmo.lth.se
Message-ID: <IE9390.16.000E4BF9@lthmalmo.malmo.lth.se>
Source record: 14896

Let me tell you the good and bad about the Jaguar:
It's got a lot of potential!
But it isn't getting used...
BTW, has anyone seen Alien vs Predator?
It's beautiful, but what about the playability? To fucking slow! Especially when you're trying to turn around. Either the Jag is too slow, or the programmers haven't done such a good job, they've just copied in some good graphics and sound. Too bad on such a good concept!
The best game so far on the Jag:
Tempest 2000
Probably the best to come:
Doom
Greetings to you all, and if anyone wants to give me a Jag, give me a call!
Sebastian Ringkvist, from Sweden!

4495. Let's talk about the Jag...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 13:21:49 UTC
From: IE9390@lthmalmo.malmo.lth.se
Message-ID: <IE9390.17.000E5D81@lthmalmo.malmo.lth.se>
Source record: 14895

Let me tell you the good and bad about the Jaguar:
It's got a lot of potential!
But it isn't getting used...
BTW, has anyone seen Alien vs Predator?
It's beautiful, but what about the playability? To fucking slow! Especially when you're trying to turn around. Either the Jag is too slow, or the programmers haven't done such a good job, they've just copied in some good graphics and sound. Too bad on such a good concept!
The best game so far on the Jag:
Tempest 2000
Probably the best to come:
Doom
Greetings to you all, and if anyone wants to give me a Jag, give me a call!
Sebastian Ringkvist, from Sweden!

4496. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 14:58:09 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CynAwx.Lp5@exeter.ac.uk>
Source record: 14897
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <3953g6$srk@bmerha64.bnr.ca> moran@bires050 (G MORAN) writes:

> > HD drive and then the MIDI ports....

> Again, you may not NEED the MIDI ports. If you do, they are
> only 20 quid and whats more, the MIDI unit I got for my Amiga at
> that price is quite a bit more flexible than the ST ports - More

How many MIDI-net games do you have for it? How many games are there for
the Amiga that allow over 16 computers to be linked in to play a multi-
player game?
Thinking of the ST -
Midimaze - fun for up to 16 players
Midimaze II - even more fun for up to 64 players
MidiZap - sci-fi shoot em up for 32 players
HoverSpeed - 3 players only but still good play!

admittedly these are all shareware/freeware but heck, you can just pick up
any bunch of STs and link them together.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

4497. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 15:15:47 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94306.101547STIRRE31@MAINE.MAINE.EDU>
Source record: 14905
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Gavan,
I was going by Richard Davey's statement that the 1 meg/no harddrive
Falcons are going for 300 UKP at Silica. This would make the
Falcon very competetively-priced. If this price is wrong then
I apologize. I am in the US so it is hard for me to keep up on
UK prices. Here in the States, in Amiga World I found one
advertiser list the Amiga 1200. It is _tough_ to find any 1200s
in the States.
Regarding programs that use 16-bit stereo sound there are quite
a bit of them. MOD players, sound recorders and editors,
MIDI programs. Some games coming out allow the playing of a
MOD in the background and this is a nice option, IMO.
About Amigas being made again- what source states that Amigas
will be made next year? Who will be picking up the Amiga?
C= UK? If this is the case, US users will most likely see
next to no support. I also would have to question if
companies with limited resources like C= UK could survive
very long in the personal computer market. My guess would
be no. I like Atari but their chances of making a comeback
in the personal computer world are slim.
If Atari goes out of business we will have machines most likely.
Atari already _has_ liscenced the technology to others to clone
the machine. We already have the Medusa. Also, GEMulator
on the PC and (hopefully coming soon) Mac Magix on the Mac
will allow one to run his/her Atari software on the two most
popular platforms. Can the same be said for the Amiga?
Yes, there are 040 and 030 accelerators for the Falcon. Quite
a few. The Barracuda from Wizztronics allows the Falcon to
be put into a nice new case with a '040 and the option of
486SX emulation. There are 32MHz add-ons which allow the use
of Fast RAM. There are many options.
-scott tirrell

4498. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 16:12:59 UTC
From: jasonb@pc-26.cs.uwa.oz.au
Message-ID: <398dqb$gd@styx.uwa.edu.au>
Source record: 14903
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <berndm.783717193@bruce.cs.monash.edu.au> berndm@cs.monash.edu.au (Bernd U Meyer) writes:
>rik@rickyp.demon.co.uk (Richard Pluck) writes:
>
>>While we're on the subject of useful features of AmigaDOS, I've not seen
>>anyone mention datatypes.
>
>They have been mentioned a number of times, but I'd still like some more
>information about them!

Sure, no problem. :-)

When you add a datatype to your system, it registers itself with the datatypes library. (Actually, you either double-click it yourself and it will register, or you stick it in devs:datatypes where it will be executed at boot time.) When an application wants to load a file from disk, it asks the datatypes library to examine the file - the datatypes library in turn asks each datatype if it recognizes the file. If one of them does, datatypes library returns a success code and the relevant datatype. Once you have the datatype object that recognized the file, you can do any one of a number of things, which I'll explain below. Additionally, since datatypes are actually BOOPSI classes (ie. Intuition objects), they can be subclassed; for example, there is a Picture class, and the ILBM, GIF, JPEG, BMP, etc, datatypes are subclasses of it. If two datatypes are of the same subclass, you can use them for translating between two different formats (eg. JPEG -> GIF). Another class is the Anim class, which provides for playing animations in a window (or on a separate screen) sychronized with sound. A subclass of that is the IFF-Anim datatype, which is able to decode and play IFF-Anim animations. If you added, for example, a Cinepack datatype, you'd be able to play Quicktime movies that were encoded using Cinepack - ie. the Anim class and it's subclasses behaves very similarly to Quicktime and it's codecs on the Mac.

>>For those people who don't know, a datatype is a _universal_ piece of code to
>>handle a file type. For example I've got datatypes to handle GIF,JPEG,PCX
>>and IFF filetypes (sound,text,anim,etc datatypes are also available) this
>>allows any program which can handle datatypes to access any of the filetypes
>>with a corresponding datatype.
>
>What do "handle" and "access" mean in this context? What does your
>datatype code for GIF provide? Drawing to screen? Printing? Rotation?
>Access to pixel values? Loading and saving? Conversion into other
>formats?

Yes, yes, doesn't but could, yes, yes, and yes. Once you have the datatype for a file, you can ask it to convert it into the "raw" format for that class (eg. a bitmap in the case of the Picture class) and do whatever you want with that (eg. display it, access pixels, save it as another type, etc). Additionally, you could give the datatypes some window realestate and ask it to display itself with whatever extra controls it wants (so it could display the pic with some buttons to allow the user to rotate it, for example). An example of this is Multiview, which basically asks the datatype which recognizes the file to display it inside Multiview's window. The AmigaGuide datatype, when it displays itself, includes a row of buttons along the top that allow the user to nagivate through the document - these buttons are actually part of the datatype, not Multiview itself. Multiview has no idea what's going on inside the datatype, it doesn't even get any buttonclick messages when the datatype's buttons are clicked on - they're all handled separately by the datatype itself, running independently on it's own task. This was demonstrated rather dramatically to me once when I managed to crash an earlier version of multiview while reading a document over NFS - I couldn't quit multiview because it'd had a software failure and I'd suspended the task, but I could quite happily continue browsing the document it was looking at.

Currently installed on my system I have datatypes for 8SVX (an IFF audio format), AmigaGuide, BMP, FTXT (an IFF formatted text format), ILBM (an IFF picture format), MacPaint, post (Postscript), Windows Bitmap, X-Bitmap, Amiga .info File, ANIM, CDXL, GIF, JPEG, PCX, Sun Audio, and Windows Icon. That means that Multiview, or any other datatype-aware application, can access any of those types of files transparently, without having a clue as to their actual format (or - if you ask the datatype to display it itself and provide a GUI, even what the user is doing with it).

Object-orientation is neat. :-)

(I've set the followups to c.s.amiga.advocacy, since this is probably more than they wanted to know about datatypes already. :)

>Bernie
>
>--
>"And the band played 'Waltzing Mathilda' / as we stopped to bury our slain;
>And we buried ours / and the Turks buried theirs | ..... living in Oz ....
>And it started all over again" |
>(The Pogues, "Waltzing Mathilda", orig by Eric Bogle, "And the band played WM")

--
Mr Jason Birch _--_|\ Internet: jasonb@cs.uwa.edu.au
Department of Computer Science / \ Tel (work): +61 9 380 1840
The University of Western Australia *_.--._/ Fax (work): +61 9 380 1089
Nedlands W. Australia 6009 v Tel (home): +61 9 386 8630

4499. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 16:44:19 UTC
From: moran@bires050
Message-ID: <398fl3$ptq@bmerha64.bnr.ca>
Source record: 14904

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires050) wrote:
> : DOOM will be available as one of the initial games. Now, will the games
> : buying public with millions of Segas spend 160 bucks on a spanking new
> : 32X for their Megadrive/Genesis or will they ditch the platform they
> : know and go for a new product from a company with a record of poor
> : software support?

> The majority of prospective Jag buyers are likely to be too young to even
> know about Atari's sordid past. The industry rumours show that 32X is
> just a Sega stocking-filler and will get no real development for it, sure
> in its initial stages, but with their new console around the preverbial
> corner no serious software house will put their entire resources into
> developing for the 32X - surely they'd continue trying to explore the
> potential of the Jag and Saturn (which I believe they do already have
> development versions of).

Actually, just read a few generic games mags. They all treat
Atari with derision, pointing out that virtually every time Atari
bring out a technically advanced machine, its a failure. People
DO remember their record on the Lynx and Falcon.

Its just one more obstacle for the Jaguar to overcome...

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4500. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 17:09:12 UTC
From: sinclair@ins.infonet.net
Message-ID: <398h3o$sg2@insosf1.infonet.net>
Source record: 14906

In article <CyMwtq.4tv@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:
>>Care to elaborate and provide press statements. Apple has sold over 600,000
>>Powermacs since March. Next Spring IBM will sell PowerMac clones to
>>corporations.
>
>>-Peter
>
>I would be positively delighted to provide press release sources. Apple are reducing
>estimates for the sales of the PowerFailure by nearly 40 to 50%. This information
>was sourced from articles in Computing (an IS trade magazine) and PC Week (another
>IS trade magazine that isn't just about IBM PCs).

Apple said it will sell one million PowerMacs in the first 12 months and they
are on target. This was first spelled out when the powermacs were introduced.
Apple hsa repeately stated that they are on target to do so.

>
>The fact that IBM will be selling PowerPCs does not mean anything, as, the
>IBM PowerPC is NOT COMPATIBLE with the Apple PowerMac - do you know why?

IBM will be selling PowerMac clones. IBM will be selling versions of the
upcomming PCI Powermacs. IBM will be concentrating on corporate accounts.
PREP machines will not arrive until '96'.

>
>Well I'll tell you anyway, Apple in their usual lack of wisdom incorporated a couple
>of extra chips in their machine which stops it being PReP compliant (PReP means
>Power Reference Platform). IBM are furious about this as you can imagine.

IBM and Apple have already decided on a standard. Boy, news travels slow to
your nake of the woods..

>
>Barry.
>
>
>
>
>
>

-Peter

4501. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 17:14:33 UTC
From: sinclair@ins.infonet.net
Message-ID: <398hdp$sg2@insosf1.infonet.net>
Source record: 14907

In article <397u5i$g4c@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) writes:
>Barry Clarke (clarkebj@aston.ac.uk) wrote:
>> >Care to elaborate and provide press statements. Apple has sold over 600,000
>> >Powermacs since March. Next Spring IBM will sell PowerMac clones to
>> >corporations.
>
>> I would be positively delighted to provide press release sources. Apple are reducing
>> estimates for the sales of the PowerFailure by nearly 40 to 50%. This information
> ^^^^^^^
> PLEASE! Use the _correct_ term: PowerFLOP !!! ;-)

You mean Jagflop and Amigaflop..
>
>
>> was sourced from articles in Computing (an IS trade magazine) and PC Week (another
>> IS trade magazine that isn't just about IBM PCs).
>
>> The fact that IBM will be selling PowerPCs does not mean anything, as, the
>> IBM PowerPC is NOT COMPATIBLE with the Apple PowerMac - do you know why?
>
>> Well I'll tell you anyway, Apple in their usual lack of wisdom incorporated a couple
>> of extra chips in their machine which stops it being PReP compliant (PReP means
>> Power Reference Platform). IBM are furious about this as you can imagine.
>
> Yep, as you state IBM definetely will NOT be selling powerFLOP clones
>as their PowerPC machine is incompatible with Apples.
>
IBM will be selling PCI PowerMac clones next spring. Source: Wall ST. Journal,
New York Times and Mac Leak..

> Actually, the rollout of IBMPC compatible PPC machines seems to
>be under severe doubt. They were supposed to be out by now. I think
>the truth is that IBM recognise that NO-ONE would buy PPC PCs unless
>they offered real performance gains over the Pentium and that simply
>isn't the case.
>
>BTW, we got the insginia SoftWindows emulator for our Powerflop at
>work and despite having a 7100/66 with 24 megs ram and 2 megs vram
>the Windows performance is just plain appaling. I'd say 25mhz 386SX
>at best. It _does_ work though,so you could work on it if you are
>prepared to put up with extremely slow speeds.

I suggest you try a clone or get the upcomming Houdini II boards at around
$500.

>
>gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

4502. Digital Tracker

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 19:17:44 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <05800VDCAJLYMGPLSSU@ars.ath.forthnet.gr>
Source record: 14913

```
IC>recommend you get a copy of Digital Tracker (the new version) or even
IC>MegaTracker, both can have up to _32_ channels of 50kHz DSP replayed
IC>modules, they can handle S3M (ScreamTracker), MTM (MultiTracker) and all
IC>known ProTracker/NoiseTracker/Soundtracker formats. Something I doubt

I've downloaded the latest Digital Tracker and have problem with loading
S3M mods. At the end it says that they are corrupted. The modules are
fine because they load with Megatracker...
Also the MTM format is not supported on Digital tracker. Only on
MegaTracker and even that has some problems with timing...
On the other hand both play 32 channels.
Have you got any addresses for S3M or MTM mods on Internet?

Ah! I will buy a 1GB IDE hard disk. Is there a problem? I heard that
hard disks so big come with special software for the PC. Have you heard
anything?

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE
```

4503. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-02 20:41:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94306.154143STIRRE31@MAINE.MAINE.EDU>
Source record: 14887
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In regards to MIDI multiplayer games:
I believe that Oxyd hooks up more than one machine as does
Shocker II. Also, there are PD programs allowing networking
of ST machines through the use of the MIDI ports.
-scott tirrell

4504. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 09:26:47 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39aacn$isv@bmerha64.bnr.ca>
Source record: 14898
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
> In article <3953g6$srk@bmerha64.bnr.ca> moran@bires050 (G MORAN) writes:

> > > HD drive and then the MIDI ports....

> > Again, you may not NEED the MIDI ports. If you do, they are
> > only 20 quid and whats more, the MIDI unit I got for my Amiga at
> > that price is quite a bit more flexible than the ST ports - More

> How many MIDI-net games do you have for it? How many games are there for
> the Amiga that allow over 16 computers to be linked in to play a multi-
> player game?
> Thinking of the ST -
> Midimaze - fun for up to 16 players
> Midimaze II - even more fun for up to 64 players
> MidiZap - sci-fi shoot em up for 32 players
> HoverSpeed - 3 players only but still good play!

> admittedly these are all shareware/freeware but heck, you can just pick up
> any bunch of STs and link them together.

Theres plenty of serial port link games available, admittedly
only two players at a time but lets face it, the ability to play
PD midi games over networks of up to 64 people isn't really a
going proposition for most home computer owners. Where are you
ever going to get 16 or more computers together? (I'm talking
in the Amiga/Atari context here, theres plenty of PC and Mac
lans around the place).

Its a nice fun feature, but hardly one which would contribute to
choosing a platform.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4505. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 09:37:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39ab0d$93f@bs33n.staffs.ac.uk>
Source record: 14914

G MORAN (moran@bires050) wrote:
: Actually, just read a few generic games mags. They all treat
: Atari with derision, pointing out that virtually every time Atari
: bring out a technically advanced machine, its a failure. People
: DO remember their record on the Lynx and Falcon.

: Its just one more obstacle for the Jaguar to overcome...

: gavan

Please... show me examples. and I am talking about kiddy mags like Ultimate (which is the new Future publishing rag and gave AvP 78% score) - if a kid see's this review, see's the screen shots and see's the ad's on TV they really arn't gonna pay too much attention to any snide comments about Atari hidden in the article.

Rich

4506. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 09:38:22 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39ab2e$isv@bmerha64.bnr.ca>
Source record: 14899
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
> Gavan,
> I was going by Richard Davey's statement that the 1 meg/no harddrive
> Falcons are going for 300 UKP at Silica. This would make the
> Falcon very competetively-priced. If this price is wrong then
> I apologize. I am in the US so it is hard for me to keep up on
> UK prices. Here in the States, in Amiga World I found one
> advertiser list the Amiga 1200. It is _tough_ to find any 1200s
> in the States.

If you can get the base falcons for 300 quid then that is price
competitive so that removes one of the Amigas advantages. That
still wouldn't be enough for most people to buy one though. Lack
of software support and machine 'visibility' means most people
won't even think of getting a Falcon.

I gather it always was tough to get Amiga 1200s in the US. Blame
C= USs totally inadequate distribution and marketting.

> If Atari goes out of business we will have machines most likely.
> Atari already _has_ liscenced the technology to others to clone
> the machine. We already have the Medusa. Also, GEMulator
> on the PC and (hopefully coming soon) Mac Magix on the Mac
> will allow one to run his/her Atari software on the two most
> popular platforms. Can the same be said for the Amiga?

Licensing out the technology was undoubtably a good move. Thats
another area where C= fucked up badly.

Sure you might be able to run Atari software on the Mac, but
since Amiga software tends to use the special hardware features of
the Amiga making and emulator on another machine would be difficult.
You can already run Atari software on the Amiga, but can you say
that an Atari could ever satisfactorily run Amiga software? No-one
has even managed to make a decent 8-bit Atari XL emulator yet, so
for an Amiga it would be even harder.

> Yes, there are 040 and 030 accelerators for the Falcon. Quite
> a few. The Barracuda from Wizztronics allows the Falcon to
> be put into a nice new case with a '040 and the option of
> 486SX emulation. There are 32MHz add-ons which allow the use
> of Fast RAM. There are many options.

But nowhere near as many as on the Amiga. Plus there are Amigas
with proper boxes and an established 32-bit expansion bus. Something

which can't be said for the Falcon which has been hideously
underdeveloped.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4507. Re: New antichrist may be here?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 09:43:54 UTC
From: hta@uninett.no
Message-ID: <39abcq$1vt@trane.uninett.no>
Source record: 14900
Cross-posted to: comp.sys.next.advocacy,comp.os.ms-windows.advocacy,comp.os.os2.advocacy,comp.sys.acorn.advocacy,comp.sys.amiga.advocacy,comp.sys.atari.advocacy,comp.sys.mac.advocacy,comp.unix.advocacy

In article <38ii9m$h5a@btmplq.god.bel.alcatel.be>, cgra@se.bel.alcbel.be (Chris Gray) writes:
|> In article <5ZRH3ZKJnrB@black.schulung.netuse.de>, kris@black.schulung.netuse.de (=?ISO-8859-1?Q?Kristian_K=F6hntopp?=) writes:
|> > Well, at least they are very satisfied with TCP/IP. The
|> > protocol performed excellent even under severe connectivity
|> > restrictions and with a physically damaged network, I have been
|> > told.
|> I think Kristian refers to Iraq here, not Iran.

Actually, the Iraquis used DECNET Phase IV - which makes it even less relevant to the newsgroups listed. Followup to alt.desert-storm.....

--
Harald Tveit Alvestrand
Harald.T.Alvestrand@uninett.no
G=Harald;I=T;S=Alvestrand;O=uninett;P=uninett;C=no
+47 73 59 70 94
My son's name is Torbj&#65533;rn. The letter between "j" and "r" is o with a slash.

4508. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 09:45:53 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39abgh$93f@bs33n.staffs.ac.uk>
Source record: 14901
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:
: No, you pay EXTRA to get a high density drive if you take the
: Falcon path since Falcons cost MORE than equivalent A1200s.
: As I pointed out, theres little need for most A1200 owners to
: get a HD disk. Of all the meagre amount of software available
: for the Atari machines, how much of it comes on HD anyway?
: 50% at best I'd say.

Actually just checking my pd library there are hell of a lot of programs that would not physically fit on your precious DSDD disks. If we want to render a TIFF file or have one for import into Calamus they can be (and usually are) 900K in size and more - how the hell would we fit that on your DSDD disks. HD disks give a MUCH greater flexibility in the way we work, very enhanced compatibility with PC's and (obviously) a lot more storage space for a lot less pennies. Do the math.

: 16 bit stereo is a nice facility. But again, the Falcon world
: is hardly awash with titles which give noticeably better sound
: than Amiga titles.

Not exactly true, again you speak from inexperience. I have a couple of COMMERCIAL sound trackers which offer 32 channel stereo at 50kHz - full S3M (screamtracker) MTM (multitracker) and Protracker (Octamed included) formats. Very fast and very very high quality sound, with little processor requirements - why? Because they use the DSP. How do I know? Because I have an S3M module player running as an ACCessory on my desktop and it doesn't slow the machine down a bit. The sound is far superior to anything I have ever heard come from an Amiga - and yes I have heard S3M players for the A1200 and it does not sound nice. Oh these are full module editors with full MIDI support - NOT just players.

: Plus of course we still have a number of interested parties
: trying to acquire the rights to make Amigas. There WILL be Amigas
: manufactured again in the new year. If Atari went under, I wonder

We shall see... I've heard that knight in shining armour for Commodore story so many times... which new year Gavan? I doubt this one.

: gavan

Richard
--
email here is hit and miss! or requiem@armory.com

4509. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 09:48:28 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39ablc$93f@bs33n.staffs.ac.uk>
Source record: 14902
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: Thinking of the ST -
: Midimaze - fun for up to 16 players
: Midimaze II - even more fun for up to 64 players
: MidiZap - sci-fi shoot em up for 32 players
: HoverSpeed - 3 players only but still good play!

: admittedly these are all shareware/freeware but heck, you can just pick up
: any bunch of STs and link them together.

They may just be shareware Dan, but they are obviously brilliant games
for you can now get Midimaze for the Gameboy and SNES (called Faceball I
think) - so anyone who tries to shoot that post down in flames can forget
it :)

Richard Davey
--
email here is hit and miss! or requiem@armory.com

4510. Re: Let's talk about the Jag instead

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 12:25:02 UTC
From: brandtf@Informatik.TU-Muenchen.DE
Message-ID: <39akqu$qsi@hpsystem1.informatik.tu-muenchen.de>
Source record: 14915

Hi

I dont agree at all. I think AvP is by far the best game on the Jag (in my view its one of the best games ever released at all). I personally like it much more than Tempest 2000 (I have both games).

Flix/Delta Force

--
.---.
| Felix Brandt (brandtf@informatik.tu-muenchen.de) |
+---+
|StArTrEkAtArIjAgUaRqUeEnAtArIsTbLuEsBrOtHeRsAmIgA12oo PC SUX!|
`---'

4511. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 12:30:25 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov3.123025.29232@unix.brighton.ac.uk>
Source record: 14916
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@bires050) wrote -

: Again, you may not NEED the MIDI ports. If you do, they are
:only 20 quid and whats more, the MIDI unit I got for my Amiga at
:that price is quite a bit more flexible than the ST ports - More
:output ports and through ports and no need to fiddle around with
:special cables.

: These days, if you;re serious about MIDI you buy a Mac anyway.

But anything that you have to addon to your computer isn't going to be as
standard as somthing that is already in it. Take the PC for example,
where users have problems with Soundcards because there are many
different ones, with the ST and Amiga sound is built in as standard, so
no problems.

When programming MIDI for the Atari you know that the computer has MIDI
ports and what type they are etc..... If you have to add something onto
a computer (like MIDI ports, HD drive etc..) then the program will never
really know much about it. Time for problems I think.
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

4512. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 12:32:33 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov3.123233.29388@unix.brighton.ac.uk>
Source record: 14917

G MORAN (moran@dace.bnr.co.uk) wrote -
:STIRRE31@MAINE.MAINE.EDU wrote:
:> Gavan,
:> By needing to buy a high density drive I meant that you do have
:> to buy a high density disk drive for high density disks. Geez.

: No, you pay EXTRA to get a high density drive if you take the
:Falcon path since Falcons cost MORE than equivalent A1200s.
:As I pointed out, theres little need for most A1200 owners to
:get a HD disk. Of all the meagre amount of software available
:for the Atari machines, how much of it comes on HD anyway?
:50% at best I'd say.

PD libraries use HD disks for all Falcon software. Now that's value for
money!
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

4513. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 14:31:20 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39as7o$ob6@bmerha64.bnr.ca>
Source record: 14908
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@dace.bnr.co.uk) wrote:
> : No, you pay EXTRA to get a high density drive if you take the
> : Falcon path since Falcons cost MORE than equivalent A1200s.
> : As I pointed out, theres little need for most A1200 owners to
> : get a HD disk. Of all the meagre amount of software available
> : for the Atari machines, how much of it comes on HD anyway?
> : 50% at best I'd say.

> Actually just checking my pd library there are hell of a lot of programs
> that would not physically fit on your precious DSDD disks. If we want to
> render a TIFF file or have one for import into Calamus they can be (and
> usually are) 900K in size and more - how the hell would we fit that on
> your DSDD disks. HD disks give a MUCH greater flexibility in the way we
> work, very enhanced compatibility with PC's and (obviously) a lot more
> storage space for a lot less pennies. Do the math.

Strange, theres more Amiga PD about and it all manages to fit OK
on DSDD disks.

The math dictates that you have to pay extra to get the HD disk
drive in your machine. The Falcon would be cheaper if it had DSDD
drives. And of course, if you want HD on the Amiga, its available as
well as Quad Density (3.5 megs/disk) which you can't get at all
on the Atari.

For best value, get your PD on CD. Theres stacks of Amiga PDCD
roms out there now,
17 bit collections (4 disks)
Fred Fish (2 disks + new disk every two months)
Aminet (3 disks, taken off the _standard_ Amiga internet FTP sites)
CDPD Collection (up to disk 4 so far)

plus various themed collections of games etc.

> : 16 bit stereo is a nice facility. But again, the Falcon world
> : is hardly awash with titles which give noticeably better sound
> : than Amiga titles.

> Not exactly true, again you speak from inexperience. I have a couple of
> COMMERCIAL sound trackers which offer 32 channel stereo at 50kHz - full
> S3M (screamtracker) MTM (multitracker) and Protracker (Octamed included)

Well, I meant software titles in general, not dedicated mod players
(which originate from the Amiga incidentally). Where are all the multimedia
and games titles that use lots of 16 bit sound?

> : Plus of course we still have a number of interested parties
> : trying to acquire the rights to make Amigas. There WILL be Amigas
> : manufactured again in the new year. If Atari went under, I wonder

> We shall see... I've heard that knight in shining armour for Commodore
> story so many times... which new year Gavan? I doubt this one.

C= UK management and CEI as well as a German company ALL have bids
in and are competing for the rights to make Amigas. Whichever one
bids the highest, gets to make Amigas.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4514. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 14:34:14 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39asd6$ob6@bmerha64.bnr.ca>
Source record: 14921

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@bires050) wrote:
> : Actually, just read a few generic games mags. They all treat
> : Atari with derision, pointing out that virtually every time Atari
> : bring out a technically advanced machine, its a failure. People
> : DO remember their record on the Lynx and Falcon.

> : Its just one more obstacle for the Jaguar to overcome...

> : gavan

> Please... show me examples. and I am talking about kiddy mags like
> Ultimate (which is the new Future publishing rag and gave AvP 78% score)
> - if a kid see's this review, see's the screen shots and see's the ad's
> on TV they really arn't gonna pay too much attention to any snide
> comments about Atari hidden in the article.

Take a look at 'Edge' and C&VG. Also the dedicated SNES and Sega
mags spare Atari no mercy when doing their hatchet jobs on the
Jaguar.

Since a large proportion of potential jag owners will already
have a sega/nintendo thats quite a bit of bad PR going Ataris way.

I spoke to a shop assistant in my local 'Game' store and he said
he liked the Jaguar, but everything Atari did turned to crap. Other
assistants concurred.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4515. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 17:28:44 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94307.122844STIRRE31@MAINE.MAINE.EDU>
Source record: 14910
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Gavan,
Just how many '040 options do you need? There are quite a few to choose from. I know of three different companies dealing with these kinds of upgrades.
Regarding emulation of the ST, where are these emulators? I have never seen one. Does Emplant have emulation of the ST ready? How fast does this run?
Yes, the Falcon cannot emulate the Amiga just as the Amiga can't emulate a Falcon. Remember, when the ST came out it was Cheap! giving it quite an advantage over the over-priced Amiga 1000. Now that the Atari line has moved into the 90's with the Falcon, we also have a few nifty chips like the DSP. Why would I want to emulate an Amiga anyway when I can emulate a PC?
-scott tirrell

4516. LYNX California Games

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 17:59:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.536.249.0N966C5B@teaminfinity.com>
Source record: 14926

Anyone know how to control the BMX and Half Pipe parts of California Games ? Tips and tricks for surfing and Hacky sack appreciated as well.

What is the point in hacky sack ? Are we missing something ?

game.guru@TeamInfinity.com

4517. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 20:16:47 UTC
From: mentat@sefl.satelnet.org
Message-ID: <39bgff$gdq@sefl.satelnet.org>
Source record: 14911
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1994Nov3.123025.29232@unix.brighton.ac.uk>,
Stephen Ticehurst <st39@unix.brighton.ac.uk> wrote:
>When programming MIDI for the Atari you know that the computer has MIDI
>ports and what type they are etc..... If you have to add something onto
>a computer (like MIDI ports, HD drive etc..) then the program will never
>really know much about it. Time for problems I think.

But MIDI ports are nothing more than serial ports with a funny connector.
There's no room for confusion.

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4518. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 20:32:48 UTC
From: jonaeson@algonet.se
Message-ID: <39bhdh$csa@aristotle.algonet.se>
Source record: 14912
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:
<cut a lot of text>
: The math dictates that you have to pay extra to get the HD disk
: drive in your machine. The Falcon would be cheaper if it had DSDD
: drives. And of course, if you want HD on the Amiga, its available as
: well as Quad Density (3.5 megs/disk) which you can't get at all
: on the Atari.
<cut a lot of text>
: gavan
: --
: email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
: OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

You are wrong, the Atari AJAX FD-controller supports DD/HD aswell as ED
diskdrives. It is very easy to connect any of them to an Atari, as long
as you have the AJAX-chip.
The original FD-controller in Atari only supports DD-drives, and barely
HD-drives (a few have no problems whatsoever, while most of them need to
be replaced).

I can't think of any reason, to stick with a simple DD-drive, since
prices for HD-drives have dropped so much since it was introduced.
ED-drives are still very expensive, and with the current situation with
mass-storage devices (development, prices) there's really no reason at
all to buy an ED-drive.

Besides, the extra money I pay for a HD-drive in my F030 is well worth
it, even if I didn't get my F030 with a HD-diskdrive I would have put one in.

What I don't understand, is why you defend an obsolete storage-medium???
a simple Double Density Floppy may be cheap, but it is an old storage medium!
Is it because my F030 has got a High Density diskdrive, while your Amiga
hasn't?
(Penis-envy is the correct word for it, I think)

Regards, Tommy

4519. Re: Digital Tracker

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-03 20:37:01 UTC
From: jonaeson@algonet.se
Message-ID: <39bhld$cvq@aristotle.algonet.se>
Source record: 14932

mipap@ars.ath.forthnet.gr wrote:

: Ah! I will buy a 1GB IDE hard disk. Is there a problem? I heard that
: hard disks so big come with special software for the PC. Have you heard
: anything?

To my knowledge, the original IDE specs only accept IDE-drives up to
500mb, and F030 hasn't got IDE-2...
Thus you will probably have some problems using the whole 1 gig...
You will probably be doing much better with a SCSI-drive instead.

4520. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-04 05:43:43 UTC
From: sinclair@ins.infonet.net
Message-ID: <39chmf$riq@insosf1.infonet.net>
Source record: 14930

In article <94307.133752STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Gavan,
>Products don't turn to crap because they are poorly marketed. If
>this was the case the Amiga would be in trouble. For all of this
>talk about "crappy" Atari market failures all of their machines
>are fun to use. The 2600 still is fun for me. My Lynx has about
>50 games keeping it busy and other games are $15. The 7800 had a
>decent library and even the much-maligned Falcon has quite a few
>specific games.
>As far as CD-ROM drives go, the Atari has 4 PD collections that
>I know of on CD-ROM. Does the 1200 have a SCSI port standard
>for the CD-ROM drive? (honest question, not a flame.)
>Also, for the Falcon I can get Photo Show, a Photo CD presentation-
>maker. This is just an example of what the CD-ROM can do on the
>Atari. I am not saying that the Amiga doesn't have equivelents
>(I don't know).

A new buyer would buy a PC or a Mac today. The Falcon is way over price in
todays market and has no future period...

>-scott tirrell

-Peter

4521. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-04 05:47:49 UTC
From: sinclair@ins.infonet.net
Message-ID: <39chu5$riq@insosf1.infonet.net>
Source record: 14931

In article <39bmck$1l3@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
>>In article <IE9390.14.000DD3A7@lthmalmo.malmo.lth.se>, IE9390@lthmalmo.malmo.lth.se (Sebastian Ringkvist) writes:
>>>Does anyone want to give me a Jaguar?
>>>Didn't think so,but anyway...
>
>>I'll take one as a collectors item..
>
>>-Peter
>
>And I'll take one to smash your head with!

Must have been watching Beave and Butt lately..
>
>BTW, Pete, how's the PowerFlop doing?
>

Fine, thanks.. 600,000 sold as of Sept.30. Apple has released a 110 mhz version of the powerMac 8100 today. Was all over the airwaves today because it is the fastest PC on the market as o now..

Oh, by the way how is the Jagflop?
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*

-Peter

4522. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-04 06:21:29 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39cjt9$c2d@nermal.cs.uoguelph.ca>
Source record: 14879

: I'll take one as a collectors item..

And I'll take you as a collectors item: Least intelligent person
to ever curse the Atari newsgroups with his humble presence!

>> Mark <<

4523. Re: Jaguar

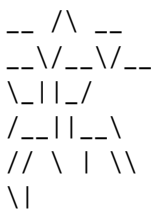
Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-04 09:32:42 UTC
From: aspect@cats.ucsc.edu
Message-ID: <39cv3q$b7c@darkstar.UCSC.EDU>
Source record: 14923

In <39chu5$riq@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>Oh, by the way how is the Jagflop?

WOnderful. We got the best game out for any console, and I don't have to beg
it to let me eject a cartridge. I just pull it out. It even works if the
power is off! IMagine that!

~Chris

>-Peter
> Who still cannot figoure out how to eject a floppy disk without first asking
> his computer.
--


4524. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-04 12:32:18 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39d9ki$e25@bs33n.staffs.ac.uk>
Source record: 14918
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
: Gavan,
: I was going by Richard Davey's statement that the 1 meg/no harddrive
: Falcons are going for 300 UKP at Silica. This would make the

Actually it's from Gasteiner. Silica charge 399 for some reason. But
I'll let you off :)

Rich Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

4525. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-04 12:33:43 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39d9n7$e25@bs33n.staffs.ac.uk>
Source record: 14919
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

STIRRE31@MAINE.MAINE.EDU wrote:
: In regards to MIDI multiplayer games:
: I believe that Oxyd hooks up more than one machine as does
: Shocker II. Also, there are PD programs allowing networking
: of ST machines through the use of the MIDI ports.
: -scott tirrell

What about FALCON, Stunt Car Racer and Midi Maze? All very good games.
Stunt Car Racer especially.... actually they are maybe serial link games?
Whatever... they are still cool and allow link-ups ;-)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

4526. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-04 12:46:56 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39dag0$e25@bs33n.staffs.ac.uk>
Source record: 14920
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: > Actually just checking my pd library there are hell of a lot of programs
: > that would not physically fit on your precious DSDD disks. If we want to
: > render a TIFF file or have one for import into Calamus they can be (and
: > usually are) 900K in size and more - how the hell would we fit that on
: > your DSDD disks. HD disks give a MUCH greater flexibility in the way we
: > work, very enhanced compatibility with PC's and (obviously) a lot more
: > storage space for a lot less pennies. Do the math.

: Strange, theres more Amiga PD about and it all manages to fit OK
: on DSDD disks.

What's strange? The fact that you can't fit a 1.4meg file on an Amiga
disk? Check my library, I have lots of titles which are compressed into
sizes of anywhere from 800K to the full 1.4meg and more - nearly all my
PD library is ZIPped so users get more on their HD disks for LESS money.

I charge a quid a disk btw (HD of course).

: The math dictates that you have to pay extra to get the HD disk
: drive in your machine. The Falcon would be cheaper if it had DSDD

Oh please... look in ANY PC rag, or Micro Mart, or Computer Shopper - how
much as HD internal drives? About 25 quid maximum. You think it would
make a whole lot of difference in the price if the Falcon had a DSDD
drive - give me a break! Anyone with some sense would get a HD drive
over a DSDD drive.

: drives. And of course, if you want HD on the Amiga, its available as
: well as Quad Density (3.5 megs/disk) which you can't get at all
: on the Atari.

Actually you CAN get ED drives and the software to use them (Ecopy Pro
springs to mind as a good commercial package that allows use of ED drives).

Anyway I have seen FTP sites that hold Amiga demos - DMS files, often
800K and more. So tell me - how do you get these onto an Amiga with a
DSDD internal drive? Unless your Uni has an Amiga linked up to the
network you have to use PC disks don't you? They format to what, 720K max.
If you don't have a HD drive in your Amiga that is. Then you have to
fiddle with CrossDOS to get the files over. The guy in my house
downloads all his stuff to HD disks, we copy it onto my Falcon and then
serial transfer it at 115,000 baud to his Amiga because spliting the
files, copying to PC disks, copying back to Amiga is a labourius process.

At least we don't get that problem. HD's are better than DSDD's, they hold more, they cost same price give or take a fiver. Now, try doing the math again please.

: For best value, get your PD on CD. Theres stacks of Amiga PDCD
: roms out there now,

Oh god - yes, yes, lets all rush out and buy a CD-Rom.... yet MORE expensive for your all-singing-all-dancing Amiga.

: Well, I meant software titles in general, not dedicated mod players
: (which originate from the Amiga incidentally). Where are all the multimedia
: and games titles that use lots of 16 bit sound?

They are NOT players - read the post - they are EDITORS. Geez.

Richard Davey

4527. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-04 14:53:48 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94308.095348STIRRE31@MAINE.MAINE.EDU>
Source record: 14927

Peter,
When you respond to my post please make the response somehow related to the original post. Otherwise, start your own thread! I was talking about how marketing does not make a product good or bad, just popular or unpopular. I also talked about the CD-ROM scene on the Atari.
You responded that people will buy Macs or PCs. This was totally unrelated, not to mention pointless. I think most people on the Net realize that PCs and Macs outsell Ataris and Amigas by a fair amount.
-scott tirrell

4528. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-05 17:38:49 UTC
From: mdg@ukc.ac.uk
Message-ID: <380@stork.ukc.ac.uk>
Source record: 14922
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <397kmu$bo2@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:
>STIRRE31@MAINE.MAINE.EDU wrote:

:> No, you pay EXTRA to get a high density drive if you take the
:>Falcon path since Falcons cost MORE than equivalent A1200s.
:>As I pointed out, theres little need for most A1200 owners to
:>get a HD disk. Of all the meagre amount of software available
:>for the Atari machines, how much of it comes on HD anyway?
:>50% at best I'd say.

99% of Falcon s/ware comes on HD disks, the product I'm working on will be
on 7 HD disks.... that would mean 14 DD disks ;-). The 50% estimate you came
up with just shows how pathetic you really are, you never change Gavan!

:>> With the price about the same for the Falcon and the 1200 how
:>> are you going to get a faster microprocessor, DSP and high
:>> density drive? Pay money of course. While you might claim that
:>> these are "luxury" features they do add quite a bit to the system.
:>> Software that uses the DSP is very neat-o (Griff's MPEG viewer
:>> for example).
:> Yes, they're impressive but also relatively unsupported by software.
:>And the Atari software support is abysmal compared to Amiga soft
:>and hardware support. Have you seen any 40mHz 040 cards for the
:>Atari? There are 3 for the Amiga. What choice do you have in fast
:>030 cards on the Atari? There are well over half a dozen brands
:>for the Amiga. Not to mention the games support is much better on
:>Amiga and serious apps I would consider better too.

Unsupported? hmmm.. I regularly update PLAYMPEG and have several hundred
registered users for this product.

:>> I don't have to really go into faster microprocessor
:> I wouldn't even attempt to try to claim the Falcon has a 'faster'
:>microprocessor than an A1200 if I was you. Faster clock speed - yes,
:>but with a 16 bit data path to memory and no ability to have
:>fastRAM the Falcons processor gives poor performance relative to
:>what a 16mHz 030 on the Amiga would give.

We've been through all this before, the Falcon Kicks the a1200s ass, it should
do, it costs more. That maybe a sweeping statement but its true.

:>> or high density drives do I? Should I also mention the sound
:>> capabilities of the Falcon?(16-bit stereo, btw).

:> 16 bit stereo is a nice facility. But again, the Falcon world
:>is hardly awash with titles which give noticeably better sound

:>than Amiga titles.

Gavan thinks 16bit stereo sound is 'nice', it is *essential* for a modern
multi-media machine.

:>> Adding these
:>> capabilities on the Amiga would be expensive, would they not?
:> Assuming you wanted to add them.

you don't want a 96mops dsp? do you need to buy a scsi interface to plug
a cd-rom into your 1200?? (laughs)

:>> How can you justify a 1200 now that the Falcon is competitively
:>> priced and it offers so much more? That every Falcon feature is
:>> a "luxury"? Please. Also bear in mind that as time passes and
:>> 1200s get harder to find the price will continue to rise.

:> Because you can still get amigas here for 270UKP. The cheapest
:>Falcon I've seen is a 1meg noHD model for 400UKP.

actually I know a company that does 4meg falcons for 399, there are no 1meg
falcons out there to speak of (1 in a 1000).

:> Plus of course we still have a number of interested parties
:>trying to acquire the rights to make Amigas. There WILL be Amigas
:>manufactured again in the new year. If Atari went under, I wonder
:>would anyone bother to try to get the rights to make Falcons?

The Falcon hardware is already licensed by Atari, so your wrong on every
point (again) Gavan..

:>Moron.

Griff
--

4529. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-05 18:59:36 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov5.185936.5043@bay.cc.kcl.ac.uk>
Source record: 14881

In article <398hdp$sg2@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
! >
! >> I would be positively delighted to provide press release sources. Apple are reducing
! >> estimates for the sales of the PowerFailure by nearly 40 to 50%. This information
! > ^^^^^^^
! > PLEASE! Use the _correct_ term: PowerFLOP !!! ;-)
!
! You mean Jagflop and Amigaflop..

No sinFLOP, Only Apple manufacture PowerFLOP's.

! >BTW, we got the insginia SoftWindows emulator for our Powerflop at
! >work and despite having a 7100/66 with 24 megs ram and 2 megs vram
! >the Windows performance is just plain appaling. I'd say 25mhz 386SX
! >at best. It _does_ work though,so you could work on it if you are
! >prepared to put up with extremely slow speeds.
!
! I suggest you try a clone or get the upcomming Houdini II boards at around
! $500.

That's not the point he's making, (I think). We have both an IBM model
25T and a Power(sic)FLOP(not sic). The 25T blows away the 7100. Maybe
it's because it's running a halfway-decent OS ?

!
! -Peter - OxyMoron of 1994
!

Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Apple is not the answer. Apple is the question. NO is the answer <

4530. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-05 19:28:59 UTC
From: mentat@sefl.satelnet.org
Message-ID: <39gmdr$4tp@sefl.satelnet.org>
Source record: 14712
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <380@stork.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>In article <397kmu$bo2@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:
>:> I wouldn't even attempt to try to claim the Falcon has a 'faster'
>:>microprocessor than an A1200 if I was you. Faster clock speed - yes,
>:>but with a 16 bit data path to memory and no ability to have
>:>fastRAM the Falcons processor gives poor performance relative to
>:>what a 16mHz 030 on the Amiga would give.
>
>We've been through all this before, the Falcon Kicks the a1200s ass, it should
>do, it costs more. That maybe a sweeping statement but its true.

Umm, no it doesn't. It may have a *slight* edge, but by no stretch of
the imagination does it kick the 1200s arse.

>:>> or high density drives do I? Should I also mention the sound
>:>> capabilities of the Falcon?(16-bit stereo, btw).
>
>:> 16 bit stereo is a nice facility. But again, the Falcon world
>:>is hardly awash with titles which give noticeably better sound
>:>than Amiga titles.
>
>Gavan thinks 16bit stereo sound is 'nice', it is *essential* for a modern
>multi-media machine.

Again, no it isn't. It *is* nice, but for most people a 44KHz 8 bit
sample through a DECENT DAC is as good as a 16 bit one. (Note "decent",
so SoundBlasters don't count, and neither does the STE.)

>:>> Adding these
>:>> capabilities on the Amiga would be expensive, would they not?
>:> Assuming you wanted to add them.
>
>you don't want a 96mops dsp? do you need to buy a scsi interface to plug
> a cd-rom into your 1200?? (laughs)

No I don't. I either plug it into the expansion bus or into the PCMCIA slot.

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4531. Atari E Mail address

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-05 19:41:11 UTC
From: jcrios@reuna.cl
Message-ID: <Cyt80o.6DG@reuna.cl>
Source record: 14880

I need the Atari E Mail address, if anyone knows it please send me a mail.

Thanks

Juan Carlos

Atari will LIVE FOR EVER !!!

4532. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-05 23:59:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov5.235935.59909@rmece02.upr.clu.edu>
Source record: 14809

In article <397g02$svo@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <1994Nov1.193505.51523@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> >In article <38nev2$48s@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> >|> In article <1994Oct26.233412.38796@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> >|> >In article <38jiv9$ohe@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> >|> >|> In article <38inpt$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
(Requiem) writes:
|> >|> >|> >sinclair@ins.infonet.net wrote:

|> > Let me add multimedia too, although there are excellent tools on the
|> >Mac too. And games... although I can see a future where the Macs
|> >finally might have decent games. (They have some now, but that's
|> >different).
|>
|> For games, try the cdrom arena.

I have seen it. There are a couple of interesting games, but still...

[stuff deleted]

|> According to the latest MacWareHouse catalog(vol.35), Strata Studio Pro 1.5 is
|> $899 plus $3.00 for over night shipping.

I wonder if Strata guys just realized how overpriced their software was.
BTW, Peter, isn't this the PowerPC version or what? I am asking you
because just 3 weeks ago there was a dealer in this campus showing
Strata Pro's prices... they WERE NOT $899.

|> In 1995, Apple will incorporate 3d hardware on a single chip to be incorporated
|> in future macs and selected existing models. Suppose to be veryy inexpensive.

OK, now I'll admit you peeked my interest. Let's see when it comes out
and with what it comes out. A PowerPC 604 machine with that.. and
IF IT IS Really inexpensive (I wouldn't give a damn at an over $4,000 machine),
then that would be interesting.

|> > No Sinclair. Let me add just this:
|> >
|> > $400 - Real 3D V2.49. Please, look for an animation app on the Mac
|> >comparable to this.
|>
|> I probably have.

No, I think you haven't. Inverse kinematics, collision detection,
fractal noise forces? CSG math primitives with boolean operations? The

last Strata Pro specs I read didn't had a hint of that.

|> Now Please look for comparable hardware that gives you more
|> bang for the buck and the Amiga loses handily on that.

Well, don't you think I do? Believe me, I was not impressed
by the PowerPC version of Inini D on the PowerMac. My Real 3D
on my humble '030 @50mHz even came extremely close to a 68040 @ 40Mhz
Quadra Mac! The PowerPC version was about 3-4 times faster in the
test I did, and that's how faster Real 3D is on a 68040 Amiga!

|> > Yes, it's expensive, but it doesn't make sense for me to buy a PowerMac
|> >when it can't do what I want.

I re-state the above, Peter.

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4533. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 01:30:25 UTC
From: sinclair@ins.infonet.net
Message-ID: <39hbjh$9rh@insosf1.infonet.net>
Source record: 14929

In article <1994Nov5.185936.5043@bay.cc.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:
>In article <398hdp$sg2@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>! >
>! >> I would be positively delighted to provide press release sources. Apple are reducing
>! >> estimates for the sales of the PowerFailure by nearly 40 to 50%. This information
>! > ^^^^^^^
>! > PLEASE! Use the _correct_ term: PowerFLOP !!! ;-)
>!
>! You mean Jagflop and Amigaflop..
>
>No sinFLOP, Only Apple manufacture PowerFLOP's.

I thought IBM as well.
>
>! >BTW, we got the insginia SoftWindows emulator for our Powerflop at
>! >work and despite having a 7100/66 with 24 megs ram and 2 megs vram
>! >the Windows performance is just plain appaling. I'd say 25mhz 386SX
>! >at best. It _does_ work though,so you could work on it if you are
>! >prepared to put up with extremely slow speeds.
>!
>! I suggest you try a clone or get the upcomming Houdini II boards at around
>! $500.
>
>That's not the point he's making, (I think). We have both an IBM model
>25T and a Power(sic)FLOP(not sic). The 25T blows away the 7100. Maybe
>it's because it's running a halfway-decent OS ?
>
>!

I don't know what you are doing, but on the previous Computer Chronicles
episode showed a Powermac 7100 blowing away Compaq Pent. machine away.
>! -Peter - OxyMoron of 1994
>!
>
>Simon.

-Peter

>--
>>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> > Apple is not the answer. Apple is the question. NO is the answer <

4534. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 01:39:35 UTC
From: sinclair@ins.infonet.net
Message-ID: <39hc4n$9rh@insosf1.infonet.net>
Source record: 14925

In article <1994Nov5.235935.59909@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <397g02$svo@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> In article <1994Nov1.193505.51523@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> >In article <38nev2$48s@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> >|> In article <1994Oct26.233412.38796@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> >|> >In article <38jiv9$ohe@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> >|> >|> In article <38inpt$6no@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>|> >|> >|> >sinclair@ins.infonet.net wrote:
>
>|> > Let me add multimedia too, although there are excellent tools on the
>|> >Mac too. And games... although I can see a future where the Macs
>|> >finally might have decent games. (They have some now, but that's
>|> >different).
>|>
>|> For games, try the cdrom arena.
>
> I have seen it. There are a couple of interesting games, but still...

The Quicktime Adult movies are pretty good. Saw some at MacWorld..
>
>[stuff deleted]
>
>|> According to the latest MacWareHouse catalog(vol.35), Strata Studio Pro 1.5 is
>|> $899 plus $3.00 for over night shipping.
>
> I wonder if Strata guys just realized how overpriced their software was.
>BTW, Peter, isn't this the PowerPC version or what? I am asking you
>because just 3 weeks ago there was a dealer in this campus showing
>Strata Pro's prices... they WERE NOT $899.
>

The software is accelerated for Powermacintosh. I guess MacWarehouse has
greater buying power than your local dealer. I have noticed that Amiga video
software is moving up in price as well.

>|> In 1995, Apple will incorporate 3d hardware on a single chip to be incorporated
>|> in future macs and selected existing models. Suppose to be veryy inexpensive.
>
> OK, now I'll admit you peeked my interest. Let's see when it comes out
>and with what it comes out. A PowerPC 604 machine with that.. and
>IF IT IS Really inexpensive (I wouldn't give a damn at an over $4,000 machine),

>then that would be interesting.

Well a faster PowerMac 8100 was releases last thursday running at 110mhz. But
is very pricey at $6300 with two gigs of storage and 16 megs of memory and with
cdrom..
>
>|> > No Sinclair. Let me add just this:
>|> >
>|> > $400 - Real 3D V2.49. Please, look for an animation app on the Mac
>|> >comparable to this.
>|>
>|> I probably have.
>
> No, I think you haven't. Inverse kinematics, collision detection,
>fractal noise forces? CSG math primitives with boolean operations? The
>last Strata Pro specs I read didn't had a hint of that.
>
>|> Now Please look for comparable hardware that gives you more
>|> bang for the buck and the Amiga loses handily on that.
>
> Well, don't you think I do? Believe me, I was not impressed
>by the PowerPC version of Inini D on the PowerMac. My Real 3D
>on my humble '030 @50mHz even came extremely close to a 68040 @ 40Mhz
>Quadra Mac! The PowerPC version was about 3-4 times faster in the
>test I did, and that's how faster Real 3D is on a 68040 Amiga!
>
>
>|> > Yes, it's expensive, but it doesn't make sense for me to buy a PowerMac
>|> >when it can't do what I want.
>
> I re-state the above, Peter.
>
>---
>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

-Peter

4535. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 03:50:45 UTC
From: aspect@cats.ucsc.edu
Message-ID: <39hjql$34i@darkstar.UCSC.EDU>
Source record: 14928

You know, when faces with Raist's arguments on video stuff, Peter's response was "There's some good Adult Movie CD ROms out there" and he ignored the technical details. Sigh. We know where his brain is.

~Chris

Though Peter probably gets more of a rise out of quicktime's "Apple invented this" than the actual content of the movies...

```
--
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

4536. Jaguar gone Retail

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 05:30:32 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <39hplo$bvb@romulus.ucs.uoknor.edu>
Source record: 14924

I am still in shock. I opened up Sundays paper and what to my surprise, a
Jaguar on sale for 229.99. First I am in Oklahoma and the Jags are here.
Second a Retail store is carrying them. Venture (the retail chain) has
them advertised in their national flyer and they have all the fgames 15%
off too.
Now I know that Venture isnt the largest retail store in the US, but
it it a pretty large one and it is growing. If Venture carries it I wonder
who will be next. I remember reading a messagte here that said the Jag
wouldnt make it unless it got picked up by the retail giants, well here is
a start. Wal-mart (the largest retailer) and Target (the fastest growing
retailer and the third largest) might be soon on the way to get them..
Total shock.
The games they have listed are
Tempest for 50.99
Wolfenstien 3d 50.99
Raiden 42.49
Trevor McFur 42.49
Alien V. Preditor 59.49

The system comes with cybermorph and by mail you can get a free Dino Dudes.
All for 229.99

--

Eric Winkle
ericw@okcforum.osrhe.edu
Unix Club of OKC

4537. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 13:47:37 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CyuMBD.7nt@exeter.ac.uk>
Source record: 14933
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <39ab2e$isv@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:

>> Yes, there are 040 and 030 accelerators for the Falcon. Quite
> But nowhere near as many as on the Amiga. Plus there are Amigas

How many do you need??
--

+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

4538. :JAGUAR and CHRISTMAS & CHRISTMAS & CHRISTMAS etc

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 16:48:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.540.249.0N966C76@teaminfinity.com>
Source record: 14842

Hello !

JAGUAR's 2nd CHRISTMAS is rapidly approaching !!!!!!!!!!!!!!!!!!!
can you believe it ? We were ranting and raving last
CHRISTMAS as well, and cannot believe yet another is upon
us and NO FRIGGIN CDROM, etc etc etc etc etc etc etc.
Talk about Demolishing Opportunity !!!!!!!!!!!!!!!

CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS
CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS
CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS
CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS
CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS
CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS
CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS
CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS
CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS
CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS CHRISTMAS

It would seem to us that getting more titles out quickly
might be IMPERITIVE at this juncture. Even if it means
spending 3 times what is normally necessary as this could
be make it or break it time. The hardware lead is rapidly
being devoured and one cannot expect the competition to sit
idly by.

Makes you wonder. Pennywise pound foolish. Think of the
CHRISTMAS Tree and whose game machine is under it.
People are going to buy game systems you better believe it !
Not only did you not sell a machine, but worst than that, a
competitor's machine is under the tree AND once that initial
investment is made, it is HIGHLY Unlikely they will switch after
buying even a couple of cartridges.

32X, DKC, Sony, CDI, Saturn, Reality, upcoming hardware,
3DO all bode ill for a slow Jaguar Development process.

We are squarely behind ATARI. We are stockholders and
Licensed developers, and retailers, we feel great alarm
and do not want to be disappointed and thus are calling on
all to get the word out that time is of the essensce and
that this CHRISTMAS especially is very important ! Let
ATARI Know.

Copy at will.

One might not think stating the obvious is important, but
sometimes it needs stating abundantly.

game.guru@TeamInfinity.com

4539. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 18:37:04 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Nov6113704@sfi.santafe.edu>
Source record: 14848

>>>>> "Simon" == Simon Gornall <sjg@phlem.ph.kcl.ac.uk> writes:
Simon> No sinFLOP, Only Apple manufacture PowerFLOP's.
[DELETED]
Simon> That's not the point he's making, (I think). We have both an IBM model
Simon> 25T and a Power(sic)FLOP(not sic). The 25T blows away the 7100. Maybe
Simon> it's because it's running a halfway-decent OS ?
>> Apple is not the answer. Apple is the question. NO is the answer <

Bingo. SinCrap just said something about a 110MHz mac (how the HELL
do they get THAT speed?) ...

it *still* wont matter if you're running system 7.

If you pour enough sugar on a pile of shit before you eat it, it'll be
sweet, but in the end, you're still eating a pile of shit.

Scott

--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

4540. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 21:41:17 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov6.214117.35549@rmece02.upr.clu.edu>
Source record: 14934

In article <39hbjh$9rh@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <1994Nov5.185936.5043@bay.cc.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:
|> >In article <398hdp$sg2@insosf1.infonet.net>, sinclair@ins.infonet.net writes:

|> I don't know what you are doing, but on the previous Computer Chronicles
|> episode showed a Powermac 7100 blowing away Compaq Pent. machine away.
|> >! -Peter - OxyMoron of 1994
|> >!
|> >
|> >Simon.
|>
|> -Peter

Peter, you should read a Pentium clonse vs PowerMac comparison
on an issue of Computer Shopper (august? Summer?), where the Pentim
clones basically outperform the PowerMacs at pretty much everything except
ImageProcessing or heavy floating point stuff. In most common applications
they were blown away by Pentiums, and this is thanks to 80% of the
apple's system 7.xx not PowerPC recompiled.

|>
|> >--
|> >>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
|> > > Apple is not the answer. Apple is the question. NO is the answer <

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4541. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 21:45:17 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov6.214517.44880@rmece02.upr.clu.edu>
Source record: 14935

In article <39hc4n$9rh@insosf1.infonet.net>, sinclair@ins.infonet.net writes:

|> >|>
|> >|> For games, try the cdrom arena.
|> >
|> > I have seen it. There are a couple of interesting games, but still...
|>
|> The Quicktime Adult movies are pretty good. Saw some at MacWorld..

Peter, I am talking about games... not multimedia porno flicks ;-)

|> >Strata Pro's prices... they WERE NOT $899.
|> >
|>
|> The software is accelerated for Powermacintosh. I guess MacWarehouse has
|> greater buying power than your local dealer. I have noticed that Amiga video
|> software is moving up in price as well.

Where? How Amiga video software is moving up in price? LightWave
is the one at $1,000 which was just released. And again, it blows
Mac stuff away. So does Real 3D... Now, I just heard LIghtWave is
being ported to the PowerMac, and that's interesting... but talking
about the present...

|> >|> In 1995, Apple will incorporate 3d hardware on a single chip to be incorporated
|> >|> in future macs and selected existing models. Suppose to be veryy inexpensive.
|> >
|> > OK, now I'll admit you peeked my interest. Let's see when it comes out
|> >and with what it comes out. A PowerPC 604 machine with that.. and
|> >IF IT IS Really inexpensive (I wouldn't give a damn at an over $4,000 machine),
|> >then that would be interesting.
|>
|> Well a faster PowerMac 8100 was releases last thursday running at 110mhz. But
|> is very pricey at $6300 with two gigs of storage and 16 megs of memory and with
|> cdrom..

Well, then I don't give a damn for it. Although 2 gigs of hardisk sounds
nice.

|> >|> > Yes, it's expensive, but it doesn't make sense for me to buy a PowerMac
|> >|> >when it can't do what I want.
|> >
|> > I re-state the above, Peter.

Again Peter, I still re-state the above. Now, my mom wants
a computer, and it probably be a Macintosh.

```
|>
|> -Peter
|>

--
-------------------------------------------------------
> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus
```

4542. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-06 21:46:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov6.214644.30596@rmece02.upr.clu.edu>
Source record: 14936

In article <39hjql$34i@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|>
|> You know, when faces with Raist's arguments on video stuff, Peter's response
|> was "There's some good Adult Movie CD ROms out there" and he ignored the
|> technical details. Sigh. We know where his brain is.

Yep. :-)

|>
|> ~Chris
|>
|> Though Peter probably gets more of a rise out of quicktime's "Apple invented
|> this" than the actual content of the movies...

Ha ha ha ha ha :-)

|> --
|> __ /\ __
|> __\/__\/__
|> _||_/
|> /__||__\
|> // \ | \\
|> \|

Hey, what does that symbol mean? Interesting...

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4543. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 09:25:49 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov7.092549.1792@dmu.ac.uk>
Source record: 14839
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <3953g6$srk@bmerha64.bnr.ca>, moran@bires050 (G MORAN) writes:
>
> Again, you may not NEED the MIDI ports. If you do, they are
> only 20 quid and whats more, the MIDI unit I got for my Amiga at
> that price is quite a bit more flexible than the ST ports - More
> output ports and through ports and no need to fiddle around with
> special cables.
>
> These days, if you;re serious about MIDI you buy a Mac anyway.

Really, I saw Orbital using an ST on television last night. BTW if you didn't know Orbital are one of Britains best and most succesfull techno/rave groups. If they aren't serious about MIDI I don't know who is. Just goes to show that some people will use an ST if that's what they're used to, and not feeling that they HAVE to switch to a Mac/PC/Amiga just because everyone around them is shouting ATARI ARE CRAP, you MUST get a new computer.

Alan.

>
> gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4544. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 09:36:33 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov7.093633.3270@dmu.ac.uk>
Source record: 14840

In article <39asd6$ob6@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) writes:
>
> Take a look at 'Edge' and C&VG. Also the dedicated SNES and Sega
> mags spare Atari no mercy when doing their hatchet jobs on the
> Jaguar.
>
> Since a large proportion of potential jag owners will already
> have a sega/nintendo thats quite a bit of bad PR going Ataris way.
>
> I spoke to a shop assistant in my local 'Game' store and he said
> he liked the Jaguar, but everything Atari did turned to crap. Other
> assistants concurred.
>

Arggggggg, have you ever stopped to think that when people have this kind of attitude it's no wonder that there's so much pessimism about the Jaguar. It's a nice machine, Atari just need to get their act together, and they need support. Actually saying that I'd be suprised if the Jaguar is a succes in the UK this Christmas, but you never know.

Alan.

> gavan
> --
> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4545. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 09:56:07 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov7.095607.7203@dmu.ac.uk>
Source record: 14841
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <39as7o$ob6@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) writes:
> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> > G MORAN (moran@dace.bnr.co.uk) wrote:
>
> > Not exactly true, again you speak from inexperience. I have a couple of
> > COMMERCIAL sound trackers which offer 32 channel stereo at 50kHz - full
> > S3M (screamtracker) MTM (multitracker) and Protracker (Octamed included)
>
> Well, I meant software titles in general, not dedicated mod players
> (which originate from the Amiga incidentally). Where are all the multimedia
> and games titles that use lots of 16 bit sound?
>
All software that needs sound on the Falcon will use 16 bit sound and even if it uses 8 bit it still sounds great. BTW Gavan I like digitracker which gives me full 32 channel sound at 50KHZ and I like the way I can just connect my HiFi to my Falcon with a simple cable and sample directly into DigiTracker. OK, you can do that on the Amiga, but then you have to decide which sampler to buy and does all my sofware support this sampler etc. etc.

BTW don't cry Gavan just because .MODs originated from the Amiga, S3M tunes came from the PC and offer 32 channels, where's the 32 channel Amiga module format???

Alan.

4546. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 12:34:21 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39l6sd$pio@bs33n.staffs.ac.uk>
Source record: 14843
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

A Parker (se2ap@dmu.ac.uk) wrote:
: All software that needs sound on the Falcon will use 16 bit sound and even
:if it uses 8 bit it still sounds great. BTW Gavan I like digitracker
:which gives me full 32 channel sound at 50KHZ and I like the way I can just
:connect my HiFi to my Falcon with
:a simple cable and sample directly into DigiTracker. OK, you can do
:that on
:the Amiga, but then you have to decide which sampler to buy and does all my
:sofware support this sampler etc. etc.

That's the biggest difference between Falcon's and A1200's - we get all
these features THEY have to buy! We already have the DSP, god knows what
Amiga software supports them anyway. We have the SCSI-II ports, how much
for an A1200 ? #150 quid being generous, what about upgrading the A1200
interal DSDD to a DSHD - another 80 quid. Then how about connecting to a
SVGA monitor? What about a sampler? 16 bit of course, 8 bit for about
20-30 quid, 60-70 for a 16-bit though. So lets evaluate this again please:

A1200 2 meg memory, no hard drive - 220-250
+ 16 bit sampler - 60 quid
+ SCSI-II ports - 150 quid
+ internal DSHD - 80 quid

Hum let me see, thats like over 500 uk pounds already. Do you see where
I am going now? The Falcon with 4meg memory is 499 from selected outlets.
You are still 2 meg memory short in that listing and I doubt you could
get those products for the prices I state, probably more. At least the
Falcon gets THEM ALL and ALL BUILT-IN. Oh and we also have built-in
Genlocking hardware, just time until someone explores that avenue too.

: BTW don't cry Gavan just because .MODs originated from the Amiga, S3M tunes
:came from the PC and offer 32 channels, where's the 32 channel Amiga
:module format???

s3M's are amazing quality, some of the tunes are like WOW!!! :-)

: Alan.

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

4547. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 12:39:10 UTC
From: djs@jet.uk
Message-ID: <1994Nov7.123910.15808@jet.uk>
Source record: 14837

In <39hc4n$9rh@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>The Quicktime Adult movies are pretty good. Saw some at MacWorld..
Proof, as if we needed it, that Peter Sinclair-Day is a wanker.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4548. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 12:42:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39l7c8$pio@bs33n.staffs.ac.uk>
Source record: 14844

G MORAN (moran@dace.bnr.co.uk) wrote:
: Take a look at 'Edge' and C&VG. Also the dedicated SNES and Sega
: mags spare Atari no mercy when doing their hatchet jobs on the
: Jaguar.

Who the hell takes the Edge seriously? Did you see the uproar in their latest issue over the AvP review? Do kids buy the Edge to base their gaming purchases on? Hell no!!! Edge have gone a stage too far, they are at the stage where not only is present technology ignorant of the abilities they 'require' but so is what is coming... Edge plan too far ahead which makes it a nice 'culture shock' magazine but not a lot else.

C&VG are very pro-Jag actually, just read it.

: Since a large proportion of potential jag owners will already
: have a sega/nintendo thats quite a bit of bad PR going Ataris way.

: I spoke to a shop assistant in my local 'Game' store and he said
: he liked the Jaguar, but everything Atari did turned to crap. Other
: assistants concurred.

As biased as you huh? What a surprise.

: gavan

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

4549. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 12:46:04 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39l7ic$pio@bs33n.staffs.ac.uk>
Source record: 14845

: A new buyer would buy a PC or a Mac today. The Falcon is way over price in
: todays market and has no future period...

Have we not done the Falcon price war thing already??? I dunno, keep
going around in circles here...

Rich Davey

4550. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 13:16:11 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov7.131611.19428@unix.brighton.ac.uk>
Source record: 14846
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
!Productions (mentat@sefl.satelnet.org) wrote -
:In article <1994Nov3.123025.29232@unix.brighton.ac.uk>,
:Stephen Ticehurst <st39@unix.brighton.ac.uk> wrote:
:>When programming MIDI for the Atari you know that the computer has MIDI
:>ports and what type they are etc..... If you have to add something onto
:>a computer (like MIDI ports, HD drive etc..) then the program will never
:>really know much about it. Time for problems I think.

:But MIDI ports are nothing more than serial ports with a funny connector.
:There's no room for confusion.

Well, ther're a bit more complex than that :)

But I'm talking about the actual interfacing between the ports and the
OS, if the computer doesn't have things as standard, there's a lot of
messing about when you do add them, and maybe a lot of problems when more
than one company brings out the extra. Remeber how many problems PC
users have with things like soundcards not being recognised etc... You
can imagine the same things happening when added HD, MIDI ports, DSP etc..

It's better to have something as standard, then eveything knows what's
what, instead of having different companies with different standards etc..

Well that's how i see it anyway :)
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

4551. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 15:42:24 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CywMAp.M9I@aston.ac.uk>
Source record: 14838

In article 095348STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> writes:
>Peter,
>When you respond to my post please make the response somehow
>related to the original post. Otherwise, start your own
>thread! I was talking about how marketing does not make a
>product good or bad, just popular or unpopular. I also
>talked about the CD-ROM scene on the Atari.

Aww come on, what do you want an intelligent, informative response from a bigoted sad case like him???

What you have to realise is that there are a few people, ususally the insecure, friendless type who have defend their computers from anything (you know, the type of person who makes posts at 8pm on a Saturday night....)

Barry.

4552. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 17:17:50 UTC
From: mentat@sefl.satelnet.org
Message-ID: <39lnfu$gdp@sefl.satelnet.org>
Source record: 14847
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1994Nov7.095607.7203@dmu.ac.uk>, A Parker <se2ap@dmu.ac.uk> wrote:
>All software that needs sound on the Falcon will use 16 bit sound and
>even if it uses 8 bit it still sounds great. BTW Gavan I like

Umm, "all of it uses 16 bit sound but even if it doesn't..." Something
wrong there, I'm afraid. :) ALL means ALL, not SOME.

>BTW don't cry Gavan just because .MODs originated from the Amiga, S3M
>tunes came from the PC and offer 32 channels, where's the 32 channel
>Amiga module format???

Actually the aged GMC format can handle as many tracks as you want with
only a minor modification. It uses a similar format to MTM...

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4553. Re: Digital Tracker

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 18:15:26 UTC
From: bd81@corail.cict.fr
Message-ID: <39lqru$2de@reseau.cict.fr>
Source record: 14849

Hello,

There's another version of Digital who plays S3M normally. But all my MTM works and if you have some MTM who don't work, you can perhap send them to me ??

Thanks a lot.

The author, Emmanuel.

4554. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 19:52:56 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EKHSADWH1UP@sos.sh.sub.de>
Source record: 14864
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <39gmdr$4tp@sefl.satelnet.org> !Productions wrote :
>Again, no it isn't. It *is* nice, but for most people a 44KHz 8 bit
>sample through a DECENT DAC is as good as a 16 bit one. (Note "decent",
>so SoundBlasters don't count, and neither does the STE.)

As the STE already had a better sound *output* than the Amiga (the Amiga
still has the better sound *subsystem*), I am sure the Amiga doesn't count
either, right?

Weregoose

-- Thorsten Gï¿½nther (Weregoose) -- _O
-- /
-- A pet rat makes you learn soldering cables. -- _
-----ï¿½=ae, ï¿½=oe, ï¿½=ue, ï¿½=Ae, ï¿½=Oe, ï¿½=Ue, ï¿½=ss----- _)

4555. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 19:58:16 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EKHSADWK1UP@sos.sh.sub.de>
Source record: 14865
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <39aacn$isv@bmerha64.bnr.ca> G MORAN wrote :
>Where are you
>ever going to get 16 or more computers together? (I'm talking
>in the Amiga/Atari context here, theres plenty of PC and Mac
>lans around the place).

Errr... Midimaze parties? FEZ-A-BIT (the Berlin Atari show?)? ProTos perhaps (the Ulm Atari show?). In any Atari specific BBS here in Hamburg I could invite people for a Midimaze party ... if only I had enough space in my room.

Weregoose

-- Thorsten Gï¿½nther (Weregoose) -- _O
-- /
-- A pet rat makes you learn soldering cables. -- _
-----ï¿½=ae, ï¿½=oe, ï¿½=ue, ï¿½=Ae, ï¿½=Oe, ï¿½=Ue, ï¿½=ss----- _)

4556. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 22:34:48 UTC
From: wills@newschool.edu
Message-ID: <1994Nov7.223448.4507@newsserver.rrzn.uni-hannover.de>
Source record: 14850
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <380@stork.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) says:
>
>In article <397kmu$bo2@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:
>>STIRRE31@MAINE.MAINE.EDU wrote:
>
>:> No, you pay EXTRA to get a high density drive if you take the
>:>Falcon path since Falcons cost MORE than equivalent A1200s.
>:>As I pointed out, theres little need for most A1200 owners to
>:>get a HD disk. Of all the meagre amount of software available
>:>for the Atari machines, how much of it comes on HD anyway?
>:>50% at best I'd say.
>
>99% of Falcon s/ware comes on HD disks, the product I'm working on will be
>on 7 HD disks.... that would mean 14 DD disks ;-). The 50% estimate you came
>up with just shows how pathetic you really are, you never change Gavan!
>
>:>> With the price about the same for the Falcon and the 1200 how
>:>> are you going to get a faster microprocessor, DSP and high
>:>> density drive? Pay money of course. While you might claim that
>:>> these are "luxury" features they do add quite a bit to the system.
>:>> Software that uses the DSP is very neat-o (Griff's MPEG viewer
>:>> for example).
>:> Yes, they're impressive but also relatively unsupported by software.
>:>And the Atari software support is abysmal compared to Amiga soft
>:>and hardware support. Have you seen any 40mHz 040 cards for the
>:>Atari? There are 3 for the Amiga. What choice do you have in fast
>:>030 cards on the Atari? There are well over half a dozen brands
>:>for the Amiga. Not to mention the games support is much better on
>:>Amiga and serious apps I would consider better too.
>
>Unsupported? hmmm.. I regularly update PLAYMPEG and have several hundred
>registered users for this product.
>
>:>> I don't have to really go into faster microprocessor
>:> I wouldn't even attempt to try to claim the Falcon has a 'faster'
>:>microprocessor than an A1200 if I was you. Faster clock speed - yes,
>:>but with a 16 bit data path to memory and no ability to have
>:>fastRAM the Falcons processor gives poor performance relative to
>:>what a 16mHz 030 on the Amiga would give.
>
>We've been through all this before, the Falcon Kicks the a1200s ass, it should
>do, it costs more. That maybe a sweeping statement but its true.
>

>:>> or high density drives do I? Should I also mention the sound
>:>> capabilities of the Falcon?(16-bit stereo, btw).
>
>:> 16 bit stereo is a nice facility. But again, the Falcon world
>:>is hardly awash with titles which give noticeably better sound
>:>than Amiga titles.
>
>Gavan thinks 16bit stereo sound is 'nice', it is *essential* for a modern
>multi-media machine.
>
>:>> Adding these
>:>> capabilities on the Amiga would be expensive, would they not?
>:> Assuming you wanted to add them.
>
>you don't want a 96mops dsp? do you need to buy a scsi interface to plug
> a cd-rom into your 1200?? (laughs)
>
>:>> How can you justify a 1200 now that the Falcon is competitively
>:>> priced and it offers so much more? That every Falcon feature is
>:>> a "luxury"? Please. Also bear in mind that as time passes and
>:>> 1200s get harder to find the price will continue to rise.
>
>:> Because you can still get amigas here for 270UKP. The cheapest
>:>Falcon I've seen is a 1meg noHD model for 400UKP.
>
>actually I know a company that does 4meg falcons for 399, there are no 1meg
>falcons out there to speak of (1 in a 1000).
>
>:> Plus of course we still have a number of interested parties
>:>trying to acquire the rights to make Amigas. There WILL be Amigas
>:>manufactured again in the new year. If Atari went under, I wonder
>:>would anyone bother to try to get the rights to make Falcons?
>
>The Falcon hardware is already licensed by Atari, so your wrong on every
>point (again) Gavan..
>
>:>Moron.
>
>Griff
>--
>
gfgfgfgfgfgfgfgfgfgfgfg

4557. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-07 22:56:51 UTC
From: wills@newschool.edu
Message-ID: <1994Nov7.225651.5327@newsserver.rrzn.uni-hannover.de>
Source record: 14851
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1994Nov7.223448.4507@newsserver.rrzn.uni-hannover.de>, wills@newschool.edu (mauri) says:
>
>In article <380@stork.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) says:
>>
>>In article <397kmu$bo2@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:
>>>STIRRE31@MAINE.MAINE.EDU wrote:
>>
>>:> No, you pay EXTRA to get a high density drive if you take the
>>:>Falcon path since Falcons cost MORE than equivalent A1200s.
>>:>As I pointed out, theres little need for most A1200 owners to
>>:>get a HD disk. Of all the meagre amount of software available
>>:>for the Atari machines, how much of it comes on HD anyway?
>>:>50% at best I'd say.
>>
>>99% of Falcon s/ware comes on HD disks, the product I'm working on will be
>>on 7 HD disks.... that would mean 14 DD disks ;-). The 50% estimate you came
>>up with just shows how pathetic you really are, you never change Gavan!
>>
>>:>> With the price about the same for the Falcon and the 1200 how
>>:>> are you going to get a faster microprocessor, DSP and high
>>:>> density drive? Pay money of course. While you might claim that
>>:>> these are "luxury" features they do add quite a bit to the system.
>>:>> Software that uses the DSP is very neat-o (Griff's MPEG viewer
>>:>> for example).
>>:> Yes, they're impressive but also relatively unsupported by software.
>>:>And the Atari software support is abysmal compared to Amiga soft
>>:>and hardware support. Have you seen any 40mHz 040 cards for the
>>:>Atari? There are 3 for the Amiga. What choice do you have in fast
>>:>030 cards on the Atari? There are well over half a dozen brands
>>:>for the Amiga. Not to mention the games support is much better on
>>:>Amiga and serious apps I would consider better too.
>>
>>Unsupported? hmmm.. I regularly update PLAYMPEG and have several hundred
>>registered users for this product.
>>
>>:>> I don't have to really go into faster microprocessor
>>:> I wouldn't even attempt to try to claim the Falcon has a 'faster'
>>:>microprocessor than an A1200 if I was you. Faster clock speed - yes,
>>:>but with a 16 bit data path to memory and no ability to have
>>:>fastRAM the Falcons processor gives poor performance relative to
>>:>what a 16mHz 030 on the Amiga would give.
>>

>>We've been through all this before, the Falcon Kicks the a1200s ass, it should
>>do, it costs more. That maybe a sweeping statement but its true.
>>
>>:>> or high density drives do I? Should I also mention the sound
>>:>> capabilities of the Falcon?(16-bit stereo, btw).
>>
>>:> 16 bit stereo is a nice facility. But again, the Falcon world
>>:>is hardly awash with titles which give noticeably better sound
>>:>than Amiga titles.
>>
>>Gavan thinks 16bit stereo sound is 'nice', it is *essential* for a modern
>>multi-media machine.
>>
>>:>> Adding these
>>:>> capabilities on the Amiga would be expensive, would they not?
>>:> Assuming you wanted to add them.
>>
>>you don't want a 96mops dsp? do you need to buy a scsi interface to plug
>> a cd-rom into your 1200?? (laughs)
>>
>>:>> How can you justify a 1200 now that the Falcon is competitively
>>:>> priced and it offers so much more? That every Falcon feature is
>>:>> a "luxury"? Please. Also bear in mind that as time passes and
>>:>> 1200s get harder to find the price will continue to rise.
>>
>>:> Because you can still get amigas here for 270UKP. The cheapest
>>:>Falcon I've seen is a 1meg noHD model for 400UKP.
>>
>>actually I know a company that does 4meg falcons for 399, there are no 1meg
>>falcons out there to speak of (1 in a 1000).
>>
>>:> Plus of course we still have a number of interested parties
>>:>trying to acquire the rights to make Amigas. There WILL be Amigas
>>:>manufactured again in the new year. If Atari went under, I wonder
>>:>would anyone bother to try to get the rights to make Falcons?
>>
>>The Falcon hardware is already licensed by Atari, so your wrong on every
>>point (again) Gavan..
>>
>>:>Moron.
>>
>>Griff
>>--
>>hi guys just wanted to let you in on some useful information
>gfgfgfgfgfgfgfgfgfgfgfg

4558. Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 02:04:19 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <39mmb3$74u@pepper.rutgers.edu>
Source record: 14852
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

I found this in c.o.o.a. It has some very enlightening info about Apple that
I think one Peter Sinflop-Day should know.

->System 7.x runs very slow on the PPC in emulation. Apple doesn't even have
->plans to port it and says it cannot afford to do so. To avoid two PPC
^^^^^^^^^^^^^^^^^^^^^^
->standards a new Post-prep standard has been worked out. But Apple cannot
->afford to adapt its OS to the Post-PreP standard. IBM will help.

So Apple is having cash problems! No wonder they are always having fire sales!

->BYTE magazine benchmarks last April showed that emulation shows some programs
->to only 1.6% of the speed they would have if they ran native. If any of Apples
->OS has to be emulated, it will become a bottleneck that slows performance.

SLOWED DOWN OVER 98% UNDER EMULATION!! PowerFlops must be great!! I bet they
would run MacPaint slower than the original Mac. Or WordStar slower than the
original IBM PC (assuming there was a Mac version of WordStar, that is).

->The PPC chip is slower than the Pentium in interger processing, which is what
->counts. Furthermore, Intel's P7 chip will be full RISC and a match for the PPC.
->Windows NT and the MS apps can be easily recompiled to run native on the P7.

If any of the above is true, than the PC clones will soon kick the PowerFlop off
the planet!

->Apple and the PPC are IN TROUBLE. What user is going to run in emulation when
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
->MS and MS apps run native on equally fast Intel chips?

I smell a new C= in the making. :-)

->IBM will probably help Apple convert its OS to something that will run on the
->Post-PreP standard. That way a unified PPC standard will have a chance of
->competing with Intel.

First Apple needs IBM's help to get a microprocessor that meets PC standards, and
NOW they need IBM's help to port THEIR OWN operating system. Makes me wonder...

So, Peter, when do you think that bankruptcy hearing will be scheduled?

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4559. Re: :JAGUAR and CHRISTMAS & CHRISTMAS & CHRISTMAS etc

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 02:15:12 UTC
From: tstrohma@theodolite.ae.calpoly.edu
Message-ID: <1994Nov08.021512.102398@zeus.aix.calpoly.edu>
Source record: 14856

In article <76.540.249.0N966C76@teaminfinity.com>,
Game Guru <game.guru@teaminfinity.com> wrote:
>Hello !
>
> JAGUAR's 2nd CHRISTMAS is rapidly approaching !!!!!!!!!!!!!!!!!!!
> can you believe it ? We were ranting and raving last
> CHRISTMAS as well, and cannot believe yet another is upon
> us and NO FRIGGIN CDROM, etc etc etc etc etc etc etc.
> Talk about Demolishing Opportunity !!!!!!!!!!!!!!!

Let's talk about yet another possiblity - an ANSI C cross-compiler
and a serial connection to a host computer. At $250, the Jaguar HAS
to be easily the cheapest chunk of compute power going right now.
It may not me a standalone machine, but it would sure make an amazing
rendering engine! Any takers for this development idea?

Trevor Strohman
tstrohma@theodolite.ae.calpoly.edu
(I'm lookin' for a Jaguar FAQ. Send me info on where to find one, please!)

4560. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 02:16:34 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <39mn22$7cu@pepper.rutgers.edu>
Source record: 14853

sinclair@ins.infonet.net writes:

<deletion>

>>>I'll take one as a collectors item..
>>
>>>-Peter
>>
>>And I'll take one to smash your head with!

>Must have been watching Beave and Butt lately..

No. I have been watching the Nightly Pete Moron Hour instead.

>>BTW, Pete, how's the PowerFlop doing?

>Fine, thanks.. 600,000 sold as of Sept.30.

Looks like there are 600,000 stupid people out there. People who don't know that the current crop of PowerFlops will soon be obsolete (PCI ones just around the corner. Ones conforming to this new joint IBM-Apple standard (assuming it isn't bullshit) starting in 1996. Ones that will (assuming Apple isn't actually close to bankruptcy) run a *100%* native operating system.

>Apple has released a 110 mhz
>version of the powerMac 8100 today. Was all over the airwaves today because it
>is the fastest PC on the market as o now..

Considering 100MHz 486's and Pentiums have been out for months, it's about time.

>-Peter
Sinclair-Flop

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4561. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 02:19:51 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <39mn87$7et@pepper.rutgers.edu>
Source record: 14854

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>You know, when faces with Raist's arguments on video stuff, Peter's response
>was "There's some good Adult Movie CD ROms out there" and he ignored the
>technical details. Sigh. We know where his brain is.

In the gutter, right?

> ~Chris

>Though Peter probably gets more of a rise out of quicktime's "Apple invented
>this" than the actual content of the movies...

I don't doubt that.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4562. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 02:46:23 UTC
From: cpb1001@cam.ac.uk
Message-ID: <39mopv$gdj@lyra.csx.cam.ac.uk>
Source record: 14855
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1994Nov7.095607.7203@dmu.ac.uk>, A Parker <se2ap@dmu.ac.uk> wrote:

>All software that needs sound on the Falcon will use 16 bit sound and even
if it uses 8 bit it still sounds great.

Pardon? All software uses 16 bit sound, including the software that doesn't?

Very odd.

Oh, please learn to use your editor, over 400 characters per line is a BIT
irritating, thanks.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4563. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 06:06:13 UTC
From: sinclair@ins.infonet.net
Message-ID: <39n4gl$2a4@insosf1.infonet.net>
Source record: 14857

In article <SCOTT.94Nov6113704@sfi.santafe.edu>, scott@santafe.edu (Scott D. Yelich)
writes:
>>>>>> "Simon" == Simon Gornall <sjg@phlem.ph.kcl.ac.uk> writes:
>Simon> No sinFLOP, Only Apple manufacture PowerFLOP's.
>[DELETED]
>Simon> That's not the point he's making, (I think). We have both an IBM model
>Simon> 25T and a Power(sic)FLOP(not sic). The 25T blows away the 7100. Maybe
>Simon> it's because it's running a halfway-decent OS ?
>>> Apple is not the answer. Apple is the question. NO is the answer <
>
>Bingo. SinCrap just said something about a 110MHz mac (how the HELL
>do they get THAT speed?) ...

PowerMac 8100/110 available today, not real soon now! Well IBM cranked up the
speed of the 601. This version is only available for Apple..
>
>it *still* wont matter if you're running system 7.
>

System 7 makes Tos look like the old Atari 8 bit os.

>If you pour enough sugar on a pile of shit before you eat it, it'll be
>sweet, but in the end, you're still eating a pile of shit.
>
>Scott
>
>--
> /\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
> / \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
> \ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
> \/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

-Peter

4564. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 06:07:45 UTC
From: sinclair@ins.infonet.net
Message-ID: <39n4jh$2a4@insosf1.infonet.net>
Source record: 14858

In article <1994Nov7.093633.3270@dmu.ac.uk>, se2ap@dmu.ac.uk (A Parker) writes:
>In article <39asd6$ob6@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) writes:
>>
>> Take a look at 'Edge' and C&VG. Also the dedicated SNES and Sega
>> mags spare Atari no mercy when doing their hatchet jobs on the
>> Jaguar.
>>
>> Since a large proportion of potential jag owners will already
>> have a sega/nintendo thats quite a bit of bad PR going Ataris way.
>>
>> I spoke to a shop assistant in my local 'Game' store and he said
>> he liked the Jaguar, but everything Atari did turned to crap. Other
>> assistants concurred.
>>
>
>Arggggggg, have you ever stopped to think that when people have this kind of
>attitude it's no wonder that there's so much pessimism about the Jaguar. It's
>a nice machine, Atari just need to get their act together, and they need support. Actually
saying that I'd be suprised if the Jaguar is a succes in the UK this Christmas, but you
never know.

Sounds like the same line with the Lynx and Falcon..

>
>Alan.
>
>
>> gavan
>> --
>> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

4565. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 06:22:51 UTC
From: sinclair@ins.infonet.net
Message-ID: <39n5fr$qgf@insosf1.infonet.net>
Source record: 14859

In article <1994Nov6.214117.35549@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <39hbjh$9rh@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> In article <1994Nov5.185936.5043@bay.cc.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:
>|> >In article <398hdp$sg2@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>
>|> I don't know what you are doing, but on the previous Computer Chronicles
>|> episode showed a Powermac 7100 blowing away Compaq Pent. machine away.
>|> >! -Peter - OxyMoron of 1994
>|> >!
>|> >
>|> >Simon.
>|>
>|> -Peter
>
>
> Peter, you should read a Pentium clonse vs PowerMac comparison
>on an issue of Computer Shopper (august? Summer?), where the Pentim
>clones basically outperform the PowerMacs at pretty much everything except
>ImageProcessing or heavy floating point stuff. In most common applications
>they were blown away by Pentiums, and this is thanks to 80% of the
>apple's system 7.xx not PowerPC recompiled.

Yea, Computer Shopper is a PC publication full of clone ads. So their
credibility is in question. I have seen demonstrations were a Pentium acts
like a Yugo compared to a PowerMac..

>
>|>
>|> >--
>|> >>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>|> > > Apple is not the answer. Apple is the question. NO is the answer <
>
>--
>---
>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

-Peter

4566. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 06:29:27 UTC
From: sinclair@ins.infonet.net
Message-ID: <39n5s7$qgf@insosf1.infonet.net>
Source record: 14860

In article <1994Nov6.214517.44880@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <39hc4n$9rh@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>
>|> >|>
>|> >|> For games, try the cdrom arena.
>|> >
>|> > I have seen it. There are a couple of interesting games, but still...
>|>
>|> The Quicktime Adult movies are pretty good. Saw some at MacWorld..
>
> Peter, I am talking about games... not multimedia porno flicks ;-)
>
>
>|> >Strata Pro's prices... they WERE NOT $899.
>|> >
>|>
>|> The software is accelerated for Powermacintosh. I guess MacWarehouse has
>|> greater buying power than your local dealer. I have noticed that Amiga video
>|> software is moving up in price as well.
>
> Where? How Amiga video software is moving up in price? LightWave
>is the one at $1,000 which was just released. And again, it blows
>Mac stuff away. So does Real 3D... Now, I just heard LIghtWave is
>being ported to the PowerMac, and that's interesting... but talking
>about the present...

Check out Video Toaster Magazine. Imagine is like $700 now. Video software
and enhancements are moving up in price.
>
>|> >|> In 1995, Apple will incorporate 3d hardware on a single chip to be incorporated
>|> >|> in future macs and selected existing models. Suppose to be veryy inexpensive.
>|> >
>|> > OK, now I'll admit you peeked my interest. Let's see when it comes out
>|> >and with what it comes out. A PowerPC 604 machine with that.. and
>|> >IF IT IS Really inexpensive (I wouldn't give a damn at an over $4,000 machine),
>|> >then that would be interesting.
>|>
>|> Well a faster PowerMac 8100 was releases last thursday running at 110mhz. But
>|> is very pricey at $6300 with two gigs of storage and 16 megs of memory and with
>|> cdrom..
>
> Well, then I don't give a damn for it. Although 2 gigs of hardisk sounds
>nice.

>
>|> >|> > Yes, it's expensive, but it doesn't make sense for me to buy a PowerMac
>|> >|> >when it can't do what I want.

Check out the December MacWorld. Has some interesting tibits on the upcomming
PCI Macs..

>|> >
>|> > I re-state the above, Peter.
>
>
> Again Peter, I still re-state the above. Now, my mom wants
>a computer, and it probably be a Macintosh.

A Performa Info commercial should be on tv soon.

>
>|>
>|> -Peter
>|>
>
>--
>--
>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

-Peter
-GOTV cordinator(Tama County)for the Iowa Democratic Party

4567. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 06:42:27 UTC
From: sinclair@ins.infonet.net
Message-ID: <39n6kj$qgf@insosf1.infonet.net>
Source record: 14861
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39mmb3$74u@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>
>I found this in c.o.o.a. It has some very enlightening info about Apple that
>I think one Peter Sinflop-Day should know.
>
>
>->System 7.x runs very slow on the PPC in emulation. Apple doesn't even have
>->plans to port it and says it cannot afford to do so. To avoid two PPC

Try System 8..
> ^^^^^^^^^^^^^^^^^^^^^
>->standards a new Post-prep standard has been worked out. But Apple cannot
>->afford to adapt its OS to the Post-PreP standard. IBM will help.
>
>So Apple is having cash problems! No wonder they are always having fire sales!
>

Try again.. Read carefully...

Apple Computer Announces Record Revenues and Improved Earnings

CUPERTINO, California--October 17, 1994--Apple Computer, Inc., today announced record revenues and significantly improved financial results for its fourth fiscal quarter, which ended September 30, 1994.
For the quarter, Apple's revenues were $2.49 billion, a 16% increase over the fourth quarter a year ago, and represented the highest quarterly revenues in the Company's history. Net income for the quarter was $114.7 million, or $0.95 a share compared with $2.7 million, or $0.02 a share in the same quarter a year ago. The Company also announced that quarterly unit shipments had exceeded the one million unit mark for the second time in company history.
"Over the last 12 months we have significantly restructured the Company, demonstrated our new competitiveness, and delivered these record results," said Michael Spindler, Apple's president and chief executive officer. "Apple has positioned itself in several rapidly growing parts of the industry. We have taken the volume lead in RISC-based computing for graphics and business, and we are setting the pace in multimedia-based computing for the home and the
Apple attributed its high unit shipment figure to strong demand during the quarter for its multimedia-based Macintosh 630 products, its PowerBook 500 series of portable products, and its Power

Macintosh desktop products. Strong demand has led to a shortage of some Apple products, a situation the Company is working to improve in the first fiscal quarter of 1995.

Apple announced that during the quarter it shipped more than 250,000 Power Macintosh personal computers and upgrades, bringing the total unit figure to over 600,000 units shipped in the first seven months since introduction. The Company has set a goal of shipping one million Power Macintosh personal computers and upgrades in the first 12 months of availability.

During the quarter, developer support for the Power Macintosh platform grew. There are now nearly 300 Macintosh applications on the market which have been optimized to take full advantage of the high performance of the Reduced Instruction Set Computing (RISC)-based Power Macintosh system. Recently announced applications for the Power Macintosh include Microsoft Excel, Adobe Photoshop, Aldus Persuasion, and Claris Corporation's MacWrite Pro.

The Company's improved earnings, compared to the fourth quarter a year ago, were the result of strong revenue growth combined with operating expenses.

Gross margins improved to 27.2% of net sales in the fourth quarter of fiscal 1994 from 25.7% of net sales in the same period a year ago. The improvement in gross margins was due to both higher production volumes and the positive impact of new product introductions, including the PowerBook 500, Macintosh 630, and Power Macintosh.

Operating expenses for the fourth quarter were 19.6% of net sales, down from 25.4% of net sales in the fourth quarter a year ago, and represented one of the Company's lowest operating expense ratios in its history. The improvement in operating expenses as a percentage of net sales was due in large part to cost reductions coming from the Company's restructuring activities over the last 12 months.

Inventories at the end of the fourth quarter were $1.09 billion, a reduction of $418.2 million from the fourth quarter a year ago. Cash and short term investments at the end of the fourth quarter stood at $1.26 billion, an increase of $365.6 million compared to the fourth quarter a year ago. Total borrowings at the end of the fourth quarter were $596.7 million, a reduction of $233.6 million from the fourth quarter a year ago.

For Apple's fiscal year ended September 30, 1994, revenues the year was $310.2 million, or $2.61 a share, compared with $86.6 million, or $0.73 a share in fiscal 1993. Included in the Company's results for fiscal 1993 was a charge of $320.9 million ($198.9 million, or $1.72 per share after taxes) for restructuring and other expenses. Included in the Company's fiscal 1994 results is an adjustment to earnings of $126.9 million ($78.7 million, or $0.66 per share after taxes) related to a reduction in the Company's estimates of the costs associated with its restructuring activities.

Apple Computer, Inc., a recognized pioneer and innovator in the information industry, creates powerful solutions based on easy-to-use personal computers, servers, peripherals, software, online services,

and personal digital assistants. Headquartered in Cupertino,
California, Apple (NASDAQ:AAPL) develops, manufactures, licenses and
markets products, technologies and services for the business,
education, consumer, scientific & engineering and government markets
in over 140 countries.
-30-
Apple, the Apple logo,
>
>->BYTE magazine benchmarks last April showed that emulation shows some programs
>->to only 1.6% of the speed they would have if they ran native. If any of Apples
>->OS has to be emulated, it will become a bottleneck that slows performance.

Fact: Native Apps run from 2-10 times faster. Very simple.

>
>SLOWED DOWN OVER 98% UNDER EMULATION!! PowerFlops must be great!! I bet they
>would run MacPaint slower than the original Mac. Or WordStar slower than the
>original IBM PC (assuming there was a Mac version of WordStar, that is).
>

I suggest you get your head out of your ass and see one in use..
>

>->The PPC chip is slower than the Pentium in interger processing, which is what
>->counts. Furthermore, Intel's P7 chip will be full RISC and a match for the PPC.
>->Windows NT and the MS apps can be easily recompiled to run native on the P7.
>
>If any of the above is true, than the PC clones will soon kick the PowerFlop off
>the planet!

You mean that the current fastest clones cannot do so today? You just
contradicted yourself.

>
>
>->Apple and the PPC are IN TROUBLE. What user is going to run in emulation when
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>->MS and MS apps run native on equally fast Intel chips?

Who saids emulation. There are hundreds of native apps for the PowerMac..

>
>I smell a new C= in the making. :-)
>
>
>->IBM will probably help Apple convert its OS to something that will run on the
>->Post-PreP standard. That way a unified PPC standard will have a chance of
>->competing with Intel.
>
>First Apple needs IBM's help to get a microprocessor that meets PC standards, and
>NOW they need IBM's help to port THEIR OWN operating system. Makes me wonder...
>
Don't forget Motorola as well.. You wonder to much..

>
>
>So, Peter, when do you think that bankruptcy hearing will be scheduled?

Read above.
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*
>
>
-Peter
-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party

4568. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 06:47:19 UTC
From: sinclair@ins.infonet.net
Message-ID: <39n6tn$qgf@insosf1.infonet.net>
Source record: 14862

In article <39mn22$7cu@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
><deletion>
>
>>>>I'll take one as a collectors item..
>>>
>>>>-Peter
>>>
>>>And I'll take one to smash your head with!
>
>>Must have been watching Beave and Butt lately..
>
>No. I have been watching the Nightly Pete Moron Hour instead.
>
>>>BTW, Pete, how's the PowerFlop doing?
>
>>Fine, thanks.. 600,000 sold as of Sept.30.
>
>Looks like there are 600,000 stupid people out there. People who don't
>know that the current crop of PowerFlops will soon be obsolete (PCI ones
>just around the corner. Ones conforming to this new joint IBM-Apple
>standard (assuming it isn't bullshit) starting in 1996. Ones that will
>(assuming Apple isn't actually close to bankruptcy) run a *100%* native
>operating system.

PCI PowerMacs will not be around until May/95. People want speed today. Plus
the current crop will have a motherboard swap upgrade. Even the all in one
Peroma will have a PCI logic board upgrade. Can't say that for the A1200 and
the falcon..

-Peter
-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party

>>Apple has released a 110 mhz
>>version of the powerMac 8100 today. Was all over the airwaves today because it
>>is the fastest PC on the market as o now..
>
>Considering 100MHz 486's and Pentiums have been out for months, it's about time.
>
>>-Peter
> Sinclair-Flop
>
>

>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*
>
>

4569. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 07:17:41 UTC
From: abergman@minerva.cis.yale.edu
Message-ID: <abergman-0811940223190001@td-college-kstar-node.net.yale.edu>
Source record: 14863
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39mmb3$74u@pepper.rutgers.edu>, trauth@pepper.rutgers.edu
(Thomas Trauth) wrote:

:I found this in c.o.o.a. It has some very enlightening info about Apple that
:I think one Peter Sinflop-Day should know.

Don't believe everything you read.

BTW--You didn't attribute the post.
:
:
:->System 7.x runs very slow on the PPC in emulation. Apple doesn't even have
:->plans to port it and says it cannot afford to do so. To avoid two PPC
: ^^^^^^^^^^^^^^^^^^^^^

Well, needless to say, I've never heard this. Besides, the parts that are
used 80% of the time have been ported. As they're probably working on
Copland in native already, what's the need to have full native 7.5?
Eventually more parts will be ported, but not the whole thing.

:->standards a new Post-prep standard has been worked out. But Apple cannot
:->afford to adapt its OS to the Post-PreP standard. IBM will help.
:
:So Apple is having cash problems! No wonder they are always having fire sales!

I hadn't heard the latter, either.
:
:
:->BYTE magazine benchmarks last April showed that emulation shows some programs
->to only 1.6% of the speed they would have if they ran native. If any of Apples
:->OS has to be emulated, it will become a bottleneck that slows performance.
:
:SLOWED DOWN OVER 98% UNDER EMULATION!! PowerFlops must be great!! I bet they
:would run MacPaint slower than the original Mac. Or WordStar slower than the
:original IBM PC (assuming there was a Mac version of WordStar, that is).

1.6? I think that's a tad overstated. I run a bunch of things in emulation
and it's most certainly not 1.6%. But the native stuffs coming out and
needless to say, it kicks ***. BTW--it's not a bottleneck in the OS if its
not used. As I said, the parts that are used the most will be ported.
:
:->The PPC chip is slower than the Pentium in interger processing, which is what
>counts.

Roughly equal, from what I've heard. And PPC is much better in FP.

:->Furthermore, Intel's P7 chip will be full RISC and a match for the PPC.

Full RISC? I certainly hadn't heard about this, but I don't pay much
attention to the IBM chip market. Besides, the P6 has to come out first
and the PPC certainly won't remain static. We're talking two years before
the P7, atleast, would be my guess.

:->Windows NT and the MS apps can be easily recompiled to run native on the P7.

Same with Mac apps. Your point?
:
:If any of the above is true,than the PC clones will soon kick the PowerFlop off
:the planet!

You know...this is beginning to sound like flamebait...
:
:->Apple and the PPC are IN TROUBLE. What user is going to run in emulation when
: ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
:->MS and MS apps run native on equally fast Intel chips?
:
:I smell a new C= in the making. :-)

And what authority said this? As I said, guess what? Mac programs can be
recompiled too!!! Wow. Isn't that neat!
:
:
:->IBM will probably help Apple convert its OS to something that will run on the
:->Post-PreP standard. That way a unified PPC standard will have a chance of
:->competing with Intel.
:
:First Apple needs IBM's help to get a microprocessor that meets PC standards,

So? Motorola's always done Apple's microprocessors. Last I checked, Apple
didn't have a microprocessor division.

: and NOW they need IBM's help to port THEIR OWN operating system. Makes me
:wonder...

I haven't read the article on the new PreP, so I won't comment on it. The
above sounds like stating something out of context to me, though.
:
:
:So, Peter, when do you think that bankruptcy hearing will be scheduled?

You know what? I think this was flamebait. Sigh. I already typed this.
Might as well post it...

Aaron
:
:
:*
:* Tom Trauth
:* trauth@paul.rutgers.edu
:* Real computers aren't named after fruits and vegetables!

:*

4570. DOOM to be released on Thanksgiving

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 08:02:26 UTC
From: jgillesp@mondrian.CSUFresno.EDU
Message-ID: <Cyxvo2.45n@zimmer.CSUFresno.EDU>
Source record: 14723

Hi, all -

Got tired of wondering, so I finally e-mailed someone at ID and asked
them directly. Here is the response...

****

Message 1/5 From American McGee Nov 7, 94
10:25:31 pm -0600

Date: Mon, 7 Nov 94 22:25:31 -0600
To: jason_gillespie@csufresno.edu (Jason Gillespie)
Subject: Re: DOOM question

> I'm getting really sick of people on the Atari newsgroups arguing
> about whether DOOM for the Jag has been pushed back to Decemeber or
> not, so I thought I'd go to someone who knows. :)

Thanksgiving. That is when they will be released.

-American McGee (american@idsoftware.com)
aka help@idsoftware.com
id Software

ftp.uwp.edu[131.210.1.4] id "Official" anonymous FTP site

infant2.sphs.indiana.edu id's other "Official" anonymous FTP site

Good news, eh?

JASON

4571. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 09:45:14 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39nhba$a1k@bmerha64.bnr.ca>
Source record: 14867
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> STIRRE31@MAINE.MAINE.EDU wrote:
> : In regards to MIDI multiplayer games:
> : I believe that Oxyd hooks up more than one machine as does
> : Shocker II. Also, there are PD programs allowing networking
> : of ST machines through the use of the MIDI ports.
> : -scott tirrell

> What about FALCON, Stunt Car Racer and Midi Maze? All very good games.
> Stunt Car Racer especially.... actually they are maybe serial link games?
> Whatever... they are still cool and allow link-ups ;-)

Falcon and Stunt Car are also on Amiga.

What about LOTUS II then? You can have 4 players, 2 on each machine.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4572. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 09:56:18 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39ni02$a1k@bmerha64.bnr.ca>
Source record: 14868
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

> Anyway I have seen FTP sites that hold Amiga demos - DMS files, often
> 800K and more. So tell me - how do you get these onto an Amiga with a
> DSDD internal drive? Unless your Uni has an Amiga linked up to the
> network you have to use PC disks don't you? They format to what, 720K max.
> If you don't have a HD drive in your Amiga that is. Then you have to
> fiddle with CrossDOS to get the files over. The guy in my house
> downloads all his stuff to HD disks, we copy it onto my Falcon and then
> serial transfer it at 115,000 baud to his Amiga because spliting the
> files, copying to PC disks, copying back to Amiga is a labourius process.

Your mate has a single floppy A1200 doesn't he. Splitting files across
multiple MSDOS disks and recombining them on such a system is indeed labourious.
I should know, I used to do it when internetting files down to my Amiga
via PC disks. Of course, when you get a hard drive it becomes a LOT easier.
Plus of course, many FTP sites for the Amiga will use the in-built splitting
of DMS to produce two <720K file chunks. Of course, the best way is to use
SPLTIZ and JOINZ as you get versions for Amiga, PC and Mac.

But youre right, One of the reasons I'm going to make my second drive
a HD drive is because I want easier xfer between PC and Amiga. In fact, its
the only reason. I need a second drive anyway and since HD drives are 60 quid
as opposed to 50 quid for a DD drive I figure I might as well make it HD
and make my life easier wrt to PC file xfers.

Your friend might find things a lot easier if he just spends the 50 or 60
quid to get an external drive for his A1200 (either DD or HD).

> At least we don't get that problem. HD's are better than DSDD's, they
> hold more, they cost same price give or take a fiver. Now, try doing the
> math again please.

> : For best value, get your PD on CD. Theres stacks of Amiga PDCD
> : roms out there now,

> Oh god - yes, yes, lets all rush out and buy a CD-Rom.... yet MORE
> expensive for your all-singing-all-dancing Amiga.

You do the math. A CD drive with a PD CD works out a LOT cheaper than
buying the equivalent PC on floppy disk. Of course, on the Amiga you get
a good choice of CD ROM product, this might be less true on the Falcon
so maybe a CDROM drive wouldn't be as good a bet.

> : Well, I meant software titles in general, not dedicated mod players
> : (which originate from the Amiga incidentally). Where are all the multimedia

> : and games titles that use lots of 16 bit sound?

> They are NOT players - read the post - they are EDITORS. Geez.

So where are the multimedia and game titles then? Whats the choice like in multi-track direct to hard disk digital editing software too? I'd imagine there should be quite a choice by now.

Oh, and wheres that DSP software modem that falcon owners have been mooting since day one?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4573. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 10:10:57 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39nirh$a1k@bmerha64.bnr.ca>
Source record: 14869
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
> In article <397kmu$bo2@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:
> >STIRRE31@MAINE.MAINE.EDU wrote:

> :> No, you pay EXTRA to get a high density drive if you take the
> :>Falcon path since Falcons cost MORE than equivalent A1200s.
> :>As I pointed out, theres little need for most A1200 owners to
> :>get a HD disk. Of all the meagre amount of software available
> :>for the Atari machines, how much of it comes on HD anyway?
> :>50% at best I'd say.

> 99% of Falcon s/ware comes on HD disks, the product I'm working on will be
> on 7 HD disks.... that would mean 14 DD disks ;-). The 50% estimate you came
> up with just shows how pathetic you really are, you never change Gavan!

Sorry, where does that leave product for ST owners then? I was under the
impression that they used DD disks? Some even use single sided DD disks (a
friend has an old STFM with such a config). So I'd say that saying 50% of
Atari computer product coming on HD disks is _over_ optimistic if anything.

> :> Yes, they're impressive but also relatively unsupported by software.
> :>And the Atari software support is abysmal compared to Amiga soft
> :>and hardware support. Have you seen any 40mHz 040 cards for the
> :>Atari? There are 3 for the Amiga. What choice do you have in fast
> :>030 cards on the Atari? There are well over half a dozen brands
> :>for the Amiga. Not to mention the games support is much better on
> :>Amiga and serious apps I would consider better too.

> Unsupported? hmmm.. I regularly update PLAYMPEG and have several hundred
> registered users for this product.

ONE product doesn't count as 'good software support' for the platform.

> :>> I don't have to really go into faster microprocessor
> :> I wouldn't even attempt to try to claim the Falcon has a 'faster'
> :>microprocessor than an A1200 if I was you. Faster clock speed - yes,
> :>but with a 16 bit data path to memory and no ability to have
> :>fastRAM the Falcons processor gives poor performance relative to
> :>what a 16mHz 030 on the Amiga would give.

> We've been through all this before, the Falcon Kicks the a1200s ass, it should
> do, it costs more. That maybe a sweeping statement but its true.

Not for general purpose word processing, compilers, databases, spreadsheets
and games it doesn't.

For digital signal processing, it does. Possibly something to do with
the DSP.

> :>> or high density drives do I? Should I also mention the sound
> :>> capabilities of the Falcon?(16-bit stereo, btw).

> :> 16 bit stereo is a nice facility. But again, the Falcon world
> :>is hardly awash with titles which give noticeably better sound
> :>than Amiga titles.

> Gavan thinks 16bit stereo sound is 'nice', it is *essential* for a modern
> multi-media machine.

Whats essential for a modern multi-media machine is (a) Authoring software
and (b) End user multimedia titles.

The Falcon is notably lacking in BOTH these areas.

You want 16 bit stereo sound, then add a CD rom drive as you'll need
it to store all that data. Whoops! But then you can just play the audio
straight from CD as the CD32 does (or any Amiga with CD ROM, or any
PC with CD ROM).

> :>> Adding these
> :>> capabilities on the Amiga would be expensive, would they not?
> :> Assuming you wanted to add them.

> you don't want a 96mops dsp? do you need to buy a scsi interface to plug
> a cd-rom into your 1200?? (laughs)

Well, you can buy a Zappo CD/Overdrive CD which just plugs into the
PCMCIA slot. Or you can get a third party PCMCIA<->Mitsumi interface.

Of course, to plug a SCSI in you have to buy one of the many SCSI
interface cards but I'd rather pay for my SCSI when I need it, than pay
for it when I buy the machine regardless of if I need it or not.

> :> Plus of course we still have a number of interested parties
> :>trying to acquire the rights to make Amigas. There WILL be Amigas
> :>manufactured again in the new year. If Atari went under, I wonder
> :>would anyone bother to try to get the rights to make Falcons?

> The Falcon hardware is already licensed by Atari, so your wrong on every
> point (again) Gavan..

Wow! Who are making all these falcon clones then? I don't see any ANYWHERE.
Hey, I don't see Falcons by Atari anywhere either. Theres NO CHANCE of EVER
seeing the Falcon in mass production. Its a niche machine that gets more
dated by the month. If the Amiga doesn't get picked up/developed, then
you might be able to say the same about it in a years time but it has had
a lot more development put into it than the Falcon ever had. What other
company would release a machine and then do NOTHING to develop it, dropping
all work on it to concentrate on a GAMES CONSOLE?????

If Atari ever do make another home computer, you can bet it won't havbe
anything to do with the Falcon.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4574. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 10:16:17 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39nj5h$a1k@bmerha64.bnr.ca>
Source record: 14870
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> A Parker (se2ap@dmu.ac.uk) wrote:
> : All software that needs sound on the Falcon will use 16 bit sound and even
> :if it uses 8 bit it still sounds great. BTW Gavan I like digitracker
> :which gives me full 32 channel sound at 50KHZ and I like the way I can just
> :connect my HiFi to my Falcon with
> :a simple cable and sample directly into DigiTracker. OK, you can do
> :that on
> :the Amiga, but then you have to decide which sampler to buy and does all my
> :sofware support this sampler etc. etc.

> That's the biggest difference between Falcon's and A1200's - we get all
> these features THEY have to buy! We already have the DSP, god knows what
> Amiga software supports them anyway. We have the SCSI-II ports, how much
> for an A1200 ? #150 quid being generous, what about upgrading the A1200
> interal DSDD to a DSHD - another 80 quid. Then how about connecting to a
> SVGA monitor? What about a sampler? 16 bit of course, 8 bit for about
> 20-30 quid, 60-70 for a 16-bit though. So lets evaluate this again please:

SCSI - 70 UKP for your 030 acclerator card or internal IDE<>SCSI card.
HD drive - 60 UKP for external second drive.
16 bit sampler - currently about 100 quid for the awful microdeal
box. But hey, I have an 8 bit sampler that only cost me 30 quid.
Good quality too, but I almost never need to use it. A nice toy,
but I'm glad I didn't spend my money on a 16 bit one that I wouldn't
use.

> Falcon gets THEM ALL and ALL BUILT-IN. Oh and we also have built-in
> Genlocking hardware, just time until someone explores that avenue too.

Duh! You have the same genlocking capability that the A1000 had from
day one. Stick to audio, you obviously have no idea about video as thats
the Amigas field.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4575. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 10:19:10 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39njau$a1k@bmerha64.bnr.ca>
Source record: 14872

Scott D. Yelich (scott@santafe.edu) wrote:
> >>>>> "Simon" == Simon Gornall <sjg@phlem.ph.kcl.ac.uk> writes:
> Simon> No sinFLOP, Only Apple manufacture PowerFLOP's.
> [DELETED]
> Simon> That's not the point he's making, (I think). We have both an IBM model
> Simon> 25T and a Power(sic)FLOP(not sic). The 25T blows away the 7100. Maybe
> Simon> it's because it's running a halfway-decent OS ?
> >> Apple is not the answer. Apple is the question. NO is the answer <

> Bingo. SinCrap just said something about a 110MHz mac (how the HELL
> do they get THAT speed?) ...

> it *still* wont matter if you're running system 7.

Our PowerFLOP at work runs at 66mhz and its still pretty slow. A 110Mhz
one should get the Mac back to the level of about a 33mHz (maybe 40) 040
quadra, which was where it was at before they started making the powerFLOPs.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4576. Re: :JAGUAR and CHRISTMAS & CHRISTMAS & CHRISTMAS etc

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 10:22:57 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39nji1$a1k@bmerha64.bnr.ca>
Source record: 14871

Trevor Strohman (tstrohma@theodolite.ae.calpoly.edu) wrote:
> In article <76.540.249.0N966C76@teaminfinity.com>,
> Game Guru <game.guru@teaminfinity.com> wrote:
> >Hello !
> >
> > JAGUAR's 2nd CHRISTMAS is rapidly approaching !!!!!!!!!!!!!!!!!!!
> > can you believe it ? We were ranting and raving last
> > CHRISTMAS as well, and cannot believe yet another is upon
> > us and NO FRIGGIN CDROM, etc etc etc etc etc etc etc.
> > Talk about Demolishing Opportunity !!!!!!!!!!!!!!!

> Let's talk about yet another possiblity - an ANSI C cross-compiler
> and a serial connection to a host computer. At $250, the Jaguar HAS
> to be easily the cheapest chunk of compute power going right now.
> It may not me a standalone machine, but it would sure make an amazing
> rendering engine! Any takers for this development idea?

I'm not so sure the RISC chips in the Jaguar would be suited to
the sort of computing that you need for ray tracing etc. Theres also
the problem of a lack of RAM in the actual machine for doing computing
tasks.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4577. Re: Jaguar gone Retail

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 10:25:18 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39njme$a1k@bmerha64.bnr.ca>
Source record: 14873

Eric Winkle (ericw@okcforum.osrhe.edu) wrote:

> The system comes with cybermorph and by mail you can get a free Dino Dudes.
> All for 229.99

The US prices you quote are the same as the UK prices except that they
have undergone a pound for dollar exchange.

ie Jaguar @ 229USD = 229GBP.

I think someone, somewhere is being ripped off. It would surely be
in Atari interest to sell the machine as cheaply as possible in the UK
to gain market share.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4578. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 10:41:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39nkkd$70@bs33n.staffs.ac.uk>
Source record: 14866

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
: In article <39hc4n$9rh@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
: |> >|>
: |> >|> For games, try the cdrom arena.
: |> >
: |> > I have seen it. There are a couple of interesting games, but still...
: |>
: |> The Quicktime Adult movies are pretty good. Saw some at MacWorld..

: Peter, I am talking about games... not multimedia porno flicks ;-)

Yeah most Apple CD-Rom games (or MOST CD-Rom games) are all gloss,
complete toss. Pretty pictures don't a good game make, yet suckers buy
them by the bucket-load. Perhaps our acceptance levels of what makes a
good game has dropped in the last 5 years? Who knows but its getting
very sad.

RiCH Davey
--
email here is hit and miss!

4579. The slow Jag

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 11:33:29 UTC
From: IE9390@lthmalmo.malmo.lth.se
Message-ID: <IE9390.24.000C8F3B@lthmalmo.malmo.lth.se>
Source record: 14874

The magazines says that Atari's doing great with the Jag in the USA. Is this true? Well it seems to take ages in europe before the Jag will ever be a platform... And if they want to sell the Jag at large amounts, they'd better make it cheaper! Here in Sweden, you'll have to pay about ?300 for the Jag! And ?80 for each game! Who the hell want to buy that!? At least the games must be cheaper than Nintendos shit!! Here SNES and SEGAs just costs about ?100, and the games from ?30-60!
And it's not like any store tries to push it - they
just go along with Nintendos and Segas popularity.I don't know how good the Jag really is, but it has to be better then 3DO or any 486 PC in order to have any point to come with. And it has to have the games that shows this capability! Even I am not going to believe Ataris crap statements about the hardware capabilities - they sure haven't been shown in any game yet! (Alien vs Predator, for example, with its realistic sounds and graphics, should be as fast and playable as DOOM or Wolfenstein3D on the fastest 486, if the statements were true!!!)
I think the magazines are lying! They say Atari's signed up with hundreds of developers for the Jag, but this sure hasn't shown... The same story was for the Falcon, and we all saw how true that was...

Sebastian Ringkvist

4580. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 15:08:35 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <39o49j$m26@nyx10.cs.du.edu>
Source record: 14793
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

trauth@pepper.rutgers.edu (Thomas Trauth) writes:

>->System 7.x runs very slow on the PPC in emulation. Apple doesn't even have
>->plans to port it and says it cannot afford to do so. To avoid two PPC
> ^^^^^^^^^^^^^^^^^^^^^^

Apple didn't want to spend a lot of money porting the Mac OS to Prep --
an architecture with few users and even less software support. System 8 will
be mostly native except for a little legacy code that new programs
shouldn't use any way.

>->standards a new Post-prep standard has been worked out. But Apple cannot
>->afford to adapt its OS to the Post-PreP standard. IBM will help.

>So Apple is having cash problems! No wonder they are always having fire sales!

No, Apple hasn't lost money a single year since 1985 and last quarter it
had a 110 million dollar profit. They just don't want to waste money on
Prep which has no third party software support or users to speak of.

>->BYTE magazine benchmarks last April showed that emulation shows some programs
>->to only 1.6% of the speed they would have if they ran native. If any of Apples
>->OS has to be emulated, it will become a bottleneck that slows performance.

>SLOWED DOWN OVER 98% UNDER EMULATION!! PowerFlops must be great!! I bet they
>would run MacPaint slower than the original Mac. Or WordStar slower than the
>original IBM PC (assuming there was a Mac version of WordStar, that is).

Worse case performance that I've seen benchmarked is running emulated
680x0 instructions using integer math and thats the speed of a 68030-25
on a 6100/60. But who cares when all of the major dtp and graphics
programs are already native and most of the business software is native?

>->The PPC chip is slower than the Pentium in interger processing, which is what
>->counts. Furthermore, Intel's P7 chip will be full RISC and a match for the PPC.
>->Windows NT and the MS apps can be easily recompiled to run native on the P7.

You're comparing vapor -- the P7 -- to shipping products? The 620 which
is already shipping in limited quantities is faster than even Intel
predicts the P7 will be.

>If any of the above is true, than the PC clones will soon kick the PowerFlop off
>the planet!

Thankfully little of the above is true.

>->Apple and the PPC are IN TROUBLE. What user is going to run in emulation when
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>->MS and MS apps run native on equally fast Intel chips?

No user would choose to use emulation when all of the most popular
software available for the Mac, except for MS-Word, is native.

>I smell a new C= in the making. :-)

Let's see, Apple just had $110 million profit, was the number one
computer seller in the US last quarter and number 2 in the world.

>->IBM will probably help Apple convert its OS to something that will run on the
>->Post-PreP standard. That way a unified PPC standard will have a chance of
>->competing with Intel.

>First Apple needs IBM's help to get a microprocessor that meets PC standards, and
>NOW they need IBM's help to port THEIR OWN operating system. Makes me wonder...

What difference does it make if Apple uses chips made by IBM? You could
just as well have said that Apple needed Motorola to get a processor to
meet PC standards. Apple has never made its own processors.

IBM is helping Apple port the OS to prep. Apple could care less for Prep
now probably. Especially since its lining up its own clone makers.

>
>So, Peter, when do you think that bankruptcy hearing will be scheduled?

First let Apple start loosing money...

4581. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 16:07:45 UTC
From: morton@wam.umd.edu
Message-ID: <39o7oh$9pf@cville-srv.wam.umd.edu>
Source record: 14875
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

This day sucks. Peter is right (yes, I said that right). Have the groups I read actually become so bad that Peter can actually use facts to prove someone wrong. Apple has made a good deal of money, the PPC is a really good machine (even under emulation, but there is no reason to run under emulation). Apple needs some work, and they seem to be going in a good direction (although sys7.5 should not have been released because it is real slow, and buggy).

>>
>-Peter
>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
^^^^^^^^^^^^^^^^

At least there is one thing in his comment that I found to go against my beliefs.

Later,
Rob Morton
morton@wam.umd.edu

4582. Ataris Present Situation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 16:28:38 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39o8vm$gd9@dux.dundee.ac.uk>
Source record: 14777

It seems to me Atari are in the shit so to speak. Lets look at the
facts:

Jag Sales 100-200k units this year that equates to about
$60,000,000 in console sales. ($300 each)
plus probably at very most the same again in cartridge sales.
Also the computer division probably about $25,000,0000

Total $145,000,000us. (at the very most)

This isn't very much when you consider that Nintendo sells about
$4bn worth of stuff each year.

If Atari don't do some serious marketing and back up their products
with technical support, upgrades and access by developers to sales and
technical info than I give then at most 2 years.

Rod

--
==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee
(None of this Abertay non-sense matey)

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

==

4583. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 17:32:24 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CyyM21.BLv@aston.ac.uk>
Source record: 14877

>
>Apple said it will sell one million PowerMacs in the first 12 months and they
>are on target. This was first spelled out when the powermacs were introduced.
>Apple hsa repeately stated that they are on target to do so.
>
>>
No they haven't. Apple are quote disappointed with the market take up of the
PowerMacintosh unqoute. Apple are now predicting that there will be a huge rise
in people purchasing PowerMacintosh over the Christmas period.

Computing placed this theory under serious doubt as, traditionally, the Xmas
period is when PC compatible, console and home computer sales take off, NOT when
Macintosh sales increase. Apple has nearly always had fairly consistent sales
throughou the year so there is bo reason to expect the PowerFailure to have a
sudden surge in sales.

>>The fact that IBM will be selling PowerPCs does not mean anything, as, the
>>IBM PowerPC is NOT COMPATIBLE with the Apple PowerMac - do you know why?
>
>IBM will be selling PowerMac clones. IBM will be selling versions of the
>upcomming PCI Powermacs. IBM will be concentrating on corporate accounts.
>PREP machines will not arrive until '96'.

Really??? Where precisely did you get this 'information'(???) from?
According to sources from IBM, Big Blue is delaying releasing the PowerPC until
their port of OS/2 warp is complete. When OS/2 has been ported across then they
will release PReP compliant machines, cuurently IBM are saying that the PReP machines
will be released in Q1 of next year. Other manufacturers are also looking into
having PReP compliant machines by Q2 or Q3 of next year.

IBM will categorically _NOT_ be releasing PowerFailure clones. For them to release
these they would have to include on the M/Board several of Apple's custom OS chips
- something that an IBM spokesman stated that they would _NOT_ be doing.
Another question - what _exactly_ did you mean by 'IBM will be concentrating on
corporate accounts' like so many of your statements it has no meaning. Do you
mean corporate accounts as in Audits, do you mean corporate accounts as in clients
or maybe you are referring to IBM's own internal audits - learn to speak English
Peter it will make your arguments considerably more lucid (although still plain
dumb).

ower Reference Platform). IBM are furious about this as you can imagine.
>
>IBM and Apple have already decided on a standard. Boy, news travels slow to
>your nake of the woods..
>
Yes, the standard is called 'PReP' (here we go again) PReP is the _only_ standard

that links all of the machines based upon the Motorola PowerPC microprocessor.
By including certain ROMS into the spec Apple actually broke the PReP standard.
PReP is fairly leniant on everything except the OS standards - which is basically
what Apple changed...

Presuming that you meant my 'neck of the woods' well, let's face it. I don't have
you anywhere near me spewing out complete and utter crap at the first sign of a post
that might question your beloved Macintosh.
Frankly no one minds you spouting about the Mac except when you are
1) Making it up and hence talking rubbish.
2) Change a thread from one thing (about the Jaguar for example) to another, just so
you can rub the Mac into everyone's faces.

To be perfectly honest we don't like you! Go away Peter - find another group to
annoy.

>
>-Peter
>

Barry.

4584. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 17:37:49 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CyyMB1.BMp@aston.ac.uk>
Source record: 14876

>You mean Jagflop and Amigaflop..
Sad isn't it? Just takes every opportunity..
>>

>IBM will be selling PCI PowerMac clones next spring. Source: Wall ST. Journal,
>New York Times and Mac Leak..
>
No they won't IBM will be selling _PReP_ compliant machines next spring, these are
NOT compatible with PowerMacs. (see other post on this thread).
>
n't the case.
>>
>>BTW, we got the insginia SoftWindows emulator for our Powerflop at
>>work and despite having a 7100/66 with 24 megs ram and 2 megs vram
>>the Windows performance is just plain appaling. I'd say 25mhz 386SX
>>at best. It _does_ work though,so you could work on it if you are
>>prepared to put up with extremely slow speeds.
>
>I suggest you try a clone or get the upcomming Houdini II boards at around
>$500.
Hang on isn't the big selling point of the PowerFailure the fact that it's
supposed to run software _faster_ than PC compatibles.
At 500 you can buy a 486sx33 in this country (sterling).
Then you've got the price of SoftWindows - give me a break.

>
>-Peter
>

Barry, again.

4585. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 18:20:41 UTC
From: isis@netcom.com
Message-ID: <isisCyyoAI.3Cu@netcom.com>
Source record: 14878
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

trauth@pepper.rutgers.edu (Thomas Trauth) writes:

>I found this in c.o.o.a. It has some very enlightening info about Apple that
>I think one Peter Sinflop-Day should know.

Your name-calling and insults are getting very offensive. If he decides to sue you for defamation, I will support him in court, as I'm sure many others here also will.

You're welcome to voice your opinions, but PLEASE LEAVE OUT THE NAME-CALLING AND INSULTS. Name-calling doesn't add any extra weight to your arguments and only makes people here respect you a lot less. Thanks in advance.
--
Mike Cohen - isis@netcom.com
NewtonMail, eWorld: MikeC / ALink: D6734 / AOL: MikeC20
Home Page: ftp://ftp.netcom.com/pub/isis/home.html

4586. Calamus User Magazine.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 19:59:40 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <e3c_9411131144@nisc.fidonet.org>
Source record: 14740

```
available now...
/\
// )
// )
// )
######## ####### // ) ####### ## ##### ## ### ### #########
### # ######### // ) ######### ############## ## ## ###
## ### ### // ) ### ### ## ## ## ## ## ########
### # ### ### //_ ) ### ### ## ## ## ## ## ###
######## ########## // ########## ### ## ### ######### #########
//
/ U S E R
```

~ The Independant Magazine for users of the Calamus DTP Package ~

If you are a user of the Calamus DTP package you will undoubtedly be Interested to learn of the arrival of an Independant Magazine totally dedicated to this "Great Professional" Desktop Publishing Program.

This Magazine Is available on a quarterly basis, in an A4 mono format with a minimum of 14 pages per issue.
The aim of this magazine is to help you, the user to gain the most from your investment. CALAMUS USER will act as a platform for users to help to offer others and exchange ideas. Whilst keeping you informed of the latest events in the Calamus and DTP world.

News Desk will contain the most relavent and up to date information on product announcements within the DTP world to keep you abreast of this fast moving market.
Each issue has an indepth reveiw on a forthcoming, new or existing product that will enhance the use of Calamus. Many reviews will be written by experienced users who rely on the best products for there livelihood. Technical tips will tell you what the manuals don't. This willbe done by experienced users and you will learn all there is to know about Calamus DTP.

The CALAMUS USER is available now four times (quarterly) a year for the introductory price of $22.00 (US Dollars) postage paid to your address.

This "Fanzine" will only survive if you the user contribute to it's content. So, please help us to achieve our goal by subscribing to it.

For more information about this magazine, or if you want a years subscription please send checks (US currency only) made payable to:

D. Trutzenbach
31 Muskingum Drive,

Shamong, NJ 08088.

or call the Round Table BBS at (609)268-7524, your Calamus, Desktop Publishing support BBS.

~ Remember The Windows NT version of Calamus will be availabe soon ~

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 28.8 Baud + CD-ROM |
| +=-------------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@f616.n2605.z1.fidonet.org ~ |
| Darrenet@aol.com |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

4587. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 20:05:08 UTC
From: fritza@iquest.net
Message-ID: <fritza-0811941505080001@ts1-blk-9.iquest.net>
Source record: 14804
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39mmb3$74u@pepper.rutgers.edu>, trauth@pepper.rutgers.edu
(Thomas Trauth) wrote:

> Apple's going under!!

Rocky the Flying Squirrel voice: _again??_ Apple's been "going under,"
according to people like Mr. Trauth, for fifteen years.

> I found this in c.o.o.a. It has some very enlightening info about Apple that

From the context, I take this to mean comp.os.os2.advocacy, though nothing
with a related subject has hit my news server in the last 400 messages. I
don't need to comment on the suppression of clues on author, subject,
context, or even clear ID of the newsgroup -- I see at least three groups
that match "c.o.o.a." The big point is: What sort of idiot believes a
USENET posting proves anything? Paid your modem tax lately?

> I think one Peter Sinflop-Day should know.

Very nice. Parody of opponents' names is the sure sign of a forensic genius.

> ->System 7.x runs very slow on the PPC in emulation.

Nobody agrees with this. I begin to see why Mr. Trauth won't put his own
name behind his "facts."

> ->Apple doesn't even have
> ->plans to port it and says it cannot afford to do so.

Of _course_ Apple doesn't have plans to rebuild System 7 for PPC -- it's
working on a native System 8. McDonnell-Douglas has no plans to put jet
engines on the DC-3, either.

> ->To avoid two PPC
> ->standards a new Post-prep standard has been worked out. But Apple cannot
> ->afford to adapt its OS to the Post-PreP standard. IBM will help.
>
> So Apple is having cash problems! No wonder they are always having fire
sales!

Yeah. Nothing _else_ could explain a price reduction in the personal
computer industry.

What I gather from NPR and the Wall Street Journal is that Apple already
has a saleable OS for the PPC; IBM does not, and is covering the gap by
insisting that Apple develop a new kernel from scratch to use IBM's
not-yet-ready OS environment. Apple is already going full force on a

System 8 that _works_. Why should it want to hire an additional R&D department to write to an environment that does not exist and may not be fully defined? If Apple regards IBM as a potential paying customer for such an effort, that's hardly a sign of weakness, is it?

> ->BYTE magazine benchmarks last April showed that emulation shows some programs
> ->to only 1.6% of the speed they would have if they ran native.

"Some" programs. Which ones? If they had names, they'd be a byword by now, wouldn't they? Word 6 became famous as a Marvel of Soviet Engineering for less. Two possibilities: 1) somebody at BYTE concocted a nightmare 68K-only program to hit the (then extremely pre-release) emulator in all the wrong ways. I'll get to 2) in a couple of paragraphs.

> -> If any of Apples
> ->OS has to be emulated, it will become a bottleneck that slows performance.

Any of the OS? So if the only routine that's emulated were, say, OpenTCPDriver (making one up), then every word processor and spreadsheet would grind to a halt? Obviously not: some parts of the OS are more performance-critical than others. Those parts got translated to native code. Other parts are harder to debug than others, and reliability may be a factor in deciding not to translate them; and any code that doesn't get translated _still_ gets out the door and into the hands of customers. An advantage the OS/2 engineers, alas, do not have.

> SLOWED DOWN OVER 98% UNDER EMULATION!! PowerFlops must be great!! I bet they
> would run MacPaint slower than the original Mac. Or WordStar slower than the
> original IBM PC (assuming there was a Mac version of WordStar, that is).

Open Admissions at work in Mr. Magoo's alma mater. Let's do a little reading-and-math remediation, shall we? (That means "make-up work.") "1.6% of the speed they would have if they ran native." What does that mean? You say it means 1.6% of the speed they would have on a 68K. Thanks for playing. Rutgers: the High School _after_ High School!

2) [as promised above] In fact one program does run much slower on a PPC than on a high-end 68030: Excel, from Micro-what-do-you-mean-we-don't-own-the-operating-system-soft. Their floating-point routines had two options: run on the bare metal of a math coprocessor, or use Our Superior Routines. On the PPC, this means that they do floating point calculations several levels deep in the emulator. If they had soiled their hands with the IEEE OS routines, Excel would be acceptably fast on the PPC.

> ->The PPC chip is slower than the Pentium in interger processing, which is what
> ->counts.

Thomas Trauth will soon be appearing in Intel ads: "When I do 3D rendering, CAD, engineering, image processing, or even spreadsheets, nothing but interger processing will do. Pentium does not go overboard

with those confusing fractions and decimals."

> ->Furthermore, Intel's P7 chip will be full RISC and a match for the PPC.
> ->Windows NT and the MS apps can be easily recompiled to run native on the P7.

Note the concession that the "match for the PPC" has not yet arrived. Mr. Trauth sings the Intel user's song: "The sun'll come out... Tomorrow!" DOSheads are _always_ just one more chip generation, and "one more compile" away from catching up. And yet their whole code base still runs on CGA 386es. Amazing. I remember InfoWorld in January '83: "Apple Announces Lisa, Integrated Windowing Computer" along with the antidote story it always runs whenever good things happen to Apple: "Microsoft Promises Windows, Matching Lisa on 8088, by 4Q83." They claim they may catch up by 3Q95. "Tomorrow! Tomorrow! I love you, Tomorrow! You're always a day away!!!"

> If any of the above is true, than the PC clones will soon kick the PowerFlop off
> the planet!

"PowerFlop?" Sheer poetry, the way Mr. Trauth writes. Intellect oozes from every syllable.

> ->Apple and the PPC are IN TROUBLE. What user is going to run in emulation when
> ->MS and MS apps run native on equally fast Intel chips?

And when will that be? According to Mr. Trauth, not yet, and not soon. Even if Win95 is universally adopted, most software will still be running in 16-bit bitty-box emulators. So, to answer the question: Users of MS and MS apps will be running in emulation, and liking it. By their own showing they are very easily satisfied.

> I smell a new C= in the making. :-)

Nothing to smile about. First, nothing Mr. Trauth has said, or fobbed off on his nameless informant, is true. Second, without Apple to "catch up" to, who will do basic research for Microsoft?

> ->IBM will probably help Apple convert its OS to something that will run on the
> ->Post-PreP standard. That way a unified PPC standard will have a chance of
> ->competing with Intel.
> First Apple needs IBM's help to get a microprocessor that meets PC standards, and
> NOW they need IBM's help to port THEIR OWN operating system.

Helping the world's largest chip maker -- and Intel's biggest customer -- design a replacement for that customer's Intel chips does not sound like weakness, relative to Intel. The correction to the second part appears above.

> Makes me wonder...

Does it hurt?

> So, Peter, when do you think that bankruptcy hearing will be scheduled?

> * Tom Trauth
> * trauth@paul.rutgers.edu
> * Real computers aren't named after fruits and vegetables!

Real Rutgers students can win debates with vegetables.

--
Fritz Anderson WT9T Indianapolis, Indiana
317/257-2227

4588. Re: Jaguar gone Retail

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-08 20:39:20 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39onlo$gpt@nermal.cs.uoguelph.ca>
Source record: 14801

: in Atari interest to sell the machine as cheaply as possible in the UK
: to gain market share.

I have a feeling it has to do with the distributors. The Canadian
price for the Jaguar is very disjointed when you compare it to the US price.

>> Mark <<

4589. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 04:05:25 UTC
From: thundero@news.delphi.com
Message-ID: <39phq5$pq9@news.delphi.com>
Source record: 14882
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

morton@wam.umd.edu (Rob Morton) writes:

>This day sucks. Peter is right (yes, I said that right). Have the groups
>I read actually become so bad that Peter can actually use facts to prove
>someone wrong. Apple has made a good deal of money, the PPC is a really
>good machine (even under emulation, but there is no reason to run under
>emulation). Apple needs some work, and they seem to be going in a good
>direction (although sys7.5 should not have been released because it is
>real slow, and buggy).
^^^^^^^^^^^^^^^^^^^

Where did you get this information? System 7.5 is actually faster and
more stable than previous systems (I'm running a prerelease version
from March, and it's both faster and more stable than the release
version of 7.1 Pro).

.....
Chris Thomas, thunderone@delphi.com, Not A Vax Programmer @ Echo Software
"Group vmsnet.announce is empty"

4590. Re: Jaguar gone Retail

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 06:17:39 UTC
From: stuart@cs.ualberta.ca
Message-ID: <39ppi3$l1m@scapa.cs.ualberta.ca>
Source record: 14883

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: in Atari interest to sell the machine as cheaply as possible in the UK
>: to gain market share.

> I have a feeling it has to do with the distributors. The Canadian
>price for the Jaguar is very disjointed when you compare it to the US price.

> >> Mark <<

Disjointed?? What do you mean? More expensive? Perhaps.. the canadian dollar is running in the mid 70 cents range when compared to the american dollar though, so it probably equates to something similar.

Umm, if I didn't know better, I'd swear that your reply places Canada in the UK????? Ummm.. I hope you're not serious.. unless we are talking commonwealth or something like that.

Dave

4591. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 07:09:17 UTC
From: xiaofang@leland.Stanford.EDU
Message-ID: <39psit$bt0@nntp.Stanford.EDU>
Source record: 14884
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39mmb3$74u@pepper.rutgers.edu>,
Thomas Trauth <trauth@pepper.rutgers.edu> wrote:
>
>I found this in c.o.o.a. It has some very enlightening info about Apple that
>
>->System 7.x runs very slow on the PPC in emulation. Apple doesn't even have
>->plans to port it and says it cannot afford to do so. To avoid two PPC
> ^^^^^^^^^^^^^^^^^^^^^
>->standards a new Post-prep standard has been worked out. But Apple cannot
>->afford to adapt its OS to the Post-PreP standard. IBM will help.
>
>So Apple is having cash problems! No wonder they are always having fire sales!

If I were to run a business, I'd slash my inventory whenever it makes sense;
I'd cut cost before getting into trouble; I'd avoid unnecessary expense when
everyone in Wall Street is celebrating my profit.
However, porting OS to completely PPC native is very important, isn't that
called System 8, which is being worked out and due by the end of next year?
I'm not 1000% sure of what I'm saying. I wish I hadn't embarrassed myself.

>->BYTE magazine benchmarks last April showed that emulation shows some programs
>->to only 1.6% of the speed they would have if they ran native. If any of Apples
>->OS has to be emulated, it will become a bottleneck that slows performance.
>
>SLOWED DOWN OVER 98% UNDER EMULATION!! PowerFlops must be great!! I bet they
>would run MacPaint slower than the original Mac. Or WordStar slower than the
>original IBM PC (assuming there was a Mac version of WordStar, that is).

Wow, let's celebrate! Those nut heads' computers are running at 1.6% of the
could-be speed and they are happy!

>->The PPC chip is slower than the Pentium in interger processing, which is what
>->counts. Furthermore, Intel's P7 chip will be full RISC and a match for the PPC.
>->Windows NT and the MS apps can be easily recompiled to run native on the P7.
>
>If any of the above is true, than the PC clones will soon kick the PowerFlop off
>the planet!

Again I could be wrong, is there something called Very Long Instruction Set
Computing? Of course Intel is working on a full RISC chip that is 100%
compatible with the hopeful 80x86 structure, it's Q6. Why would anyone
think they'd waste time turning out anything less than RISC after Pentium?
Of course, RISC is only cool in FPU benchmark. And since Window95 shipped
right on schedule, porting Window NT is just like this, snap.

>->Apple and the PPC are IN TROUBLE. What user is going to run in emulation when
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>->MS and MS apps run native on equally fast Intel chips?
>
>I smell a new C= in the making. :-)
>
Let me have a not-so-intelligent guess, you either own a majority of
Microsoft and Intel stocks, or your relationship with somebody in Apple is
analogous to that of Biff & Michael J Fox in Back to the Future I,II and III.

>->IBM will probably help Apple convert its OS to something that will run on the
>->Post-PreP standard. That way a unified PPC standard will have a chance of
>->competing with Intel.
>
>First Apple needs IBM's help to get a microprocessor that meets PC standards, and
>NOW they need IBM's help to port THEIR OWN operating system. Makes me wonder...
>

I really doubt my ability to read newspaper now, but I thought I read:
Apple will port the Mac OS, IBM OS/2 for the PowerPC and AIX, and Motorola
Windows NT. Specs will be published in the first half '95 with prototypes
later in the year. Machines are expected to be available in 1996.

There was no mention of IBM taking an equity stake in Apple.

>So, Peter, when do you think that bankruptcy hearing will be scheduled?
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*

Sorry, I've been kind of mean. It's not that I have always been mean to
people who are not mean...

Cheers,
JZ

4592. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 08:29:12 UTC
From: sinclair@ins.infonet.net
Message-ID: <39q18o$o1b@insosf1.infonet.net>
Source record: 14885

In article <CyyMB1.BMp@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:
>>You mean Jagflop and Amigaflop..
>Sad isn't it? Just takes every opportunity..
>>>
>
>>IBM will be selling PCI PowerMac clones next spring. Source: Wall ST. Journal,
>>New York Times and Mac Leak..
>>
>No they won't IBM will be selling _PReP_ compliant machines next spring, these are
>NOT compatible with PowerMacs. (see other post on this thread).

As stated, IBM will be selling PowerMac clones based on the new PCI Macs next
spring. The recently agreed Prep Standard will not bare fruit until'96'.(Des
Moines Register 11/8).

>>
>n't the case.
>>>
>>>BTW, we got the insginia SoftWindows emulator for our Powerflop at
>>>work and despite having a 7100/66 with 24 megs ram and 2 megs vram
>>>the Windows performance is just plain appaling. I'd say 25mhz 386SX
>>>at best. It _does_ work though,so you could work on it if you are
>>>prepared to put up with extremely slow speeds.
>>
>>I suggest you try a clone or get the upcomming Houdini II boards at around
>>$500.
>Hang on isn't the big selling point of the PowerFailure the fact that it's
>supposed to run software _faster_ than PC compatibles.
>At 500 you can buy a 486sx33 in this country (sterling).
>Then you've got the price of SoftWindows - give me a break.

SoftWindows is not needed with the Houdini.

>
>>
>>-Peter
>>
>
>
>Barry, again.
>
>
>

-Peter

4593. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 08:34:48 UTC
From: sinclair@ins.infonet.net
Message-ID: <39q1j8$o1b@insosf1.infonet.net>
Source record: 14886
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39mmb3$74u@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>
>I found this in c.o.o.a. It has some very enlightening info about Apple that
>I think one Peter Sinflop-Day should know.
>
>
>->System 7.x runs very slow on the PPC in emulation. Apple doesn't even have
>->plans to port it and says it cannot afford to do so. To avoid two PPC
> ^^^^^^^^^^^^^^^^^^^^^
>->standards a new Post-prep standard has been worked out. But Apple cannot
>->afford to adapt its OS to the Post-PreP standard. IBM will help.
>
BZZZT. Wrong again. Not having a good track record this week. Read carefuly..

Agreement Reached on Hardware Reference Platform for
PowerPC Microprocessor

Open platform to create broad array of computers that run multiple
operating systems.

NEW YORK, New York--November 7, 1994--Apple Computer, Inc., IBM
Corporation and Motorola Inc. today agreed on a new hardware
reference platform for the PowerPC* microprocessor that aims to
deliver a much wider range of operating system and application
choices for computer customers.
The new platform defines an architecture--a framework made up
of open technical concepts, definitions, specifications and
interfaces--that can be used by any hardware or software vendor
to build compatible PowerPC-based computer products that are ready
to run a tremendous variety of applications written for a number of
industry operating systems.
The new hardware reference platform for the PowerPC microprocessor
is expected to support popular operating systems, such as the Mac** OS,
OS/2* for the PowerPC, AIX*, and Microsoft Windows NT***. (Editors'
note: Novell, Inc. today also announced its plans to provide
related Novell release entitled, "Novell, Inc. to Support New Apple,
IBM, and Motorola Hardware Reference Plaform for the PowerPC
Microprocessor.") Many of these operating systems already support
current PC applications through software emulation or hardware
extensions.
To ensure that the vast majority of applications written to
current specifications will run largely unmodified on the new hardware
reference platform, the platform will combine many technical

characteristics and features from Apple's Power Macintosh**
architecture and from the current IBM and Motorola PowerPC Reference
Platform, adopted by a number of hardware and software vendors.
Each company intends to take technical and financial responsibility
to port an operating system to the common platform. Apple** will be
responsible for porting the Mac OS, IBM for OS/2 for the PowerPC and
AIX, and Motorola for Windows NT. The three companies will continue
to work together with other vendors on porting their operating
systems to the new platform.
In a joint statement, the three companies said, "The PowerPC
microprocessor has already established itself as the industry's
price/performance and technology leader. By combining that
technology with an open hardware platform and the industry's broadest
industry standard--one whose entrance means greater value and
performance for customers, greater opportunities for developers and
greater competition for the industry."
The hardware reference platform aims to create new business
opportunities and alternatives for software developers and hardware
vendors who demand a higher return on their investment. This new
platform will allow vendors to invest once in developing a product
and have it reach a huge installed base of computers from a variety
of vendors.
The objective is to achieve 100 percent compatibility with current
PowerPC-based hardware and software application products, while
creating a new base standard that offers advanced function future
capability. These features include designs for high-performance
peripheral component interconnect (PCI) bus, system boot or start-up
that works independently of the operating systems, and industry
standard components and I/O systems for compatibility.
More technical information on the new hardware platform will be
published in the Spring of 1995. The alliance members plan to present
prototypes of the systems based on the specification in 1995, and the
first computers are expected to be available in 1996.
PowerPC is a family of RISC-based microprocessors developed
technology alliance between the three companies. Since then, the
companies have garnered broad industry support for the PowerPC.
Currently, over 25 companies are developing or marketing PowerPC
systems, including Apple, Bull Systems, Canon, FirePower Systems,
Hitachi, IBM, Motorola, PowerComputing, 3DO, the Taiwan New PC
Consortium and Toshiba.
-30-
* indicates trademark or registered trademark of International
Business Machines Corp.
** indicates trademark of Apple Computer Inc.
*** indicates trademark of respective company

>So Apple is having cash problems! No wonder they are always having fire sales!
>

Read previous post.

>->BYTE magazine benchmarks last April showed that emulation shows some programs
>->to only 1.6% of the speed they would have if they ran native. If any of Apples
>->OS has to be emulated, it will become a bottleneck that slows performance.
>
>SLOWED DOWN OVER 98% UNDER EMULATION!! PowerFlops must be great!! I bet they
>would run MacPaint slower than the original Mac. Or WordStar slower than the
>original IBM PC (assuming there was a Mac version of WordStar, that is).
>
>
>->The PPC chip is slower than the Pentium in interger processing, which is what
>->counts. Furthermore, Intel's P7 chip will be full RISC and a match for the PPC.
>->Windows NT and the MS apps can be easily recompiled to run native on the P7.
>
>If any of the above is true, than the PC clones will soon kick the PowerFlop off
>the planet!
>
>
>->Apple and the PPC are IN TROUBLE. What user is going to run in emulation when
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>->MS and MS apps run native on equally fast Intel chips?
>
>I smell a new C= in the making. :-)
>
>
>->IBM will probably help Apple convert its OS to something that will run on the
>->Post-PreP standard. That way a unified PPC standard will have a chance of
>->competing with Intel.
>
>First Apple needs IBM's help to get a microprocessor that meets PC standards, and
>NOW they need IBM's help to port THEIR OWN operating system. Makes me wonder...
>
>
>
>So, Peter, when do you think that bankruptcy hearing will be scheduled?
>
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*
>
>

-Peter

4594. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 08:55:55 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <39q2qr$7lb@bmerha64.bnr.ca>
Source record: 14787

Barry Clarke (clarkebj@aston.ac.uk) wrote:
> >You mean Jagflop and Amigaflop..
> Sad isn't it? Just takes every opportunity..
> >>

> >IBM will be selling PCI PowerMac clones next spring. Source: Wall ST. Journal,
> >New York Times and Mac Leak..
> >
> No they won't IBM will be selling _PReP_ compliant machines next spring, these are
> NOT compatible with PowerMacs. (see other post on this thread).
> >
> n't the case.
> >>
> >>BTW, we got the insginia SoftWindows emulator for our Powerflop at
> >>work and despite having a 7100/66 with 24 megs ram and 2 megs vram
> >>the Windows performance is just plain appaling. I'd say 25mhz 386SX
> >>at best. It _does_ work though,so you could work on it if you are
> >>prepared to put up with extremely slow speeds.
> >
> >I suggest you try a clone or get the upcomming Houdini II boards at around
> >$500.
> Hang on isn't the big selling point of the PowerFailure the fact that it's
> supposed to run software _faster_ than PC compatibles.
> At 500 you can buy a 486sx33 in this country (sterling).
> Then you've got the price of SoftWindows - give me a break.

As a platform for running PC the powerflop isn't too hot. Maybe its
because its already burning power on running a 68k emulation for the OS
and mac apps. You also need about 16 megs to run the emu and it doesn't
do 386 enhanced mode, so IBM had better have a trick or two up its sleve
if it wants its PPC PC compatibles to sell in a market with fast Pentiums
becoming increasingly cheaper.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4595. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 13:13:52 UTC
From: morton@wam.umd.edu
Message-ID: <39qhug$3ok@cville-srv.wam.umd.edu>
Source record: 14788
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39phq5$pq9@news.delphi.com>,
THUNDERONE@DELPHI.COM <thundero@news.delphi.com> wrote:
>morton@wam.umd.edu (Rob Morton) writes:
>
>>direction (although sys7.5 should not have been released because it is
>>real slow, and buggy).
> ^^^^^^^^^^^^^^^^^^^
>
>Where did you get this information? System 7.5 is actually faster and
>more stable than previous systems (I'm running a prerelease version
>from March, and it's both faster and more stable than the release
>version of 7.1 Pro).
>
Oh I am sorry, I am sitting in front of sys7.5 on a Quadra650.
Screen updates don't always happen. Example if I log onto another
machine at start up, it will but the box up on the screen that has
the bar to tell you how far along in the loading process you are. After
you enter a password when asked for it, the box will disappear, only the
bar will remain on the screen. There seems to be a problem with SuperClock
and MSWord5 (Everynow and then in MSWord you can no longer see the File
Menu, and the page number indicator goes up about a page a second). There
are really aren't many new features in 7.5 that couldn't have been added
through shareware software. The one good thing about 7.5 that won't affect
about 99% of all Mac users is that the finder is scriptable. I really
like this, but like I said it won't matter to most. Anyway, I think I
defended mine well, care to say how it is more stable and faster now.
I can go on with my complaints, but they would drift away from being
7.5 specific. Like how come pulling a menu down causes the Mac to do
nothing else. I mean you can lose a connection to another machine just
by holding a menu open for too long, and causing a timeout.

Later,
Rob Morton
morton@wam.umd.edu

4596. Re: DOOM to be released on Thanksgiving

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 13:28:59 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <39qiqr$sde@infa.central.susx.ac.uk>
Source record: 14789

Jason Gillespie (jgillesp@mondrian.CSUFresno.EDU) wrote:
: Hi, all -

: Got tired of wondering, so I finally e-mailed someone at ID and asked
: them directly. Here is the response...

: **********

: Message 1/5 From American McGee Nov 7, 94
: 10:25:31 pm -0600
:
:
: Date: Mon, 7 Nov 94 22:25:31 -0600
: To: jason_gillespie@csufresno.edu (Jason Gillespie)
: Subject: Re: DOOM question
:
: > I'm getting really sick of people on the Atari newsgroups arguing
: > about whether DOOM for the Jag has been pushed back to Decemeber or
: > not, so I thought I'd go to someone who knows. :)
:
: Thanksgiving. That is when they will be released.
:

....so when will DOOM II, Alien DOOM and the new DeathSTAR (is it..?) be
released??

All but the last on PC.

Steve

4597. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 13:49:50 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov9.134950.5073@bay.cc.kcl.ac.uk>
Source record: 14790

sinclair@ins.infonet.net writes:
! >
! >I originally wrote:
! >
! >That's not the point he's making, (I think). We have both an IBM model
! >25T and a Power(sic)FLOP(not sic). The 25T blows away the 7100. Maybe
! >it's because it's running a halfway-decent OS ?
!
! I don't know what you are doing, but on the previous Computer Chronicles
! episode showed a Powermac 7100 blowing away Compaq Pent. machine away.

I think you've missed the point Peter. The IBM 25T is the standard IBM PowerPC workstation. Standard in this case = base model (more or less, we have some extra emmory in there.)

Just doing things like drawing windows, disk access, WWW browsers (ie: net access) - the Mac is s l o w.

Our offices have some pretty impressive stuff - SGI Onyx's, Indigo2's, HP apollos, DEC alpha's and a sun sparc (the printer-server :-). Of all the machines (which are set up to be more or less homogeneous), no-one uses the Mac apart from to layout some complex DTP that TeX is difficult to use for (eg: putting figures surrounded by text, is this *possible* in TeX ???).

I suppose in that limited sense we get use out of it. Personally I loathe the thing. Seems to take forever to get up and running. And you can't interface it to anything. Our machines have adopted the Europarc ideas - we all have id badges, and when you get up from your workstation it closes down after a few minutes, so someone else can use it. As soon as you sit down in front of another, it fires you up exactly as you were when it shut down. Even the text documents are *exactly* the same - the cursor is in the same place :-)) I don't expect the Mac to be able to do this (it's a unix thing :-) but this can be done because firing up a session takes oooh 4 seconds. Doing the same on the Mac takes about 30 secs. No-one uses it.

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Apple is not the answer. Apple is the question. NO is the answer <

4598. Democrats (was: Jaguar)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 14:02:12 UTC
From: djs@jet.uk
Message-ID: <1994Nov9.140212.15281@jet.uk>
Source record: 14792

In <39n6tn$qgf@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>-Peter
>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
^^^^^^^^^^
Yet more proof, as if needed, that Peter S-D is a loser.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4599. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 14:14:42 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <39qlgi$h3l@nyx10.cs.du.edu>
Source record: 14791
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

morton@wam.umd.edu (Rob Morton) writes:

>In article <39phq5$pq9@news.delphi.com>,
>THUNDERONE@DELPHI.COM <thundero@news.delphi.com> wrote:
>>morton@wam.umd.edu (Rob Morton) writes:
> Oh I am sorry, I am sitting in front of sys7.5 on a Quadra650.
>Screen updates don't always happen. Example if I log onto another
>machine at start up, it will but the box up on the screen that has
>the bar to tell you how far along in the loading process you are. After
>you enter a password when asked for it, the box will disappear, only the
>bar will remain on the screen. There seems to be a problem with SuperClock

The startup progress bar is the only time I have seen that happen. It
really has no affect on how the machine works. If you hate it so much
just use a startup pict/

>and MSWord5 (Everynow and then in MSWord you can no longer see the File
>Menu, and the page number indicator goes up about a page a second). There

Don't use MS-Word. MS-Word is the buggiest piece of software available
for the Mac. It is always incompatible with new Apple releases.

>are really aren't many new features in 7.5 that couldn't have been added
>through shareware software. The one good thing about 7.5 that won't affect
>about 99% of all Mac users is that the finder is scriptable.

Drag Manager, Quickdraw GX, MacTCP, Mac Easy Open, Thread Manager,
PowerTalk, PC Access, The Find File program, etc. Most of these have no
shareware equivalent.

>7.5 specific. Like how come pulling a menu down causes the Mac to do
>nothing else. I mean you can lose a connection to another machine just
>by holding a menu open for too long, and causing a timeout.

That's strange, my mod player, terminal program, ftp program, chug right
along when I hold down a menu.

4600. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 15:33:25 UTC
From: ashdown@mpr.ca
Message-ID: <1994Nov9.153325.18111@mprgate.mpr.ca>
Source record: 14796
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <isisCyyoAI.3Cu@netcom.com> isis@netcom.com (Mike Cohen) writes:
>
>>I found this in c.o.o.a. It has some very enlightening info about Apple that
>>I think one Peter Sinflop-Day should know.
>
>Your name-calling and insults are getting very offensive. If he decides to sue
>you for defamation, I will support him in court, as I'm sure many others here
>also will.

Others *here*?

Did I accidentally subscribe to alt.barney.love.love.love?

>You're welcome to voice your opinions, but PLEASE LEAVE OUT THE NAME-CALLING
>AND INSULTS. Name-calling doesn't add any extra weight to your arguments and
>only makes people here respect you a lot less. Thanks in advance.

And complete idiocy from Pete causes me to not respect him at all.

I'm not one to support expletives in this newsgroup, but there is one bit
of name-calling that I *will* use, and that's NEWBIE. In other words, until
you actually know who Pete is (by reading a few of his posts, for example,
and then double-checking the name of this newsgroup), don't judge.

--
Scott Ashdown
Engineer, MPR Teltech Ltd.
Burnaby, British Columbia, Canada.
ashdown@mprgate.mpr.ca

4601. Re: Democrats (was: Jaguar)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 15:42:18 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <39qqkq$cet@bmerha64.bnr.ca>
Source record: 14800

David Stevenson (djs@jet.uk) wrote:
> In <39n6tn$qgf@insosf1.infonet.net> sinclair@ins.infonet.net writes:

> >-Peter
> >-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
> ^^^^^^^^^^
> Yet more proof, as if needed, that Peter S-D is a loser.
> --

No wonder the Democrats FLOPPED last night!

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4602. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 15:53:48 UTC
From: sinclair@ins.infonet.net
Message-ID: <39qrac$h0t@insosf1.infonet.net>
Source record: 14794

In article <39q2qr$7lb@bmerha64.bnr.ca>, moran@bires069.bnr.co.uk (G MORAN) writes:
>Barry Clarke (clarkebj@aston.ac.uk) wrote:
>> >You mean Jagflop and Amigaflop..
>> Sad isn't it? Just takes every opportunity..
>> >>
>
>> >IBM will be selling PCI PowerMac clones next spring. Source: Wall ST. Journal,
>> >New York Times and Mac Leak..
>> >
>> No they won't IBM will be selling _PReP_ compliant machines next spring, these are
>> NOT compatible with PowerMacs. (see other post on this thread).
>> >
>> n't the case.
>> >>
>> >>BTW, we got the insginia SoftWindows emulator for our Powerflop at
>> >>work and despite having a 7100/66 with 24 megs ram and 2 megs vram
>> >>the Windows performance is just plain appaling. I'd say 25mhz 386SX
>> >>at best. It _does_ work though,so you could work on it if you are
>> >>prepared to put up with extremely slow speeds.
>> >
>> >I suggest you try a clone or get the upcomming Houdini II boards at around
>> >$500.
>> Hang on isn't the big selling point of the PowerFailure the fact that it's
>> supposed to run software _faster_ than PC compatibles.
>> At 500 you can buy a 486sx33 in this country (sterling).
>> Then you've got the price of SoftWindows - give me a break.
>
> As a platform for running PC the powerflop isn't too hot. Maybe its
>because its already burning power on running a 68k emulation for the OS
>and mac apps. You also need about 16 megs to run the emu and it doesn't
>do 386 enhanced mode, so IBM had better have a trick or two up its sleve
>if it wants its PPC PC compatibles to sell in a market with fast Pentiums
>becoming increasingly cheaper.

If you need the speed to run Windows, get a Houdini.

>
>gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

4603. Re: Democrats (was: Jaguar)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 15:58:33 UTC
From: sinclair@ins.infonet.net
Message-ID: <39qrj9$h0t@insosf1.infonet.net>
Source record: 14795

In article <1994Nov9.140212.15281@jet.uk>, djs@jet.uk (David Stevenson) writes:
>In <39n6tn$qgf@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>-Peter
>>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
> ^^^^^^^^^^
>Yet more proof, as if needed, that Peter S-D is a loser.

I am a loser? We did not have a good night, thats for sure. I think people
will wake up in '96' with their head out of their asses.

>--
>David Stevenson, JET Joint Undertaking +44 1235 465028
>Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

-Peter

4604. Re: Jaguar gone Retail

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 16:12:43 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39qsdr$iqt@nermal.cs.uoguelph.ca>
Source record: 14799

: Disjointed?? What do you mean? More expensive? Perhaps.. the canadian dollar
: is running in the mid 70 cents range when compared to the american dollar
: though, so it probably equates to something similar.

: Umm, if I didn't know better, I'd swear that your reply places Canada in the
: UK????? Ummm.. I hope you're not serious.. unless we are talking commonwealth
: or something like that.

I generally assume that most people are intelligent enough to
realize that Canada is not part of the UK or the US either. The dollar
could be one factor, but the fact that a $249 (US) Jaguar sells for $350
Canadian dollars is stretching it. In comparing US vs. Canadian prices on
many goods, one rarely sees that much of a discrepency. The retailers
around here like to blame things on Beamscope (the Canadian distributor).

>> Mark <<

4605. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 16:20:43 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov9.162043.55908@rmece02.upr.clu.edu>
Source record: 14798
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <39l6sd$pio@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> A Parker (se2ap@dmu.ac.uk) wrote:
|> : All software that needs sound on the Falcon will use 16 bit sound and even
|> :if it uses 8 bit it still sounds great. BTW Gavan I like digitracker
|> :which gives me full 32 channel sound at 50KHZ and I like the way I can just
|> :connect my HiFi to my Falcon with
|> :a simple cable and sample directly into DigiTracker. OK, you can do
|> :that on
|> :the Amiga, but then you have to decide which sampler to buy and does all my
|> :sofware support this sampler etc. etc.
|>
|> That's the biggest difference between Falcon's and A1200's - we get all
|> these features THEY have to buy! We already have the DSP, god knows what

Yes and no... I could say the same of an SGI.

|> Amiga software supports them anyway. We have the SCSI-II ports, how much
|> for an A1200 ? #150 quid being generous, what about upgrading the A1200
|> interal DSDD to a DSHD - another 80 quid. Then how about connecting to a
|> SVGA monitor? What about a sampler? 16 bit of course, 8 bit for about
|> 20-30 quid, 60-70 for a 16-bit though. So lets evaluate this again please:
|>
|> A1200 2 meg memory, no hard drive - 220-250
|> + 16 bit sampler - 60 quid
|> + SCSI-II ports - 150 quid
^^^^^^^^^^^^^^^^
/
A *REAL* SCSI-II port. Not the Falcon's 'souped up SCSI-I'

|> + internal DSHD - 80 quid
|>
|> Hum let me see, thats like over 500 uk pounds already. Do you see where
|> I am going now? The Falcon with 4meg memory is 499 from selected outlets.
|> You are still 2 meg memory short in that listing and I doubt you could
|> get those products for the prices I state, probably more. At least the
|> Falcon gets THEM ALL and ALL BUILT-IN. Oh and we also have built-in

I prefer a 68030 accelerator by that time.

|> Genlocking hardware, just time until someone explores that avenue too.

Do you have *built-in* video in? If not, the Amiga has had "genlocking
hardware" (built-in) since 1985.

|> : BTW don't cry Gavan just because .MODs originated from the Amiga, S3M tunes
|> :came from the PC and offer 32 channels, where's the 32 channel Amiga
|> :module format???
|>
|> s3M's are amazing quality, some of the tunes are like WOW!!! :-)
|>
|> : Alan.
|>
|>
|> Richard Davey
|> Falcon Owners Group (UK)
|> --
|> email here is hit and miss!
|> or: requiem@armory.com
|> As seen on Channel 4 :-)

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4606. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 18:34:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39r4o0$4e8@dux.dundee.ac.uk>
Source record: 14645

Now to get back to the original header in terms of speed which is
faster (now dont bother quoting MHZ etc numbers to me) an Amiga 1200
or an F030.

Could someone see how long it takes to unzip a 500k file using a
graphical shell on both machines while running say emacs and
bash as well and time it?

All things being equal such as :
Using internal IDE
Same RAM (4mb)
Falcon (running MiNT)
Same number of colours.

Just to that the test is fair.

Rod

--
==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==

4607. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 18:38:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39r4v6$4e8@dux.dundee.ac.uk>
Source record: 14779
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Rubbish, Apple sell more stuff in one week than Atari sell in a year.

Rod

--
==========
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==========

4608. The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 19:09:36 UTC
From: jcrowe@mpd.tandem.com
Message-ID: <1994Nov9.190936.15871@integrity.uucp>
Source record: 14802
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39phq5$pq9@news.delphi.com>, thundero@news.delphi.com (THUNDERONE@DELPHI.COM) writes:
|> morton@wam.umd.edu (Rob Morton) writes:
|> >Apple needs some work, and they seem to be going in a good
|> >direction (although sys7.5 should not have been released because it is
|> >real slow, and buggy).
|> ^^^^^^^^^^^^^^^^^^^
|>
|> Where did you get this information? System 7.5 is actually faster and
|> more stable than previous systems (I'm running a prerelease version
|> from March, and it's both faster and more stable than the release
|> version of 7.1 Pro).

In my experience, System 7.5 has made a tradeoff between functionality and resource requirements. Since upgrading from System 7.1, the space requirements have increased to 3Mbytes of memory for the system software and the boot time has increased by a factor of 2.5. New functionality comes with 7.5 but some of it has less than sterling usefulness. At least Apple had the sense of humor to implement MacPostits.(as originally seen on Saturday Night Live) Applescript finally comes in 7.5. PC Exchange, which allows import of files from PC disks, appears in 7.5 but to my knowledge does not allow the writing of files to the PC floppy.(IMO, that makes PC Exchange virtually useless). The latest Quicktime appears as well as a number of cosmetic features. In my experience, once you get into applications you do not see much degradation in performance. OTOH, I don't notice the increase in performance indicated by the previous poster. This makes sense because no ROM toolkit upgrade took place. The Amiga OS upgrade from 2.1 to 3.1 really does not compare to the 7.1 to 7.5 upgrade because the Amiga upgrade adds more fundamental changes, IMO.
|> Chris Thomas, thunderone@delphi.com

--
==========
| Joe Crowe |
| Internet Address:jcrowe@mpd.tandem.com |
| WWW Home Page http://sauron.mpd.tandem.com/~jcrowe/ |
==========

4609. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 19:13:53 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.94Nov9121353@sfi.santafe.edu>
Source record: 14833

>>>>> "Barry" == Barry Clarke <clarkebj@aston.ac.uk> writes:

Barry> Presuming that you meant my 'neck of the woods' well, let's
Barry> face it. I don't have you anywhere near me spewing out
Barry> complete and utter crap at the first sign of a post that might
Barry> question your beloved Macintosh.

Barry> Frankly no one minds you spouting about the Mac except when you are
Barry> 1) Making it up and hence talking rubbish.

what? does he ever *not* do this?

Barry> 2) Change a thread from one thing (about the Jaguar for
Barry> example) to another, just so you can rub the Mac into
Barry> everyone's faces.

hahahah. yup

Barry> To be perfectly honest we don't like you! Go away Peter - find
Barry> another group to annoy.

wrong.

This is advocacy. If we're going to see him, I'd rather see him here
rather than in other other groups... or .... private email.

It seems I've gotten peter all worked up as he sent me a nasty message
simple because I posted a followup to one of his insane posts.

Scott

--
/\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
/ \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
\ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
\/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

4610. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 19:28:15 UTC
From: ST942594@pip.cs.brandeis.edu
Message-ID: <ST942594-0911941428150001@129.64.11.130>
Source record: 14797
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39psit$bt0@nntp.Stanford.EDU>, xiaofang@leland.Stanford.EDU (xiaofang zhao) wrote:

> In article <39mmb3$74u@pepper.rutgers.edu>,
> Thomas Trauth <trauth@pepper.rutgers.edu> wrote:
> >
> >I found this in c.o.o.a. It has some very enlightening info about Apple that
> >
> >->System 7.x runs very slow on the PPC in emulation. Apple doesn't even have
> >->plans to port it and says it cannot afford to do so. To avoid two PPC
> > ^^^^^^^^^^^^^^^^^^^^

7.5 runs damn fast IN EMULATION than 7.1.2 did IMHO and Copeland (summer 95) should be even faster
Hmmmm. And here i had thought i heard about copeland. funny, huh.

> >->standards a new Post-prep standard has been worked out. But Apple cannot
> >->afford to adapt its OS to the Post-PreP standard. IBM will help.
> >

> >->BYTE magazine benchmarks last April showed that emulation shows some
> >->programs
> >->to only 1.6% of the speed they would have if they ran native. If any of
> >->Apples
> >->OS has to be emulated, it will become a bottleneck that slows performance.
> >
> >SLOWED DOWN OVER 98% UNDER EMULATION!! PowerFlops must be great!! I bet they
> >would run MacPaint slower than the original Mac. Or WordStar slower than the
> >original IBM PC (assuming there was a Mac version of WordStar, that is).

This is just ludicrous. Im gonna have to look up that byte but this figure seems WAY off

> >->The PPC chip is slower than the Pentium in interger processing, which is
> >->what
> >->counts. Furthermore, Intel's P7 chip will be full RISC and a match for the
> >->PPC.
> >->Windows NT and the MS apps can be easily recompiled to run native on the
> >->P7.

Integer is only important if you dont have an fpu. macs didnt for a long time and neither did ibms. Now that fpus are gonna be a part of our lives for some time youll see integer calculations rerouted to the fpu if not rewritten for the fpu (on both sides). Also think of how shaky parts of our transition have been. Do you really think youll get through easier?

with less standardization? full x86 compatability is wishful by itself but
s smooth transition puts you guys in never-never land. Easily recompiling
isnt going to be that easy after all anyway but thats a different story.

> Again I could be wrong, is there something called Very Long Instruction Set
> Computing? Of course Intel is working on a full RISC chip that is 100%
> compatible with the hopeful 80x86 structure, it's Q6. Why would anyone
> think they'd waste time turning out anything less than RISC after Pentium?
> Of course, RISC is only cool in FPU benchmark. And since Window95 shipped
> right on schedule, porting Window NT is just like this, snap.

Well perhaps he takes about 2 years to snap (like chairman bill)

> >First Apple needs IBM's help to get a microprocessor that meets PC
standards, > >and
> >NOW they need IBM's help to port THEIR OWN operating system. Makes me
> >wonder...

Whoops! I almost forgot. Guess whos porting NT over to the PPC? well its
not microsoft but motorola. Guess they need somebodys help to port THEIR
OWN operating system. Makes me wonder...

Whats with all the atari and amiga people anyway? youd think they even
HAVE a future (Besides atari game machines and the perpetual scrounging
for working spares for amigas-like something out of road warrior)

-cpt kangarooski

4611. My life has no meaning!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 19:54:05 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39r9ct$qpc@nermal.cs.uoguelph.ca>
Source record: 14721

Geez ... now I know things have slipped to rock-bottom: I'm actually taking Sinclap's side in the debate over "Apple going under". As much as I hate to agree, I seriously doubt that Apple will be folding any time soon. Whenever people post lies like this, it gives strength to Sinclap and his stupid comments. Geez ... this is sad.

>> Mark <<

4612. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 21:34:16 UTC
From: z915455@cs.niu.edu
Message-ID: <39rf8o$i8u@mp.cs.niu.edu>
Source record: 14820
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

I wonder, do you folks have nothing better to do than to argue
ad infinitum (ad nauseum as well) about which dead machine is better?
It is sad, but both Atari compters and Amiga computers are dead. They are
still good, they work, and in many aspects they're better thatn whatever
else is available there. Still, they're dead....

----
* No remorse *

4613. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 21:43:39 UTC
From: z915455@cs.niu.edu
Message-ID: <39rfqb$in9@mp.cs.niu.edu>
Source record: 14805
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Gee, that's really funny. Since the day we installed 7.5 over
whatever piece of garbage PowerTrash ships with, we had _more_
crashes, _more_ incompatible programs (try using Radius Pivot
with 7.5...) and _less_ free RAM. All that with no increase in speed.
Apple may have some half-decent ideas. They don't have decent
programmers to implement them.

4614. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-09 23:56:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov9.235621.32351@rmece02.upr.clu.edu>
Source record: 14831

In article <39n5fr$qgf@insosf1.infonet.net>, sinclair@ins.infonet.net writes:

[stuff deleted]

|> >|> I don't know what you are doing, but on the previous Computer Chronicles
|> >|> episode showed a Powermac 7100 blowing away Compaq Pent. machine away.
|> >|> >! -Peter - OxyMoron of 1994
|> >|> >!
|> >|> >
|> >|> >Simon.
|> >|>
|> >|> -Peter
|> >
|> >
|> > Peter, you should read a Pentium clonse vs PowerMac comparison
|> >on an issue of Computer Shopper (august? Summer?), where the Pentim
|> >clones basically outperform the PowerMacs at pretty much everything except
|> >ImageProcessing or heavy floating point stuff. In most common applications
|> >they were blown away by Pentiums, and this is thanks to 80% of the
|> >apple's system 7.xx not PowerPC recompiled.
|>
|> Yea, Computer Shopper is a PC publication full of clone ads. So their
|> credibility is in question. I have seen demonstrations were a Pentium acts
|> like a Yugo compared to a PowerMac..

And the same can be said about your sources I suppose. But why you don't
read the computer shopper stuff, there's even areas where they acknowledge
the PowerMac has an edge. But that's the typical rational attitude: don't
know, but I'll give my opinion anyway.

|> -Peter
|>

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4615. Re: It's unreal...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 00:02:19 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov10.000219.31301@rmece02.upr.clu.edu>
Source record: 14830

In article <39n5s7$qgf@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <1994Nov6.214517.44880@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> >In article <39hc4n$9rh@insosf1.infonet.net>, sinclair@ins.infonet.net writes:

[stuff deleted]

|> Check out Video Toaster Magazine. Imagine is like $700 now. Video software
|> and enhancements are moving up in price.

I do check out pretty much all Amiga magazines, thanks. Other video
enchancements have gone up in price but their functionality has been greatly
increased. Take for example, ImageF/X 2.0.

There's a lot other software that remains at the same price. And BTW,
since you 'look for the Mac best prices' why don't you do the same
for Amiga prices when comparing to be fair? I think I read you could get
Imagine for much less than that...

[stuff deleted]

|> >|> >|> > Yes, it's expensive, but it doesn't make sense for me to buy a PowerMac
|> >|> >|> >when it can't do what I want.
|>
|> Check out the December MacWorld. Has some interesting tibits on the upcomming
|> PCI Macs..

Ah, just in case and hot off the press (Nov. 7). Motorola/Apple/IBM made
a joint announcement that they finally adopted a standard PowerPC architecture.
The machine will be the 'standard' for which clones will be made (so, NOPE,
IBM WON'T MANUFACTURE Apple PowerMac clones in particular, like you said).
The machine will run Windows NT, OS/2, AIX, System 7.xx (8?), etc. and is the
companies responsabilities to port those OS. IBM has to do OS/2 and AIX,
Apple has to port System 7.xx and Motorola Windows NT.

The machine will be able to run all of them, whatever the user wants.
Let's see how system 7.xx will be able to survive :-)

|> >|> > I re-state the above, Peter.
|> >
|> >
|> > Again Peter, I still re-state the above. Now, my mom wants
|> >a computer, and it probably be a Macintosh.
|>
|> A Performa Info commercial should be on tv soon.

Well, I don't have cable TV, and I'll consider the machine after I
graduate + six more months (read, about beginning of next summer).
But thanks for the info. Certainly, the machine is not for me :-)

|> >|> -Peter
|> >|>

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4616. Toad Holiday Fest '94

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 00:38:58 UTC
From: toad@charm.net
Message-ID: <39rq32$pcv@sowebo.charm.net>
Source record: 14803

```
TOAD COMPUTERS -- HOLIDAY FESTIVAL '94
======================================================================

NEW EXHIBITORS JUST ANNOUNCED: GRIBNIF AND ANODYNE SOFTWARE!

Toad Computers is proud to announce HOLIDAY FESTIVAL '94 which will
take place on December 3rd & 4th, 1994. Last year's event drew
500 people from all over the country and featured guests and
exhibitors such as:

- Dave Small
- Joe Waters, Ed. of Current Notes
- Charles Smeton (STraight FAX!)
- Dave Troy (CN Columnist / Toad Co-owner)
- Tim Reyes
- MajicSoft
- Carter's Creative Computer
- Greg Ondo of Steinberg Jones

We'll feature free hot apple cider, door prizes and more! We'll also
have another raffle to benefit Habitat for Humanity (which raised over
$500 last year!!)

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping
Center in Severna Park, Maryland. There's unlimited free parking and
lots to see and do nearby, as we're nestled between Washington,
Baltimore, and Annapolis.

Confirmed 1994 attendees include:

- Tom Harker, ICD Inc. (CatBox and Star Battle)
- Roger Burrows, Anodyne Software (ExtenDOS CD Driver)
- Gribnif Software -- Dan Wilga / Rick Flashman
- Bob Luneski, Oregon Research
- MajicSoft
- Binary Sounds (Hybrid Arts Product Line)
- Joe Waters, Ed. of Current Notes
- Greg Ondo, Steinberg Jones
- Charles Smeton (STraight FAX!)
- And of course, the Toad Gang -- including
Dave and Jennifer Troy

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3rd 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm
```

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other
information you may need, please call us!

The local HOLIDAY INN is offering $59 (reg $90) rooms for the
show. For more information, please call us at (410) 544-6943!

Keep an eye open for further developments on the show! We plan to have
announcements on and in:

- GEnie - CompuServe
- Internet - Delphi
- Current Notes - ST Informer

We will also be mailing postcards in support of the show
sometime in November. If you know of someone who would like
to come to the show, give us their name and address and
we'll be sure they get the information!

ADMISSION IS FREE!!!! ADMISSION IS FREE!!!

We hope to see you here! Last year, we were really happy with how
things went. The holiday season adds a spirit of real levity and
excitement that is often missing at other Atari events. We're looking
forward to putting on a first-class show, and we hope you can join
us.

David Troy
Jennifer Troy
Ray Mitchell

========== 11/08/94 =====

--

--
toad@charm.net Toad Computers

4617. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 00:59:37 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Cz11FD.Bw3@cix.compulink.co.uk>
Source record: 14806
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In response to moran@dace.bnr.co.uk's message:

> > :>Of all the meagre amount of software available for the Atari
> > :>machines, how much of it comes on HD anyway? 50% at best I'd say.
> >
> > 99% of Falcon s/ware comes on HD disks, ... The 50% estimate you came
> > up with just shows how pathetic you really are, you never change Gavan!
>
> Sorry, where does that leave product for ST owners then? I was under
> the impression that they used DD disks?

You've missed the point that Falcon software uses the features of the Falcon that aren't contained in an ST. As far as I know 100% of Falcon software comes on HD disks. It's no good saying that ST users with single-sided floppies can't access it because I don't think C64 users can load anything on A1200/Amiga disks either. You were talking about the Falcon and not any prior versions.

> > :>If Atari went under, I wonder would anyone bother to try to get
> > :>the rights to make Falcons?
>
> > The Falcon hardware is already licensed by Atari, so your wrong on
> > every point (again) Gavan..
>
> Wow! Who are making all these falcon clones then? I don't see any
> ANYWHERE.

The first machine is a TT clone - 68040 at 64MHz, 8-128Mb Ram (supports up to 4Gb), HD floppy (can be upgraded to 2.88Mb), built in IDE interface, support for optional SCSI, 6 expansion slots. Under development are 32bit Graphic card support, '060 adaptor card and DSP board. Available in Germany for a few months already, now in stock in London.

Err... you were saying?

##*#

4618. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 02:37:41 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39s11l$ae3@nermal.cs.uoguelph.ca>
Source record: 14807
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
: I wonder, do you folks have nothing better to do than to argue
: ad infinitum (ad nauseum as well) about which dead machine is better?
: It is sad, but both Atari compters and Amiga computers are dead. They are
: still good, they work, and in many aspects they're better thatn whatever
: else is available there. Still, they're dead....

Hmm ... there is still software being written for both platforms. There
is stilll hardware being made for both platforms. If they were dead,
there wouldn't be people arguing about their merits!

>> Mark <<
```

4619. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 05:20:32 UTC
From: thundero@news.delphi.com
Message-ID: <39saj0$l32@news-feed.delphi.com>
Source record: 14808
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

jcrowe@mpd.tandem.com (Joseph Crowe) writes:

>In article <39phq5$pq9@news.delphi.com>, thundero@news.delphi.com (THUNDERONE@DELPHI.COM)
writes:
>|> morton@wam.umd.edu (Rob Morton) writes:
>|> >Apple needs some work, and they seem to be going in a good
>|> >direction (although sys7.5 should not have been released because it is
>|> >real slow, and buggy).
>|> ^^^^^^^^^^^^^^^^^^^
>|>
>|> Where did you get this information? System 7.5 is actually faster and
>|> more stable than previous systems (I'm running a prerelease version
>|> from March, and it's both faster and more stable than the release
>|> version of 7.1 Pro).

> In my experience, System 7.5 has made a tradeoff between functionality
>and resource requirements. Since upgrading from System 7.1, the space requirements
>have increased to 3Mbytes of memory for the system software and the boot
>time has increased by a factor of 2.5. New functionality comes with 7.5 but
>some of it has less than sterling usefulness. At least Apple had the sense of
>humor to implement MacPostits.(as originally seen on Saturday Night Live)
>Applescript finally comes in 7.5. PC Exchange, which allows import of files
>from PC disks, appears in 7.5 but to my knowledge does not allow the writing
>of files to the PC floppy.(IMO, that makes PC Exchange virtually useless).

#pragma flame_resistant_suit on
I know this is the Amiga group, but let's stick to facts, hm?
#pragma flame_resistant_suit off

PC Exchange does support both writing to and formatting PC disks. (Go
on, try it, it's an option in the new erase disk dialog.)

>The latest Quicktime appears as well as a number of cosmetic features. In my
>experience, once you get into applications you do not see much degradation in
^^^^
Does this word correspond to "any" in your vocabulary? If not,
something's wrong, because there shouldn't be a performance decrease.
The only reason that there is a "performance decrease" at startup is
because of all the new System Extensions such as AppleScript, PC
Exchange and AppleGuide (which is more than a cosmetic feature, BTW).
Simply use the new Extensions Manager to turn off all the extensions,
and your startup time will shrink back to pre-7.5 levels.

>performance. OTOH, I don't notice the increase in performance indicated by
>the previous poster. This makes sense because no ROM toolkit upgrade took

>place. The Amiga OS upgrade from 2.1 to 3.1 really does not compare to the
>7.1 to 7.5 upgrade because the Amiga upgrade adds more fundamental changes,

I think you're trying to apply Amiga concepts to Macintosh. The System Software is perfectly capable of getting faster (mostly by rewriting a lot of heavily hacked code originally written in 1984) without a hardware upgrade. Some people don't seem to notice a major increase in speed.. it appears to depend on the CPU. I know nothing about Amiga 2.1 - 3.1, but System 7.5 is *not* intended to be a major upgrade. The major upgrade ("Copland," System 8) will arrive in early summer '95.

.....
Chris Thomas, thunderone@delphi.com, Not A Vax Programmer @ Echo Software
"Group vmsnet.announce is empty"

4620. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 08:52:41 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39sn0p$niq@bmerha64.bnr.ca>
Source record: 14810
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
> |> A1200 2 meg memory, no hard drive - 220-250
> |> + 16 bit sampler - 60 quid
> |> + SCSI-II ports - 150 quid
> ^^^^^^^^^^^^^^^
> /
> A *REAL* SCSI-II port. Not the Falcon's 'souped up SCSI-I'

Er, no. All the A1200 SCSI options are the same as that in the Falcon
AFAIK ie SCSI I connectors and data xfer rates, but SCSI-II command set.

The Warp Engine offers FAST SCSI-II on the A4000 and I think so do the
GVP and Cyberstorm boards..

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4621. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 10:59:22 UTC
From: neeri@iis.ee.ethz.ch
Message-ID: <NEERI.94Nov10115922@yggdrasil.ethz.ch>
Source record: 14811
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Nov9.190936.15871@integrity.uucp>, jcrowe@mpd.tandem.com (Joseph Crowe) writes:
> In article <39phq5$pq9@news.delphi.com>, thundero@news.delphi.com (THUNDERONE@DELPHI.COM) writes:
> |> morton@wam.umd.edu (Rob Morton) writes:
> |> >(although sys7.5 should not have been released because it is
> |> >real slow, and buggy).
> |> ^^^^^^^^^^^^^^^^^^^

> |> Where did you get this information? System 7.5 is actually faster and
> |> more stable than previous systems

> OTOH, I don't notice the increase in performance indicated by
> the previous poster.

The main performance improvement seems to be in the improved disk cache. Some of the new features, OTOH, look somewhat sluggish (in particular AppleGuide on slower machines).

> This makes sense because no ROM toolkit upgrade took
> place.

Doesn't matter. Apple gradually patches out much of the ROM in new System releases (For example, a Mac Plus, which was originally designed for System 3.2, can support systems up to 7.0.1, possibly even further. It acquired fancy error sounds, AppleEvents, and all that along the way). As an example more closely related to PowerMac performance, the initial release of Color QuickDraw for the Mac II was somewhat slow, so it was patched a few months later.

Matthias

Matthias Neeracher <neeri@iis.ee.ethz.ch> http://err.ethz.ch/members/neeri.html
"One fine day in my odd past..." -- Pixies, _Planet of Sound_

4622. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 12:29:15 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov10.122915.19941@dmu.ac.uk>
Source record: 14815
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <39lnfu$gdp@sefl.satelnet.org>, mentat@sefl.satelnet.org (!Productions) writes:
> In article <1994Nov7.095607.7203@dmu.ac.uk>, A Parker <se2ap@dmu.ac.uk> wrote:
> >All software that needs sound on the Falcon will use 16 bit sound and
> >even if it uses 8 bit it still sounds great. BTW Gavan I like
>
> Umm, "all of it uses 16 bit sound but even if it doesn't..." Something
> wrong there, I'm afraid. :) ALL means ALL, not SOME.

Sorry you couldn't understand that simple English sentence, I meant most programs give you 8 bit sound as an option. There is a subtle difference between what I wrote and what you said I wrote. I admit I could have done with an 'aswell' after 'uses 8 bit'.

>
> >BTW don't cry Gavan just because .MODs originated from the Amiga, S3M
> >tunes came from the PC and offer 32 channels, where's the 32 channel
> >Amiga module format???
>
> Actually the aged GMC format can handle as many tracks as you want with
> only a minor modification. It uses a similar format to MTM...

But is it really supported? Let's face it, at the moment it isn't really feasible for A1200 owners to use more than 4 channels it most situations. It's the same as on the STe, 4 channel tracker stuff was the exception rather than the norm. I admit that at the moment there's a lot of 4 channel stuff on the Falcon, but it's far more cable of extending that to 8 with very little extra overhead. The soundtrack on the Knockout is 8 channel and very cool, almost like Orbital. One thing in the A1200's favour is t
hat 4 channel tunes will take less processor time on the A1200 then the Falcon, but put up the number of channels and the Falcon wins hand down.

Look, I'm not being hard on the A1200, the GUI seems really fast, but I went round my mates house and he played a 12 channel S3M module and I'm afraid it just didn't cut it at 16KHZ. The Falcon plays 32 CHANNELS AT 50 KHZ. I don't know how much processor time this uses but the fact that it can do it at all says something about how fast the DSP is when it's mixing 4 lots of 8 channels.

I just can't understand why Amiga owners have to feel that they ALWAYS win about EVERY aspect of their computer's hardware. I've admitted that the A1200 GUI is fast compared to the Falcons, why can't you admit that the Falcons sound system is far superior to the A1200's without saying, 'Ah , but we don't need 8 channels, we don't need 16 bit sound' etc. etc. BTW my friends A1200 has 2 megs of chip RAM and 4 megs of FAST, so I suppose this helps the speed somewhat.

Alan.

>
> --
> !Productions 1994
>
> GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
> M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+
>

4623. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 12:51:00 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <39t4vk$rfc@dux.dundee.ac.uk>
Source record: 14780
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: > A Parker (se2ap@dmu.ac.uk) wrote:

: > That's the biggest difference between Falcon's and A1200's - we get all
: > these features THEY have to buy! We already have the DSP, god knows what
: > Falcon gets THEM ALL and ALL BUILT-IN. Oh and we also have built-in
: > Genlocking hardware, just time until someone explores that avenue too.

Silicon Graphics have brilliant graphics and rendering capabilities built
in, so why not buy one of them? 'Cos they cost more? Exactly.
It all depends whether you consider that the Falcons built in features work
out cheaper than buying the equivelant add-ons for the Amiga, but what
use are they if you don't use them?

: Duh! You have the same genlocking capability that the A1000 had from
: day one. Stick to audio, you obviously have no idea about video as thats
: the Amigas field.

Yup, what the Falcon has are "genlockable screen modes", a la Amiga. Except
like you said, the Amiga had them from day one. Mind you, I'm not about to
start arguing over each machines relative merits, but regardless of how
good the Falcon is/isn't it has a major problem, which is, no software. These
days, you can't just write your own..
When it comes down to it, Atari are so useless they may as well be dead (as
opposed to C= who really are effectively dead! :( )

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

4624. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 13:03:28 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39t5n0$8js@bs33n.staffs.ac.uk>
Source record: 14813
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

: > Anyway I have seen FTP sites that hold Amiga demos - DMS files, often
: > 800K and more. So tell me - how do you get these onto an Amiga with a
: > DSDD internal drive? Unless your Uni has an Amiga linked up to the
: > network you have to use PC disks don't you? They format to what, 720K max.
: > If you don't have a HD drive in your Amiga that is. Then you have to
: > fiddle with CrossDOS to get the files over. The guy in my house
: > downloads all his stuff to HD disks, we copy it onto my Falcon and then
: > serial transfer it at 115,000 baud to his Amiga because spliting the
: > files, copying to PC disks, copying back to Amiga is a labourius process.

: Your mate has a single floppy A1200 doesn't he. Splitting files across

No he has an 80meg hard drive (same house, different mate) the other one
has the single floppy. This one has three floppies and an HD.

: multiple MSDOS disks and recombining them on such a system is indeed labourious.
: I should know, I used to do it when internetting files down to my Amiga
: via PC disks. Of course, when you get a hard drive it becomes a LOT easier.
: Plus of course, many FTP sites for the Amiga will use the in-built splitting
: of DMS to produce two <720K file chunks. Of course, the best way is to use
: SPLTIZ and JOINZ as you get versions for Amiga, PC and Mac.

That's still hell of a labourious process than Falcon owners don't need
to undertake.

: But youre right, One of the reasons I'm going to make my second drive
: a HD drive is because I want easier xfer between PC and Amiga. In fact, its
: the only reason. I need a second drive anyway and since HD drives are 60 quid
: as opposed to 50 quid for a DD drive I figure I might as well make it HD
: and make my life easier wrt to PC file xfers.

: Your friend might find things a lot easier if he just spends the 50 or 60
: quid to get an external drive for his A1200 (either DD or HD).

See above.

: > At least we don't get that problem. HD's are better than DSDD's, they
: > hold more, they cost same price give or take a fiver. Now, try doing the
: > math again please.

: > : For best value, get your PD on CD. Theres stacks of Amiga PDCD
: > : roms out there now,

: > Oh god - yes, yes, lets all rush out and buy a CD-Rom.... yet MORE
: > expensive for your all-singing-all-dancing Amiga.

: You do the math. A CD drive with a PD CD works out a LOT cheaper than
: buying the equivalent PC on floppy disk. Of course, on the Amiga you get
: a good choice of CD ROM product, this might be less true on the Falcon
: so maybe a CDROM drive wouldn't be as good a bet.

I was refering to 'do the math' about the HD's. Please don't switch my
posts around like that. But a CD-Rom (esp. for an A1200) is a lot more
money to spend.

: > : Well, I meant software titles in general, not dedicated mod players
: > : (which originate from the Amiga incidentally). Where are all the multimedia
: > : and games titles that use lots of 16 bit sound?

: > They are NOT players - read the post - they are EDITORS. Geez.

: So where are the multimedia and game titles then? Whats the choice like
: in multi-track direct to hard disk digital editing software too? I'd
: imagine there should be quite a choice by now.

You'd imagine right then. Don't try biting back with all this multimedia
bull, just accept my original post that we have the capability to do top
level soundtracker editing/composition that the Amiga cannot hope to match.

: Oh, and wheres that DSP software modem that falcon owners have been
: mooting since day one?

Anyone will tell you that DSP modems don't work out on a power/price
ratio and now you can purcahse 14,400 and faster for easily a hundred notes
these days there is little need for them anyway. Please show me where
any decent DSP modem exists - for any platform.

: gavan

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

4625. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 13:15:10 UTC
From: clarkebj@aston.ac.uk
Message-ID: <Cz1zHA.3on@aston.ac.uk>
Source record: 14819

>>>Apple has released a 110 mhz
>>>version of the powerMac 8100 today. Was all over the airwaves today because it
>>>is the fastest PC on the market as o now..
>>
>>Considering 100MHz 486's and Pentiums have been out for months, it's about time.
>>
>>>-Peter
>> Sinclair-Flop
That's crap Peter, the fastest PCs available on the market are the Digital Alpha
AXPs - even you should be able to find that out.

Barry.

4626. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 13:18:11 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39t6ij$8js@bs33n.staffs.ac.uk>
Source record: 14814
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:
: M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: > 99% of Falcon s/ware comes on HD disks, the product I'm working on will be
: > on 7 HD disks.... that would mean 14 DD disks ;-). The 50% estimate you came
: > up with just shows how pathetic you really are, you never change Gavan!

: Sorry, where does that leave product for ST owners then? I was under the
: impression that they used DD disks? Some even use single sided DD disks (a
: friend has an old STFM with such a config). So I'd say that saying 50% of
: Atari computer product coming on HD disks is _over_ optimistic if anything.

For god's sake please READ CAREFULLY Gavan. He said 99% of FALCON
software came on HD disks. Why are you harking on about STFM owners?
That's so irrelevent its a joke. Putting Atari ST software on HD disks
is about as sensible as putting Amiga software on HD disks, ie - not at all.

: Not for general purpose word processing, compilers, databases, spreadsheets
: and games it doesn't.

Word processing it kicks butt. Papyrus Gold, Speedo GDOS fonts. etc...
Compilers - GNU C, HiSoft C, C++, Gulam, Devpac 3, HiSoft Basic 2.10,
Cobol, Pascal, Fortran - the list goes on. They are AS advanced and
quite as capable as any Amiga product. The only area we are lacking is
that you have Blitz Basic/AMOS Pro - but then that's games after all.

: For digital signal processing, it does. Possibly something to do with
: the DSP.

DSP doesn't mean JUST music. DSP GIF displayers, DSP JPEG decompression,
DSP MPEG players.... get the picture?

: > Gavan thinks 16bit stereo sound is 'nice', it is *essential* for a modern
: > multi-media machine.

No, he would think it was *essential* but only if the Amiga was capable
of it, which it isn't, hence its only 'nice'.

: You want 16 bit stereo sound, then add a CD rom drive as you'll need
: it to store all that data. Whoops! But then you can just play the audio
: straight from CD as the CD32 does (or any Amiga with CD ROM, or any
: PC with CD ROM).

I'd love to see a CD32 record D2D and then playback from its CD player.
Tell me, do you use the joypad to alter the frequency? ;-)

: Of course, to plug a SCSI in you have to buy one of the many SCSI
: interface cards but I'd rather pay for my SCSI when I need it, than pay

: for it when I buy the machine regardless of if I need it or not.

Judging by todays HD prices, having SCSI already there would be rather
useful. It certainly isn't looked upon as a luxuary in the PC world, so
why should the Falcon world be any different?

: Wow! Who are making all these falcon clones then? I don't see any ANYWHERE.

Who needs clones when the parent company is still perfectly capable of
making them themselves? Or did that slip your mind? Perhaps we ought to
run off to the Bahama's (or wherever CBM hid from their creditors), enter
liquidation then wait for the flood of interested parties to get in touch.
Hmmmm reality sucks doesn't it.

: a lot more development put into it than the Falcon ever had. What other
: company would release a machine and then do NOTHING to develop it, dropping
: all work on it to concentrate on a GAMES CONSOLE?????

CD32 springs to mind.... but then they didn't drop Amiga development.
They died all together. CBM R.I.H (Rest In Hell)

There is no phoenix for the CBM fire.

: If Atari ever do make another home computer, you can bet it won't havbe
: anything to do with the Falcon.

Now that I _will_ agree with.

: gavan

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

4627. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 13:22:53 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39t6rd$8js@bs33n.staffs.ac.uk>
Source record: 14816
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:
: SCSI - 70 UKP for your 030 acclerator card or internal IDE<>SCSI card.
: HD drive - 60 UKP for external second drive.
: 16 bit sampler - currently about 100 quid for the awful microdeal
: box. But hey, I have an 8 bit sampler that only cost me 30 quid.
: Good quality too, but I almost never need to use it. A nice toy,
: but I'm glad I didn't spend my money on a 16 bit one that I wouldn't
: use.

230+70+60+100 = 460. Doesn't include DSP facilities, Midi, or the extra
2 meg memory we have. Still looking bad mate - plus think about it from
a developers point of view please - they can utilitise our facilities
because they know for sure they exist. Whereas you can buy all these
little tricks but not everything will use them, hence in some cases a
waste of money.

: Duh! You have the same genlocking capability that the A1000 had from
: day one. Stick to audio, you obviously have no idea about video as thats
: the Amigas field.

Yes, but we DO have them. That was my point. Anyone seriously into
Video Animation will not be using Amigas these days anyway.

: gavan

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

4628. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 13:24:45 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39t6ut$8js@bs33n.staffs.ac.uk>
Source record: 14817
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

molodyi boris (z915455@cs.niu.edu) wrote:
: I wonder, do you folks have nothing better to do than to argue
: ad infinitum (ad nauseum as well) about which dead machine is better?
: It is sad, but both Atari compters and Amiga computers are dead. They are
: still good, they work, and in many aspects they're better thatn whatever
: else is available there. Still, they're dead....

They made huge enough dents in their respective areas - Amiga in video
titling - Atari in MIDI. This in turn built up loyal user bases on both
camps and this is just a sounding-off area to stop stuff like this from
filtering through into the more important groups. If you don't like it
then vote with your feet - leave.

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

4629. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 13:46:54 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <39t88e$50g@lyra.csx.cam.ac.uk>
Source record: 14818
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>G MORAN (moran@dace.bnr.co.uk) wrote:
>: If Atari ever do make another home computer, you can bet it won't havbe
>: anything to do with the Falcon.

>Now that I _will_ agree with.
^^^^^
Maybe nothing is impossible after all!

:) :) :)
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

4630. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 14:13:25 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov10.141325.32472@rmece02.upr.clu.edu>
Source record: 14812

In article <SCOTT.94Nov6113704@sfi.santafe.edu>, scott@santafe.edu (Scott D. Yelich)
writes:
|> >>>>> "Simon" == Simon Gornall <sjg@phlem.ph.kcl.ac.uk> writes:
|> Simon> it's because it's running a halfway-decent OS ?
|> >> Apple is not the answer. Apple is the question. NO is the answer <
|>
|> Bingo. SinCrap just said something about a 110MHz mac (how the HELL
|> do they get THAT speed?) ...

It's called IBM Research and Development :-)

|> it *still* wont matter if you're running system 7.

Absolutely. That PowerPC601 at 110Mhz is *suffering* a lot.
A pitty its power is not fully being utilized.

|> If you pour enough sugar on a pile of shit before you eat it, it'll be
|> sweet, but in the end, you're still eating a pile of shit.

Or the way I put it:

"It runs the same shit, but much faster... why would I just like to

run shit faster?" :-)

|>
|> Scott
|>
|> --
|> /\ Computer Systems Consulting Domain: spy.org WWW http://www.spy.org/
|> / \ \ P.O. Box 5178 IP: 198.232.139.1 EMAIL listserv@spy.org
|> \ \ / Santa Fe, NM 87502-5178 Host: bbs.spy.org FTP ftp.spy.org
|> \/ Phone: (505) 984-0085 Line: bbs login GOPHER gopher.spy.org

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4631. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 14:36:57 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39tb69$os5@bmerha64.bnr.ca>
Source record: 14822
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@dace.bnr.co.uk) wrote:
> : M.D.Griffiths (mdg@ukc.ac.uk) wrote:
> : > 99% of Falcon s/ware comes on HD disks, the product I'm working on will be
> : > on 7 HD disks.... that would mean 14 DD disks ;-). The 50% estimate you came
> : > up with just shows how pathetic you really are, you never change Gavan!

> : Sorry, where does that leave product for ST owners then? I was under the
> : impression that they used DD disks? Some even use single sided DD disks (a
> : friend has an old STFM with such a config). So I'd say that saying 50% of
> : Atari computer product coming on HD disks is _over_ optimistic if anything.

> For god's sake please READ CAREFULLY Gavan. He said 99% of FALCON
> software came on HD disks. Why are you harking on about STFM owners?
> That's so irrelevent its a joke. Putting Atari ST software on HD disks
> is about as sensible as putting Amiga software on HD disks, ie - not at all.

Yeah, but he was referring to my 50% estimate for Atari software (which has`
been cut out of the quote somewhere along the line).

Since the vast majority of Ataris out there are ST - derivatives, they are
very relevant. Many companies still developing Atari computer software will
want to make sure it can run on the ST. Therefore they _have_ to ship software
on DD disks if it is to be ST compatible.

Sure, getting AGA games on HD disks (in the increasingly rare cases where
they aren't HD installable) would be more convenient than having them on two
DD disks, but for computing use floppies are irrelevent anyway. It just means
less disks to distribute your software on. ie you can install off 5HDs instead
of 10DDs. Hardly the end of the world if you only have a DD drive.

Od course, for an unfortunate user with only a floppy based machine the
HD floppies will be a distinct advantage.

> : Not for general purpose word processing, compilers, databases, spreadsheets
> : and games it doesn't.

> Word processing it kicks butt. Papyrus Gold, Speedo GDOS fonts. etc...
> Compilers - GNU C, HiSoft C, C++, Gulam, Devpac 3, HiSoft Basic 2.10,
> Cobol, Pascal, Fortran - the list goes on. They are AS advanced and
> quite as capable as any Amiga product. The only area we are lacking is
> that you have Blitz Basic/AMOS Pro - but then that's games after all.

Again, my quote got chopped off somewhere. I believe I was referring
to the fact that the DSP in the Falcon didn't help at all for the majoirty
of general computing tasks. So saying because the Falcon has a DSP it will

kick butt in x, y and z just isn't true.

> : > Gavan thinks 16bit stereo sound is 'nice', it is *essential* for a modern
> : > multi-media machine.

> No, he would think it was *essential* but only if the Amiga was capable
> of it, which it isn't, hence its only 'nice'.

As I said in my original post, SOFTWARE is essential for a multimedia
machine. Wheres the Falcon SCALA or Mediapoint?

> : You want 16 bit stereo sound, then add a CD rom drive as you'll need
> : it to store all that data. Whoops! But then you can just play the audio
> : straight from CD as the CD32 does (or any Amiga with CD ROM, or any
> : PC with CD ROM).

> I'd love to see a CD32 record D2D and then playback from its CD player.

CD32s don't NEED to record and playback sounds. They are mostly used
as consoles although they can be expanded to take HDs and Keyboards etc.

Software exists for the Amiga (as it does for the Falcon I assume) to
allow you to read the audio data off a compatible CD player via SCSI so
you can do 16 bit sampling that way. Playback is of course only 8 bit
at the moment. Makes more sense to read the data straight off CD than
to to a D->A through a wire and then A->D at the computer end.

> : Of course, to plug a SCSI in you have to buy one of the many SCSI
> : interface cards but I'd rather pay for my SCSI when I need it, than pay
> : for it when I buy the machine regardless of if I need it or not.

> Judging by todays HD prices, having SCSI already there would be rather
> useful. It certainly isn't looked upon as a luxuary in the PC world, so
> why should the Falcon world be any different?

Very few PCs come with SCSI - they all use IDE. SCSI is looked on as a
'high-end' feature for fileservers.

Its very rare to see SCSI drives undercut IDE prices, but for large
(ie > 1/2 gig) drives SCSI is the solution to have.

> Hmmmm reality sucks doesn't it.

> : a lot more development put into it than the Falcon ever had. What other
> : company would release a machine and then do NOTHING to develop it, dropping
> : all work on it to concentrate on a GAMES CONSOLE?????

> CD32 springs to mind.... but then they didn't drop Amiga development.
> They died all together. CBM R.I.H (Rest In Hell)

No Amiga owners are sad to see the end of CBM. It's a pity they've hurt
the Amiga but we think of it as a boyle being lanced.

> There is no phoenix for the CBM fire.

Lets hope not. I want to see a new management.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4632. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 14:45:19 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39tblv$os5@bmerha64.bnr.ca>
Source record: 14821
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@dace.bnr.co.uk) wrote:
> : SCSI - 70 UKP for your 030 acclerator card or internal IDE<>SCSI card.
> : HD drive - 60 UKP for external second drive.
> : 16 bit sampler - currently about 100 quid for the awful microdeal
> : box. But hey, I have an 8 bit sampler that only cost me 30 quid.
> : Good quality too, but I almost never need to use it. A nice toy,
> : but I'm glad I didn't spend my money on a 16 bit one that I wouldn't
> : use.

> 230+70+60+100 = 460. Doesn't include DSP facilities, Midi, or the extra
> 2 meg memory we have. Still looking bad mate - plus think about it from
> a developers point of view please - they can utilitise our facilities
> because they know for sure they exist. Whereas you can buy all these
> little tricks but not everything will use them, hence in some cases a
> waste of money.

You don't need to know something has SCSI, the OS will support any devices
you have put on the machine. And you can get a 28mHz , 6 meg , 80 meg HD A1200
for 640 quid. Thats a lot cheaper than any Falcon equivalent and the 28mhz
processor with fastRAM and proper 32 bit memory access is going to go
a _lot_ faster on apps than the 16mhz, 16 bit, shared access of the
Falcon.

> : Duh! You have the same genlocking capability that the A1000 had from
> : day one. Stick to audio, you obviously have no idea about video as thats
> : the Amigas field.

> Yes, but we DO have them. That was my point. Anyone seriously into
> Video Animation will not be using Amigas these days anyway.

Ever heard of Babylon 5 or Robocop or Seaquest DSV? And as for video
titling the Amiga rules supreme in the amateur and semi pro markets.

Its not like the situation where recording studios are defecting to
the Mac from the ST - other machines just _can't_ do the things video-
wise that the Amiga can. The STs midi popularity came from the fact that
STs had the midi ports as standard, there was nothing 'better' about
them for midi use than any other computer.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4633. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 14:47:38 UTC
From: hayesk@is.dal.ca
Message-ID: <1994Nov10.104740.29795@ac.dal.ca>
Source record: 14823
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Joseph Crowe (jcrowe@mpd.tandem.com) wrote:
: In my experience, System 7.5 has made a tradeoff between functionality
: and resource requirements. Since upgrading from System 7.1, the space requirements
: have increased to 3Mbytes of memory for the system software and the boot
: time has increased by a factor of 2.5. New functionality comes with 7.5 but
: some of it has less than sterling usefulness. At least Apple had the sense of
: humor to implement MacPostits.(as originally seen on Saturday Night Live)
: Applescript finally comes in 7.5. PC Exchange, which allows import of files
: from PC disks, appears in 7.5 but to my knowledge does not allow the writing
: of files to the PC floppy.(IMO, that makes PC Exchange virtually useless).

Huh? Are you sure you have it installed? I read and write to PC floppies
everyday with PC exchange - just as if it were a mac floppy - it even remaps
extensions to applications (e.g. double-clicking on a .DOC file will launch
Word)

: The latest Quicktime appears as well as a number of cosmetic features. In my

Not to mention, MPEG, MIDI, custom colour palettes for better viewing
on 8-bit monitors.
:
experience, once you get into applications you do not see much degradation in

: performance. OTOH, I don't notice the increase in performance indicated by
: the previous poster. This makes sense because no ROM toolkit upgrade took
: place. The Amiga OS upgrade from 2.1 to 3.1 really does not compare to the
: 7.1 to 7.5 upgrade because the Amiga upgrade adds more fundamental changes,
: IMO.

Don't forget Drag n' Drop, Thread Manager, WindowShade, MacEasyOpen, etc.

Cheers,
kev.

4634. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 17:32:16 UTC
From: isis@netcom.com
Message-ID: <isisCz2BDs.6D1@netcom.com>
Source record: 14824
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

ashdown@mpr.ca (Scott Ashdown) writes:

>In article <isisCyyoAI.3Cu@netcom.com> isis@netcom.com (Mike Cohen) writes:
>>
>>>I found this in c.o.o.a. It has some very enlightening info about Apple that
>>>I think one Peter Sinflop-Day should know.
>>
>>Your name-calling and insults are getting very offensive. If he decides to sue
>>you for defamation, I will support him in court, as I'm sure many others here
>>also will.

>Others *here*?

>Did I accidentally subscribe to alt.barney.love.love.love?

>>You're welcome to voice your opinions, but PLEASE LEAVE OUT THE NAME-CALLING
>>AND INSULTS. Name-calling doesn't add any extra weight to your arguments and
>>only makes people here respect you a lot less. Thanks in advance.

>And complete idiocy from Pete causes me to not respect him at all.

>I'm not one to support expletives in this newsgroup, but there is one bit
>of name-calling that I *will* use, and that's NEWBIE. In other words, until
>you actually know who Pete is (by reading a few of his posts, for example,
>and then double-checking the name of this newsgroup), don't judge.

How long have YOU been in this newsgroup? I skip long messages since I don't have all day to read the news (and it would take me several hours to read even though I use NN if I didn't skip lots of stuff), so I may have missed some of those postings. Nothing he could possibly say could excuse the names I've seen Mr. Trauthole calling him ever since he's been posting to this group (I think I've seen him doing it as long as 6 months ago, and it offended me at that time and it still offends me now).

Even though I don't agree with Mr. Trauth's opinions, he's more than welcome to express them, but I take exception to his name calling & general offensive tone.
--
Mike Cohen - isis@netcom.com
NewtonMail, eWorld: MikeC / ALink: D6734 / AOL: MikeC20
Home Page: ftp://ftp.netcom.com/pub/isis/home.html

4635. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 18:00:44 UTC
From: trauth@paul.rutgers.edu
Message-ID: <39tn4c$1e3@paul.rutgers.edu>
Source record: 14826

sinclair@ins.infonet.net writes:

<Deletion>

>PCI PowerMacs will not be around until May/95. People want speed today. Plus
>the current crop will have a motherboard swap upgrade. Even the all in one
>Perorma will have a PCI logic board upgrade. Can't say that for the A1200 and
>the falcon..

If they want speed today they should get Pentium-based machine. The PowerFlops
won't be fast until Apple comes out with a native PPC Shits'em 7, and that will
not be out until well after May '95.

>-Peter
>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party

No wonder the Democrats got clobbered in the midterm elections. In case you
haven't heard, the Republicans now control both the House and the Senate. I
bet they'll think twice before hiring you again.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4636. Re: Democrats (was: Jaguar)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 18:12:42 UTC
From: trauth@paul.rutgers.edu
Message-ID: <39tnqq$1mr@paul.rutgers.edu>
Source record: 14829

sinclair@ins.infonet.net writes:

>In article <1994Nov9.140212.15281@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>In <39n6tn$qgf@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>
>>>-Peter
>>>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
>> ^^^^^^^^^^
>>Yet more proof, as if needed, that Peter S-D is a loser.

>I am a loser? We did not have a good night, thats for sure. I think people
>will wake up in '96' with their head out of their asses.

It was in 1992 that people had their heads up their asses; that's why His
Slickness became President. However, people have since seen the light.
They realize how lousy Mr(s). Clinton(Rodham)'s agenda is and have sent
him(her) a popular mandate to come up with another one.

And he will have to come up with another one. He couldn't get most of his
old left-wing agenda past the Democratic Congress that just adjourned.
Therefore, how could he possibly get it past a REPUBLICAN Congress.

Looks like His Slickness will have to become what he accused Bush of being
when he campaigned for President - an "obstructionist" who vetoes everything.

>-Peter
Positive proof that Mac owners have no brains!

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4637. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 18:31:15 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <39totj$8ms@nyx10.cs.du.edu>
Source record: 14827
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

jcrowe@mpd.tandem.com (Joseph Crowe) writes:

>In article <39phq5$pq9@news.delphi.com>, thundero@news.delphi.com (THUNDERONE@DELPHI.COM)
writes:
>|> morton@wam.umd.edu (Rob Morton) writes:
> In my experience, System 7.5 has made a tradeoff between functionality
>and resource requirements. Since upgrading from System 7.1, the space requirements
>have increased to 3Mbytes of memory for the system software and the boot
>time has increased by a factor of 2.5. New functionality comes with 7.5 but

System 7.5 with Applescript and the Drag Manager take up about 1500K. A
complete System 7.5 loaded without PowerTalk or GX takes up about 2048K.

>some of it has less than sterling usefulness. At least Apple had the sense of
>humor to implement MacPostits.(as originally seen on Saturday Night Live)
>Applescript finally comes in 7.5. PC Exchange, which allows import of files
>from PC disks, appears in 7.5 but to my knowledge does not allow the writing
>of files to the PC floppy.(IMO, that makes PC Exchange virtually useless).

PC floppies are seen by all apps as Mac floppies.

>The latest Quicktime appears as well as a number of cosmetic features. In my
>experience, once you get into applications you do not see much degradation in
>performance. OTOH, I don't notice the increase in performance indicated by
>the previous poster. This makes sense because no ROM toolkit upgrade took
>place. The Amiga OS upgrade from 2.1 to 3.1 really does not compare to the

You don't need a ROM toolkit upgrade. The ROM routines can be patched or
bypassed as needed.

>7.1 to 7.5 upgrade because the Amiga upgrade adds more fundamental changes,
>IMO.

System 7.5 added Quickdraw GX, PowerTalk, Thread Manager, Drag Manager,
Plaintalk, Applescript, Mac Easy Opem, AppleGuide, ...

4638. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 18:36:01 UTC
From: trauth@paul.rutgers.edu
Message-ID: <39tp6h$2dg@paul.rutgers.edu>
Source record: 14828
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net writes:

<Deletion>

>>->System 7.x runs very slow on the PPC in emulation. Apple doesn't even have
>>->plans to port it and says it cannot afford to do so. To avoid two PPC

>Try System 8..

And when will that be out? 1996?

>> ^^^^^^^^^^^^^^^^^^^^^
>>->standards a new Post-prep standard has been worked out. But Apple cannot
>>->afford to adapt its OS to the Post-PreP standard. IBM will help.
>>
>>So Apple is having cash problems! No wonder they are always having fire sales!
>>

>Try again.. Read carefully...

<Boring financial statement deleted>

And how much is Apple making relative to MS and Intel?

<More deleted>

>Fact: Native Apps run from 2-10 times faster. Very simple.

2-10 times faster than what? 680x0 Mac apps emulated on the PowerMac?
That would not surprise me.

>I suggest you get your head out of your ass and see one in use..

I HAVE!! I have seen PowerMacs (I mean PowerFlops, sorry) in at CompUSA -
and I was not impressed. And I making this follow-up on a Centris 610.

>>If any of the above is true, than the PC clones will soon kick the PowerFlop off
>>the planet!

>You mean that the current fastest clones cannot do so today? You just
>contradicted yourself.

They can (in terms of performance). By "kick off the planet" I meant "reduce
Apple's market share to zero!"

>>->Apple and the PPC are IN TROUBLE. What user is going to run in emulation when
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>>->MS and MS apps run native on equally fast Intel chips?

>Who saids emulation. There are hundreds of native apps for the PowerMac..

For instance?

>>
>>I smell a new C= in the making. :-)
>>
>>->IBM will probably help Apple convert its OS to something that will run on the
>>->Post-PreP standard. That way a unified PPC standard will have a chance of
>>->competing with Intel.
>>
>>First Apple needs IBM's help to get a microprocessor that meets PC standards, and
>>NOW they need IBM's help to port THEIR OWN operating system. Makes me wonder...
>>
>Don't forget Motorola as well.. You wonder to much..

What does Motorola have to do with Apple needing IBM's help to make a native
PPC version of Shits'em 7?

>-Peter
>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
Proof the Democratic Party is pathetic!

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4639. info

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 20:40:14 UTC
From: wills@newschool.edu
Message-ID: <1994Nov10.204014.5732@newsserver.rrzn.uni-hannover.de>
Source record: 14825

if anyone is interested, there are a couple of new products comming out for the falcon within the
next upcomming months; well some of them are actually out already. There is a 04 board called the
the barracuda that will turn the falson into a true 32 bit computer
making it run 500% faster. It will also give you additional screen resolutions such as 1200-800.

A rack case is also available increasing the power of the machine so in combination
you can run cubase audio in 16 colors without any loss of speed and it will also let you use an
optional keyboard (PC keys if desired).

There is a video system that will allow you to do professional broad cast video 30fps with animation and
rendering software..... It supposed to rival the video toaster. I havent seen it yet but a friend of mine
who saw it at comp USA said it was *******beautiful.....unreal**********

I just hope these products will broaden the machines appeal. And, if all
goes well with the quality and the pricing I am sure it will...

also if anyone know a way to get any digiital arts stuff please e-mail me
I cant find it here. Also what is the lasted word on any emulations for the falcon
I am interested in pc-and mac cd-roms and I am not just talking about the
files :-)..... I know there is one comming out early 95' hahahahahhahahha
but that is a 486sx and i think it wont offer a sound driver even though It was mentioned
to me it was possible. I would like the dx because I like 3D studio.

If you guys know of any new GOOD music, DTP and video graphic software that is out or is
comming out please let me know... you can e-mail me at
wills@newschool.edu later.,

4640. ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-10 22:11:11 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov10.221111.55193@rmece02.upr.clu.edu>
Source record: 14832

Yep, just as I suspected, ATARI gave up in the
computer business last year, so those who say
that they are manufacturing Falcons... I don't
know their source.

Here's mine

(from the Jaguar mailing list, and a response
from Sam Tramiel to Dan's Dorman Article in
U.S.A. today): - check out item #4.

----8x CUT HERE 8x------

From aeo.mag@genie.geis.com Tue Nov 8 21:00:03 1994
Received: from [192.238.17.2] by rmece02.upr.clu.edu (AIX 3.2/UCB 5.64/4.03)
id AA34317; Tue, 8 Nov 1994 20:59:58 -0500
Received: from ctrc.fs.saci.org by cobalt.idde.saci.org (4.1/SMI-4.1)
id AA02463; Tue, 8 Nov 94 18:25:29 CST
Errors-To: <tony@vtplace.idde.saci.org>
Received: from CTRC/MAILQUEUE by ctrc.fs.saci.org (Mercury 1.11);
Tue, 8 Nov 94 18:22:26 CST
Received: from MAILQUEUE by CTRC (Mercury 1.11); Tue, 8 Nov 94 18:22:19 CST
From: aeo.mag@genie.geis.com
To: "Atari Jaguar List" <jaguar-l@ctrc.fs.saci.org>
Subject: AEO: Dorf Goes Fishing
Date: Tue, 8 Nov 94 21:50:00 UTC
Errors-To: <tony@vtplace.idde.saci.org>
Sender: listserv@ctrc.fs.saci.org
X-Listname: <jaguar-l@ctrc.fs.saci.org>
X-Mailer: Mercury MTA v1.11.
Message-Id: <1209F6136E6@ctrc.fs.saci.org>
Status: RO

Hi folks. I grabbed this from the Business Wire:

ATARI RESPONDS TO DAN DORFMAN ARTICLE IN USA TODAY

SUNNYVALE, Calif., Nov. 8 -- The following was released today by the
Atari Corporation:

Atari senior management today rebuffed Dan Dorfman's November 7th USA
Today story. Commenting on Dorfman's report Sam Tramiel, Atari
President, said, "It is disruptive to the market to have a short
position fund manager such as Mr. Sass put out a self serving report
with critical information omitted and not even bothering to call the
Company to confirm. It is further disturbing that Mr. Dorfman condones
such behavior and comments on such positions."

The article, with testimonial from Martin Sass of M.D. Sass Investors, was misleading and contained many inaccuracies such as:

1. Dorfman says that this is the second time that Sass shorted the stock and that the first time was in April of 1993. From what Atari understands the fact is that Sass did this in April of 1994 and that a report by Dorfman in June of 1994 quoting Sass saying that Atari was a bankruptcy candidate caused Atari stock to go down and benefitted Sass's position of being short the Atari stock to the detriment of Atari shareholders. In the months following the Dorfman report the Atari stock recovered in price and closed on November 4th at 6 3/4. Sass again is short. Atari and once more Dorfman issues a report quoting Mr. Sass and Mr. Sass benefits as the Atari stock goes down from 6 3/4 to 5 1/2 at closing on November 7, 1994.

2. Dorfman says that Atari officials were not available to comment. The fact is that Dorfman called the Atari office on Friday November 4th while a Board of Directors meeting was in progress.

3. Sass says that there is a shortage of software. The fact is that available software for the Jaguar is increasing with the delivery of five new titles by the end of November. These are, "Doom" from ID Software, "the best version of Doom on any platform" says John Romero of ID; "Checkered Flag" from Atari, a complete 3D world Formula racing game; "Club Drive" a 3D world game of driving simulation and chase; "Brutal Sports Football" from Telegames, a no holds barred game of football; and "Dragon: The Bruce Lee Story" from Virgin Software, an exciting fighting game based on the Universal Studio movie of the same name. Sam Tramiel says, "Software delays did occur as the development teams learned how to harness the power of the 64 bit Jaguar system. Now the developers are up to speed; we expect there to be a continuous stream of game releases throughout the balance of this year and into 1995 and the future."

The most recent release "Alien vs. Predator" (TM, Twentieth Century Fox) which hit the retail shelves in October, is selling briskly, is indicative of the technically advanced gaming experience which is possible on the Jaguar system. In order to achieve a high degree of game quality and the overall success of the Jaguar platform, management has intentionally delayed the publishing of some titles. Atari expects over 20 titles to be available by Christmas 1994.

4. Dorfman says that Sass sees a big write-off of the Jaguar system as well as write-offs in Atari's PC business. The facts are that Atari is
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
out of the PC business and took write-offs in this area in 1993. There
^^^
are no more write-offs in the PC business for Atari. The Jaguar is the
^^^
leading technology in the interactive game market. Atari sees a very promising future for this platform, which includes the introduction in the near future of a CD peripheral and the possible entry into the interactive cable market.

Atari will soon be publishing its third quarter financial results and as expected will report a net loss of approximately $3.9 million as compared to a $17.6 million loss for the same period in 1993. The loss in the 1994 period was a result of delays in software releases as well as expenses related to promotional activity.

An important fact omitted from the Dorfman article was the recently announced agreements between Atari and Sega. Sega will license from Atari a patent library for a one time cash payment of $50 million (Atari's net being less contingent legal fees and costs). Sega will also purchase $40 million of Atari stock at a price of $8.50 per share, the same per share price paid by Time Warner in April of 1994. The agreement also allows for Atari and Sega to cross license up to 5 titles per year on their respective platforms. Finally, it also permits both companies to be publishers on each others platforms if they desire. These transactions are subject to regulatory approval and are expected to close shortly.

"The Jaguar represents Atari's philosophy of offering leading edge technology at affordable prices and we feel it has a very bright future," says Tramiel.

Atari Corporation (AMEX: ATC) markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit system, and the only video game system manufactured in the United States. Atari is headquartered at 1196 Borregas Avenue, Sunnyvale, CA 94089.

-0-

CONTACT: August Liguori, 408-745-2069,
or Sam Tramiel, 408-745-8824,
both of Atari Corporation (ATC)

[Travis Guy .sig deleted]

----8x CUT HERE 8x---

So there are no further ATARI developments in the computer are, for now. No manufacturing. Zero. Nada.

--

> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

4641. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 08:29:46 UTC
From: your.cs9h4cbb@Swansea.ac.uk
Message-ID: <Cz3GxM.L9J@info.swan.ac.uk>
Source record: 14696

In article <1994Oct31.175505.41430@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) says:
>
>In article <38kdh3$nlm@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>|> : Not with 200,000 in projected sales. It will be Segas and Nintendos current
>|> : offering that will have the top spots this Chrismas. Both will sell millions
>|> : of consoles each this Christmas.
>|>
>|> I doubt it. 16-bit Sales are really on the decline. The higher
>
> Most certainly.
>
>|> priced 3DO is actually outselling the Genesis and SNES in many areas.
>
> Where? 3DO is facing now a big problem because they have lost about
>$200 million bucks (source: Wall Street Journal). Actually not 3DO directly,
>but the guys who are manufacturing them particularly Matsuhita.
>
> And they are about to put a $3.00 fee increase on software developers
>to help cover this loss (they call it "market developing fund"), which has>
>|>
>|> >> Mark <<
>|>
>|>
>> The Jaguar will be success and has a big advantage over it competitors,
because of its price performance ratio.

>--
>---
>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

4642. Re: Atari Future ?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 08:31:55 UTC
From: cs9h4cbb@Swansea.ac.uk
Message-ID: <Cz3H18.LD0@info.swan.ac.uk>
Source record: 14697

In article <1994Oct31.174444.37196@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) says:
>
>In article <38ifh1$q9a@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> In article <38ht7i$7d4@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>|> >
>|> What a bunch of bull. Atari's computer line is dead.. There is no way Atari
>|> can come back into the market in a profitable way. The Jagflop has bombed, so
>|> don't expect any profits from it anytime soon. if the Tramiels had any brains,
>|> they would give up, close shop and live off the royalties from the patents..
>
> Now that's a really dumb comment Peter. You aren't reading game magazines
>at all are you? The Jaguar hasn't been successful but it surely has the potential,
>as any Marketing 101 course would tell you.
>
> Peter, ATARI is actually even advertising and quite good. The Jaguar's future
>is not secure, but it is surely there with a chance. 3DO right now has more
>trouble.
>

> flop just yer!
>|>
>|> >
>|> > ~Chris
>|> >
>|> -Peter
>|>
>
>--
>---
>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<<<<<<<<
>A1200 with AGA blast processing ;-)
>REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
> ---> Opinions are my own, not of my college campus

4643. Re: Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 08:36:12 UTC
From: sinclair@ins.infonet.net
Message-ID: <39vads$hpk@insosf1.infonet.net>
Source record: 14699

In article <39tn4c$1e3@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
><Deletion>
>
>>PCI PowerMacs will not be around until May/95. People want speed today. Plus
>>the current crop will have a motherboard swap upgrade. Even the all in one
>>Perorma will have a PCI logic board upgrade. Can't say that for the A1200 and
>>the falcon..
>
>If they want speed today they should get Pentium-based machine. The PowerFlops
>won't be fast until Apple comes out with a native PPC Shits'em 7, and that will
>not be out until well after May '95.
>
>>-Peter
>>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
>No wonder the Democrats got clobbered in the midterm elections. In case you
>haven't heard, the Republicans now control both the House and the Senate. I
>bet they'll think twice before hiring you again.
>

My candidate got re-elected. And want to know why? 75% turned out.
Our Democratic electorate in the county swamped the polls. I can not say the
same nationwide. I should have no problem getting on Senator Tom Harkin's
campaign staff for the '96' election.

>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*
>

-Peter
-Unemployed now..

4644. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 08:36:54 UTC
From: cs9h4cbb@Swansea.ac.uk
Message-ID: <Cz3H9I.LH4@info.swan.ac.uk>
Source record: 14698

In article <1994Oct31.175953.37296@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) says:
>
>In article <38l64p$c93@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:
>|> Mark Rathwell (mrathwel@uoguelph.ca) wrote:
>|> > : Not with 200,000 in projected sales. It will be Segas and Nintendos current
>|> > : offering that will have the top spots this Chrismas. Both will sell millions
>|> > : of consoles each this Christmas.
>|>
>|> > I doubt it. 16-bit Sales are really on the decline. The higher
>|> > priced 3DO is actually outselling the Genesis and SNES in many areas.
>|> > Gamers are making the transition, knowing that Nintendo and Sega are
>|> > ready to move on.
>|>
>|> Has anyone seen 'Donkey Kong Country' on the SuperNES? It was
>|> on tv here in the UK last night and it looked _awesome_!
>
> Yes, I saw it. Nintendo is sending videotapes on the 'making of'
>to those that are subscribed to Nintendo Power.
>
> And _awesome_ is an understantement.... THE GAME KICKS SERIOUS BUTT,
>and it's graphics are in the Jaguar/3DO/Sony Playstation class!!!!
>
> YES, I KNOW WHAT I AM SAYING BY SAYING THAT, BUT IT'S TRUE!
>
> And 'only 16-bit'... well, so much for the 'bits of power myth'.
>
> Actually, I thought the S-NES could do it (well, I wasn't *THAT* sure ;-)),
>but my question is how the hell they compressed those graphics... Those
>graphics are hard to compress...
>
>|>
>|> If they can keep cranking out games of that quality, then theres
>|> probably life in the 16 bit consoles yet. Certainly enough life to
>
> Yep.
>
>|> get them through to whenever their 'next generation' console appears.
>|>
>|> Atari have been given an amazing 'second chance' with the money
>|> from Sega. Lets hope they don't blow it this time.
>
> True. And they won't blow it this time!
>

>|>
>|> With their past record, I wouldn't bet on it though......
>

4645. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 08:44:59 UTC
From: your.E-Mail.name@Swansea.ac.uk
Message-ID: <Cz3Hn0.LMA@info.swan.ac.uk>
Source record: 14702

In article <398fl3$ptq@bmerha64.bnr.ca>, moran@bires050 (G MORAN) says:
>
>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
>> G MORAN (moran@bires050) wrote:
>> : DOOM will be available as one of the initial games. Now, will the games
>> : buying public with millions of Segas spend 160 bucks on a spanking new
>> : 32X for their Megadrive/Genesis or will they ditch the platform they
>> : know and go for a new product from a company with a record of poor
>> : software support?
>
>> The majority of prospective Jag buyers are likely to be too young to even
>> know about Atari's sordid past. The industry rumours show that 32X is
>> just a Sega stocking-filler and will get no real development for it, sure
>> in its initial stages, but with their new console around the preverbial
>> corner no serious software house will put their entire resources into
>> developing for the 32X - surely they'd continue trying to explore the
>> potential of the Jag and Saturn (which I believe they do already have
>> development versions of).
>
> Actually, just read a few generic games mags. They all treat
>Atari with derision, pointing out that virtually every time Atari
>bring out a technically advanced machine, its a failure. People
>DO remember their record on the Lynx and Falcon.
>
> Its just one more obstacle for the Jaguar to overcome...
>
>gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
> Just give Atari a chance. The Jaguar has a reasonable chance of
> success, it needs people like us to get out there and buy them,
> because we all know the Jaguar is the best games machine around,
> technically speaking.

4646. Re: Democrats (was: Jaguar)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 08:54:56 UTC
From: sinclair@ins.infonet.net
Message-ID: <39vbh0$hpk@insosf1.infonet.net>
Source record: 14836

In article <39tnqq$1mr@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
>>In article <1994Nov9.140212.15281@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>>In <39n6tn$qgf@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>>
>>>>-Peter
>>>>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
>>> ^^^^^^^^^^
>>>Yet more proof, as if needed, that Peter S-D is a loser.
>
>>I am a loser? We did not have a good night, thats for sure. I think people
>>will wake up in '96' with their head out of their asses.
>
>It was in 1992 that people had their heads up their asses; that's why His
>Slickness became President. However, people have since seen the light.
>They realize how lousy Mr(s). Clinton(Rodham)'s agenda is and have sent
>him(her) a popular mandate to come up with another one.

The reason the Republicans won, because of the heavy Republican turnout
nationwide. The Demoocratic electorate tends to be weak and unreliable voters
were as the Republican electorate are of more affluent see the reason to do so.
Only 35% of the registered voters bothered to come to the polls which
translates into 65 million people. The Democrats lost by one and half million
votes. So 34 million voted Republican. I hardly would say it was a mandate
for Republicans and their agenda. People voted for change and most of the
incumbents were democrats.

Once the Republicans show their true colors, than the electorate will have a
better understanding of the differences of the two party's. Now its the
Republicans who are in the hot seat. I see a fratured Republican party in the
next two years were moderates and the coservative groups including the
Christian Coalition try to exert their agenda. Can only benifet Clinton.

>
>And he will have to come up with another one. He couldn't get most of his
>old left-wing agenda past the Democratic Congress that just adjourned.
>Therefore, how could he possibly get it past a REPUBLICAN Congress.
>

What do you mean left wing agenda? You mean the budget, NAFATA, family leave,
increase student funding.

As for the Republican Congress, its upto to that party to submitt the bills and
pass it. Its one thing to pass a bill and another for the President to sign in
to law. Now its the Democrats turn in the Senate to fillibuster to all hearts

of content and the public will blame the do nothing Republican Congress.

>Looks like His Slickness will have to become what he accused Bush of being
>when he campaigned for President - an "obstructionist" who vetoes everything.

You mean Reagan's lapdog who was a puppet to the Christian Coalition.

>
>>-Peter
> Positive proof that Mac owners have no brains!
>
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*
-Peter

4647. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 09:07:47 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <39vc93$7nu@bmerha64.bnr.ca>
Source record: 14703

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:

> Yep, just as I suspected, ATARI gave up in the
> computer business last year, so those who say
> that they are manufacturing Falcons... I don't
> know their source.

> Here's mine

> (from the Jaguar mailing list, and a response
> from Sam Tramiel to Dan's Dorman Article in
> U.S.A. today): - check out item #4.

>
> 4. Dorfman says that Sass sees a big write-off of the Jaguar system as
> well as write-offs in Atari's PC business. The facts are that Atari is
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> out of the PC business and took write-offs in this area in 1993. There
> ^^
> are no more write-offs in the PC business for Atari. The Jaguar is the
> ^^
> leading technology in the interactive game market. Atari sees a very
> promising future for this platform, which includes the introduction in
> the near future of a CD peripheral and the possible entry into the
> interactive cable market.
>

> So there are no further ATARI developments in the computer
> are, for now. No manufacturing. Zero. Nada.

Yep, I saw articles before of a similar nature, stating Atari had gotten
out of the home computer line. Maybe thats why they licensed the computer
to other companies.

BTW Is the license for just the ST/TT or is the Falcon included too.
Although the licensing means there may still be some Falcons, its not
going to mean that the Falcon will ever be any real competitor. A pity,
a lot of people who would move from the Amiga if it never gets made again
might have considered a Falcon if it had been sufficiently well supported.

Well just have to hope that C=UK, CEI or Escom get their act together fast.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4648. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 10:17:05 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <39vgb1$7nu@bmerha64.bnr.ca>
Source record: 14705

Your Name Here (your.E-Mail.name@Swansea.ac.uk) wrote:
> Just give Atari a chance. The Jaguar has a reasonable chance of
> success, it needs people like us to get out there and buy them,
> because we all know the Jaguar is the best games machine around,
> technically speaking.

I think that award will go to the Sony Playstation when it appears.

Does anyone know if the Saturn and PSX have made an appearance in Japan
as promised? I doubt they will, but then I doubted Atari would have the
Jaguar in production for last XMas.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4649. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 10:58:47 UTC
From: ac382@freenet.carleton.ca
Message-ID: <Cz3ntz.J06@freenet.carleton.ca>
Source record: 14715

They were talking about PC PC's not Atari STs TTs and Falcons. A PC is a clone in the Atari world. Sorry to burst your bubble... :-)

--

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4650. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 11:15:51 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cz3oMG.K16@exeter.ac.uk>
Source record: 14708
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <39t6rd$8js@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> : day one. Stick to audio, you obviously have no idea about video as thats
> : the Amigas field.

> Yes, but we DO have them. That was my point. Anyone seriously into
> Video Animation will not be using Amigas these days anyway.

Not strictly true, Rich, amigas are very popular machines for video
processing esp. where SGI machines can't be afforded. Take Babylon 5
for example - all special effects there are generated using amigas.

Admittedly they need a whole bank of them... :)
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

4651. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 11:43:19 UTC
From: ryan@shell.portal.com
Message-ID: <39vlcn$r13@news1.shell>
Source record: 14834
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

: : The latest Quicktime appears as well as a number of cosmetic features. In my

: Not to mention, MPEG, MIDI, custom colour palettes for better viewing
: on 8-bit monitors.
: :
Oh hive me a break, the idea of Quicktime is great, even all of the support it's getting is great. But quicktime animations just plain suck, on any Macintosh.
There either small and fast or large and slow. Either way Quicktime loses.

....Wight Wolfe

4652. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 12:51:41 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1111940751410001@net80.metronet.com>
Source record: 14835
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Nov9.190936.15871@integrity.uucp>, jcrowe@mpd.tandem.com wrote:

> In my experience, System 7.5 has made a tradeoff between functionality
> and resource requirements. Since upgrading from System 7.1, the space
requirements
> have increased to 3Mbytes of memory for the system software and the boot
> time has increased by a factor of 2.5. New functionality comes with 7.5 but

2.8M required here, and I've got all of NOW Utilities 5.0 and a host of
other utilities running and increasing that number. 3.0M for a bare 7.5
boot seems WAY off.

> some of it has less than sterling usefulness. At least Apple had the sense of
> humor to implement MacPostits.(as originally seen on Saturday Night Live)
> Applescript finally comes in 7.5. PC Exchange, which allows import of files
> from PC disks, appears in 7.5 but to my knowledge does not allow the writing
> of files to the PC floppy.(IMO, that makes PC Exchange virtually useless).

You are incorrect.

> The latest Quicktime appears as well as a number of cosmetic features. In my
> experience, once you get into applications you do not see much degradation in
> performance. OTOH, I don't notice the increase in performance indicated by
> the previous poster. This makes sense because no ROM toolkit upgrade took
> place. The Amiga OS upgrade from 2.1 to 3.1 really does not compare to the
> 7.1 to 7.5 upgrade because the Amiga upgrade adds more fundamental changes,
> IMO.

Agreed.

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4653. Re: Democrats (was: Jaguar)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 14:18:08 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94315.091808STIRRE31@MAINE.MAINE.EDU>
Source record: 14688

Let's please stop the political debate here. There are other
forums for this kind of discussion. As a Democrat, I am offended
by people equating Democrat with loser even if in good fun.
-scott tirrell

4654. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 14:24:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94315.092429STIRRE31@MAINE.MAINE.EDU>
Source record: 14687

Raist,
Effectively Atari is out of the computer business, you are right.
But, they still do manufacture Falcons and TTs when demand warrants
it as far as I know. The TT is used in the Jag development system.
If the Falcon has been out of production how is that dealers have
them in stock and the price is not rising (and falling in the UK)?
When the TT was out of production it was nowhere to be seen. Do
you think that they produced that many more Falcons than TTs?
Atari, last I knew, was still sticking to the policy that Jag profits
would be funneled into the computer division. They may have changed.
Of course, Atari has liscenced the Falcon technology out so there
will be clones coming out (and some are out). Besides this I have
heard grumblings of 060 boards for the Atari line. The situation
is still better than that of the Amiga. Atari has also continued
showing a willingness to let others improve on their software.
They just gave the rights for LDW Power to Compo according to
ST Informer.
Also, Raist, are you really that happy if Atari no longer makes
computers? What does this prove? What was your point? Falcons
are still easy to find which is more than I can say for the 1200.
-scott tirrell

4655. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 14:36:34 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <39vvhi$aei@bmerha64.bnr.ca>
Source record: 14706

Jack Kitowicz (ac382@freenet.carleton.ca) wrote:
> They were talking about PC PC's not Atari STs TTs and Falcons. A PC is a
> clone in the Atari world. Sorry to burst your bubble... :-)
> --

A PC is a Personal Computer. All current home computers are PCs.
Unfortunately, the tag PC has come to refer to just IBM-compatibles.

The statement could be taken as 'we've just gotten out of making clones'
but in the context I think it refered to 'computers' generally.

Its not as if Atari was ever a big clone builder. And I think they
stopped making clones LONG ago.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4656. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 14:50:02 UTC
From: scm@mfltd.co.uk
Message-ID: <3a00aq$r4l@icebox.mfltd.co.uk>
Source record: 14707
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <39t6rd$8js@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) says:
>
>Yes, but we DO have them. That was my point. Anyone seriously into
>Video Animation will not be using Amigas these days anyway.
>

Classic quote there. Completly clueless aren`t we.

>Richard Davey
>--
>email here is hit and miss!
>or: requiem@armory.com

4657. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 17:17:33 UTC
From: sinclair@ins.infonet.net
Message-ID: <3a08vd$fhm@insosf1.infonet.net>
Source record: 14689

In article <Cz3ntz.J06@freenet.carleton.ca>, ac382@freenet.carleton.ca (Jack Kitowicz) writes:
>They were talking about PC PC's not Atari STs TTs and Falcons. A PC is a
>clone in the Atari world. Sorry to burst your bubble... :-)

Are you in such denial? Atari's response to Dorfman made it very clear that
Atari is out of the computer business. This means the ST/TT/Falcon.
>--
>** Computer Systems Engineering Jack Kitowicz **
>** Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada jack@aurora.carleton.ca **

-Peter

4658. Re: Democrats (was: Jaguar)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 17:45:26 UTC
From: johnso15@muds01.mu.wvnet.edu
Message-ID: <johnso15.784575926@muds01.mu.wvnet.edu>
Source record: 14714

In <39vbh0$hpk@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>In article <39tnqq$1mr@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>>sinclair@ins.infonet.net writes:
>>
>>>In article <1994Nov9.140212.15281@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>>>In <39n6tn$qgf@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>>>
>>>>>-Peter
>>>>>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
>>>> ^^^^^^^^^^
>>>>Yet more proof, as if needed, that Peter S-D is a loser.
>>
>>>I am a loser? We did not have a good night, thats for sure. I think people
>>>will wake up in '96' with their head out of their asses.
>>
>>It was in 1992 that people had their heads up their asses; that's why His
>>Slickness became President. However, people have since seen the light.
>>They realize how lousy Mr(s). Clinton(Rodham)'s agenda is and have sent
>>him(her) a popular mandate to come up with another one.

>The reason the Republicans won, because of the heavy Republican turnout
>nationwide. The Demoocratic electorate tends to be weak and unreliable voters

Could that be because The feal the Democrats are not repesenting them?

>were as the Republican electorate are of more affluent see the reason to do so.
>Only 35% of the registered voters bothered to come to the polls which
>translates into 65 million people. The Democrats lost by one and half million
>votes. So 34 million voted Republican. I hardly would say it was a mandate
>for Republicans and their agenda. People voted for change and most of the
>incumbents were democrats.

How come NO Republicans Incumbents were thrown out(in the senate the
house or state govenerns(SP?)) then? I believe it's a mandate when Someone
runs on Ideals and get elected. the Republicans Sighed the contract for
america. It has several Ideas that will be up for debate(soon).

>Once the Republicans show their true colors, than the electorate will have a
>better understanding of the differences of the two party's. Now its the
>Republicans who are in the hot seat. I see a fratured Republican party in the
>next two years were moderates and the coservative groups including the
>Christian Coalition try to exert their agenda. Can only benifet Clinton.

Clinton is up to his eyeball's in shit. look at who is left in
the Democratic party. Mostly people from the left. The moderate in the

democratic party have, well, been removed. Ok, look at who in congress, the
republicans. To govern the nation, Clinton has to shift to the right and
work with the republicans. To ensure the support of his party he has to
shift to left. So he is in a catcha-22(sp?) to keep his part together he has
to be confotaional(SP?) with congress. If he is confrontaional(again SP?)
with congress HE WILL NOT BE REELECTED(not a chance in hell). If he works
with the republicans then he will receave a primary challenge in '96 that
will split the party and possiblely give rise to a 3rd party challenge.

>>
>>And he will have to come up with another one. He couldn't get most of his
>>old left-wing agenda past the Democratic Congress that just adjourned.
>>Therefore, how could he possibly get it past a REPUBLICAN Congress.
>>

>What do you mean left wing agenda? You mean the budget, NAFATA, family leave,
>increase student funding

>As for the Republican Congress, its upto to that party to submitt the bills and
>pass it. Its one thing to pass a bill and another for the President to sign in
>to law. Now its the Democrats turn in the Senate to fillibuster to all hearts
>of content and the public will blame the do nothing Republican Congress.

Do you Truly believe that the Democrats will fillibuster bill that
are popular? think about it.

>>Looks like His Slickness will have to become what he accused Bush of being
>>when he campaigned for President - an "obstructionist" who vetoes everything.

>You mean Reagan's lapdog who was a puppet to the Christian Coalition.
Please try to keep the name-calling out of your posts(both of you).
It wasts my time and band-width.

>>
>>>-Peter
>> Positive proof that Mac owners have no brains!
Who even suggest mac owners had brains.? (:
>>
>>
>>*
>>* Tom Trauth
>>* trauth@paul.rutgers.edu
>>* Real computers aren't named after fruits and vegetables!
>>*
>-Peter

Ryan Johnson
Johnso15@muvms6.mu.wvnet.edu
President of Marshal Univesity ACM
Vice-President ACIE

4659. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 18:01:18 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <3a0bhe$d2f@nyx10.cs.du.edu>
Source record: 14690
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

ryan@shell.portal.com (Wight Wolfe) writes:

>Oh hive me a break, the idea of Quicktime is great, even all of the support it's getting is great. But quicktime animations just plain suck, on any Macintosh.
>There either small and fast or large and slow. Either way Quicktime loses.

Have you actually seen Quicktime 2.0 on any PPC based Mac? Quicktime is perfectly capable of full motion full screen video.

4660. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 19:10:18 UTC
From: jcollins@uhost1.servtech.com
Message-ID: <3a0fiq$348@uhost1.servtech.com>
Source record: 14695
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>>Try System 8..
>And when will that be out? 1996?

it is slated for middle to late 1995.

>And how much is Apple making relative to MS and Intel?

Actually last time I check Apple has more gross revenue then Microsoft
does in a year. Though they are very close. Intel is definitely larger
than both, but Motorola is a giant compared to Intel.

[boring dribble deleted...]

>>I suggest you get your head out of your ass and see one in use..

>I HAVE!! I have seen PowerMacs (I mean PowerFlops, sorry) in at CompUSA -
>and I was not impressed. And I making this follow-up on a Centris 610.

wow you have seen a computer in CompUSA. A new expert is born people.
I write software for windows, do system admin for unix, and you know
what I own at home. A macintosh. Why, because I can get work done.
I am glad unix is around, otherwise I would not make so much money a
year having just come out of college. As for windows? I still feel
it is a kludge. But Microsoft does know how to market, and that is why
there are so many windows users.

Back to the mac. I like the fact that in the past four years of owning
various macintosh's only once have I had severe problems that kept me busy
a day or two fixing them. That was just a couple weeks ago and most
of it was my own fault. I like the fact that I can bring a SCSI drive
home with me hook it up to my computer and copy stuff over. I like the
fact that a friend of mine whose mac had some operating system problems
could be networked over local-talk so I could back it up before I erased
the drive. I like macintoshs not because they are fast (though they are)
, or because I can add lot's off cool hardware (even though alot is built in)
I like them cuz I can do things quickly, easily and realibly.

An example, my answering machine went out a couple weeks ago. I had loaned
another one to a friend of mine, since the one that went out was not mine,
well I could not get it back for about two days, so I needed an answering
machine, did not really feel like buying one for two days. All I did
was turn on my mac, run Apple Phone, record a message and that was it. I
had an instant answering machine. And I could still do other work.
Granted it is not what it is meant for but it let's me get things done.

That is the whole point, if I am going to spend time making a machine work, then it is not working for me.

>>You mean that the current fastest clones cannot do so today? You just >>contradicted yourself.

>They can (in terms of performance). By "kick off the planet" I meant "reduce >Apple's market share to zero!"

Will never happen. Apple has had doomsayers since it started, for some reason apple keeps making money, and keeps introducing new and exciting technologies.

>>Who saids emulation. There are hundreds of native apps for the PowerMac..

>For instance?

go to bookstore. buy mac magazine. look at adds. see adds say now avaiable in powerpc native version. write down product. examine list when done.

>>Don't forget Motorola as well.. You wonder to much..

>What does Motorola have to do with Apple needing IBM's help to make a native >PPC version of Shits'em 7?

Apple is not making a full native version of System 7.x. It is pointless to re-invent the wheel. System 8 will be either fully native or almost, with only rarely used items not being native.

>Proof the Democratic Party is pathetic!

an argument not worth getting into.

-justin m. collins
<jcollins@uhost1.servtech.com>

4661. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 20:07:10 UTC
From: ac382@freenet.carleton.ca
Message-ID: <Cz4D7y.tA@freenet.carleton.ca>
Source record: 14693

The statement that was quoted was refering to clone write offs. Deal with it.
That does not mean that Atari is even making Atari computers anymore (they
claim to be doing so) but the statement was NOT refering to the TT/Falcon etc.

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4662. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 20:26:20 UTC
From: z915455@cs.niu.edu
Message-ID: <3a0k1c$4i4@mp.cs.niu.edu>
Source record: 14691
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Richard,
Yes, I know that both Atari and Amiga made a big dent etc. FWIW, I have
a TT here that I use for DTP (Calamus SL, of course). I was just wondering
why people want to have _totally useless_ discussions, i.e. trying to prove
that Falcon's video or A1200's audio is better than the other's etc.
After all, neither is supported much. What difference?
Of course, it is fun reading this... I think I'll stay.

XEP BAM!

4663. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 20:33:21 UTC
From: z915455@cs.niu.edu
Message-ID: <3a0keh$4q5@mp.cs.niu.edu>
Source record: 14692

John,

Sorry to burst YOUR bubble, but Atari is out of Personal Computer (aka PC)
busyness. They're not making computers, ST, TT, Falcon, PC, or otherwise....

XEP BAM!

4664. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 20:44:51 UTC
From: z915455@cs.niu.edu
Message-ID: <3a0l43$5c2@mp.cs.niu.edu>
Source record: 14694

In article <Cz4D7y.tA@freenet.carleton.ca>,
Jack Kitowicz <ac382@freenet.carleton.ca> wrote:
>
>The statement that was quoted was refering to clone write offs. Deal with it.
>That does not mean that Atari is even making Atari computers anymore (they
>claim to be doing so) but the statement was NOT refering to the TT/Falcon etc.
----
* signoffs deleted*

Nope, Jack, Atari is out of COMPUTER busyness. They wrote off clones ages ago.
That was even acknowledged on GEWnie's ST RT. IT's sad, but face the truth...

"What is true is what we fear the most" -- Chris J 'Judge' Smith.

XEP BAM!

4665. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 22:31:06 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3a0rba$2q6@vixen.cso.uiuc.edu>
Source record: 14701
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

jcrowe@mpd.tandem.com (Joseph Crowe) writes:
>and resource requirements. Since upgrading from System 7.1, the space requirements
>have increased to 3Mbytes of memory for the system software and the boot

Not on my machine.

>from PC disks, appears in 7.5 but to my knowledge does not allow the writing
>of files to the PC floppy.(IMO, that makes PC Exchange virtually useless).

This is incorrect.

--
Jim Wong (jd-wong@uiuc.edu)

4666. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-11 22:34:52 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3a0ric$3ki@vixen.cso.uiuc.edu>
Source record: 14700
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

neeri@iis.ee.ethz.ch (Matthias Neeracher) writes:
>The main performance improvement seems to be in the improved disk cache. Some
>of the new features, OTOH, look somewhat sluggish (in particular AppleGuide on
>slower machines).

Yeah, Apple Guide is slow and (in my opinion) ugly. A nice idea, though.

>Doesn't matter. Apple gradually patches out much of the ROM in new System
>releases (For example, a Mac Plus, which was originally designed for System
>3.2, can support systems up to 7.0.1, possibly even further. It acquired
>fancy error sounds, AppleEvents, and all that along the way). As an example

You can run 7.5 on a Plus, but you can't use QuickDraw GX, QuickTime
or, I think, PowerTalk.
--
Jim Wong (jd-wong@uiuc.edu)

4667. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-12 02:52:42 UTC
From: S <sparky@sparkynet.world_domination.org>
Message-ID: <3a1alq$ahr@ns1.nba.TRW.COM>
Source record: 14704
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39qhug$3ok@cville-srv.wam.umd.edu> Rob Morton, morton@wam.umd.edu writes:
> Oh I am sorry, I am sitting in front of sys7.5 on a Quadra650.
>Screen updates don't always happen. Example if I log onto another
>machine at start up, it will but the box up on the screen that has
>the bar to tell you how far along in the loading process you are. After
>you enter a password when asked for it, the box will disappear, only the

and so on.

I'm sitting in front of a PowerMac 6100 running 7.5, Nuntius, MacX, Word, Excel and MacDraw Pro, and jumping all over the place cutting and pasting. I do this every day and never have a crash. What am I doing right, I wonder?

sparky

4668. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-12 12:51:37 UTC
From: moran@bires059
Message-ID: <3a2dop$r50@bmerha64.bnr.ca>
Source record: 14710

STIRRE31@MAINE.MAINE.EDU wrote:
> Raist,
> Effectively Atari is out of the computer business, you are right.
> But, they still do manufacture Falcons and TTs when demand warrants
> it as far as I know. The TT is used in the Jag development system.
> If the Falcon has been out of production how is that dealers have
> them in stock and the price is not rising (and falling in the UK)?

The CD32 is still in stock in the UK _and_ the price has fallen.
Does that mean C= are still pumping out CD32s.

Ever heard of warehouses and stock-building?

> will be clones coming out (and some are out). Besides this I have
> heard grumblings of 060 boards for the Atari line. The situation
> is still better than that of the Amiga.

Rubbish, there are many more Amigas NOW than there will ever be
Falcons, even if it kept selling like it is now for the next 5 years.
Theres more machines, MORE hardware, MORE software and most likely
better support (for the larger base of users) even if another Amiga
was never made.

> computers? What does this prove? What was your point? Falcons
> are still easy to find which is more than I can say for the 1200.

Falcons are (and always have been) very HARD to find. I've never
seen one for sale (in the flesh) ANYWHERE.

Sure, if you know who the Atari mail order dealers who stock them
are, you can get one. But how many people outside of the existing
(small) Atari userbase will ever even KNOW about the Falcon????

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4669. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-12 14:57:08 UTC
From: morton@wam.umd.edu
Message-ID: <3a2l44$2fo@cville-srv.wam.umd.edu>
Source record: 14709
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-1111940751410001@net80.metronet.com>,
David Corn <dcorn@metronet.com> wrote:
>In article <1994Nov9.190936.15871@integrity.uucp>, jcrowe@mpd.tandem.com wrote:
>
>
>> In my experience, System 7.5 has made a tradeoff between functionality
>> and resource requirements. Since upgrading from System 7.1, the space
>requirements
>> have increased to 3Mbytes of memory for the system software and the boot
>> time has increased by a factor of 2.5. New functionality comes with 7.5 but
>
>2.8M required here, and I've got all of NOW Utilities 5.0 and a host of
>other utilities running and increasing that number. 3.0M for a bare 7.5
>boot seems WAY off.
>
Way off? One who has a bare install. I am not sure why you would even want
a bare install of 7.5. The memory requirement for the system I use is 4.5
Megs.

Later,
Rob Morton
morton@wam.umd.edu

4670. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-12 15:17:39 UTC
From: morton@wam.umd.edu
Message-ID: <3a2mak$2oi@cville-srv.wam.umd.edu>
Source record: 14711
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3a1alq$ahr@ns1.nba.TRW.COM>,
S <sparky@sparkynet.world_domination.org> wrote:
>In article <39qhug$3ok@cville-srv.wam.umd.edu> Rob Morton, morton@wam.umd.edu
>writes:
>> Oh I am sorry, I am sitting in front of sys7.5 on a Quadra650.
>>Screen updates don't always happen. Example if I log onto another
>>machine at start up, it will but the box up on the screen that has
>>the bar to tell you how far along in the loading process you are. After
>>you enter a password when asked for it, the box will disappear, only the
>
>and so on.
>
>
>I'm sitting in front of a PowerMac 6100 running 7.5, Nuntius, MacX, Word,
>Excel and MacDraw Pro, and jumping all over the place cutting and pasting. I
>do this every day and never have a crash. What am I doing right, I wonder?
>
Up to the point of MacX you were doing pretty well. My Mac rarely crashes
(maybe once a day), and part of my job is to crash Macs. If we can crash
them so can our users. I have just started using MacX and it is very nice.
Impressed the UNIX guys that I work with. Handled most thing quite well
(Mosaic, Doom, Xeyes, and many others), but it also crashed the Mac
everytime we used it after a while. Guess I am doing something wrong, but
even if I am oh well. I mean if by doing something it causes a crash
then that is my fault?

Later,
Rob Morton
morton@wam.umd.edu

4671. Stupid Marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-12 18:20:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a311o$l29@dux.dundee.ac.uk>
Source record: 14784

[Article crossposted from comp.sys.atari.st.tech]
[Author was Rod McCall]
[Posted on 12 Nov 1994 18:20:07 GMT]

In the last two year here in the UK Apple Macs have become more apparent
on the high street. If Atari had done the sensible thing and kept the
Falcon at a lower price, put a monitor and some decent sofware with it
from day one perhaps we would have seen it as the 'next Multimedia system'
after all it has everything already their, dsp, lan multitasking etc.

With a bit of marketing and the taking of a few risks I am SURE the
Falcon would have sold by the ton, but thats Atari for you.

I just wish someone would buy out the Atari Computer line, improve
it slightly i.e put TOS 5 and an HD + 4meg as standard and then
we WOULD have Ataris on the high street.

Are their any risk takers out there who would do this? I know if I
had the money I would!!

Well, we can but dream...

Rod

--
-===
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

===

--
--
-===
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==========

4672. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-12 22:10:28 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1211941710280001@net76.metronet.com>
Source record: 14713
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3a2l44$2fo@cville-srv.wam.umd.edu>, morton@wam.umd.edu (Rob Morton) wrote:

> In article <dcorn-1111940751410001@net80.metronet.com>,
> David Corn <dcorn@metronet.com> wrote:
> >In article <1994Nov9.190936.15871@integrity.uucp>,
jcrowe@mpd.tandem.com wrote:

> >2.8M required here, and I've got all of NOW Utilities 5.0 and a host of
> >other utilities running and increasing that number. 3.0M for a bare 7.5
> >boot seems WAY off.
> >
> Way off? One who has a bare install. I am not sure why you would even want
> a bare install of 7.5. The memory requirement for the system I use is 4.5
> Megs.

You use Powertalk and QD GX? I haven't found a user for them ... yet. If I network my Mac a bit more I might move to PowerTalk, but I don't do DTP or printing work, so I haven't seen the advantage of GX yet; my text output is limited to mostly 12-18 point Helvetica or similar. Maybe one of these days...

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4673. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-13 08:56:54 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EKNIDHUU1UP@sos.sh.sub.de>
Source record: 14717
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In <39tb69$os5@bmerha64.bnr.ca> G MORAN wrote :
> Very few PCs come with SCSI - they all use IDE. SCSI is looked on as a
>'high-end' feature for fileservers.

Excuse me, but PCI boards come with onboard SCSI host adaptors. And don't forget we are discussing non-clones anyway. Tell an Amiga x000 user SCSI is a luxury item. Tell a Macintrash user. They won't believe you, as the IDE interface C= built into the AGA machines is crappy (checksum errors anywhere, that's why e.g. Karsten Klump sold his 120 meg IDE to a PC owner and put the Oktagon adaptor of his tower 500 into the 4000/040).
=>klump@wolf.deg.sub.org or klump@fmi.uni-passau.de

> Its very rare to see SCSI drives undercut IDE prices, but for large
>(ie > 1/2 gig) drives SCSI is the solution to have.

It's the solution to have for anyone who wants a sensible interface.

Weregoose

-- Thorsten Gï¿½nther (Weregoose) -- _O
--- /
-- A pet rat makes you learn soldering cables. -- _
-----ï¿½=ae, ï¿½=oe, ï¿½=ue, ï¿½=Ae, ï¿½=Oe, ï¿½=Ue, ï¿½=ss----- _)

4674. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-13 10:15:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3a4p0c$nn8@darkstar.UCSC.EDU>
Source record: 14716
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3a2mak$2oi@cville-srv.wam.umd.edu> morton@wam.umd.edu (Rob Morton) writes:
>>
>Up to the point of MacX you were doing pretty well. My Mac rarely crashes
>(maybe once a day), and part of my job is to crash Macs. If we can crash

once a day is rare? I'm sorry, maybe for Macs, but crashing once per day is
absolutely unacceptable for me. That's why I don't use Macs. My Falcon
only seems to crash if I try to make it, and a pesky thing with Notator Logic
that crept up yesterday a few times. Seems to be working now.

I's amazing what Mac people will put up with interms of poor performance and
call it "normal" just to justify their purchase of a shoddy computer.

~Chris

> Later,
> Rob Morton
> morton@wam.umd.edu

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

4675. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-13 14:54:39 UTC
From: sinclair@ins.infonet.net
Message-ID: <3a59bf$4q@insosf1.infonet.net>
Source record: 14718
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3a4p0c$nn8@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3a2mak$2oi@cville-srv.wam.umd.edu> morton@wam.umd.edu (Rob Morton) writes:
>>>
>>Up to the point of MacX you were doing pretty well. My Mac rarely crashes
>>(maybe once a day), and part of my job is to crash Macs. If we can crash
>
>once a day is rare? I'm sorry, maybe for Macs, but crashing once per day is
>absolutely unacceptable for me. That's why I don't use Macs. My Falcon
>only seems to crash if I try to make it, and a pesky thing with Notator Logic
>that crept up yesterday a few times. Seems to be working now.
>
>I's amazing what Mac people will put up with interms of poor performance and
>call it "normal" just to justify their purchase of a shoddy computer.

Mac users don't have to put up with the crap ST software that was or is still bad. Come on, an 030 running at 16 mhz is the highest Atari has for sale today !!! I have not had any crashes in weeks caused by Zterm.
Your pathetic software base can't even tough the PC and Mac software base. I know its tough for you, but the world has left you behind..Still having dreams about an Atari comeback?

>
> ~Chris
>
>> Later,
>> Rob Morton
>> morton@wam.umd.edu
>
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

4676. Re: Democrats (was: Jaguar)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-13 15:08:58 UTC
From: sinclair@ins.infonet.net
Message-ID: <3a5a6a$4q@insosf1.infonet.net>
Source record: 14719

In article <johnso15.784575926@muds01.mu.wvnet.edu>, johnso15@muds01.mu.wvnet.edu (Ryan Johnson) writes:
>In <39vbh0$hpk@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>In article <39tnqq$1mr@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>>>sinclair@ins.infonet.net writes:
>>>
>>>>In article <1994Nov9.140212.15281@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>>>>In <39n6tn$qgf@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>>>>
>>>>>>-Peter
>>>>>>-GOTV Cordinator(Tama County):Employed by the Iowa Democratic Party
>>>>> ^^^^^^^^^^
>>>>>Yet more proof, as if needed, that Peter S-D is a loser.
>>>
>>>>I am a loser? We did not have a good night, thats for sure. I think people
>>>>will wake up in '96' with their head out of their asses.
>>>
>>>It was in 1992 that people had their heads up their asses; that's why His
>>>Slickness became President. However, people have since seen the light.
>>>They realize how lousy Mr(s). Clinton(Rodham)'s agenda is and have sent
>>>him(her) a popular mandate to come up with another one.
>
>>The reason the Republicans won, because of the heavy Republican turnout
>>nationwide. The Demoocratic electorate tends to be weak and unreliable voters
>
>Could that be because The feal the Democrats are not repesenting them?
>
>>were as the Republican electorate are of more affluent see the reason to do so.
>>Only 35% of the registered voters bothered to come to the polls which
>>translates into 65 million people. The Democrats lost by one and half million
>>votes. So 34 million voted Republican. I hardly would say it was a mandate
>>for Republicans and their agenda. People voted for change and most of the
>>incumbents were democrats.
>
> How come NO Republicans Incumbents were thrown out(in the senate the
>house or state govenerns(SP?)) then? I believe it's a mandate when Someone
>runs on Ideals and get elected. the Republicans Sighed the contract for
>america. It has several Ideas that will be up for debate(soon).

No, sir.. Like I said, the republicans went to the polls in larger numbers than the Democrats. However, the democrats came through in Virginia and california in the Senate races because there was a need to do so. People voted because

they wanted change, not a certain ideology. Many in the electorate do not
really know what the Republican agenda is. When that is known, public opinion
will set in and influence public policy either to the likings of the
Republicans or not.

>
>>Once the Republicans show their true colors, than the electorate will have a
>>better understanding of the differences of the two party's. Now its the
>>Republicans who are in the hot seat. I see a fratured Republican party in the
>>next two years were moderates and the coservative groups including the
>>Christian Coalition try to exert their agenda. Can only benifet Clinton.
>
> Clinton is up to his eyeball's in shit. look at who is left in
>the Democratic party. Mostly people from the left. The moderate in the
>democratic party have, well, been removed. Ok, look at who in congress, the
>republicans. To govern the nation, Clinton has to shift to the right and
>work with the republicans. To ensure the support of his party he has to
>shift to left. So he is in a catcha-22(sp?) to keep his part together he has
>to be confotaional(SP?) with congress. If he is confrontaional(again SP?)
>with congress HE WILL NOT BE REELECTED(not a chance in hell). If he works
>with the republicans then he will receave a primary challenge in '96 that
>will split the party and possiblely give rise to a 3rd party challenge.

Clinton's approval ratings is above 50%. So your characterization is untrue.
The Democrats who lost espicialy in the Senate ran away mistakenly from their
records and campaigned like Republicans which alianated their traditional base.
Why not vote for a real Republican? however, in the Senate races in Virginia
and massachusettes, Robb and Kennedy defended their records and prevailed.
Like I said, Public opinion will influence Clinton and the Congress once the
Rebublican agenda is put forward to the public. The public will pretty much
have influence in what gos on.
>
>
>>>
>>>And he will have to come up with another one. He couldn't get most of his
>>>old left-wing agenda past the Democratic Congress that just adjourned.
>>>Therefore, how could he possibly get it past a REPUBLICAN Congress.
>>>
As before, the public kept some of his agenda from passing Congress.

>
>>What do you mean left wing agenda? You mean the budget, NAFATA, family leave,
>>increase student funding
>
>>As for the Republican Congress, its upto to that party to submitt the bills and
>>pass it. Its one thing to pass a bill and another for the President to sign in
>>to law. Now its the Democrats turn in the Senate to fillibuster to all hearts
>>of content and the public will blame the do nothing Republican Congress.
>
> Do you Truly believe that the Democrats will fillibuster bill that
>are popular? think about it.

If the public is for the bill, than the answer is most likely no.
>
>>>Looks like His Slickness will have to become what he accused Bush of being
>>>when he campaigned for President - an "obstructionist" who vetoes everything.
>
>>You mean Reagan's lapdog who was a puppet to the Christian Coalition.
> Please try to keep the name-calling out of your posts(both of you).
>It wasts my time and band-width.
>
>>>
>>>>-Peter
>>> Positive proof that Mac owners have no brains!
> Who even suggest mac owners had brains.? (:
>>>
>>>
>>>*
>>>* Tom Trauth
>>>* trauth@paul.rutgers.edu
>>>* Real computers aren't named after fruits and vegetables!
>>>*
>>-Peter
>
> Ryan Johnson
> Johnso15@muvms6.mu.wvnet.edu
> President of Marshal Univesity ACM
> Vice-President ACIE

-Peter

4677. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-13 17:42:11 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov13.174211.14651@rmece02.upr.clu.edu>
Source record: 14720
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39mmb3$74u@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
|>
|> I found this in c.o.o.a. It has some very enlightening info about Apple that
|> I think one Peter Sinflop-Day should know.
|>

[stuff deleted]

|> ->BYTE magazine benchmarks last April showed that emulation shows some programs
|> ->to only 1.6% of the speed they would have if they ran native. If any of Apples
|> ->OS has to be emulated, it will become a bottleneck that slows performance.
|>
|> SLOWED DOWN OVER 98% UNDER EMULATION!! PowerFlops must be great!! I bet they
|> would run MacPaint slower than the original Mac. Or WordStar slower than the
|> original IBM PC (assuming there was a Mac version of WordStar, that is).

Sorry to jump in, and I am not a lover of the Macintosh platform but
those comments don't have any basis. If you have not seen a PowerMac then
don't talk. AND PLEASE READ, the article said 1.6% of the speed
of an application *compared* to running a native application. This
1.6% probably must be in a heavy floating point application. And probably
they compared it against a 40Mhz 68040 Mac. I'll check out
that issue.

But absolutely, a PowerMac emulating doesn't run MacPaint slower than
the original Mac. Please refrain from making silly comments if you don't
know what you are saying.

And yes, I have used the three original PowerMac models...

|>I smell a new C= in the making. :-)

|>->IBM will probably help Apple convert its OS to something that will run on the
|>->Post-PreP standard. That way a unified PPC standard will have a chance of
|>->competing with Intel.

|>First Apple needs IBM's help to get a microprocessor that meets PC standards, and
|>NOW they need IBM's help to port THEIR OWN operating system. Makes me wonder...

|>So, Peter, when do you think that bankruptcy hearing will be scheduled?

Maybe you are talkinga about ATARI? Believe me, Apple is a big big
$$company$$ right now (particularly when compared to ATARI) and ATARI
is far FAR more likely to go under right now than Apple. Remember:
ATARI *went out* of the computer business. At least for now. They

are betting *everyting* on the Jaguar, and while I like the Jaguar,
more delays in games are making it suffer. There's even a chance
that the 32x DOOM might show up *even before* the Jaguar!

|> *
|> * Tom Trauth
|> * trauth@paul.rutgers.edu
|> * Real computers aren't named after fruits and vegetables!
|> *
|>
|>

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4678. Atari Corp. Info Needed

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-13 18:11:12 UTC
From: kxs156@email.psu.edu
Message-ID: <3a5ks0$1d23@hearst.cac.psu.edu>
Source record: 14722

I am working on a research paper, topic is Atari. Could
anyone direct me to FAQ's, docs, other Internet resources
that contain information about the company?
Thanx,
ks

4679. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 00:40:21 UTC
From: morton@wam.umd.edu
Message-ID: <3a6bll$8c9@cville-srv.wam.umd.edu>
Source record: 14726
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3a4p0c$nn8@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <3a2mak$2oi@cville-srv.wam.umd.edu> morton@wam.umd.edu (Rob Morton) writes:
>>>
>>Up to the point of MacX you were doing pretty well. My Mac rarely crashes
>>(maybe once a day), and part of my job is to crash Macs. If we can crash
^^^^^^^^^^^^^^^^^^^^^^
>
>once a day is rare? I'm sorry, maybe for Macs, but crashing once per day is
>absolutely unacceptable for me. That's why I don't use Macs. My Falcon
>only seems to crash if I try to make it, and a pesky thing with Notator Logic
^^^^^^^^^^^^^^
>
>I's amazing what Mac people will put up with interms of poor performance and
>call it "normal" just to justify their purchase of a shoddy computer.
>
> ~Chris
>
>> Later,
>> Rob Morton
>> morton@wam.umd.edu

Does anyone else find this really amusing. I am refraining from saying
what I really think of your logic right now. My job is to try and crash
them. I had Unix hackers throwing everything they could at it. Once a
day is good.

Secondly you made another error. I do not consider myself a Mac person.
I consider myself an Amiga person first, and open minded to other
computer platforms.

One last thing, I have never purchased a Mac (at least that is what I
assume you meant by shoddy computer). I get paid to work on them. I
have yet to see a computer that I consider shoddy. Each has good points
and weak points.

Later,
Rob Morton
morton@wam.umd.edu

4680. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 02:17:13 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3a6hb9$36u@darkstar.UCSC.EDU>
Source record: 14736
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3a59bf$4q@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>Mac users don't have to put up with the crap ST software that was or is still
>bad. Come on, an 030 running at 16 mhz is the highest Atari has for sale today
>!!! I have not had any crashes in weeks caused by Zterm.
>Your pathetic software base can't even tough the PC and Mac software base. I
>know its tough for you, but the world has left you behind..Still having dreams
>about an Atari comeback?

Oh peter you almost make me laugh. For your information, I am typing this
right now on a 486/66 PC. My falcon, because of the need, has been dedicated
to only running Notator Logic. Now, this claim of "crap software" on the ST
is just that--crap. For tasks performed by normal people (read 90%) who
use computers, ST software is just as good, easier to use, less buggy and
in many cases quicker than the PC or Mac equivalent. Oh, and much much
cheaper. In fact, the oinly reaspon I have a PC is because I got it free. If
it was my $5000 to spend (and it takes that much to get a computer that
does more than the Falcon) I would have gotten a Medusa.

Pull your head out of your disk drive and see the light, Petey.

>-Peter
> Quote of the day - "look mommy, I found my brain cell!"
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

4681. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 03:33:55 UTC
From: sinclair@ins.infonet.net
Message-ID: <3a6lr3$mvv@insosf1.infonet.net>
Source record: 14727
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3a6hb9$36u@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3a59bf$4q@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>Mac users don't have to put up with the crap ST software that was or is still
>>bad. Come on, an 030 running at 16 mhz is the highest Atari has for sale today
>>!!! I have not had any crashes in weeks caused by Zterm.
>>Your pathetic software base can't even tough the PC and Mac software base. I
>>know its tough for you, but the world has left you behind..Still having dreams
>>about an Atari comeback?
>
>Oh peter you almost make me laugh. For your information, I am typing this
>right now on a 486/66 PC. My falcon, because of the need, has been dedicated
>to only running Notator Logic. Now, this claim of "crap software" on the ST
>is just that--crap. For tasks performed by normal people (read 90%) who
>use computers, ST software is just as good, easier to use, less buggy and
>in many cases quicker than the PC or Mac equivalent. Oh, and much much
>cheaper. In fact, the oinly reaspon I have a PC is because I got it free. If
>it was my $5000 to spend (and it takes that much to get a computer that
>does more than the Falcon) I would have gotten a Medusa.

As for your assertion that Atari computer hardware is cheaper does not hold water. As for ST software being as being better than the the other platforms is your opinion and not fact. I see the oposite. How does the Atari version od Strata Vision Studio compared to the other platforms? Answer: Not available on the ST platform..

>
>Pull your head out of your disk drive and see the light, Petey.
>
>
>>-Peter
>> Quote of the day - "look mommy, I found my brain cell!"
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter
"Always correcting these people with thick glasses"

4682. Re: Guess what, Sinclap! Apple's going unde

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 09:26:15 UTC
From: clarkebj@aston.ac.uk
Message-ID: <Cz93Js.DE9@aston.ac.uk>
Source record: 14770

>Actually last time I check Apple has more gross revenue then Microsoft
>does in a year. Though they are very close. Intel is definitely larger
>than both, but Motorola is a giant compared to Intel.
>
Microsoft _is_ definitely much bigger than Apple, just look at the value of
the companies.

As for Motorola being a giant compared to Intel, it was once pointed out that
Intel make as many chips as every other semicinductor manufacturer put together.

Barry.

4683. Re: Guess what, Sinclap! Apple's going unde

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 09:30:53 UTC
From: clarkebj@aston.ac.uk
Message-ID: <Cz93rH.DK2@aston.ac.uk>
Source record: 14724

In article 4q@insosf1.infonet.net, sinclair@ins.infonet.net writes:

>Mac users don't have to put up with the crap ST software that was or is still
>bad. Come on, an 030 running at 16 mhz is the highest Atari has for sale today
>!!! I have not had any crashes in weeks caused by Zterm.

This could probably better rephrased as 'at least ST owners don't have to put
up with crap Mac software that _is_ still bad.'

>Your pathetic software base can't even tough the PC and Mac software base. I
>know its tough for you, but the world has left you behind..Still having dreams
>about an Atari comeback?

Naughty, naughty, comparing the Mac's s/ware base to the PC's, to put it bluntly
the Mac software base can't even touch the PC's software base, come to think of it
I would guess that the Mac probably couldn't touch the Sinclair Spectrum's
s/ware base - the Spectrum's a damn sight more fun to use as well!

>
>-Peter
>

Barry.

4684. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 09:35:33 UTC
From: clarkebj@aston.ac.uk
Message-ID: <Cz93zA.DoB@aston.ac.uk>
Source record: 14771

In article 7lb@bmerha64.bnr.ca, moran@bires069.bnr.co.uk (G MORAN) writes:
> As a platform for running PC the powerflop isn't too hot. Maybe its
>because its already burning power on running a 68k emulation for the OS
>and mac apps. You also need about 16 megs to run the emu and it doesn't
>do 386 enhanced mode, so IBM had better have a trick or two up its sleve
>if it wants its PPC PC compatibles to sell in a market with fast Pentiums
>becoming increasingly cheaper.
>
>gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

They have, the IBM (not the Apple) machines will be capable of running OS/2 warp under native mode, Microsoft are currently looking into porting a version of Windows 95(6?) across, hey with that sort of OS I might even buy one.

Barry.

4685. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 09:37:01 UTC
From: clarkebj@aston.ac.uk
Message-ID: <Cz941p.Dpy@aston.ac.uk>
Source record: 14769

In article h0t@insosf1.infonet.net, sinclair@ins.infonet.net writes:
t
>If you need the speed to run Windows, get a Houdini.
>
>-Peter
>
WHY? A PC compatible is _cheaper_ than the damned Houdini board!!!!

Barry.

4686. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 09:38:51 UTC
From: clarkebj@aston.ac.uk
Message-ID: <Cz944s.Dro@aston.ac.uk>
Source record: 14725

```
In article o1b@insosf1.infonet.net, sinclair@ins.infonet.net writes:
>As stated, IBM will be selling PowerMac clones based on the new PCI Macs next
>spring. The recently agreed Prep Standard will not bare fruit until'96'.(Des
>Moines Register 11/8).

PReP compliant machines will be available from IBM Q1 or Q2 next year ...
source ... IBM!

>-Peter
>

Barry.
```

4687. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 09:55:37 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <3a7c6p$s9n@bmerha64.bnr.ca>
Source record: 14729
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Thorsten Guenther (guenther@sos.sh.sub.de) wrote:
> In <39tb69$os5@bmerha64.bnr.ca> G MORAN wrote :
> > Very few PCs come with SCSI - they all use IDE. SCSI is looked on as a
> >'high-end' feature for fileservers.

> Excuse me, but PCI boards come with onboard SCSI host adaptors. And don't
> forget we are discussing non-clones anyway. Tell an Amiga x000 user SCSI is
> a luxury item. Tell a Macintrash user. They won't believe you, as the IDE
> interface C= built into the AGA machines is crappy (checksum errors
> anywhere, that's why e.g. Karsten Klump sold his 120 meg IDE to a PC owner
> and put the Oktagon adaptor of his tower 500 into the 4000/040).
> =>klump@wolf.deg.sub.org or klump@fmi.uni-passau.de

I wasn't aware that all PCI boards came with onboard SCSI, in fact, I really
doubt it as many PCI machines I have seen come with PCI-enhanced IDE cards
in them. Why both if they already have SCSI?

I do seem to remember reading somewhere that SCSI was _supposed_ to be
standard in the PCI system but this doesn't appear to have happened. If it
has, PC users are going for enhanced IDE in preference to it.

> > Its very rare to see SCSI drives undercut IDE prices, but for large
> >(ie > 1/2 gig) drives SCSI is the solution to have.

> It's the solution to have for anyone who wants a sensible interface.

I guess all those millions of PCs with IDE drives in them haven't
got a 'sensible' interface. Apple are also building new Quadras with
IDE interfaces (and drives) in them. Plus of course, the Falcon also
harbours an IDE interface.

Of course, the point was that SCSI wasn't standard in PCs and I think
thats pretty much a matter of record.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4688. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 12:21:40 UTC
From: cpb1001@cam.ac.uk
Message-ID: <3a7kok$1h9@lyra.csx.cam.ac.uk>
Source record: 14728
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <EKNIDHUU1UP@sos.sh.sub.de>,
Thorsten Guenther <guenther@sos.sh.sub.de> wrote:

>Excuse me, but PCI boards come with onboard SCSI host adaptors. And don't
>forget we are discussing non-clones anyway. Tell an Amiga x000 user SCSI is
>a luxury item. Tell a Macintrash user. They won't believe you, as the IDE
>interface C= built into the AGA machines is crappy (checksum errors
>anywhere, that's why e.g. Karsten Klump sold his 120 meg IDE to a PC owner
>and put the Oktagon adaptor of his tower 500 into the 4000/040).

What a load of total tosh. If your friend bought a broken harddisk, that's
hardly a problem with the interface now, is it? I get upwards of 3/4
of a megabyte per second from my Conner 84 meg drive, and have not lost any
data to errors on the drive in the (nearly) 2 years that I have owned it.
--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4689. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 15:01:30 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <3a7u4a$3nm@nyx10.cs.du.edu>
Source record: 14731
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>In <3a2mak$2oi@cville-srv.wam.umd.edu> morton@wam.umd.edu (Rob Morton) writes:
>>>
>>Up to the point of MacX you were doing pretty well. My Mac rarely crashes
>>(maybe once a day), and part of my job is to crash Macs. If we can crash

>once a day is rare? I'm sorry, maybe for Macs, but crashing once per day is
>absolutely unacceptable for me. That's why I don't use Macs. My Falcon
>only seems to crash if I try to make it, and a pesky thing with Notator Logic
>that crept up yesterday a few times. Seems to be working now.

>I's amazing what Mac people will put up with interms of poor performance and
>call it "normal" just to justify their purchase of a shoddy computer.

He said part of his job is to try to make Macs crash. My Mac hasn't
crashed in three months.

4690. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 15:40:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov14.154003.58718@rmece02.upr.clu.edu>
Source record: 14730
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1994Nov10.122915.19941@dmu.ac.uk>, se2ap@dmu.ac.uk (A Parker) writes:
|> In article <39lnfu$gdp@sefl.satelnet.org>, mentat@sefl.satelnet.org (!Productions)
writes:
|> > In article <1994Nov7.095607.7203@dmu.ac.uk>, A Parker <se2ap@dmu.ac.uk> wrote:

[stuff deleted]

|>
|> I just can't understand why Amiga owners have to feel that they ALWAYS win
about EVERY aspect of their computer's hardware. I've admitted that the A1200
GUI is fast compared to the Falcons, why can't you admit that the Falcons sound
system is far superio|> r to the A1200's without saying, 'Ah , but we don't
need 8 channels, we don't need 16 bit sound' etc. etc. BTW my friends A1200
has 2 megs of chip RAM and 4 megs of FAST, so I suppose this helps the speed
somewhat.
|>
|> Alan.

Not me! I have always admitted the Falcon has far superior sound
compared to the A1200...

|>
|> >
|> > --
|> > !Productions 1994
|> >
|> > GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
|> > M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+
|> >

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4691. :Extra Alien vs. Predator for sale or trade.

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 16:33:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.569.249.0N966D15@teaminfinity.com>
Source record: 14745

I already have Alien vs. Predator and someone gave me another as a gift not realizing I already had it. Unopened still shrinkwrapped.

Will sell for $65.00 or trade for Brutal Sports Football + $5.00.

Thanks,

game.guru@TeamInfinity.com

4692. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 18:46:45 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8bal$pkn@bs33n.staffs.ac.uk>
Source record: 14732
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
: >G MORAN (moran@dace.bnr.co.uk) wrote:
: >: If Atari ever do make another home computer, you can bet it won't havbe
: >: anything to do with the Falcon.

: >Now that I _will_ agree with.
: ^^^^^
: Maybe nothing is impossible after all!

Everything is possible Philip... well.... sort of.... heck I must have
been feeling amiable that day! :)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

4693. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 18:52:12 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8bks$pkn@bs33n.staffs.ac.uk>
Source record: 14733
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:

: Yeah, but he was referring to my 50% estimate for Atari software (which has`
: been cut out of the quote somewhere along the line).

Cut out? Aaaah.... well that makes things a little different. But I
didn't cut it out so who did? :)

: Again, my quote got chopped off somewhere. I believe I was referring
: to the fact that the DSP in the Falcon didn't help at all for the majoirty
: of general computing tasks. So saying because the Falcon has a DSP it will
: kick butt in x, y and z just isn't true.

Tut tut.. the quote cutters _have_ been busy!

: > : a lot more development put into it than the Falcon ever had. What other
: > : company would release a machine and then do NOTHING to develop it, dropping
: > : all work on it to concentrate on a GAMES CONSOLE?????

A company that was planning for the future perhaps, a company that
realised its only way to survive was to concentrate on re-organising its
structure and dedicating itself to the mass-money making areas which
allow it to be around for a lot longer to come. I for one am happy that
Atari are still around because so long as they are here there will always
be a glint in the Falcon's eye.

: > There is no phoenix for the CBM fire.

: Lets hope not. I want to see a new management.

And a few new machines wouldn't go amiss either.

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

4694. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 18:57:13 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8bu9$pkn@bs33n.staffs.ac.uk>
Source record: 14734
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:
: > Yes, but we DO have them. That was my point. Anyone seriously into
: > Video Animation will not be using Amigas these days anyway.

: Ever heard of Babylon 5 or Robocop or Seaquest DSV? And as for video
: titling the Amiga rules supreme in the amateur and semi pro markets.

And he falls for it.. hook line and sinker. I said VIDEO ANIMATION, I was talking to a real Amiga advocate the other day who uses his Amigas for video production and he clearly told me that for titling it reigns supreme but for animation most serious studios will use more top-end hardware. If that isn't the case then why didn't they do Jurassic Park or Terminator 2 on Amigas? This is the way things are going now.

: Its not like the situation where recording studios are defecting to
: the Mac from the ST - other machines just _can't_ do the things video-
: wise that the Amiga can. The STs midi popularity came from the fact that

Yes they can and production studios are moving to other platforms, if they have not done so already. Angel Studios for example - Lawnmower man didn't come from the back of an Amiga chipset. You state Robocop, B5 and DSV, sure they are examples, but for real _modern_ video animation you don't use Amigas. And don't get this post confused with video TITLING please. I'm not talking about that.

: STs had the midi ports as standard, there was nothing 'better' about
: them for midi use than any other computer.

In most cases there still isn't esp. for a power-price ratio.

: gavan

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

4695. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 18:59:25 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8c2d$pkn@bs33n.staffs.ac.uk>
Source record: 14735
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: In article <39t6rd$8js@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
: > Yes, but we DO have them. That was my point. Anyone seriously into
: > Video Animation will not be using Amigas these days anyway.

: Not strictly true, Rich, amigas are very popular machines for video
: processing esp. where SGI machines can't be afforded. Take Babylon 5
: for example - all special effects there are generated using amigas.

: Admittedly they need a whole bank of them... :)

I was just going on what an Amiga owning video producer told me.
We argued for hours until we concluded that for titling the Amiga reigns
above all but for serious animation you look elsewhere these days.

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

4696. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 19:01:38 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8c6i$pkn@bs33n.staffs.ac.uk>
Source record: 14738
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Shaun C. Murray (scm@mfltd.co.uk) wrote:
: >Yes, but we DO have them. That was my point. Anyone seriously into
: >Video Animation will not be using Amigas these days anyway.
: >

: Classic quote there. Completly clueless aren`t we.

Yes but I wonder which one of us. I was just going from evidence such as adverts in Wired magazine where they claim in their blurb things like 'time to move up from your Amiga now'. You really think I'd make a quote like that in this lions den without having something to support it? Deary me.

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

4697. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 19:03:13 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8c9h$pkn@bs33n.staffs.ac.uk>
Source record: 14739
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

molodyi boris (z915455@cs.niu.edu) wrote:
: Richard,
: Yes, I know that both Atari and Amiga made a big dent etc. FWIW, I have
: a TT here that I use for DTP (Calamus SL, of course). I was just wondering
: why people want to have _totally useless_ discussions, i.e. trying to prove
: that Falcon's video or A1200's audio is better than the other's etc.
: After all, neither is supported much. What difference?
: Of course, it is fun reading this... I think I'll stay.

: XEP BAM!

Like I said, it keeps it from the serious groups. Anyway I find it quite
stress relieving to come here and read all the Amiga posts and then hack
away at them, kind of a tension-release... let's face it there must be
something theraputic about this group! :)

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

4698. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-14 19:55:35 UTC
From: sinclair@ins.infonet.net
Message-ID: <3a8fbn$o3n@insosf1.infonet.net>
Source record: 14737

In article <Cz941p.Dpy@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:
>In article h0t@insosf1.infonet.net, sinclair@ins.infonet.net writes:
>t
>>If you need the speed to run Windows, get a Houdini.
>>
>>-Peter
>>
>WHY? A PC compatible is _cheaper_ than the damned Houdini board!!!!

You think so? But you are wrong and here is the reason why..

Apple Unveils MS-DOS- and Windows-compatible Power Macintosh
System and Card
LAS VEGAS, Nevada-November 14, 1994-Strengthening its
commitment to provide cross-platform compatibility between the
Macintosh and Windows/X86 platform, Apple Computer, Inc. today
announced the Power Macintosh 6100 DOS Compatible system and DOS
Compatibility Card for Power Macintosh 6100 and Macintosh
Performa 6100 Series. These new products combine the exceptional
price/performance value of Apple's RISC-based Power Macintosh with
the capabilities of a Windows- and DOS-based personal computer.
In addition, the products offer customers the ability to easily
integrate Macintosh into mixed computing environments as well as
allow x86 PC users to bring their favorite DOS/Windows
applications with them as they move to the Macintosh platform.
Announced here at Fall Comdex '94, Apple plans to begin shipments
of the Power Macintosh 6100 DOS Compatible system and DOS
Compatibility Card in the first calendar quarter of 1995.
By removing compatibility as a barrier to consider Macintosh,
the Power Macintosh 6100 DOS Compatible is expected to attract new
customers to the Macintosh platform. These products build on the
market success of previous cross-platform products such as the
Customers Can Run Full Range of Macintosh, DOS and Windows
Applications Powered by a PowerPC 601microprocessor and a 486
DX2/66 microprocessor, the Power Macintosh DOS Compatible system
runs more applications than any other personal computer on the
market. It runs the widest range of mainstream PC
softwareQincluding DOS, Windows, and Macintosh applicationsQin
addition to the more than 360 native applications which have been
optimized for Power Macintosh. Ideally suited for home,
education, and business customers who work in mixed computing
environments, these products enable users to easily switch between
the Macintosh and DOS computing environments with a simple
keyboard command.
For example, customers in small businesses or home offices

have the flexibility of working with a full range of programs and files to meet their clientsU needs. At home, children can run Macintosh programs that they use at school while their parents can work on DOS/Windows files from work. Medium and large businesses have the ability to connect to the corporate network to utilize printing and file resources.
"By running Macintosh, DOS or Windows programs, the Power Macintosh 6100 DOS Compatible system gives customers the applications in the industry," said Ian Diery, executive vice president of Apple's Personal Computer Division. "This hardware option, in conjunction with our software solution incorporating Insignia Solutions' SoftWindows product, demonstrates Apple's continuing commitment to cross-platform solutions and helps to remove compatibility as a barrier to moving to Macintosh."

Product Features and Enhancements
The Power Macintosh 6100 DOS Compatible features dual processors, enabling users to work in both Macintosh and DOS environments simultaneously. A PowerPC 601 RISC-based processor powers the Mac OS computer environment while a 486 DX2/66 microprocessor runs both DOS and Windows-based software. Working independently, the dual processors allow users to run Macintosh and DOS or Windows applications in tandem, and even copy and paste information between the two environments.
"We have worked with Apple to enable PC users to run Power Macintosh applications as well as Microsoft Windows applications on the Power Mac 6100 and Performa 6100 series," said Joachim Kempin, senior vice president of OEM sales at Microsoft. "Microsoft and Apple believe that customers of these systems will
The Power Macintosh 6100 DOS Compatible improves on the technology of the popular 68040-based Macintosh Quadra 610 DOS Compatible awarded "Best System" by Byte Magazine at Fall Comdex T93. Featuring a faster processor than its predecessor, the Power Mac 6100 DOS Compatible also offers enhanced multimedia capabilities, such as built-in support of Creative Labs' Sound Blaster chipset for 16-bit audio playback, as well as improved networking compatibility with support for NetWare(IPX and TCP/IP network protocols via an ODI-compliant driver.
"We're delighted that the DOS Compatibility Card for Power Macintosh 6100 supports NetWare," said Richard King, executive vice president, NetWare Systems Group for Novell, Inc. "We believe customers of the DOS Compatibility Card will find that NetWare compatibility is a key requirement for integration into corporate computing environments."
Dual monitor support, provided by the Power Macintosh 6100 DOS Compatible, allows customers to add a second display without purchasing an additional video card to view the Macintosh and DOS environments simultaneously. The Power Macintosh 6100 DOS Compatible supports most VGA, SVGA and multisync monitors, as well as all current Apple displays.

applications. The optional double speed internal CD-ROM drive runs Macintosh, DOS, and Windows CD-ROM discs, providing users with access to the hundreds of exciting CD-ROM titles currently available. In addition, DOS and Windows applications print to any Apple or Macintosh-compatible printer through the built-in serial or ethernet ports.

Reply Corporation First Licensee of DOS Compatibility Card Technology
Apple also announced that Reply Corporation [(800) 801-6898], a manufacturer of system enhancement products based in San Jose, California, has become the first licensee of Apple's DOS Compatibility Card technology. Reply intends to manufacture and market DOS-compatible cards for a range of Macintosh systems including the Quadra 610, 650, 660AV, 700, 800, 900 and 950, and Centris 610 and 650.
"Through our agreement with Apple as their first licensee, current Macintosh users in mixed environments, whether at home or in business, have the broadest range of applications available to them using our DOS on Mac Card," said Russ Rogers, general manager of the Apple Products Business Unit for Reply.
Availability and Pricing
The Power Macintosh 6100 DOS Compatible system is expected to be configured with 16MB of RAM, a SuperDrive floppy disk drive, 350MB hard disk and built-in ethernet port and is anticipated to have an Apple price of US$2,499. The DOS Compatibility Card may be installed in Power Macintosh 6100 systems or Performa 6100 Series products and is expected to have an Apple price of US$699. Both the system and card are expected to be available in the first calendar quarter of 1995. Specific pricing and availability will be announced at a future date.

Apple Computer, Inc., a recognized pioneer and innovator in the information industry, creates powerful solutions based on easy-to-use personal computers, servers, peripherals, software, online services, and personal digital assistants. Headquartered in Cupertino, California, Apple (NASDAQ: AAPL) develops, manufactures, licenses and markets products, technologies and services for the business, education, consumer, scientific & engineering and government markets in over 140 countries.

-30-

-Peter

>
>Barry.
>
>
>
>
>

4699. Re: Ataris Present Situation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 04:52:34 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94318.235234STIRRE31@MAINE.MAINE.EDU>
Source record: 14741

Rod,
You cannot compare Atari to Nintendo. Atari runs on a _MUCH_ tighter budget than the big N. For this quarter, I believe Atari predicted a $3 million loss. This is with advertising for the Jag on a larger scale than any other Atari product I can remember. Here in the States I see Jag ads on national television and 3 or 4 print ads in every gaming mag. The big problem is games. If they get the games out soon (and good ones) then they could still make it. Doom is a good start and should be out soon. I had high hopes for CFII but it was trashed in a gaming mag (but I will wait for the verdict on the Net).
Also remember that Atari got $90 million from Sega. This will help quite a bit. Quite frankly, I am impressed with Atari's marketing of the Jag. I am disappointed with the 3rd party game developers.
-scott tirrell

4700. Re: Stupid Marketing

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 06:07:46 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3a9j7i$l39@hearst.cac.psu.edu>
Source record: 14742

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:

: I just wish someone would buy out the Atari Computer line, improve
: it slightly i.e put TOS 5 and an HD + 4meg as standard and then
: we WOULD have Ataris on the high street.

: Are their any risk takers out there who would do this? I know if I
: had the money I would!!

If Ed McMan (sp?) came to my door... you can garrantee that MOST
of it would go to BUYING atari... lock, stock and barrel (well..kinda
hard to when less than 50% of the stock is out there...)

And I would push... I would actually use everybody I know to make
Better commercials... push the hardware... the software... push push...
till once again 2billion is the minimum yearly profit.

: Well, we can but dream...

yes...we can.

Atari will NEVER die....
--
Karll The Ghoull says: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cagsfaq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

4701. Re: Guess what, Sinclap! Apple's going unde

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 06:10:08 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3a9jc0$l39@hearst.cac.psu.edu>
Source record: 14743

Barry Clarke (clarkebj@aston.ac.uk) wrote:

: >Actually last time I check Apple has more gross revenue then Microsoft
: >does in a year. Though they are very close. Intel is definitely larger
: >than both, but Motorola is a giant compared to Intel.
: >
: Microsoft _is_ definitely much bigger than Apple, just look at the value of
: the companies.

: As for Motorola being a giant compared to Intel, it was once pointed out that
: Intel make as many chips as every other semicinductor manufacturer put together.

Ah..yes..but intel chips suck.

It was once pointed out that Atari's purchase of ROMS was larger than
the sum total every other companies purchase in the world...

--
Karll The Ghoull says: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cagsfaq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

4702. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 08:59:29 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3a9t9h$hkk@bmerha64.bnr.ca>
Source record: 14744
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> G MORAN (moran@dace.bnr.co.uk) wrote:
> : > Yes, but we DO have them. That was my point. Anyone seriously into
> : > Video Animation will not be using Amigas these days anyway.

> : Ever heard of Babylon 5 or Robocop or Seaquest DSV? And as for video
> : titling the Amiga rules supreme in the amateur and semi pro markets.

> And he falls for it.. hook line and sinker. I said VIDEO ANIMATION, I
> was talking to a real Amiga advocate the other day who uses his Amigas
> for video production and he clearly told me that for titling it reigns
> supreme but for animation most serious studios will use more top-end
> hardware. If that isn't the case then why didn't they do Jurassic Park
> or Terminator 2 on Amigas? This is the way things are going now.

Look at the quotes. Babylon 5, Seaquest DSV and the TV Robocop all use
Amigas in their animation. I suppose thats not a serious enough use....

> : Its not like the situation where recording studios are defecting to
> : the Mac from the ST - other machines just _can't_ do the things video-
> : wise that the Amiga can. The STs midi popularity came from the fact that

> Yes they can and production studios are moving to other platforms, if
> they have not done so already. Angel Studios for example - Lawnmower man
> didn't come from the back of an Amiga chipset. You state Robocop, B5 and
> DSV, sure they are examples, but for real _modern_ video animation you
> don't use Amigas. And don't get this post confused with video TITLING
> please. I'm not talking about that.

Hmm, those shows aren't modern?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4703. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 16:05:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov15.160544.31929@rmece02.upr.clu.edu>
Source record: 14746
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

```
In article <39sn0p$niq@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) writes:
|> Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
|> > |> A1200 2 meg memory, no hard drive - 220-250
|> > |> + 16 bit sampler - 60 quid
|> > |> + SCSI-II ports - 150 quid
|> > ^^^^^^^^^^^^^^^
|> > /
|> > A *REAL* SCSI-II port. Not the Falcon's 'souped up SCSI-I'
|>
|> Er, no. All the A1200 SCSI options are the same as that in the Falcon
|> AFAIK ie SCSI I connectors and data xfer rates, but SCSI-II command set.

Gavan, there are true SCSI-II ports... but in combination with
an accelerator.

|>
|> The Warp Engine offers FAST SCSI-II on the A4000 and I think so do the
|> GVP and Cyberstorm boards..

The Blizzard on the A1200 offers true SCSI-II.

|>
|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--
-----------------------------------------------------
>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus
```

4704. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 17:18:46 UTC
From: ashdown@mpr.ca
Message-ID: <1994Nov15.171846.14125@mprgate.mpr.ca>
Source record: 14772
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <3a8c6i$pkn@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>: >Yes, but we DO have them. That was my point. Anyone seriously into
>: >Video Animation will not be using Amigas these days anyway.
>
>: Classic quote there. Completly clueless aren`t we.
>
>Yes but I wonder which one of us. I was just going from evidence such as
>adverts in Wired magazine where they claim in their blurb things like
>'time to move up from your Amiga now'. You really think I'd make a quote
>like that in this lions den without having something to support it?

Truly strong evidence. Print ads in the most overhyped periodical of all
time. Definitely to be trusted.

>Deary me.

Get a clue.

--
Scott Ashdown
Engineer, MPR Teltech Ltd.
Burnaby, British Columbia, Canada.
ashdown@mprgate.mpr.ca

4705. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 17:39:51 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aarp7$6k@bs33n.staffs.ac.uk>
Source record: 14681
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Ignore the facts pick at the tack.. that's your style gavan, shame.

Rich

4706. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 17:57:26 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3aasq7$1us@darkstar.UCSC.EDU>
Source record: 14748
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3a6lr3$mvv@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>As for your assertion that Atari computer hardware is cheaper does not hold
>water. As for ST software being as being better than the the other platforms
>is your opinion and not fact. I see the oposite. How does the Atari version
>od Strata Vision Studio compared to the other platforms? Answer: Not
>available on the ST platform..

Who needs Strata Vision Studio? I have just about al the Lexicor software
Phoenix, Chronos, Genesis, CyberSculpt, etc. How does the Mac version if
Phoenix hold up to the ST one? good answer. How about any commercial
rendering package under $80? Good answer.

>-Peter
>"Always correcting these people with working brains"

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

4707. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 17:58:43 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3aassj$1vj@darkstar.UCSC.EDU>
Source record: 14747
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3a7u4a$3nm@nyx10.cs.du.edu> kathomas@nyx10.cs.du.edu (Karl Thomas) writes:

>>I's amazing what Mac people will put up with interms of poor performance and
>>call it "normal" just to justify their purchase of a shoddy computer.

>He said part of his job is to try to make Macs crash. My Mac hasn't
>crashed in three months.

You are lucky. In a regular office environment, where we had to have our
macs running straight through for customer service work, each machine crashed
on average of once per day.`

~Chris
--

4708. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 19:40:34 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3ab2ri$9el@sefl.satelnet.org>
Source record: 14658
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <3a8bu9$pkn@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>didn't come from the back of an Amiga chipset. You state Robocop, B5 and
>DSV, sure they are examples, but for real _modern_ video animation you
>don't use Amigas. And don't get this post confused with video TITLING
>please. I'm not talking about that.

Umm, what exactly do you mean by "modern"? B5, Robocop - The Series,
seaQuest DSV, Hercules, Earth II (the series, not the movie :), the final
episode of ST:TNG, the displays in the jeeps in JP, M.A.N.T.I.S.,
X-Files, The Tonight Show, Late Night with Conan O'Brien, MST3K (Joel
Hodgson is an avid Amiga fan, and has squeezed in mentions of the Amiga
or VideoToaster in quite a few episodes :), The Prevue Channel, etc.,
etc. are all what I'd consider "modern" and ALL use(d) Amigas...

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4709. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 20:14:19 UTC
From: fbaker@nyx.cs.du.edu
Message-ID: <3ab4qr$i6c@nyx.cs.du.edu>
Source record: 14677
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3aassj$1vj@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <3a7u4a$3nm@nyx10.cs.du.edu> kathomas@nyx10.cs.du.edu (Karl Thomas) writes:
>
>>He said part of his job is to try to make Macs crash. My Mac hasn't
>>crashed in three months.
>
>You are lucky. In a regular office environment, where we had to have our
>macs running straight through for customer service work, each machine crashed
>on average of once per day.`

Anecdotal evidence: In our office, we've got 19 Macintoshes of various stripes
running the usual Microsoft apps. One had a hard disk go bad. In 19 months,
as long as I've been here, that's the only bad thing that's happened (more
accurately, that's the only bad thing I, as ad hoc support tech, have seen).
Meanwhile, I've found myself wondering if "General Protection Fault" is the
name of Microsoft's company song; it occurs so often under Windows.

Karl's not lucky. Your situation's an anomaly, unless "on average of once per
day" is some addled guess you pulled out of your backside. I rather suspect
it's the latter.

Macintoshes manage just fine in our office. What's wrong with yours?

> ~Chris
>--
[whatizit bobbited]

Fred
fbaker@nyx.cs.du.edu

4710. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 21:00:12 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov15.210012.37975@rmece02.upr.clu.edu>
Source record: 14657

In article <Cz3ntz.J06@freenet.carleton.ca>, ac382@freenet.carleton.ca (Jack Kitowicz) writes:
|> They were talking about PC PC's not Atari STs TTs and Falcons. A PC is a
|> clone in the Atari world. Sorry to burst your bubble... :-)

You didn't. Atari said PC's as Personal Computers and not clones.
Why don't you give them a call? They are putting everything they
got behind the Jaguar and nothing else. If the Jaguar doesn't
succeed ATARI is gone.

No bubble bursted, ATARI has stopped all computer development.

|> --
|> ** Computer Systems Engineering Jack Kitowicz **
|> ** Carleton University ac382@freenet.carleton.ca **
|> ** Ottawa Ontario Canada jack@aurora.carleton.ca **

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4711. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-15 23:12:43 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3abf9b$gft@nermal.cs.uoguelph.ca>
Source record: 14656

: You didn't. Atari said PC's as Personal Computers and not clones.
: Why don't you give them a call? They are putting everything they
: got behind the Jaguar and nothing else. If the Jaguar doesn't
: succeed ATARI is gone.

: No bubble bursted, ATARI has stopped all computer development.

All development that is not Jaguar related ... STe, TT, Falcon
and Lynx. This is only for the time being, but it's essential for the
survival of the company.

>> Mark <<

4712. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 08:51:59 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <3ach7f$97u@bmerha64.bnr.ca>
Source record: 14749

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> : You didn't. Atari said PC's as Personal Computers and not clones.
> : Why don't you give them a call? They are putting everything they
> : got behind the Jaguar and nothing else. If the Jaguar doesn't
> : succeed ATARI is gone.

> : No bubble bursted, ATARI has stopped all computer development.

> All development that is not Jaguar related ... STe, TT, Falcon
> and Lynx. This is only for the time being, but it's essential for the
> survival of the company.

after the initial launch of the Falcon, just how much developement
has Atari done on the machine? What new models or add-ons have they
developed for it in the 2 or so years since release?

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4713. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 08:53:12 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <3ach9o$97u@bmerha64.bnr.ca>
Source record: 14750

Ricardo Hernandez (raist@rmece02.upr.clu.edu) wrote:
> In article <Cz3ntz.J06@freenet.carleton.ca>, ac382@freenet.carleton.ca (Jack Kitowicz)
writes:
> |> They were talking about PC PC's not Atari STs TTs and Falcons. A PC is a
> |> clone in the Atari world. Sorry to burst your bubble... :-)

> You didn't. Atari said PC's as Personal Computers and not clones.
> Why don't you give them a call? They are putting everything they
> got behind the Jaguar and nothing else. If the Jaguar doesn't
> succeed ATARI is gone.

> No bubble bursted, ATARI has stopped all computer development.

And if it does succeed, Atari are back to being a (sucessful) games
company. The home computer line is gone for good.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4714. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 09:47:47 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CzCtvn.3HF@aston.ac.uk>
Source record: 14751

In article o3n@insosf1.infonet.net, sinclair@ins.infonet.net writes:
>In article <Cz941p.Dpy@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:
>>In article h0t@insosf1.infonet.net, sinclair@ins.infonet.net writes:
>>t
>>>If you need the speed to run Windows, get a Houdini.
>>>
>>>-Peter
>>>
>>WHY? A PC compatible is _cheaper_ than the damned Houdini board!!!!
>
>You think so? But you are wrong and here is the reason why..
>
>Apple Unveils MS-DOS- and Windows-compatible Power Macintosh
>System and Card
<CRAP DELETED>
Peter, don't EVER post this sort of crap in an Atari newsgroup again, if you want to make a point then search out the relevant information (you _can_ read can't you?) and just post the items that are necessary.

In short your post stated that the Houdini board, on its own costs $699, well I can buy a 486sx33 inc monitor, harddisk, VESA graphics etc etc for $550.

Now, what was the point that your post was trying to make again?

Barry.

4715. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 10:00:46 UTC
From: sinclair@ins.infonet.net
Message-ID: <3acl8e$8o7@insosf1.infonet.net>
Source record: 14753
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3aasq7$1us@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3a6lr3$mvv@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>As for your assertion that Atari computer hardware is cheaper does not hold
>>water. As for ST software being as being better than the the other platforms
>>is your opinion and not fact. I see the oposite. How does the Atari version
>>od Strata Vision Studio compared to the other platforms? Answer: Not
>>available on the ST platform..
>
>Who needs Strata Vision Studio? I have just about al the Lexicor software
>Phoenix, Chronos, Genesis, CyberSculpt, etc. How does the Mac version if
>Phoenix hold up to the ST one? good answer. How about any commercial
>rendering package under $80? Good answer.

I suggest you call MacWarehouse and request their 200 plus page catalog and you will be surprise in what you see. As for the hardware side of things, the falcon has not been upgraded in over two years. Ex Atari employee named John Townsend stated that the current offerings by Atari is outdated compared to the latest Mac and PC platforms and will show up in flee markets. Source: comp.sys.atari.st..I am sure he has received plenty of flame mail. Meanwhile, PowerPC boards are available for the Mac 470's, 570's and 630's. Cost:$599, much less than an outdated 040 solution on the Atari platform..

>
>>-Peter
>>"Always correcting these people with working brains"
>
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

4716. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 10:04:20 UTC
From: sinclair@ins.infonet.net
Message-ID: <3aclf4$8o7@insosf1.infonet.net>
Source record: 14752
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3aassj$1vj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3a7u4a$3nm@nyx10.cs.du.edu> kathomas@nyx10.cs.du.edu (Karl Thomas) writes:
>
>>>I's amazing what Mac people will put up with interms of poor performance and
>>>call it "normal" just to justify their purchase of a shoddy computer.
>
>>He said part of his job is to try to make Macs crash. My Mac hasn't
>>crashed in three months.
>
>You are lucky. In a regular office environment, where we had to have our
>macs running straight through for customer service work, each machine crashed
>on average of once per day.`

On my A1200, I would get regular crashes with guru messages popping up..

The Duo PowerBook I am using(2-3 hours of usage each day) has not crashed in months. Earlier crashes were caused by Z-term when the Powerbook was in sleep mode.
> ~Chris
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

4717. Re: Ataris Present Situation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 10:07:41 UTC
From: sinclair@ins.infonet.net
Message-ID: <3aclld$8o7@insosf1.infonet.net>
Source record: 14755

In article <94318.235234STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Rod,
>You cannot compare Atari to Nintendo. Atari runs on a _MUCH_ tighter
>budget than the big N. For this quarter, I believe Atari predicted
>a $3 million loss. This is with advertising for the Jag on a larger
>scale than any other Atari product I can remember. Here in the States
>I see Jag ads on national television and 3 or 4 print ads in every
>gaming mag. The big problem is games. If they get the games out soon
>(and good ones) then they could still make it. Doom is a good start
>and should be out soon. I had high hopes for CFII but it was trashed
>in a gaming mag (but I will wait for the verdict on the Net).
>Also remember that Atari got $90 million from Sega. This will help
>quite a bit. Quite frankly, I am impressed with Atari's marketing
>of the Jag. I am disappointed with the 3rd party game developers.

And why not? If Atari can't compete, than it shouldmove out of the way. How
did that Chrysler theme go by. Inuit with its Quicken program cloberered
Microsoft's offering despite being out spent Marketing wise. Microsoft threw
in the towel and bought the company.

>-scott tirrell

-Peter

4718. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 10:09:46 UTC
From: sinclair@ins.infonet.net
Message-ID: <3aclpa$8o7@insosf1.infonet.net>
Source record: 14754

In article <3abf9b$gft@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>: You didn't. Atari said PC's as Personal Computers and not clones.
>: Why don't you give them a call? They are putting everything they
>: got behind the Jaguar and nothing else. If the Jaguar doesn't
>: succeed ATARI is gone.
>
>: No bubble bursted, ATARI has stopped all computer development.
>
> All development that is not Jaguar related ... STe, TT, Falcon
>and Lynx. This is only for the time being, but it's essential for the
>survival of the company.

Hello, hello! Atari is out of the PC market for good. There is no way they
can compete in that industry.
>
> >> Mark <<
>

-Peter

4719. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 11:26:41 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov16.112642.5125@bay.cc.kcl.ac.uk>
Source record: 14756
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3a6hb9$36u@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
!
! Pull your head out of your disk drive and see the light, Petey.

I don't normally resort to personal attacks, but if Peter's head was
(for whatever reason) put in the disk drive, would the Mac let him
just take it out again :-)))

Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

4720. Old Atari Stuff any value?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 12:16:09 UTC
From: James.Lawrence@epamail.epa.gov
Message-ID: <James.Lawrence.14.000C4544@epamail.epa.gov>
Source record: 14757

I've got an 48k 800 with two of the drives that came out about the same time the 1200 did (wore out my first two drives) and the serial interface box. I think I gave away the cassette player. I've been keeping it because of the couple hundred games I've got on disks but haven't used it much. Is this stuff of any value anymore?

4721. Re: Ataris Present Situation

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 12:21:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3actg0$q9v@dux.dundee.ac.uk>
Source record: 14758

STIRRE31@MAINE.MAINE.EDU wrote:
: Rod,
: You cannot compare Atari to Nintendo. Atari runs on a _MUCH_ tighter
: budget than the big N. For this quarter, I believe Atari predicted
: a $3 million loss. This is with advertising for the Jag on a larger
: scale than any other Atari product I can remember. Here in the States
: I see Jag ads on national television and 3 or 4 print ads in every
: gaming mag. The big problem is games. If they get the games out soon
: (and good ones) then they could still make it. Doom is a good start
: and should be out soon. I had high hopes for CFII but it was trashed
: in a gaming mag (but I will wait for the verdict on the Net).
: Also remember that Atari got $90 million from Sega. This will help
: quite a bit. Quite frankly, I am impressed with Atari's marketing
: of the Jag. I am disappointed with the 3rd party game developers.
: -scott tirrell

I see what you mean by not comparing Atari to Nintendo, but at the end
of the day they are both competing in the same sector. At this stage
Atari has a substantial product lead over Sega and Nintendo, but here
in the UK the advertising is still sparse. For example Sega and Nintendo
both have TV adds, Atari from what I have seen doesn't. Also Atari still
hs the image of 'oh they were popular a few years ago', if it wants to
shift Jags and Falcons for that matter it's going to have to get some
kind of strategy. Product placements on Tv and in Films, and a well
as an organised sales, distribution and marketing plan.

To be honest with you Atari are bloody awful at all of these. For example
I emailed them to ask for details on some of there products. They simply
referred me to another company, ie they dont even appear to know there
own products.

If Sega and Nintendo can come from nowhere (in the context of home
games systems) then so can Atari, its quite simple, marketing, distribution
and continual product inprovements (software and hardware wise) are ESSENTIAL
to the survival of any platform. Just look at the ST. The Tramiels had the
chance to make a go of things and until the Jag they chose not to.

As for software wise, this is dur to the fact that Atari has not marketed
it successfully across the US and Europe. If Nintendo can shift X million
units, why should a games developer put out a game for a platform of about
250,000. I know I wouldn't. Just look at the Falcon, it is a nice machine,
but had NO marketing, hence all the games developers jumped ship. I know
I bought mine from one of them!!!

Rod

--
--
==========
Roderick McCall, Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.

==========

4722. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 13:24:34 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ad16i$c03@m1.cs.man.ac.uk>
Source record: 14759

Raist, read the but that you (?) highlighted in the text. I quote :-

> The facts are that Atari is out of the PC business and took write-offs in this area in 1993.
^^^^

Yes, it says the _PC_ business. Atari used to make IBM Compatible PCs. I believe that this is what is being refered to here, not the TT or Falcon. Atari still make batches of machines
on demand AFAIK, which is why Falcons are still available. (You can now get a 4/85 Falcon for
552 UK pounds + VAT from Gasteiner according to their ad. in ST Format 65)

Anthony Jacques : jacquesa@cs.man.ac.uk

0 0
^
_/

4723. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 14:32:17 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov16.143218.5133@bay.cc.kcl.ac.uk>
Source record: 14760

In article <1994Nov10.221111.55193@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

```
! Yep, just as I suspected, ATARI gave up in the
! computer business last year, so those who say
! that they are manufacturing Falcons... I don't
! know their source.
!
!
! 4. Dorfman says that Sass sees a big write-off of the Jaguar system as
! well as write-offs in Atari's PC business. The facts are that Atari is
! ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
! out of the PC business and took write-offs in this area in 1993. There
! ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
! are no more write-offs in the PC business for Atari. The Jaguar is the
! ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
!
!
! So there are no further ATARI developments in the computer
! are, for now. No manufacturing. Zero. Nada.
!
```

Aaah come off it Raist, this is the Atari PC, as in PC-compatible. They stopped selling them this year. ABC they were called ("Atari Business Computers"). This has nothing to do with the 68k line.

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

4724. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 14:44:19 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ad5s3$3bu@bs33n.staffs.ac.uk>
Source record: 14761

G MORAN (moran@bires069.bnr.co.uk) wrote:
: after the initial launch of the Falcon, just how much developement
: has Atari done on the machine? What new models or add-ons have they
: developed for it in the 2 or so years since release?

: gavan

They have done bugger all.
But then we never expected they would.

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

4725. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 15:10:17 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94320.101017STIRRE31@MAINE.MAINE.EDU>
Source record: 14762

Raist,
1) Don't you believe that Atari was kind of forced to say what they did to please investors? 2) Atari has said that they produce Falcons when needed (can the same be said for C=?) 3) The technology has been liscenced to others (can the same be said for C=?) 4) The company policy of Atari has been to funnel profits from Jaguar into the computer market. You can choose not to believe Atari but it is what they've said and I haven't heard any different. 5) Do you really want to see Atari stop making computers and be one step closer to having no alternatives?
-scott tirrell

4726. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 15:55:11 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ada0v$r9f@nermal.cs.uoguelph.ca>
Source record: 14763

```
: after the initial launch of the Falcon, just how much developement
: has Atari done on the machine? What new models or add-ons have they
: developed for it in the 2 or so years since release?

Before the release of the Falcon030, former president Greg Pratt told
developers that a tower-based Falcon040 was being worked on. I don't know
how far it got, but it's sure not developing any further right now.

>> Mark <<
```

4727. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 15:56:31 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ada3f$r9f@nermal.cs.uoguelph.ca>
Source record: 14764

```
: Hello, hello! Atari is out of the PC market for good. There is no way they
: can compete in that industry.
: -Peter

Hello, hello yourself! Hey Sinclap ... In my opinion, Apple will be in the
same boat soon. As much as I hate to say it, PC's are in control.

>> Mark <<
```

4728. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 16:40:07 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3adcl7$97k@whitbeck.ncl.ac.uk>
Source record: 14766
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <39t6ij$8js@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>: Not for general purpose word processing, compilers, databases, spreadsheets
>: and games it doesn't.
>
>Word processing it kicks butt. Papyrus Gold, Speedo GDOS fonts. etc...
>Compilers - GNU C, HiSoft C, C++, Gulam, Devpac 3, HiSoft Basic 2.10,
>Cobol, Pascal, Fortran - the list goes on. They are AS advanced and
>quite as capable as any Amiga product. The only area we are lacking is

Sorry to have to play devils advocate here Richard (I own a falcon) but
the Amiga compilers are actually better than the Atari ones. The HiSoft
Lattice C compiler & the Amiga SAS C compiler actually came out of the
same code base (the original code was licensed to both companies by Lattice).
But SAS C is now a much better compiler than Lattice, having had much more
added to it in the way of C++ support, source level debug, etc.
Lattice is ok, but the lack of a source debug is a real pain, as is C++ support
(it's not there). Yes I do have GNU C/C++, but it takes oodles of memory to
compile a simple hello world, and takes forever - no way I could use it as
my main development enviroment (I know Warwick does, but he's got a TT which is
faster and has more memory than I have). That isn't to say that some
dev software isn't top notch. Pure Pascal is the best Pascal compiler I've
used for any machine, even in the demo form. It's fast, it's source debug
is excellent. I've not used Pure C, but I assume it's of comparable quality.
Unfortunately these are only available in German.....

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4729. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 18:24:31 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov16.182431.27807@rmece02.upr.clu.edu>
Source record: 14765

In article <94315.092429STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Raist,
|> Effectively Atari is out of the computer business, you are right.
|> But, they still do manufacture Falcons and TTs when demand warrants
|> it as far as I know. The TT is used in the Jag development system.

How? I mean, they admited they are no longer in that business.
The TT is used in the Jag development system but also is the PC,
which is far more likely that a developer will already have and thus
is less expensive.

Also, they may have some TT's in stock. Add to that,that
you don't need hundreds of new development kits for the Jaguars.
At this point, probably even no more (I mean, developers interested
already have one).

|> If the Falcon has been out of production how is that dealers have
|> them in stock and the price is not rising (and falling in the UK)?

Because they already got it in stock. As it was produced in
XXXX numbers but only YYYY numbers have been sold up to date.
Compare this with the CD-32: it's selling again, and yet
C= can't be producing it.

|> When the TT was out of production it was nowhere to be seen. Do
|> you think that they produced that many more Falcons than TTs?

Probably. Also consider that the TT might have sold more?

|> Atari, last I knew, was still sticking to the policy that Jag profits
|> would be funneled into the computer division. They may have changed.

Nope. Not anymore. And of course, they changed. Add to that
that ATARI is still losing money: the last official report was
about 17.x million, and in the next one, they are saying they'll
put about 3.5 millon of loss (less, but still a loss and in red).
So don't expect they are going to look at the computer business.
Not when the Jaguar is still strugling.

|> Of course, Atari has liscenced the Falcon technology out so there
|> will be clones coming out (and some are out). Besides this I have
|> heard grumblings of 060 boards for the Atari line. The situation

Yep. So? They are not in the computer business anymore.
They said it themselves.

|> is still better than that of the Amiga. Atari has also continued

WHAT?!!!! You must be joking dude. There are more than 3 millon
Amigas out there, and more than half a million are AGA machines.
I don't see in the Falcon software with the quality of Real 3D,
LightWave, ImageF/X, Scala. Where are those? LightWave
just got an upgrade, so did ImageF/X and Real 3D.

|> showing a willingness to let others improve on their software.
|> They just gave the rights for LDW Power to Compo according to
|> ST Informer.
|> Also, Raist, are you really that happy if Atari no longer makes
|> computers? What does this prove? What was your point? Falcons

Actually no. But my whole point is to those that bash the
Amiga, or think "ATARI is doing fine, thank you."

|> are still easy to find which is more than I can say for the 1200.

That situation might change soon though. Well, but when you haven't
sold even half of a half of a million computers, then that certainly
means they should be easy to find (who wants one?).

|> -scott tirrell

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4730. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 19:11:55 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3adlhr$ari@sefl.satelnet.org>
Source record: 14768
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ab4qr$i6c@nyx.cs.du.edu>, Fred Baker <fbaker@nyx.cs.du.edu> wrote:
>In article <3aassj$1vj@darkstar.UCSC.EDU>,
>Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>
>>In <3a7u4a$3nm@nyx10.cs.du.edu> kathomas@nyx10.cs.du.edu (Karl Thomas) writes:
>>
>>>He said part of his job is to try to make Macs crash. My Mac hasn't
>>>crashed in three months.
>>
>>You are lucky. In a regular office environment, where we had to have our
>>macs running straight through for customer service work, each machine crashed
>>on average of once per day.`
>
>Anecdotal evidence: In our office, we've got 19 Macintoshes of various stripes
>running the usual Microsoft apps. One had a hard disk go bad. In 19 months,
>as long as I've been here, that's the only bad thing that's happened (more
>accurately, that's the only bad thing I, as ad hoc support tech, have seen).
>Meanwhile, I've found myself wondering if "General Protection Fault" is the
>name of Microsoft's company song; it occurs so often under Windows.
>
>Karl's not lucky. Your situation's an anomaly, unless "on average of once per
>day" is some addled guess you pulled out of your backside. I rather suspect
>it's the latter.
>
>Macintoshes manage just fine in our office. What's wrong with yours?

Dunno, but it seems to be wrong with mine, too. If it crashes three or four times during a day I consider myself lucky, and six or seven is average. I've NEVER had a day when I've used it and it hasn't crashed at least twice, and I don't go out of my way to make it crash - I just USE the damned thing. Granted it's far more stable than Windows - I can crash a Windows machine in less than 15 seconds without even launching an application, and I have crashed the "uncrashable" NT a couple of times - but it's far less stable than my A500, which may crash once or twice a week with "normal" use. (I tend to treat it a lot more harshly than the other machines on occasion, and then (and ONLY then) does it die on me.)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4731. Atari Lynx 16-bit color portable for sale!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 22:15:43 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.841.2ECA848F@getty.onu.edu>
Source record: 14767

I have a complete system. It is an Atari Lynx, 16-bit portable gaming system. It has a color LCD screen, with an electroluminescent backlit screen, so you can play it in the dark, wherever you go. It works with 6 AA batteries, or you can run it off of a 9v ac adapter.
This system has stereo sound. It is also a 16-BIT system, not 8-bit like the Sega Game Gear. I guess you could say that it is like having a portable Genesis with a screen. There are over 70 games available for the Lynx, and more coming out. You will find favorites like Ms. Pac-Man, Joust, Quixx, Ninja Gaiden, Lemmings, and a lot of others I can't remember offhand. There are some new ones as well, like Desert Strike, from Electronic Arts. Most of these games are available for around $20 each, from Atari or other mail order places. I will give the related phone #'s to whoever buys the system. In case you are wondering why I am only selling one game with the system, it is because I now have two! (I will need the rest of the games for my Lynx II) Oh, I almost forgot - the Lynx is the only portable game system that is designed to work with either left or right handed individuals. It has a double set of controllers, and with a push of a button the screen flips upside down (or rightside up, depending on your point of view) and you can enjoy playing left handed with the 2nd set of buttons. This isn't all that important to those of use who are right-handed, but I just thought I'd let you know.

Keep in mind that a Sega Game Gear, which has a smaller screen, (and is only 8-bit) costs $89 without a game, and $119 with a game. I would like to sell this system for the highest bid I get in the next 10 days. If I get a really good bid within the next few days, I may simply end the sale right then & there, because I don't really like auctions much myself. I would also consider trading the system for about 4 OEM CD games, but you would probably have to be a dealer or at least have access to a good selection to be able to get the ones I want. If interested, e-mail me.

I am including:

The Atari Lynx 16-bit base unit
6 new alkaline batteries (batteries included, wow!)
ac wall adapter, to use when you are near a wall outlet
and a free game of your choice!
(pick one from the following list)

Gates of Zendocon (shooter) This game has over 50 different levels! You can get power ups, have side shooters, etc. My favorite is the flying eyeball that shoots fire!

Rampage (the classic "monsters smash up the city" game) This has the original 3 monsters, plus another mystery monster you can play!

Gauntlet III (explore the dungeons, get the keys, fight hordes of ghosts, giant scorpions, the undead, etc.) This one lets you be the wizard, warrior, valkyrie, punk rocker, nerd, cowboy, pirate, and several others. Each has different attributes.

4732. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 22:41:13 UTC
From: morton@wam.umd.edu
Message-ID: <3ae1q9$rtg@cville-srv.wam.umd.edu>
Source record: 14774
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3aclf4$8o7@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>In article <3aassj$1vj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>>>He said part of his job is to try to make Macs crash. My Mac hasn't
>>>crashed in three months.
>>
>>You are lucky. In a regular office environment, where we had to have our
>>macs running straight through for customer service work, each machine crashed
>>on average of once per day.`
>
>
>On my A1200, I would get regular crashes with guru messages popping up..
>
>The Duo PowerBook I am using(2-3 hours of usage each day) has not crashed in
>months. Earlier crashes were caused by Z-term when the Powerbook was in sleep
>mode.

Just a thought. Does how often you crash a machine matter if you are doing bad things. I mean I can set up a Mac that rarely crashes, I can set up an A1200 that rarely crashes, with some work I may even be able to do the same for an MS Windows environment (I wouldn't guarantee this though). Anyway every machine crashes. Every machine can be set up to reduce the risk of a crash. Anyone who says when I use my xyz machine it never crashes, and my abc (no relation to a real old computer) computer always crashes, should look into why the abc machine is crashing all the time. There is probably an incompatability somewhere that could easily be fixed/patched.

Basically saying a machine crashes all the time is useless. I use a Mac and own and use an Amiga. The only reason the Mac crashes is because I try real hard to find flaws in software. Same with Amiga.

Later,
Rob Morton
morton@wam.umd.edu

4733. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-16 22:52:32 UTC
From: ruhl@du.edu
Message-ID: <CzDu7K.DGx@du.edu>
Source record: 14785
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3adlhr$ari@sefl.satelnet.org>,
!Productions <mentat@sefl.satelnet.org> wrote:
>In article <3ab4qr$i6c@nyx.cs.du.edu>, Fred Baker <fbaker@nyx.cs.du.edu> wrote:
>>In article <3aassj$1vj@darkstar.UCSC.EDU>,
>>Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>>
>>>In <3a7u4a$3nm@nyx10.cs.du.edu> kathomas@nyx10.cs.du.edu (Karl Thomas) writes:
[lots of stuff about Macs repeatedly crashing]

I find it quite odd, all these reports of Macs crashing 5 or 6 times
a day. I program, hack and screw around w/ my 'puter, and I have not
had a _computer_ crash in several months, and my first app crash in 15
weeks was today, because of a poor app. My Mac is on and off
repeatedly throughout the day, with a total of something in the range
of 10-13 hrs. a day, and I rarely have these crashes. My 'puter is a
Mac Classic w/ only 4M RAM, so you would expect more crashes from apps
that expect Color QD and aren't careful w/RAM. Maybe Apple's computers
are getting shoddier, or (my opinion) you are using poorly programmed
apps. It is impossible to write an OS that cannot be deliberately
crashed, and it appears that certain Micro$quish products crash rather
too easily. Hmm...

--

| Bob Uhl | Spectre |
| U of D | Baron Robert von Raetzin |

4734. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 00:49:11 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1611941949110001@net89.metronet.com>
Source record: 14781
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3adlhr$ari@sefl.satelnet.org>, mentat@sefl.satelnet.org
(!Productions) wrote:

> Dunno, but it seems to be wrong with mine, too. If it crashes three or
> four times during a day I consider myself lucky, and six or seven is
> average. I've NEVER had a day when I've used it and it hasn't crashed at

What System and extensions and control panels are you running? Provide
version numbers. You should never have crashes like that. What are you
trying to do with the machine?

> least twice, and I don't go out of my way to make it crash - I just USE
> the damned thing. Granted it's far more stable than Windows - I can
> crash a Windows machine in less than 15 seconds without even launching an
> application, and I have crashed the "uncrashable" NT a couple of times -

RE:Windows (Not NT) - how do you do that?

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4735. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 06:29:20 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941116222403.15581C-100000@CSOS.ORST.EDU>
Source record: 14773

On Wed, 16 Nov 1994, Barry Clarke wrote:

> >>>
> >>WHY? A PC compatible is _cheaper_ than the damned Houdini board!!!!
> >
> >You think so? But you are wrong and here is the reason why..
> >
> >Apple Unveils MS-DOS- and Windows-compatible Power Macintosh
> >System and Card
> <CRAP DELETED>
> Peter, don't EVER post this sort of crap in an Atari newsgroup again, if you want
> to make a point then search out the relevant information (you _can_ read can't you?)
> and just post the items that are necessary.
>
> In short your post stated that the Houdini board, on its own costs $699, well I can
> buy a 486sx33 inc monitor, harddisk, VESA graphics etc etc for $550.
>
> Now, what was the point that your post was trying to make again?
>
> Barry.

I do not own a Macintrash, but I found the MS-DOS/WIN compatible
Macintosh message to be informative and relevant. It was also priced
reasonably and was full-featured, so what's the prob?

Of course, the real reason I replied to your message is that I'd
like to know where I can buy COMPLETE 486SX/33 systems for $550? Please
post the source of this. If that's the case, then perhaps it may render
a PowerMac solution out of the question. However, I'll have to see such
systems at $550 to believe it.

James Wood

4736. Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 07:37:14 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941116223528.15581D-100000@CSOS.ORST.EDU>
Source record: 14775

I've been following this base for several days, reading the messages and holding my belly in laughter at some of the preposterous claims that have been spouted.

Now, don't get me wrong. I have a house full of Ataris which I find very dear, but there was a time and a place for Atari. WAS. I enjoy my Ataris even today, but only because of NOVELTY and REMINISCENCE. Any talk of Atari computers in the same sentence as modern PENTIUMS or POWER MACs is simply ridiculous.

Atari's initial success was acheived because in the old days, Atari products were MORE INNOVATIVE than the competition's, and cost LESS. The original Atari 800 offered more than the original Apple II, for much less. The original Atari ST offered more than the original Macintosh or 8088-based PC's - again for LESS. However, things changed.

The only point at which Atari even stood a chance at dominating the industry (that is, the only time duirng which there may have been the potential to do so) was in 1985 with the introduction of the Atari ST. At that time, Atari had tecnological advantages over the competitors, and delivered them at more affordable prices than the competitors. Had that not been the case, I would not have owned an Atari ST. However, any other company would have been hurriedly working on the next generation of machine. They would have been open to criticisms of the current machine and working hard on improving the next generation. What followed the ST was YEARS of Atari stagnation and neglect. When Atari finally decided to improve upon the ST, it was too little, too late, and too incompatible with previous ST machines.

With each year that passed, the MS-DOS machines got better and better. VGA was introduced in 1987, which was vastly superior to anything available on the Atari. 386 computers were introduced. Of course, those were both very expensive at time of introduction, but the PC has simply been a story of falling prices for years now. As prices have been falling, performance has been increasing. All during this time, Atari fell further and further behind - not only did their prices NOT fall commensurately to the PC world, but what new high-performance hardware was even available for the Atari????

I got tired of waiting, which is why I sold my ST in 1990 in favor of a 286. Back then, I had a machine twice as fast as my ST, which I put together from parts that I obtained for very little more than I SOLD my outdated ST for. Since then, I've had the enjoyable experiece of tecnological innovation and price cut year after year....386, 486, 486DX2, 486DX4....etc. I've also had the most software choices possible on the planet. (The Atari emulators are some of my favorite software.)

The biggest problem with Atari computers has been the Atari Corporation - specifically, the Tramiels. I don't believe ANYBODY could have topped them for marketing screw-ups. Due to them, Atari hardware has fallen from being advanced and low-priced to obsolete, high-priced, and they even introduced the factor of UNRELIABILITY.

Take the Atari XF551 disk drive, for example. The PC board inside is of such low quality that simply plugging in the SIO cable a few times will BREAK THE TRACES on the board, developing intermittent drive problems. Atari machines were always notoriously difficult to upgrade, and since the Tramiels, NOTHING is socketed - it's all soldered on the motherboard. Atari ST floppy drives (by Chinon) assembled with glue that would come apart. Atari equipment under Tramiel was of the absolute lowest quality. On the XE line, the parallel expansion bus (from the 800XL of the previous Atari) was butchered such that the first thing the third party did was develop an adapter to take it back to 800XL format. On some then-new machines (such as the 65XE) the parallel bus was completely omittted - which is probably why the 80-col. adapter (XEP80) turned out to be a slow joystick port kludge that even the most shameful third party developer could have done better.

Since I got tired of waiting for a TT and bought a PC clone, I never owned one. However, I was glad that I didn't after finding out that the TT wasn't even fully compatible with the ST. Could there be anything WORSE than that?

Finally, Atari corporation has acquired perhaps the worst reputation on the planet. I was one of the 8-bit Atari users who had Atari turn their backs to me. I suppose now, ANYONE who uses an Atari has had Atari turn their backs to them. Atari even burned their distributors and dealerships. Who hasn't heard of Atari dealers upset because of the Tramiel tactic of letting small dealers do their pioneer work for them when the machines are new, only to dump Atari equipment on mass-merchandisers who reap the profit? Atari showed no loyalty to the mass-merchandisers, either - many of whom won't even carry Atari products because Atari wouldn't ship on schedule, if at all.

Who hasn't heard of Atari Vaporware? Let me try and think of some Vaporware.... Atari promised CD-ROM in 1985. I waited 5 years before abandoning the Atari platform, and finally got my CD-ROM from Soundblaster (for PC). What happened to the 65XEM and 130ST?
I've forgotten how many products were announced and never delivered by Atari - which was a common occurance. CES and COMDEX must have been simply Atari smoke and mirrors with all the products announced and never shipped.

The TT and Falcon were overpriced and outdated at introduction. How can anyone be excited about a computer company in the mid-90's whose flagship machine is a 16Mhz 68030 - and it won't even run software from the 8Mhz 68000? Need I say more? Atari has even burned those users by dropping them, too (in addition to pedaling them shoddy hardware). It's because of Atari's reputation catching up from them that the Atari user base has dwindled, and because of that that good quality software for even the TT

and Falcon has been at a minimum.

And now we have the Jaguar. Sure, they talk about a CD-ROM reader for it...but there's that damn Atari policy of Vaporware that comes to mind. I'll believe it when I see it. There's also the problem of software - as in "none." What right-minded developer wants to waste time developing for a machine from a company with the reputation like Atari's? Sadly (for the Jaguar) its biggest drawback might turn out to be the name and logo of the company which sells it. Atari hardly stands a chance in coming up from the bottom in the nearly-saturated video game industry. Nintendo gained their huge market share in the late 80's with the original NES. The market was different then, since the ENTIRE video game industry had fallen off after the Great Video Game Shakedown of the early 80's (when Intellivision, Coleco, etc died). Now, the huge video game market has built up again to the same cut-throat competition. If Atari had introduced innovative video game hardware back when the original NES was gaining a foothold, they might have stood a chance - but the market is different. There are too many players now, and those who dominate the video game industry have done so by demonstrating a market proficiency orders of magnitude beyond Atari. Competiton is only slated to increase with the introduction of systems by big players such as SONY playstation. Thus there are an awful lot of factors working against the Jaguar - and Atari.

The ironic thing is, Atari has had some of the most loyal followers in the industry. I used to feel that way myself - until I woke up and smelled the solder burning. Year after year of being neglected and abandoned, there are still loyal Atari enthusiasts. This late in the game, I wonder how that is possible. However, if there is a company on this earth who can figure out just one more way to screw over the bedraggled remnants of a once proud and mighty loyal following, rest assured that Atari is the one. If any other company would have had even a fraction of that loyalty shown towards them, they would have made a fortune....and built upon that loyalty by continuing to satisfy customers with innovative hardware at value prices.....but that's a dream. Perhaps that's something for you dreamers to put in your pipe and smoke.

I enjoy my Atari hardware even today, but I'll never put it on the same tier as Power Mac and Pentium - both of which have left Atari in the dust.

James Wood

4737. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 10:11:56 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3afa9c$s1g@bmerha64.bnr.ca>
Source record: 14776

James Wood (jamesw@CSOS.ORST.EDU) wrote:

> The biggest problem with Atari computers has been the Atari Corporation -
> specifically, the Tramiels. I don't believe ANYBODY could have topped
> them for marketing screw-ups. Due to them, Atari hardware has fallen
> from being advanced and low-priced to obsolete, high-priced, and they

Ever hear of Commodore? Mehdi Ali strikes me as being about 1000x
worse than anything Atari have ever done. At least Atari tried to do
the right things. Under that wanker Ali, it really looked like C=
were _trying_ to commit suicide.

Thank god the Amiga is free of them now. Lets hope the lawyers don't
screw the Amigas chances of recovery under a new manufacturer.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4738. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 12:43:58 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3afj6e$78c@bs33n.staffs.ac.uk>
Source record: 14778
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Scott Ashdown (ashdown@mpr.ca) wrote:
: In article <3a8c6i$pkn@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
: >Yes but I wonder which one of us. I was just going from evidence such as
: >adverts in Wired magazine where they claim in their blurb things like
: >'time to move up from your Amiga now'. You really think I'd make a quote
: >like that in this lions den without having something to support it?

: Truly strong evidence. Print ads in the most overhyped periodical of all
: time. Definitely to be trusted.

And you are? I mean you're not just a _little_ biased at all, are you?
And what about Edge magazine issue one - the interview with Psygnosis who
were developing Microcosm at the time - what did they say? That they had
moved away from Amigas and were using other machines (SGI no doubt) for
their graphics and animation because of the sheer power.

Want some more quotes? Or is this enough clues for you.

RiCH D.

4739. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 13:52:13 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <CzEzv3.KHM@bath.ac.uk>
Source record: 14782

In the referenced article, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <Cz3ntz.J06@freenet.carleton.ca>, ac382@freenet.carleton.ca (Jack Kitowicz)
writes:
>|> They were talking about PC PC's not Atari STs TTs and Falcons. A PC is a
>|> clone in the Atari world. Sorry to burst your bubble... :-)
>
> You didn't. Atari said PC's as Personal Computers and not clones.
>Why don't you give them a call? They are putting everything they
>got behind the Jaguar and nothing else. If the Jaguar doesn't
>succeed ATARI is gone.

Beep!
wrong
Atari meant PC as in INTEL , heres clarification

Date: Mon, 14 Nov 94 17:52 GMT
From: Atari Corporation UK <atari@cix.compulink.co.uk>
Subject: Re: Atari out of computer business?
To: ma2ljg@bath.ac.uk
Reply-To: atari@cix.compulink.co.uk
In-Reply-To: <memo.43230@cix.compulink.co.uk>

The quote says "the PC market" that is not Falcon. We wrote down a load of
hardware in our old ABC286 intel line. Not in the Motorola line.

4740. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 13:56:59 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov17.135659.23740@dmu.ac.uk>
Source record: 14783
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <1994Nov14.154003.58718@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> In article <1994Nov10.122915.19941@dmu.ac.uk>, se2ap@dmu.ac.uk (A Parker) writes:
> |> In article <39lnfu$gdp@sefl.satelnet.org>, mentat@sefl.satelnet.org (!Productions) writes:
> |> > In article <1994Nov7.095607.7203@dmu.ac.uk>, A Parker <se2ap@dmu.ac.uk> wrote:
>
> [stuff deleted]
>
> |>
> |> I just can't understand why Amiga owners have to feel that they ALWAYS win
> about EVERY aspect of their computer's hardware. I've admitted that the A1200
> GUI is fast compared to the Falcons, why can't you admit that the Falcons sound
> system is far superio|> r to the A1200's without saying, 'Ah , but we don't
> need 8 channels, we don't need 16 bit sound' etc. etc. BTW my friends A1200
> has 2 megs of chip RAM and 4 megs of FAST, so I suppose this helps the speed
> somewhat.
> |>
> |> Alan.
>
>
> Not me! I have always admitted the Falcon has far superior sound
> compared to the A1200...

Yes, but you seem to be one of the few Amiga users on this group that it's possible to have a civilised conversation with. My statement above refers to the general opinion of the Amiga owners I've met, of course they're not all like that. BTW I'll be purchasing an Amiga myself soon, but that doesn't mean (I hope) that I'll end up like most Amiga owners ;-)

>
> |>
> |> >
> |> > --
> |> > !Productions 1994
> |> >
> |> > GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
> |> > M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+
> |> >
>
> --
> --
> >>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
> Amiga 1200 with AGA Blast Processing(tm) ;-)
> REAL 3D ->V2.49<- yep! The latest and greatest! :-)

> ---> Opinions are my own, not of my college campus

4741. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 16:33:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94321.113319STIRRE31@MAINE.MAINE.EDU>
Source record: 14640

Pete,
What are your qualifications to claim that Atari cannot compete in the computer market anymore? Especially since they claim they will once the Jag takes off? Getting nervous now that Apple has to enter the gaming market for money, Peter?
-scott tirrell

4742. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 17:05:58 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ag2hm$7os@m1.cs.man.ac.uk>
Source record: 14786

In article <3a2dop$r50@bmerha64.bnr.ca>, moran@bires059 (G MORAN) writes:

I've done a bit of editing...

>
> Falcons are (and always have been) very HARD to find. I've never
> seen one for sale (in the flesh) ANYWHERE.
>

Have you not been into Debenhams recently? They have Falcons (or at least the one in her in Manchester and the one in Bristol have....)

I bought mine from a shop (not mail order). This was just a small computer shop in Bristol, and had just as many Falcons as A1200s.

Anthony Jacques

4743. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 17:43:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov17.174335.41996@rmece02.upr.clu.edu>
Source record: 14647
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <3a8bu9$pkn@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> G MORAN (moran@dace.bnr.co.uk) wrote:
|> : > Yes, but we DO have them. That was my point. Anyone seriously into
|> : > Video Animation will not be using Amigas these days anyway.
|>
|> : Ever heard of Babylon 5 or Robocop or Seaquest DSV? And as for video
|> : titling the Amiga rules supreme in the amateur and semi pro markets.
|>
|> And he falls for it.. hook line and sinker. I said VIDEO ANIMATION, I

No, he didn't. You misunderstood.

|> was talking to a real Amiga advocate the other day who uses his Amigas
|> for video production and he clearly told me that for titling it reigns
|> supreme but for animation most serious studios will use more top-end
|> hardware. If that isn't the case then why didn't they do Jurassic Park
|> or Terminator 2 on Amigas? This is the way things are going now.

Dude, did you know that the low end market for VIDEO ANIMATION is Amiga?
Did you just know that? And while we are at it, did you know that
for Jurassic Park (yes, Jurassic Park) more than 10 animated story
boards for conceptualiztion where done on the Amiga with LightWave?

True, SGI's are used for a bunch of movie stuff, but one of the reasons
why shows like Babylon 5, Seaquest, Robocob TV series, Star Trek Next
Generation (yes, those two went with it in the final seasons) use
Amiga's because it is price competitive enough?

Don't just tell me "ah, for video animation" because for Video Animation,
the Amiga also kicks butt. Yes, the very high end is Silicon Graphics,
that doesn't mean you can't do quality works on the Amiga.
Why don't you read an article that came out in Computer Graphics World about it?
There's even experienced people that acknowledge that Real 3D has more power
as a procedural animatior than even Alias and SoftImage! And I am not
talking about 'just Amiga advocactes' but very experienced people in this
industry.

Now I ask you: why if the SGI is "THE SOLUTION", then why more and more
people where starting to use Amiga's for high quality TV work? And if
you think that the Graphics on Babylon 5 are not high quality.. then...
(they got an Emmy for *just* the graphics effects?) Babylon 5 was
the very mark of "quality *video animation* can be done on the Amiga".

Remember that you don't do a movie (a $$$movie$$$) like Terminator 2
or Jurassic Park every day. That's where the Amiga comes in, providing

high quality graphics at an affordable price and that's why Babylon 5
is possible, why Seaquest is made possible, etc. Budget wouldn't permit
it otherwise.

And just to let you know too, do you think that the SGI's are that
fast rendering today? Wake up. A Pentium at 90Mhz can match a $40,000+
Crimsom machine. Same with Amigas, particularly accelerated with the
"warp" or "raptor" (when I say warp, there are too. I am talking about
the "transputer one", and not the '040 one). $40,000 vs $4,000->$8,000
doesn't look good. And I am not even taking into account a PowerPC.

While the SGI has a "reality engine card" that can make raytracing
type stuff in Real time... how much do you think it costs? Yes, the
card alone? Last time I heard was about "only" $100,000. The card
alone, and you need an SGI workstation too. Then add $$$the software cost$$$.
Most SGI software are in the realms of $30,000+ bucks (the most "famous"
animation software). And of course, usually you also have to pay about
$2,000-$4,000 a year for keeping the license. See why a lot of people
are using Amigas for a lot of projects?

|> : Its not like the situation where recording studios are defecting to
|> : the Mac from the ST - other machines just _can't_ do the things video-
|> : wise that the Amiga can. The STs midi popularity came from the fact that
|>
|> Yes they can and production studios are moving to other platforms, if
|> they have not done so already. Angel Studios for example - Lawnmower man
|> didn't come from the back of an Amiga chipset. You state Robocop, B5 and
|> DSV, sure they are examples, but for real _modern_ video animation you
|> don't use Amigas. And don't get this post confused with video TITLING

You must be joking. Robocop series (the TV series) is being MADE
RIGHT NOW. Don't YOU THINK THIS IS MODERN ENOUGH?

And what about SeaQuest? Dude, you are joking.

|> please. I'm not talking about that.
|>
|> : STs had the midi ports as standard, there was nothing 'better' about
|> : them for midi use than any other computer.
|>
|> In most cases there still isn't esp. for a power-price ratio.
|>
|> : gavan
|>
|> Richard Davey
|> --
|> email here is hit and miss!
|> or: requiem@armory.com

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<

Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4744. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 17:45:04 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov17.174504.12926@rmece02.upr.clu.edu>
Source record: 14630
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

In article <3a8c2d$pkn@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
|> : In article <39t6rd$8js@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
|> : > Yes, but we DO have them. That was my point. Anyone seriously into
|> : > Video Animation will not be using Amigas these days anyway.
|>
|> : Not strictly true, Rich, amigas are very popular machines for video
|> : processing esp. where SGI machines can't be afforded. Take Babylon 5
|> : for example - all special effects there are generated using amigas.
|>
|> : Admittedly they need a whole bank of them... :)
|>
|> I was just going on what an Amiga owning video producer told me.
|> We argued for hours until we concluded that for titling the Amiga reigns
|> above all but for serious animation you look elsewhere these days.

I don't think so. The only reason why you would look elsewhere is
because of C='s current situation (bankruptcy/slow auctioning) more than
anything.

You might have talked to a video producer, I have talked to several.
Plus I read quite a bit of graphics/video magazines.

|>
|>
|> Rich Davey
|> --
|> email here is hit and miss!
|> or: requiem@armory.com

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4745. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 17:53:51 UTC
From: choat@unm.edu
Message-ID: <3ag5bf$3s6@carina.unm.edu>
Source record: 14637
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Often Photoshop, and nearly automatically Photoshop + Zterm running off my
Apple Express Modem (which does everything in software via a control panel)
will cause my machine to freeze up like someone who has just had a a massive
stroke. And only the necessary 2 or three extensions are enabled too.

BTW, I have 8M of RAM, so I don't think that;s the problem .

>:or (my opinion) you are using poorly programmed
apps. It is impossible to write an OS that cannot be deliberately
crashed, and it appears that certain Micro$quish products crash rather
too easily. Hmm...

--

| Bob Uhl | Spectre |
| U of D | Baron Robert von Raetzin |

4746. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 19:57:32 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117114843.4368A-100000@CSOS.ORST.EDU>
Source record: 14641

On 17 Nov 1994, G MORAN wrote:

> Ever hear of Commodore? Mehdi Ali strikes me as being about 1000x
> worse than anything Atari have ever done. At least Atari tried to do
> the right things. Under that wanker Ali, it really looked like C=
> were _trying_ to commit suicide.
>
> Thank god the Amiga is free of them now. Lets hope the lawyers don't
> screw the Amigas chances of recovery under a new manufacturer.
>
> gavan

Strange. I've never owned an Amiga, but I was under the impression that the Amiga was marketed better by Commodore than Atari did the ST. As an ST owner, I was always "jealous" (lack of better term) of all the neat stuff that C= was developing for the Amiga line....like new models. I don't know the specifications, but the Amiga 2000 and 4000 etc seemed pretty neat IMO - although I was never truly informed in regards to the specifications of that machine. I just marched along with my 1040ST with 4MB kludged in with a difficult memory upgrade stuffed under the RF shield. I would have sprung for a Mega ST if it wasn't so expensive and redundant....essentially the same machine re-cased. I didn't figure the detachable keyboard was worth the price of upgrading. Gee, if they would have at least put in a 1.44Mb drive or included the original "STe" enhancements - or even cranked 'er up to 16Mhz - on the ORIGINAL MEGA-ST, then I would have sure-as-hell bought one. I'll bet a lot of other people would have also. Of course, to have introduced those features a couple years earlier than Atari DID would have required market proficiency beyond the Tramiels....

As for the Jaguar - I would like to see it succeed and I think about buying one, but I want to see more games and CD capability. I just read a new posting updating the Jaguar situation, and it's the same story by Sam Tramiel....."Any Day Now"....."Coming Soon!"...."We're just about there!" We've heard that story before. Have they no shame?

James Wood

4747. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 20:58:03 UTC
From: larry@merakusa.com
Message-ID: <3agg4r$scs@uuneo.neosoft.com>
Source record: 14643
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3aassj$1vj@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) says:

>You are lucky. In a regular office environment, where we had to have our
>macs running straight through for customer service work, each machine crashed
>on average of once per day.`
>
> ~Chris

Everyone is luckier than me. My Windows NT 3.5 crashes (to the blue screen) a minimum of once per day. Usually on the first login. Often it crashes 2-5 times a day. Yes, I know what the problem is. Its a Zeos Pentium 90. A lot of early P-90 that are based on the Intel chipset or motherboard have the same problem. Oh yeah, my wonderful mail order vendor, Zeos, is dragging their feet for several weeks now on sending the repair part (a new
motherboard). I also have to put it in myself.

Everyone knows pc's are cheaper than Mac's. Must have been said by a Pentagon accountant.

Larry Barras
Programmer at large ... or is it large programmer?
{ opinions are my own and in no way reflect those of the }
{ of the republican party, my employer or any living person }

4748. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 21:31:42 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <3agi3u$ijq@nyx10.cs.du.edu>
Source record: 14642
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

choat@unm.edu (jon matthew krueger) writes:

>Often Photoshop, and nearly automatically Photoshop + Zterm running off my
>Apple Express Modem (which does everything in software via a control panel)
>will cause my machine to freeze up like someone who has just had a a massive
>stroke. And only the necessary 2 or three extensions are enabled too.

This is something that I really don't understand about people in this
group. If an app constantly crashes, use a competitors application.
I sent Word back to mail order place I got it from one day after buying
it and bought Wordperfect instead. But Zterm is notoriously buggy and
doesn't download in the background as well as my personal favorite --
Macintercomm.

4749. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 21:43:32 UTC
From: guenther@sos.sh.sub.de
Message-ID: <EKRVBHVA1UP@sos.sh.sub.de>
Source record: 14661
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3a6lr3$mvv@insosf1.infonet.net> sinclair@ins.infonet.net wrote :
>In article <3a6hb9$36u@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>As for your assertion that Atari computer hardware is cheaper does not hold
>water. As for ST software being as being better than the the other platforms
>is your opinion and not fact. I see the oposite. How does the Atari version
>od Strata Vision Studio compared to the other platforms? Answer: Not
>available on the ST platform..

How does the Mac version of Papyrus Gold compare to the ST version? Answer: not available on the Mac. How does the Mac version of Tempus Word pro compare to the ST version? Answer: not available on the Mac. How does the Mac version of Cubase Audio compare to the Falcon version? Answer: poor. How does the Mac version of CoNnect compare to the ST version? Answer: not available on the Mac...Cthulhu, this is the most ridiculous statement I have ever seen by any kid in .advocacy.

Mr. Sinclair-Day, would you please be so kind and
a) compare existing software serving the same purpose that does not exist on the othes' platform or
b) compare existing and developing software that exists on both platforms or
c) shut the fuck up?

Thorsten

-- Thorsten Gï¿½nther (Weregoose) -- _O
-- /
-- A pet rat makes you learn soldering cables. -- _
-----ï¿½=ae, ï¿½=oe, ï¿½=ue, ï¿½=Ae, ï¿½=Oe, ï¿½=Ue, ï¿½=ss----- _)

4750. Sorry about the sig

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-17 23:06:44 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3agnm4$koo@dux.dundee.ac.uk>
Source record: 14638

[Article crossposted from comp.sys.atari.st.tech]
[Author was Rod McCall]
[Posted on 17 Nov 1994 23:05:42 GMT]

I must say a hugr sorry to eveyone for the length of my last sig. I was
totally unaware that there was 16 empty lines after the actual sig
itself. Although I must admit perhaps the actual text was a bit long.

Once again sorry, and please no more flames, I get the message!!!

Rod

==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==========

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==========

4751. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 00:30:23 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3agsiv$sbc@pepper.rutgers.edu>
Source record: 14639

James Wood <jamesw@CSOS.ORST.EDU> writes:

>I've been following this base for several days, reading the messages and
>holding my belly in laughter at some of the preposterous claims that have
>been spouted.

Of course, Sinclap's preposterous claims for the Mac are equally funny.

>Now, don't get me wrong. I have a house full of Ataris which I find very
>dear, but there was a time and a place for Atari. WAS. I enjoy my
>Ataris even today, but only because of NOVELTY and REMINISCENCE. Any
>talk of Atari computers in the same sentence as modern PENTIUMS or POWER
>MACs is simply ridiculous.

I have two old Atari computers lying around, an 800 and an XE-130.
I also have an ancient Atari 2600 and about 25 cartridges for it.

As I remember, in the early 80's Atari dominated the video game market. Even
though Intellivision and ColecoVision were much better than the 2600, the 2600
had a much larger user base than both of those put together, and a correspondingly
larger software library (remember how Activision, a big third-party video game
developer of the time period, only released their most popular titles for non-2600
video game systems). From the inception of the home video game market at the end
of the 70's though the early 80's, Atari was king.

As for home computers, though Atari always lagged behind IBM, Apple, and C=, the
Atari 8-bits did have a significant user base (something that could never be said
about their 16- and 32-bits). I mean, in the early and mid 80's, it wasn't too
hard to find Atari hardware and software in stores (something that hasn't been true
for 7 or 8 years now). In short, Atari wasn't king in the personal computer market,
but they were at least on the map.

Those were the days...........

>Atari's initial success was acheived because in the old days, Atari
>products were MORE INNOVATIVE than the competition's, and cost LESS. The
>original Atari 800 offered more than the original Apple II, for much
>less. The original Atari ST offered more than the original Macintosh or
>8088-based PC's - again for LESS. However, things changed.

The Atari 800 had the best graphics in personal computerdom for years - then
VGA came out.

<Deletion>

>I got tired of waiting, which is why I sold my ST in 1990 in favor of a
>286. Back then, I had a machine twice as fast as my ST, which I put
>together from parts that I obtained for very little more than I SOLD my

>outdated ST for. Since then, I've had the enjoyable experiece of
>tecnological innovation and price cut year after year....386, 486,
>486DX2, 486DX4....etc. I've also had the most software choices possible
>on the planet. (The Atari emulators are some of my favorite software.)

The large software library is definitely enjoyable. And you know that it
will remain large because no software developer in their right mind would
ignore over three quarters of the personal computer market.

As for technological innovation, it's fun except that it makes your machine
obsolete in less than TWO YEARS. This is a big annoyance if you can't
afford to buy a new PC every two years. My computer, a 16-MHz 386SX, is
just begging for the scrap heap, but I can't afford to buy a new computer
right now, so I an forced to stick with it. Oh well...at least it runs
Civ well.

<Deletion>

>Take the Atari XF551 disk drive, for example. The PC board inside is of
>such low quality that simply plugging in the SIO cable a few times will
>BREAK THE TRACES on the board, developing intermittent drive problems.
>Atari machines were always notoriously difficult to upgrade, and since
>the Tramiels, NOTHING is socketed - it's all soldered on the
>motherboard. Atari ST floppy drives (by Chinon) assembled with glue that
>would come apart. Atari equipment under Tramiel was of the absolute
>lowest quality. On the XE line, the parallel expansion bus (from the
>800XL of the previous Atari) was butchered such that the first thing the
>third party did was develop an adapter to take it back to 800XL format.
>On some then-new machines (such as the 65XE) the parallel bus was
>completely omittted - which is probably why the 80-col. adapter (XEP80)
>turned out to be a slow joystick port kludge that even the most
>shameful third party developer could have done better.

Every own an Atari printer? They were horrendous! Mine always bent the
lines at the bottom of the page. Also, remember when they upgraded Atari
DOS 2.0 to Atari DOS 3.0? Atari DOS 3.0 had so many compatibility problems
with 2.0 that they were forced to "downgrade" it to 2.5.

>Since I got tired of waiting for a TT and bought a PC clone, I never
>owned one. However, I was glad that I didn't after finding out that the
>TT wasn't even fully compatible with the ST. Could there be anything
>WORSE than that?

You stuck with Atari long after I did. I switched to the PC world in 1988
and stopped following Atari completely the following year. Never even heard
of the TT until I started reading this newsgroup.

>Finally, Atari corporation has acquired perhaps the worst reputation on
>the planet. I was one of the 8-bit Atari users who had Atari turn their
>backs to me. I suppose now, ANYONE who uses an Atari has had Atari turn
>their backs to them. Atari even burned their distributors and
>dealerships. Who hasn't heard of Atari dealers upset because of the
>Tramiel tactic of letting small dealers do their pioneer work for them

>when the machines are new, only to dump Atari equipment on
>mass-merchandisers who reap the profit? Atari showed no loyalty to the
>mass-merchandisers, either - many of whom won't even carry Atari products
>because Atari wouldn't ship on schedule, if at all.

Atari sure did turn their backs on their 8-bit users - and at a time when
they were over 90% of Atari's installed base. From about 1986 on, all
Atari Explorer (nee Connection) ever talked about was the ST. If you
owned an 800, an XL, or an XE you were out in the cold. No wonder so
many Atari 8-bitters switched to either the PC world (like me) or the
Mac world (like that no-good from Iowa). Who wants to own a computer
from an untrustworthy company - especially when other kinds of computers
are much better supported.

<Deletion>

>The TT and Falcon were overpriced and outdated at introduction. How can
>anyone be excited about a computer company in the mid-90's whose flagship
>machine is a 16Mhz 68030 - and it won't even run software from the 8Mhz
>68000? Need I say more? Atari has even burned those users by dropping
>them, too (in addition to pedaling them shoddy hardware). It's because
>of Atari's reputation catching up from them that the Atari user base has
>dwindled, and because of that that good quality software for even the TT
>and Falcon has been at a minimum.

I heard that Atari had abondoned the computer market completely.

>And now we have the Jaguar. Sure, they talk about a CD-ROM reader for
>it...but there's that damn Atari policy of Vaporware that comes to mind.
>I'll believe it when I see it. There's also the problem of software - as
>in "none." What right-minded developer wants to waste time developing
>for a machine from a company with the reputation like Atari's? Sadly
>(for the Jaguar) its biggest drawback might turn out to be the name and
>logo of the company which sells it. Atari hardly stands a chance in
>coming up from the bottom in the nearly-saturated video game industry.
>Nintendo gained their huge market share in the late 80's with the
>original NES. The market was different then, since the ENTIRE video game
>industry had fallen off after the Great Video Game Shakedown of the early
>80's (when Intellivision, Coleco, etc died). Now, the huge video game
>market has built up again to the same cut-throat competition. If Atari
>had introduced innovative video game hardware back when the original NES
>was gaining a foothold, they might have stood a chance - but the market
>is different. There are too many players now, and those who dominate the
>video game industry have done so by demonstrating a market proficiency
>orders of magnitude beyond Atari. Competiton is only slated to increase
>with the introduction of systems by big players such as SONY
>playstation. Thus there are an awful lot of factors working against the
>Jaguar - and Atari.

The sad thing is that Atari was the dominant player in the video game world
at one time. But they let it slip from their grasp by failing to come up
with a good upgrade to the venerable Atari 2600. Now Atari's presence in the

video game market is as negligible as their presence in the personal computer market.

<Deletion>

>I enjoy my Atari hardware even today, but I'll never put it on the same
>tier as Power Mac and Pentium - both of which have left Atari in the dust.

Agreed. I also wouldn't put the PowerMac in the same tier as the Pentium, though, since PC compatibles outnumbers PowerMacs 4 to 1.

>James Wood

It's always nice to reminisce about the good old days. It's a shame Atari has degenerated to what it is today.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4752. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 00:50:18 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EKSABJWG1UP@cabal.sh.sub.de>
Source record: 14654

In <3a0keh$4q5@mp.cs.niu.edu> molodyi boris wrote :

>John,
>
>Sorry to burst YOUR bubble, but Atari is out of Personal Computer (aka PC)
>busyness. They're not making computers, ST, TT, Falcon, PC, or otherwise....

The Jag development system is TT based. There are no such systems
available? The Falcon is no longer produced though there is high demand for
it in the MIDI/music section? Kid, get real, an already developed machine
that sells will be produced until it doesn't sell any more or the producer
goes bankrupt.

Thorsten

4753. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 01:06:20 UTC
From: sinclair@ins.infonet.net
Message-ID: <3agumc$4gh@insosf1.infonet.net>
Source record: 14644

In article <94321.113319STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Pete,
>What are your qualifications to claim that Atari cannot compete in the
>computer market anymore? Especially since they claim they will once
>the Jag takes off? Getting nervous now that Apple has to enter the
>gaming market for money, Peter?

I can't imagine that Atari wouldenter the computer market again because of past difficulties in competeing and profitability. Atari can no longer compete in terms of hardware and software, would take a massive investment that they lack. There is no evidence that the jag will take off, I have seen onone to change my view on it. As for Apple entering the console market, I have yet to see a press statement from the company. As for needing money, Apple is a nine billion dollar firm and is very profitable.

>-scott tirrell

-Peter

4754. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 09:44:17 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CzGJ1u.BEw@aston.ac.uk>
Source record: 14646

In article 100000@CSOS.ORST.EDU, James Wood <jamesw@CSOS.ORST.EDU> writes:

>a PowerMac solution out of the question. However, I'll have to see such
>systems at $550 to believe it.
>
>James Wood
>
FirstCall Computer systems in the UK offer 486sx25's at approx. 550 for the base system (4 MB RAM, 170MB HDD and VL Bus gfx).

If you're still interested EMail me and I'll send you the firm's details.

Barry.

4755. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 15:19:07 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CzGyJv.DLv@cix.compulink.co.uk>
Source record: 14648

In message <3agsiv$sbc@pepper.rutgers.edu>, trauth@pepper.rutgers.edu said:
In message <3agsiv$sbc@pepper.rutgers.edu>, trauth@pepper.rutgers.edu said:
> James Wood <jamesw@CSOS.ORST.EDU> writes:
>
>
> > I've been following this base for several days, reading the messages
> > and holding my belly in laughter at some of the preposterous claims
> > that have been spouted.
>
> Of course, Sinclap's preposterous claims for the Mac are equally funny.
>
>
> > Now, don't get me wrong. I have a house full of Ataris which I find
> > very dear, but there was a time and a place for Atari. WAS. I
> > enjoy my Ataris even today, but only because of NOVELTY and
> > REMINISCENCE. Any talk of Atari computers in the same sentence
> > as modern PENTIUMS or POWER MACs is simply ridiculous.
>
> I have two old Atari computers lying around, an 800 and an XE-130.
> I also have an ancient Atari 2600 and about 25 cartridges for it.
>
>
> As I remember, in the early 80's Atari dominated the video game market.
> Even though Intellivision and ColecoVision were much better than
> the 2600, the 2600 had a much larger user base than both of those
> put together, and a correspondingly larger software library (remember
> how Activision, a big third-party video game developer of the time
> period, only released their most popular titles for non-2600 video
> game systems). From the inception of the home video game market at
> the end of the 70's though the early 80's, Atari was king.
>
> As for home computers, though Atari always lagged behind IBM, Apple,
> and C=, the Atari 8-bits did have a significant user base (something
> that could never be said about their 16- and 32-bits). I mean, in
> the early and mid 80's, it wasn't too hard to find Atari hardware
> and software in stores (something that hasn't been true for 7 or 8
> years now). In short, Atari wasn't king in the personal computer
> market, but they were at least on the map.
>
> Those were the days..........
>
>
> > Atari's initial success was acheived because in the old days, Atari
> > products were MORE INNOVATIVE than the competition's, and cost LESS.

> > The original Atari 800 offered more than the original Apple II,
> > for much less. The original Atari ST offered more than the original
> > Macintosh or 8088-based PC's - again for LESS. However, things
> > changed.
>
> The Atari 800 had the best graphics in personal computerdom for years
> - then VGA came out.
>
> <Deletion>
>
> > I got tired of waiting, which is why I sold my ST in 1990 in favor
> > of a 286. Back then, I had a machine twice as fast as my ST, which
> > I put together from parts that I obtained for very little more than
> > I SOLD my outdated ST for. Since then, I've had the enjoyable
> > experiece of tecnological innovation and price cut year after
> > year....386, 486, 486DX2, 486DX4....etc. I've also had the most
> > software choices possible on the planet. (The Atari emulators are
> > some of my favorite software.)
>
> The large software library is definitely enjoyable. And you know that
> it will remain large because no software developer in their right
> mind would ignore over three quarters of the personal computer market.
>
>
> As for technological innovation, it's fun except that it makes your
> machine obsolete in less than TWO YEARS. This is a big annoyance
> if you can't afford to buy a new PC every two years. My computer,
> a 16-MHz 386SX, is just begging for the scrap heap, but I can't afford
> to buy a new computer right now, so I an forced to stick with it.
> Oh well...at least it runs Civ well.
>
> <Deletion>
>
> > Take the Atari XF551 disk drive, for example. The PC board inside
> > is of such low quality that simply plugging in the SIO cable a few
> > times will BREAK THE TRACES on the board, developing intermittent
> > drive problems. Atari machines were always notoriously difficult
> > to upgrade, and since the Tramiels, NOTHING is socketed - it's all
> > soldered on the motherboard. Atari ST floppy drives (by Chinon)
> > assembled with glue that would come apart. Atari equipment under
> > Tramiel was of the absolute lowest quality. On the XE line, the
> > parallel expansion bus (from the 800XL of the previous Atari) was
> > butchered such that the first thing the third party did was develop
> > an adapter to take it back to 800XL format. On some then-new
> > machines (such as the 65XE) the parallel bus was completely omittted
> > - which is probably why the 80-col. adapter (XEP80) turned out to
> > be a slow joystick port kludge that even the most shameful third
> > party developer could have done better.
>
> Every own an Atari printer? They were horrendous! Mine always bent

> the lines at the bottom of the page. Also, remember when they
> upgraded Atari DOS 2.0 to Atari DOS 3.0? Atari DOS 3.0 had so many
> compatibility problems with 2.0 that they were forced to "downgrade"
> it to 2.5.
>
> > Since I got tired of waiting for a TT and bought a PC clone, I never
> > owned one. However, I was glad that I didn't after finding out
> > that the TT wasn't even fully compatible with the ST. Could there
> > be anything WORSE than that?
>
> You stuck with Atari long after I did. I switched to the PC world
> in 1988 and stopped following Atari completely the following year.
> Never even heard of the TT until I started reading this newsgroup.
>
>
> > Finally, Atari corporation has acquired perhaps the worst reputation
> > on the planet. I was one of the 8-bit Atari users who had Atari
> > turn their backs to me. I suppose now, ANYONE who uses an Atari
> > has had Atari turn their backs to them. Atari even burned their
> > distributors and dealerships. Who hasn't heard of Atari dealers
> > upset because of the Tramiel tactic of letting small dealers do
> > their pioneer work for them when the machines are new, only to dump
> > Atari equipment on mass-merchandisers who reap the profit? Atari
> > showed no loyalty to the mass-merchandisers, either - many of whom
> > won't even carry Atari products because Atari wouldn't ship on
> > schedule, if at all.
>
> Atari sure did turn their backs on their 8-bit users - and at a time
> when they were over 90% of Atari's installed base. From about 1986
> on, all Atari Explorer (nee Connection) ever talked about was the
> ST. If you owned an 800, an XL, or an XE you were out in the cold.
> No wonder so many Atari 8-bitters switched to either the PC world
> (like me) or the Mac world (like that no-good from Iowa). Who wants
> to own a computer from an untrustworthy company - especially when
> other kinds of computers are much better supported.
>
> <Deletion>
>
> > The TT and Falcon were overpriced and outdated at introduction.
> > How can anyone be excited about a computer company in the mid-90's
> > whose flagship machine is a 16Mhz 68030 - and it won't even run
> > software from the 8Mhz 68000? Need I say more? Atari has even
> > burned those users by dropping them, too (in addition to pedaling
> > them shoddy hardware). It's because of Atari's reputation catching
> > up from them that the Atari user base has dwindled, and because
> > of that that good quality software for even the TT and Falcon has
> > been at a minimum.
>
> I heard that Atari had abondoned the computer market completely.
>

> > And now we have the Jaguar. Sure, they talk about a CD-ROM reader
> > for it...but there's that damn Atari policy of Vaporware that comes
> > to mind. I'll believe it when I see it. There's also the problem
> > of software - as in "none." What right-minded developer wants to
> > waste time developing for a machine from a company with the
> > reputation like Atari's? Sadly (for the Jaguar) its biggest
> > drawback might turn out to be the name and logo of the company which
> > sells it. Atari hardly stands a chance in coming up from the bottom
> > in the nearly-saturated video game industry. Nintendo gained their
> > huge market share in the late 80's with the original NES. The
> > market was different then, since the ENTIRE video game industry
> > had fallen off after the Great Video Game Shakedown of the early
> > 80's (when Intellivision, Coleco, etc died). Now, the huge video
> > game market has built up again to the same cut-throat competition.
> > If Atari had introduced innovative video game hardware back when
> > the original NES was gaining a foothold, they might have stood a
> > chance - but the market is different. There are too many players
> > now, and those who dominate the video game industry have done so
> > by demonstrating a market proficiency orders of magnitude beyond
> > Atari. Competiton is only slated to increase with the introduction
> > of systems by big players such as SONY playstation. Thus there
> > are an awful lot of factors working against the Jaguar - and Atari.
> >
>
> The sad thing is that Atari was the dominant player in the video game
> world at one time. But they let it slip from their grasp by failing
> to come up with a good upgrade to the venerable Atari 2600. Now
> Atari's presence in the video game market is as negligible as their
> presence in the personal computer market.
>
> <Deletion>
>
> > I enjoy my Atari hardware even today, but I'll never put it on the
> > same tier as Power Mac and Pentium - both of which have left Atari
> > in the dust.
>
> Agreed. I also wouldn't put the PowerMac in the same tier as the
> Pentium, though, since PC compatibles outnumbers PowerMacs 4 to 1.
>
>
> > James Wood
>
> It's always nice to reminisce about the good old days. It's a shame
> Atari has degenerated to what it is today.
>
>
> *
> * Tom Trauth
> * trauth@paul.rutgers.edu
> * Real computers aren't named after fruits and vegetables! *

>
>
> James Wood <jamesw@CSOS.ORST.EDU> writes:
>
>
> > I've been following this base for several days, reading the messages
> > and holding my belly in laughter at some of the preposterous claims
> > that have been spouted.
>
> Of course, Sinclap's preposterous claims for the Mac are equally funny.
>
>
> > Now, don't get me wrong. I have a house full of Ataris which I find
> > very dear, but there was a time and a place for Atari. WAS. I
> > enjoy my Ataris even today, but only because of NOVELTY and
> > REMINISCENCE. Any talk of Atari computers in the same sentence
> > as modern PENTIUMS or POWER MACs is simply ridiculous.
>
> I have two old Atari computers lying around, an 800 and an XE-130.
> I also have an ancient Atari 2600 and about 25 cartridges for it.
>
>
> As I remember, in the early 80's Atari dominated the video game market.
> Even though Intellivision and ColecoVision were much better than
> the 2600, the 2600 had a much larger user base than both of those
> put together, and a correspondingly larger software library (remember
> how Activision, a big third-party video game developer of the time
> period, only released their most popular titles for non-2600 video
> game systems). From the inception of the home video game market at
> the end of the 70's though the early 80's, Atari was king.
>
> As for home computers, though Atari always lagged behind IBM, Apple,
> and C=, the Atari 8-bits did have a significant user base (something
> that could never be said about their 16- and 32-bits). I mean, in
> the early and mid 80's, it wasn't too hard to find Atari hardware
> and software in stores (something that hasn't been true for 7 or 8
> years now). In short, Atari wasn't king in the personal computer
> market, but they were at least on the map.
>
> Those were the days..........
>
>
> > Atari's initial success was acheived because in the old days, Atari
> > products were MORE INNOVATIVE than the competition's, and cost LESS.
> > The original Atari 800 offered more than the original Apple II,
> > for much less. The original Atari ST offered more than the original
> > Macintosh or 8088-based PC's - again for LESS. However, things
> > changed.
>
> The Atari 800 had the best graphics in personal computerdom for years

> - then VGA came out.
>
> <Deletion>
>
> > I got tired of waiting, which is why I sold my ST in 1990 in favor
> > of a 286. Back then, I had a machine twice as fast as my ST, which
> > I put together from parts that I obtained for very little more than
> > I SOLD my outdated ST for. Since then, I've had the enjoyable
> > experiece of tecnological innovation and price cut year after
> > year....386, 486, 486DX2, 486DX4....etc. I've also had the most
> > software choices possible on the planet. (The Atari emulators are
> > some of my favorite software.)
>
> The large software library is definitely enjoyable. And you know that
> it will remain large because no software developer in their right
> mind would ignore over three quarters of the personal computer market.
>
>
> As for technological innovation, it's fun except that it makes your
> machine obsolete in less than TWO YEARS. This is a big annoyance
> if you can't afford to buy a new PC every two years. My computer,
> a 16-MHz 386SX, is just begging for the scrap heap, but I can't afford
> to buy a new computer right now, so I an forced to stick with it.
> Oh well...at least it runs Civ well.
>
> <Deletion>
>
> > Take the Atari XF551 disk drive, for example. The PC board inside
> > is of such low quality that simply plugging in the SIO cable a few
> > times will BREAK THE TRACES on the board, developing intermittent
> > drive problems. Atari machines were always notoriously difficult
> > to upgrade, and since the Tramiels, NOTHING is socketed - it's all
> > soldered on the motherboard. Atari ST floppy drives (by Chinon)
> > assembled with glue that would come apart. Atari equipment under
> > Tramiel was of the absolute lowest quality. On the XE line, the
> > parallel expansion bus (from the 800XL of the previous Atari) was
> > butchered such that the first thing the third party did was develop
> > an adapter to take it back to 800XL format. On some then-new
> > machines (such as the 65XE) the parallel bus was completely omittted
> > - which is probably why the 80-col. adapter (XEP80) turned out to
> > be a slow joystick port kludge that even the most shameful third
> > party developer could have done better.
>
> Every own an Atari printer? They were horrendous! Mine always bent
> the lines at the bottom of the page. Also, remember when they
> upgraded Atari DOS 2.0 to Atari DOS 3.0? Atari DOS 3.0 had so many
> compatibility problems with 2.0 that they were forced to "downgrade"
> it to 2.5.
>
> > Since I got tired of waiting for a TT and bought a PC clone, I never

> > owned one. However, I was glad that I didn't after finding out
> > that the TT wasn't even fully compatible with the ST. Could there
> > be anything WORSE than that?
>
> You stuck with Atari long after I did. I switched to the PC world
> in 1988 and stopped following Atari completely the following year.
> Never even heard of the TT until I started reading this newsgroup.
>
>
> > Finally, Atari corporation has acquired perhaps the worst reputation
> > on the planet. I was one of the 8-bit Atari users who had Atari
> > turn their backs to me. I suppose now, ANYONE who uses an Atari
> > has had Atari turn their backs to them. Atari even burned their
> > distributors and dealerships. Who hasn't heard of Atari dealers
> > upset because of the Tramiel tactic of letting small dealers do
> > their pioneer work for them when the machines are new, only to dump
> > Atari equipment on mass-merchandisers who reap the profit? Atari
> > showed no loyalty to the mass-merchandisers, either - many of whom
> > won't even carry Atari products because Atari wouldn't ship on
> > schedule, if at all.
>
> Atari sure did turn their backs on their 8-bit users - and at a time
> when they were over 90% of Atari's installed base. From about 1986
> on, all Atari Explorer (nee Connection) ever talked about was the
> ST. If you owned an 800, an XL, or an XE you were out in the cold.
> No wonder so many Atari 8-bitters switched to either the PC world
> (like me) or the Mac world (like that no-good from Iowa). Who wants
> to own a computer from an untrustworthy company - especially when
> other kinds of computers are much better supported.
>
> <Deletion>
>
> > The TT and Falcon were overpriced and outdated at introduction.
> > How can anyone be excited about a computer company in the mid-90's
> > whose flagship machine is a 16Mhz 68030 - and it won't even run
> > software from the 8Mhz 68000? Need I say more? Atari has even
> > burned those users by dropping them, too (in addition to pedaling
> > them shoddy hardware). It's because of Atari's reputation catching
> > up from them that the Atari user base has dwindled, and because
> > of that that good quality software for even the TT and Falcon has
> > been at a minimum.
>
> I heard that Atari had abondoned the computer market completely.
>
> > And now we have the Jaguar. Sure, they talk about a CD-ROM reader
> > for it...but there's that damn Atari policy of Vaporware that comes
> > to mind. I'll believe it when I see it. There's also the problem
> > of software - as in "none." What right-minded developer wants to
> > waste time developing for a machine from a company with the
> > reputation like Atari's? Sadly (for the Jaguar) its biggest

> > drawback might turn out to be the name and logo of the company which
> > sells it. Atari hardly stands a chance in coming up from the bottom
> > in the nearly-saturated video game industry. Nintendo gained their
> > huge market share in the late 80's with the original NES. The
> > market was different then, since the ENTIRE video game industry
> > had fallen off after the Great Video Game Shakedown of the early
> > 80's (when Intellivision, Coleco, etc died). Now, the huge video
> > game market has built up again to the same cut-throat competition.
> > If Atari had introduced innovative video game hardware back when
> > the original NES was gaining a foothold, they might have stood a
> > chance - but the market is different. There are too many players
> > now, and those who dominate the video game industry have done so
> > by demonstrating a market proficiency orders of magnitude beyond
> > Atari. Competiton is only slated to increase with the introduction
> > of systems by big players such as SONY playstation. Thus there
> > are an awful lot of factors working against the Jaguar - and Atari.
> >
>
> The sad thing is that Atari was the dominant player in the video game
> world at one time. But they let it slip from their grasp by failing
> to come up with a good upgrade to the venerable Atari 2600. Now
> Atari's presence in the video game market is as negligible as their
> presence in the personal computer market.
>
> <Deletion>
>
> > I enjoy my Atari hardware even today, but I'll never put it on the
> > same tier as Power Mac and Pentium - both of which have left Atari
> > in the dust.
>
> Agreed. I also wouldn't put the PowerMac in the same tier as the
> Pentium, though, since PC compatibles outnumbers PowerMacs 4 to 1.
>
>
> > James Wood
>
> It's always nice to reminisce about the good old days. It's a shame
> Atari has degenerated to what it is today.
>
>
> *
> * Tom Trauth
> * trauth@paul.rutgers.edu
> * Real computers aren't named after fruits and vegetables! *
>
>

4756. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 15:19:09 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CzGyJx.DMK@cix.compulink.co.uk>
Source record: 14649

In message <3agsiv$sbc@pepper.rutgers.edu>, trauth@pepper.rutgers.edu said:
> As for home computers, though Atari always lagged behind IBM, Apple,
> and C=, the Atari 8-bits did have a significant user base (something
In Europe, Atari kept up pretty well against IBM and Apple for several
years. Around 88/89, their sales outstripped Apple here. It went downhill
after that though :-(

> the early and mid 80's, it wasn't too hard to find Atari hardware
> and software in stores (something that hasn't been true for 7 or 8
> years now). In short, Atari wasn't king in the personal computer
> market, but they were at least on the map.
You can still walk into shops here in the UK. I have 4 shops wihin 10
minutes walk that do Atari software/hardware. Plus there are many
mail-order outlets.

> Those were the days...........
Still are, just.....

> > Atari's initial success was acheived because in the old days, Atari
> > products were MORE INNOVATIVE than the competition's, and cost LESS.
They were just damned excellent! The 800 was awesome. Wheen I see one in
a junk shop, I still get all starry eyed!

> The Atari 800 had the best graphics in personal computerdom for years
> - then VGA came out.
Better res but that's about it.

> > I got tired of waiting, which is why I sold my ST in 1990 in favor
> > of a 286. Back then, I had a machine twice as fast as my ST, which
My 486 is the same speed as my Falcon for many tasks like displaying JPGs.

> > to upgrade, and since the Tramiels, NOTHING is socketed - it's all
Apart from the RAm, TOS Chips, floppy controller (AJAX), 68K (I removed
mine to fit a PC emulator)

> Every own an Atari printer? They were horrendous! Mine always bent
But they were cheap! I had a 1029 printer. Pretty poor but it worked and
dumped graphics. A 3rd party in the Uk released a new ROM with extra fonts
for it!

> > that the TT wasn't even fully compatible with the ST. Could there
> > be anything WORSE than that?
It runs most proper stuff. Games would have trouble. The compatability of
the Falcon is amazing given that's it's effectively all new hardware and
OS. I had a couple of bits of PD and VIP Pro that I couldn't get to work
but everything else on my (350Mb - full too) HD worked first time. Even
most games work OK via Backwards.

> > The TT and Falcon were overpriced and outdated at introduction.
Tha Falcon is much cheaper now, as is the TT if you shop about. At one tme it was about 2000GBP. ow you can get a basic one for 600GBP - seen at a recent Atari show.

> > How can anyone be excited about a computer company in the mid-90's
> > whose flagship machine is a 16Mhz 68030 - and it won't even run
> > software from the 8Mhz 68000? Need I say more? Atari has even
It DOES run pretty much all ST software.

> > of that that good quality software for even the TT and Falcon has
> > been at a minimum.
This is true.

> I heard that Atari had abondoned the computer market completely.
No, they still make Falcons and TTs.

Iain

4757. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 16:50:58 UTC
From: djs@jet.uk
Message-ID: <1994Nov18.165058.27621@jet.uk>
Source record: 14651

In <CzGJ1u.BEw@aston.ac.uk> clarkebj@aston.ac.uk (Barry Clarke) writes:

>In article 100000@CSOS.ORST.EDU, James Wood <jamesw@CSOS.ORST.EDU> writes:

>>a PowerMac solution out of the question. However, I'll have to see such
>>systems at $550 to believe it.
>>
>FirstCall Computer systems in the UK offer 486sx25's at approx. 550 for the base system
>(4 MB RAM, 170MB HDD and VL Bus gfx).
But isn't that L550, rather than $550.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4758. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 17:22:26 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CzH49F.4p7@cix.compulink.co.uk>
Source record: 14650

In response to STIRRE31@MAINE.MAINE.EDU's message:

> Raist,
>
> 1) Don't you believe that Atari was kind of forced to say what they
> did to please investors?
> 2) Atari has said that they produce Falcons when needed (can the same
> be said for C=?)
> 3) The technology has been licenced to others (can the same be said for
> C=?)
> 4) The company policy of Atari has been to funnel profits from Jaguar
> into the computer market. You can choose not to believe Atari but
> it is what they've said and I haven't heard any different.
> 5) Do you really want to see Atari stop making computers and be one step
> closer to having no alternatives?
>
> - scott tirrell

I can agree with all those points except for number 4. AFAIK Atari have only indicated that profits from the Jaguar <may> be funnelled into the computer market, but it isn't cast in stone by any means.

Of course, a pre-equisite for that is for the Jaguar to put Atari into profitability, which is some way off in itself.

Personally I think it's being very hopeful that they will go this route - I think it's unlikely.

Your fifth point is very important though. After initially having a bit of a snigger about the news from Commodore, it struck me as being another nail in the coffin for alternative platforms to the blind rush toward PC-dom and a very backward step for the computing world.

#
regards # InterNet: sidcelery@cix.compulink.co.uk #
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #
* 51:502/100.16@atarinet.ftn *
#*#

4759. Atari-WWW-Page !

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 19:19:59 UTC
From: s6354@YPSERV.rz.fhtw-berlin.de
Message-ID: <3aiuov$n6@RW320B49.rz.fhtw-berlin.de>
Source record: 14653

http://www.fb1.fhtw-berlin.de/joogn/

is my 'new' atari-programmer-page
and i'd like to get some feedback of you to let some features workout

'the final acceleration of the life form known as Atari ...
Let the attack begin !'

Jo'ogn

4760. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-18 19:56:11 UTC
From: sinclair@ins.infonet.net
Message-ID: <3aj0sr$ht1@insosf1.infonet.net>
Source record: 14652

In article <CzGJ1u.BEw@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:
>In article 100000@CSOS.ORST.EDU, James Wood <jamesw@CSOS.ORST.EDU> writes:
>
>>a PowerMac solution out of the question. However, I'll have to see such
>>systems at $550 to believe it.
>>
>>James Wood
>>
>FirstCall Computer systems in the UK offer 486sx25's at approx. 550 for the base system
>(4 MB RAM, 170MB HDD and VL Bus gfx).
>
>If you're still interested EMail me and I'll send you the firm's details.

You are using British pounds, no wonder. The price I was giving was in in US
dollars, no wonder..I understand that a Mac LC with color can be had for about
550 British pounds.

>
>Barry.
>
>
>

-Peter

>

4761. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-19 00:08:35 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ajfm3$c1e@nermal.cs.uoguelph.ca>
Source record: 14655

: The Atari 800 had the best graphics in personal computerdom for years - then
: VGA came out.

Well ... the Amiga and the Atari ST beat VGA. IMHO, these
machines played better games than comparable PC's of the era.

: >I got tired of waiting, which is why I sold my ST in 1990 in favor of a
: >286. Back then, I had a machine twice as fast as my ST, which I put

A 286 faster than an ST? Look at the way these machine's manage memory.
The 286 still takes information in little 64K chunks, wheras the ST takes
it in whole swoops. One of the advantages 68000 based machines have over
DOS computers. A 286 is NOT two times faster!

: Every own an Atari printer? They were horrendous! Mine always bent the
: lines at the bottom of the page. Also, remember when they upgraded Atari
: DOS 2.0 to Atari DOS 3.0? Atari DOS 3.0 had so many compatibility problems
: with 2.0 that they were forced to "downgrade" it to 2.5.

Oh gawd! I'm having nightmares thinking about my old 1027 printer. Egads
was that thing slow, loud and unreliable! And DOS 3.0 ... whew!

: Atari sure did turn their backs on their 8-bit users - and at a time when
: they were over 90% of Atari's installed base. From about 1986 on, all
: Atari Explorer (nee Connection) ever talked about was the ST.

Seriously. Atari even tried to publicly denounce the 8-bits in their own
mag. What a way to tick off users. They constanly printed letters from ST
owners urging them to "stop wasting their time with the 8-bits."

: from an untrustworthy company - especially when other kinds of computers
: are much better supported.

For me, I traded support for features. Until VERY recently, Atari always
had the best machines (technically) for your money. I didn't use them for
too many obscure things, so I didn't need all the support.

: The sad thing is that Atari was the dominant player in the video game world
: at one time. But they let it slip from their grasp by failing to come up
: with a good upgrade to the venerable Atari 2600. Now Atari's presence in the
: video game market is as negligible as their presence in the personal computer
: market.

They came up with a good upgrade. It was called the Atari 7800.
Unfortunately, Tramiel kept in on the shelves until after the NES caught
on. It was ready to go in '84 (with all the power of an NES and superior
animation capabilities), but didn't make it onto the scene until late '86.

>> Mark <<

4762. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-19 16:04:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94323.110452STIRRE31@MAINE.MAINE.EDU>
Source record: 14659

Gee, I know I am sad blind to the facts but I am going to defend that evil company Atari! (sarcasm, btw).
As far as marketing, this is Atari's big fault. They did not let the public know about the STe, TT, etc. The Jaguar, though, has been advertised including quite a few national tv ads and tons of print ads. Atari customer support has also been criticised. I, personally, have had good luck with Atari. Whenever I'd call someone would try to answer my questions. Now Atari has an (800) number. Also, the Atari community contains some of the nicest people who are willing and able to help out people with any problems. Just get on-line! Also, just look at Mr. Don Thomas's record at Atari to see someone truly concerned with the customers. And look at companies in the IBM software market that have (900) assisstence lines.
As far as Atari turning its back on the 8-bit what were they supposed to do? Support it forever? They still answer questions about it on their help line. The XEGS was an attempt to pushthe 8-bit into more homes. Atari Explorer kept writing about the 8-bit up until its death. There were lots more developments on the ST to write about, though.
Atari products may be cheaply made but I have had pretty good luck with them. The only problem I have had is with my Falcon's microphone port in over a decade of owning Atari products.
Atari may not have dropped prices to stay competitive with PC prices. How in the world could they have, though? The ST was not made by tons of different large companies. The ST stayed competitive for awhile in Europe. Even now to get a system for music as good as a Falcon you'll be spending more money on the PC or Mac.
I would compare th Falcon to Pentiums and PowerMacs for _personal_ computers because they can handle most every home need and have a much friendlier working environment (TOS 4.04). The hardware can keep getting quicker but I have no desire to use Windows or System 7.5.
I am sick of hearing that one must buy the newest hardware to stay out of the Stone Age. When one thinks about it, the ST and Amiga have had some of the best software support in that software developers don't let their code get out of control and take 8 megs of RAM to run. Also not too much new software will run smooth on a 286 or Classic. What matters is how the machine satisfies the needs of the owner and how fun it is to use (I remember when personal computing was fun!).
-scott tirrell

4763. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-20 03:18:53 UTC
From: sinclair@ins.infonet.net
Message-ID: <3amf6t$ma5@insosf1.infonet.net>
Source record: 14660

In article <94323.110452STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Gee, I know I am sad blind to the facts but I am going to defend that
>evil company Atari! (sarcasm, btw).
>As far as marketing, this is Atari's big fault. They did not let the
>public know about the STe, TT, etc. The Jaguar, though, has been
>advertised including quite a few national tv ads and tons of print ads.
>Atari customer support has also been criticised. I, personally, have
>had good luck with Atari. Whenever I'd call someone would try to
>answer my questions. Now Atari has an (800) number. Also, the Atari
>community contains some of the nicest people who are willing and able
>to help out people with any problems. Just get on-line! Also, just
>look at Mr. Don Thomas's record at Atari to see someone truly concerned
>with the customers. And look at companies in the IBM software market
>that have (900) assisstence lines.

As well as 800 numbers too...Gee, we have company droids on line as well to
answer questions such as Apple's Dale Adams as well as their SOS 800 number as
well.

>As far as Atari turning its back on the 8-bit what were they supposed to
>do? Support it forever? They still answer questions about it on their
>help line. The XEGS was an attempt to pushthe 8-bit into more homes.
>Atari Explorer kept writing about the 8-bit up until its death. There
>were lots more developments on the ST to write about, though.
>Atari products may be cheaply made but I have had pretty good luck with
>them. The only problem I have had is with my Falcon's microphone port
>in over a decade of owning Atari products.
>Atari may not have dropped prices to stay competitive with PC prices.
>How in the world could they have, though? The ST was not made by tons
>of different large companies. The ST stayed competitive for awhile in
>Europe. Even now to get a system for music as good as a Falcon you'll
>be spending more money on the PC or Mac.

The Mac is not made by tons of manufacturers yet, but their hardware prices are
lower than Atari's current offerings. What gives? Could you prove, even
though pointless, that a Falcon set up is cheaper?

>I would compare th Falcon to Pentiums and PowerMacs for _personal_
>computers because they can handle most every home need and have a
>much friendlier working environment (TOS 4.04). The hardware can keep
>getting quicker but I have no desire to use Windows or System 7.5.
>I am sick of hearing that one must buy the newest hardware to stay out
>of the Stone Age. When one thinks about it, the ST and Amiga have had
>some of the best software support in that software developers don't
>let their code get out of control and take 8 megs of RAM to run. Also

>not too much new software will run smooth on a 286 or Classic. What
>matters is how the machine satisfies the needs of the owner and how
>fun it is to use (I remember when personal computing was fun!).
>-scott tirrell

You think the other platforms do not have smaller software and is just on the Atari platform? You are mistaken on that point. The reason you have a lack of huge apps that require more hardware is that you hardly have any. I can run Zterm, WriteNow and ClarisWorks fine under a four megsystem. With System 7, I can reduce the funtionality which inadvertently is not available on the ST and Amiga platform to suit my tastes. I can customise SYStem 7 to reduce the functions I don't need and reduce the memory requirement.

If you like your Falcon that is fine, but to a new user, its not acceptable choice due to other offerings from other platforms.

-Peter

4764. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-20 19:22:44 UTC
From: dhg2@po.CWRU.Edu
Message-ID: <3ao7m4$b64@usenet.INS.CWRU.Edu>
Source record: 14662
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In a previous article, dcorn@metronet.com (David Corn) says:

>In article <3a2l44$2fo@cville-srv.wam.umd.edu>, morton@wam.umd.edu (Rob
>Morton) wrote:
>
>> In article <dcorn-1111940751410001@net80.metronet.com>,
>> David Corn <dcorn@metronet.com> wrote:
>> >In article <1994Nov9.190936.15871@integrity.uucp>,
>jcrowe@mpd.tandem.com wrote:
>
>> >2.8M required here, and I've got all of NOW Utilities 5.0 and a host of
>> >other utilities running and increasing that number. 3.0M for a bare 7.5
>> >boot seems WAY off.
>> >
>> Way off? One who has a bare install. I am not sure why you would even want
>> a bare install of 7.5. The memory requirement for the system I use is 4.5
>> Megs.
>
>
>You use Powertalk and QD GX? I haven't found a user for them ... yet. If
>I network my Mac a bit more I might move to PowerTalk, but I don't do DTP
>or printing work, so I haven't seen the advantage of GX yet; my text
>output is limited to mostly 12-18 point Helvetica or similar. Maybe one
>of these days...

I installed GX mainly out of curiosity. However, it's hard to justify
keeping this memory hog installed until there are some applications out
that support it, and they have to be applications that I actually use
frequently. I'm seriously tempted right now to disinstall GX, throw out
all the converted fonts and reinstall my old TrueType and Postscript fonts.

--
David H. Gorski, M.D.,Ph.D.|"Do you have the time
Dept. of Surgery | To listen to me whine
CWRU School of Medicine | About nothing and everything all at once?"
e-mail: dhg2@po.cwru.edu | Green Day, 1994

4765. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-20 22:19:12 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2011941719120001@net190.metronet.com>
Source record: 14613
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ao7m4$b64@usenet.INS.CWRU.Edu>, dhg2@po.CWRU.Edu (David H. Gorski) wrote:

> I installed GX mainly out of curiosity. However, it's hard to justify
> keeping this memory hog installed until there are some applications out
> that support it, and they have to be applications that I actually use
> frequently. I'm seriously tempted right now to disinstall GX, throw out
> all the converted fonts and reinstall my old TrueType and Postscript fonts.

I installed GX, then just used Extensions Manager to remove ATM GX and QuickDraw GX. Took all of 30 seconds or so...

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4766. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 03:06:25 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3ap2rh$d9a@vixen.cso.uiuc.edu>
Source record: 14664
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ao7m4$b64@usenet.INS.CWRU.Edu>, dhg2@po.CWRU.Edu (David H. Gorski) writes:
|> I installed GX mainly out of curiosity. However, it's hard to justify
|> keeping this memory hog installed until there are some applications out
|> that support it, and they have to be applications that I actually use
|> frequently. I'm seriously tempted right now to disinstall GX, throw out
|> all the converted fonts and reinstall my old TrueType and Postscript fonts.

Installing GX should not change your existing TrueType fonts in any way,
shape or form.

--
Jim Wong (jd-wong@uiuc.edu)

4767. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 05:40:23 UTC
From: ryan@shell.portal.com
Message-ID: <3apbs7$lmf@news1.shell>
Source record: 14620
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Karl Thomas (kathomas@nyx10.cs.du.edu) wrote:
: ryan@shell.portal.com (Wight Wolfe) writes:

: >Oh hive me a break, the idea of Quicktime is great, even all of the support it's getting is great. But quicktime animations just plain suck, on any Macintosh.
: >There either small and fast or large and slow. Either way Quicktime loses.

: Have you actually seen Quicktime 2.0 on any PPC based Mac? Quicktime is
: perfectly capable of full motion full screen video

Yes I have and it is still not as good as an Amiga4000. If it can not beat an Amiga4000 then it is not a good animator. This is comparatively speaking of course.

-Wight Wolfe-

4768. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 06:35:35 UTC
From: stuart@falun.cs.ualberta.ca
Message-ID: <3apf3n$gk6@scapa.cs.ualberta.ca>
Source record: 14663

sinclair@ins.infonet.net writes:

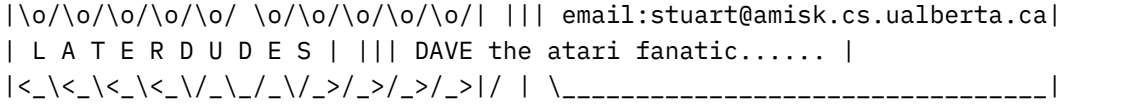
>In article <3abf9b$gft@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>>: You didn't. Atari said PC's as Personal Computers and not clones.
>>: Why don't you give them a call? They are putting everything they
>>: got behind the Jaguar and nothing else. If the Jaguar doesn't
>>: succeed ATARI is gone.
>>
>>: No bubble bursted, ATARI has stopped all computer development.
>>
>> All development that is not Jaguar related ... STe, TT, Falcon
>>and Lynx. This is only for the time being, but it's essential for the
>>survival of the company.

>Hello, hello! Atari is out of the PC market for good. There is no way they
>can compete in that industry.
>>
>> >> Mark <<
>>

>-Peter

No.... atari has stated that they are not dropping out of the industry. Get
a grip.

until they change their statement (which, granted, could happen)- let's just
take Atari's word, huh? Sheesh. They aught to know since they are the ones
running the business.

--


4769. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 06:35:56 UTC
From: sinclair@ins.infonet.net
Message-ID: <3apf4c$epp@insosf1.infonet.net>
Source record: 14617
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3apbs7$lmf@news1.shell>, ryan@shell.portal.com (Wight Wolfe) writes:
>Karl Thomas (kathomas@nyx10.cs.du.edu) wrote:
>: ryan@shell.portal.com (Wight Wolfe) writes:
>
>: >Oh hive me a break, the idea of Quicktime is great, even all of the support it's getting is great. But quicktime animations just plain suck, on any Macintosh.
>: >There either small and fast or large and slow. Either way Quicktime loses.
>
>: Have you actually seen Quicktime 2.0 on any PPC based Mac? Quicktime is
>: perfectly capable of full motion full screen video
>
>Yes I have and it is still not as good as an Amiga4000. If it can not beat an
>Amiga4000 then it is not a good animator. This is comparatively speaking of
>course.

Oh, please.. The Amiga 4000 is not good for anything except as a power supply
for the Toaster as well as being overprice by a factor of 3..

>
>-Wight Wolfe-

-Peter

4770. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 09:42:42 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CzM2z6.7tH@aston.ac.uk>
Source record: 14665

In article 27621@jet.uk, djs@jet.uk (David Stevenson) writes:
>>>
>>FirstCall Computer systems in the UK offer 486sx25's at approx. 550 for the base system
>>(4 MB RAM, 170MB HDD and VL Bus gfx).
>But isn't that L550, rather than $550.
Yep, sorry that's my mistake, I'm typing on a SUN keyboard and forgot that the characters at the top are different to the standard UK keyboard - sorry for any confusion I caused.

Barry.

4771. Re: Lets get back to Amiga vs Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 09:44:39 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CzM32G.7vw@aston.ac.uk>
Source record: 14666

In article ht1@insosf1.infonet.net, sinclair@ins.infonet.net writes:

>You are using British pounds, no wonder. The price I was giving was in in US
>dollars, no wonder..I understand that a Mac LC with color can be had for about
>550 British pounds.
>>
I've never actually seen a Mac LC in the shops around here, the only quote I
could mention is a bottom of the range Perfoma which is #1,200 (uk pounds).

Barry.

4772. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 10:51:54 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.17@utb.shv.hb.se>
Source record: 14670
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3apf4c$epp@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>In article <3apbs7$lmf@news1.shell>, ryan@shell.portal.com (Wight Wolfe) writes:
>>Karl Thomas (kathomas@nyx10.cs.du.edu) wrote:
>>: ryan@shell.portal.com (Wight Wolfe) writes:
>>
>>: >Oh hive me a break, the idea of Quicktime is great, even all of the support it's
getting is great. But quicktime animations just plain suck, on any Macintosh.
>>: >There either small and fast or large and slow. Either way Quicktime loses.
>>
>>: Have you actually seen Quicktime 2.0 on any PPC based Mac? Quicktime is
>>: perfectly capable of full motion full screen video
>>
>>Yes I have and it is still not as good as an Amiga4000. If it can not beat an
>>Amiga4000 then it is not a good animator. This is comparatively speaking of
>>course.

>Oh, please.. The Amiga 4000 is not good for anything except as a power supply
>for the Toaster as well as being overprice by a factor of 3..

>>
>>-Wight Wolfe-

>-Peter

This guy, Peter Sinclair, is hated in the comp.sys.atari groups too. Don't
take him too seriously, he don't know what he is talking about.

CU,

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

4773. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 11:20:46 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3apvqe$n8i@darkstar.UCSC.EDU>
Source record: 14668
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3apf4c$epp@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>Oh, please.. The Amiga 4000 is not good for anything except as a power supply
>for the Toaster as well as being overprice by a factor of 3..

Oh, such a fact-filled counter to his claims!

~Chris
>>
>>-Wight Wolfe-

>-Peter

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

4774. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 11:23:17 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3apvv5$n8t@darkstar.UCSC.EDU>
Source record: 14669

In <3apf3n$gk6@scapa.cs.ualberta.ca> stuart@falun.cs.ualberta.ca (David Stuart) writes:

>No.... atari has stated that they are not dropping out of the industry. Get
>a grip.

>until they change their statement (which, granted, could happen)- let's just
>take Atari's word, huh? Sheesh. They aught to know since they are the ones
>running the business.

But you forget! All Tramiels and anybody who works for Atari is a habitual
liar and cannot be trusted to do anything! THey force you to lie as part of
the training procedures. The whole business is really run by a lab-rat
named Hector.

~Chris

p.s. The morons, er, Atari Bashers will sadly take me serious, I know.
>--
>|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email:stuart@amisk.cs.ualberta.ca|
>| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
>|<_\<_\<_\<_\/__/_\/_>/_>/_>/_>|/ | _____________________________|
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

4775. What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 11:59:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19941121115917.L.J.Sak@sp0006.kub.nl>
Source record: 14667
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

> Mac users don't have to put up with the crap ST software that was or is still
> bad. Come on, an 030 running at 16 mhz is the highest Atari has for sale today
> !!! I have not had any crashes in weeks caused by Zterm.
> Your pathetic software base can't even tough the PC and Mac software base. I
> know its tough for you, but the world has left you behind..Still having dreams
> about an Atari comeback?

Yeah, right: as if APPLE is in its glory years.. We don't ahve to merge to
stay alive.. We don't sell copyrights of the OS to keep up in the storm..
And the Atari market is more specific than apples, for the difference in buying
a mac or some ms-clone has faded

I guess it is better that you dream on!

4776. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 13:34:18 UTC
From: morton@wam.umd.edu
Message-ID: <3aq7kq$9fd@cville-srv.wam.umd.edu>
Source record: 14671
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3apbs7$lmf@news1.shell>, Wight Wolfe <ryan@shell.portal.com> wrote:
>Karl Thomas (kathomas@nyx10.cs.du.edu) wrote:
>: ryan@shell.portal.com (Wight Wolfe) writes:
>
>: >Oh hive me a break, the idea of Quicktime is great, even all of the support it's getting is great. But quicktime animations just plain suck, on any Macintosh.
>: >There either small and fast or large and slow. Either way Quicktime loses.
>
>: Have you actually seen Quicktime 2.0 on any PPC based Mac? Quicktime is
>: perfectly capable of full motion full screen video
>
>Yes I have and it is still not as good as an Amiga4000. If it can not beat an
>Amiga4000 then it is not a good animator. This is comparatively speaking of
>course.
>
Sorry, I would have to disagree. I love my Amiga at home, and I work on Macs all day. I have grown to accept the limitations of both machines. Recently though, I saw some very smooth, full screen animations on a Mac using a PPC 8100/110. It also had no problems playing fairly large (~1/6) quicktimeVR screens (These I might add were really cool). So basically what I am saying is that I have never seen a better movie (sound and graphics) than the quicktime movies that I saw running (ofcourse a PPC 8100/110 isn't exactly a slow computer).

Later,
Rob Morton
morton@wam.umd.edu

4777. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 19:17:26 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aqro6$gkt@dux.dundee.ac.uk>
Source record: 14673

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <3apf3n$gk6@scapa.cs.ualberta.ca> stuart@falun.cs.ualberta.ca (David Stuart) writes:

: >No.... atari has stated that they are not dropping out of the industry. Get
: >a grip.

: >until they change their statement (which, granted, could happen)- let's just
: >take Atari's word, huh? Sheesh. They aught to know since they are the ones
: >running the business.

: But you forget! All Tramiels and anybody who works for Atari is a habitual
: liar and cannot be trusted to do anything! THey force you to lie as part of
: the training procedures. The whole business is really run by a lab-rat
: named Hector.

I doubt Atari gave up on computers last year, otherwise how would they have
managed to put stuff in the shops if they didn't make anything?

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==========

4778. Hi Soft!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 19:26:16 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aqs8o$gkt@dux.dundee.ac.uk>
Source record: 14674
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

If your a student and looking for a bargain, then get down to Hi Soft.
They offer a whopping 30% student discount. This meant I got Speedo
and Papyrus for LESS then the normal price of Papyrus on its own.
Total Cost: Speedo + Papyrus #112 ukp.

Having said that I wont be eating for 6 weeks to pay for it, but
who cares, I no longer have to suffer 1st Word Plus and its dread-
ed hyphens. At last different page sizes, graphics and DTPish
type facilities. Also at last I'll be able to get a bit more
USE out of my rather pricy Falcon.

I'd encourage ANYONE who this offer is open to to give it a bash,
Hi Soft offer a really good range of Atari Stuff. So if we want NEW
software for the Atari we can atleast buy it off them and give them
some encouragement top make new stuff. Whats more we save a few bob
at the same time.

Also if your keen to try before you buy Papyrus has a Demo, which I
believe can be FTP's from some places and is also available FREE from
Hi Soft.

Rod

--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

4779. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 19:31:45 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aqsj1$rlk@bs33n.staffs.ac.uk>
Source record: 14683

Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
: In <3a0keh$4q5@mp.cs.niu.edu> molodyi boris wrote :
: >John,
: >
: >Sorry to burst YOUR bubble, but Atari is out of Personal Computer (aka PC)
: >busyness. They're not making computers, ST, TT, Falcon, PC, or otherwise....

: The Jag development system is TT based. There are no such systems

Jag Dev Systems are also PC based - SNASM Compiler Systems for example.
TT and Falcon are made to order, ie Atari get requests for machines, they
make them. Development lines are still open from what I hear.

Richard Davey

4780. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 19:38:24 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aqsvg$rlk@bs33n.staffs.ac.uk>
Source record: 14684

insosf1.infonet.net>:
Organization: Staffordshire University
Distribution:

sinclair@ins.infonet.net wrote:
: I can't imagine that Atari wouldenter the computer market again because of past
: difficulties in competeing and profitability. Atari can no longer compete in
: terms of hardware and software, would take a massive investment that they lack.
: There is no evidence that the jag will take off, I have seen onone to change my
: view on it. As for Apple entering the console market, I have yet to see a
: press statement from the company. As for needing money, Apple is a nine
: billion dollar firm and is very profitable.

Then please imagine again. I am not allowed to say anything save that
keep your eyes peeled on the press releases coming from the Germany CeBit
computer show where Atari will be attending with MORE than Jags' on show.

Also don't forget that Time Warner own a decent chunk of Atari and that
they have just had a cash infusion of $40 million from Sega (that's ON
TOP of the previous $90 million I hasten to add).

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

4781. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 20:06:06 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EKVTFAUT1UP@cabal.sh.sub.de>
Source record: 14672

In <1994Nov16.182431.27807@rmece02.upr.clu.edu> Ricardo Hernandez wrote :
> WHAT?!!!! You must be joking dude. There are more than 3 millon
>Amigas out there, and more than half a million are AGA machines.
>I don't see in the Falcon software with the quality of Real 3D,
>LightWave, ImageF/X, Scala. Where are those? LightWave
>just got an upgrade, so did ImageF/X and Real 3D.

Yes, did some of them get StyleGuide compliant after all? AdPro did, half a year ago. Sheeesh, over here one hardly is able to sell non-GEM-compliant software (and I with my real-time windows patch throw them into the trashcan anyway, if there is an alternative to them).

I don't see Amiga software with the quality of Cubase Audio for Falcon, Emagic Notator, Calamus SL, Tempus Word pro, Papyrus, or even Phoenix or the (old, but good) Technobox CAD/2 or DynaCADD. Not to mention that esp. Calamus as a modular software is "upgraded" with any new module.

> Actually no. But my whole point is to those that bash the
>Amiga, or think "ATARI is doing fine, thank you."

And instead you bash the Atari. Clever, very clever. BTW, who made the worldwide survey that says Atari sold less 680x0 machines than C=?

> That situation might change soon though. Well, but when you haven't
>sold even half of a half of a million computers, then that certainly
>means they should be easy to find (who wants one?).

The Falcon seemed overpriced in the beginning, and Atari couldn't supply the demand then due to severe problems with the production facility. _Now_ this has changed, and the Falcon is available in quantities (and there is software making use of the DSP, that's a _major_ change).

And, as a friend found out, phone an Apple dealer and ask him this:
"I want to buy an Apple to do the same things I saw on a Falcon running Cubase Audio for Falcon, what would it cost me?"
He was told to buy a Falcon instead :-).

Thorsten

4782. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 20:27:52 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EKVTFAUW1UP@cabal.sh.sub.de>
Source record: 14675

>Since then, I've had the enjoyable experiece of
>tecnological innovation and price cut year after year....386, 486,
>486DX2, 486DX4....etc. I've also had the most software choices possible
>on the planet. (The Atari emulators are some of my favorite software.)

a) You never done some maths, ditcher? Just add:

Price of 286 when buying them and subtract their respective prices when
386 you sold them. Pretty 'cheap', I see.
486
486dx2
486dx4

>Since I got tired of waiting for a TT and bought a PC clone, I never
>owned one. However, I was glad that I didn't after finding out that the
>TT wasn't even fully compatible with the ST. Could there be anything
>WORSE than that?

Yes, like asking for technological development and at the same time(!)
expecting to run old, badly written programs. All clean programs (such as
GEM-Draw, 1st Word Plus, Dr. LOGO, etc.) ran fine on the TT. It's just that
programmers considered themselves 'better' than the programmers of the ST's
OS and invented 'new, better' desktops for all of their programs, relying
on the thesis that _all_ Ataris have three resolutions and that a
'professional' user would want to run his app on an SM124.

>Who hasn't heard of Atari Vaporware? Let me try and think of some
>Vaporware.... Atari promised CD-ROM in 1985. I waited 5 years before
>abandoning the Atari platform, and finally got my CD-ROM from
>Soundblaster (for PC).

Why haven't you bought the CDAR504 in '88? And I am pretty sure they didn't
promise it in '85, this 'fact' has been made up by you.

>What happened to the 65XEM and 130ST?

Atari wasn't able to shrink TOS and GEM to 192 KBytes at first, so they
booted it from disk. This killed all machines with less than 512 KBytes
RAM surprisingly. And after the ROMs shipped, the customers (and
programmers) already relied on having that much RAM available.

>The TT and Falcon were overpriced and outdated at introduction. How can
>anyone be excited about a computer company in the mid-90's whose flagship
>machine is a 16Mhz 68030 - and it won't even run software from the 8Mhz
>68000?

And again, you are expecting any new machine to run any badly-written piece of trashy code.

>And now we have the Jaguar. Sure, they talk about a CD-ROM reader for
>it...but there's that damn Atari policy of Vaporware that comes to mind.

Well, I have seen photographs of existing Jag-CD-ROMs, so I believe they are there. Plus 'Legions of the Undead' is said to be under development for the JagCD. At least there are developer systems available.

>What right-minded developer wants to waste time developing
>for a machine from a company with the reputation like Atari's?

Well, see the list in rec.games.video.atari.

Thorsten

4783. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 22:01:17 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ar5bd$lrj@paul.rutgers.edu>
Source record: 14676

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I doubt Atari gave up on computers last year, otherwise how would they have
>managed to put stuff in the shops if they didn't make anything?

Ever hear of warehoused merchandise? It's possible that they have warehouses
full of unsold Falcons and are shipping those to stores, rather than newly
manufactured machines.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

>--
>--
>===
>Roderick McCall
>Dept Maths & Science Fiction, University of Dundee, Saturn
>President, Lip Theatre Co, Dundee University.

>'Ohh I'll scratch your eyes out dear', system administrator after a spate
> of mail system hacking.
>===

4784. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-21 23:28:07 UTC
From: dep4b@darwin.clas.Virginia.EDU
Message-ID: <Czn56v.9E5@murdoch.acc.Virginia.EDU>
Source record: 14590
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

You must be running some really strange software. We have had our mac's that serve as point of sale terminals run for a coupla months straight. No glitches, no problems. Today we had a power failure in the building. Definitely the type of thing that will kill a good mac. But no, they just crashed, we rebooted twenty minutes later when the light went back on, and they booted up fine. Opend up the POS applications and went right on doing buisness.

Eric Pugh

4785. Orphaned 8-bitters

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 00:49:08 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941120205810.9587A-100000-100000@CSOS.ORST.EDU>
Source record: 14679

On Sat, 19 Nov 1994 STIRRE31@MAINE.MAINE.EDU wrote:

> As far as Atari turning its back on the 8-bit what were they supposed to
> do? Support it forever? They still answer questions about it on their
> help line. The XEGS was an attempt to pushthe 8-bit into more homes.

Well, they could have done something similar to Commodore - who introduced the Commodore 128 as an upgrade path between the C64 and Amiga lines. I'm sure a lot of 64 owners thought the 128 was great.

They could have done something similar to Apple with the IIgs. Lots of Apple II owners thought that machine was great.

They could have at least sold a "260XE" or whatever....added another 128K to the 130XE. RAM prices were constanly falling even back then. They could have licensed SpartaDos from ICD and started including it with XE systems instead of developing the hiddeous DOS XE. These things would have required some insight and efficiency; alas they did not happen.

They could have left the parallel bus alone. I cannot fathom why Tramiels thought it necessary to redesign the parallel bus connector to that crappy arrangement on the back of the 130XE. The fact of the matter is that the parallel bus was one of the nicest developments on the Atari 8-bit line, period. There was already a shortage of support for the parallel bus. To proceed with disturbing the connector only served to make it even more difficult for developers to support the PBI - and ANY change was simply NOT warranted. What was the reason??? Do you suppose they might have saved 3 cents per machine? Did they believe change to be synonymous?

Of course, the biggest mistake was to OMIT the parallel bus _completely_ on the 65XE and the XEGS. 8-bit owners should have strung up the Tramiels by some part of the anatomy for doing this. Omitting it was probably the greatest statement against the parallel bus - which was the greatest thing to happen to the old 8-bits. Obviously, when it came time to market the XEP 80-column module, Tramiels committed themselves to using the kludge joystick interface, since they were selling NEW Atari XE's without the parallel bus, and they couldn't contradict themselves by using the parallel bus (as they should have in the first place) and eliminating 65XE/XEGS owners from the XEP.

If changing the connector saved 3 cents, deleting it alltogether saved 4. So did using inferior quality keyboards on the XE machines. (How many 130XE keyboards must have been replaced, total??) So was putting flimsy PC boards inside XF551 disk drives. (Leave it to Tramiels

to ____ up and introduce unreliability to the simple SIO port!) They could have done a small modification to the SELF TEST to at least make the keyboard LOOK like a 130XE. The Tramiel tactic of using as many OLD parts as possible (ROMS)and making any new parts as cheap as possible (KEYBOARDS) is why some Atari 8-bit users never bothered with the ST and either carried on with their old machines or jumped to IBM, Apple, or Commodore/Amiga. I wasn't one of that gang....but I saw it happen.

James Wood

4786. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 01:17:03 UTC
From: sinclair@ins.infonet.net
Message-ID: <3argqf$dpe@insosf1.infonet.net>
Source record: 14587
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3apvqe$n8i@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3apf4c$epp@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>Oh, please.. The Amiga 4000 is not good for anything except as a power supply
>>for the Toaster as well as being overprice by a factor of 3..
>
>Oh, such a fact-filled counter to his claims!

I see you are attending the University in Santa Cruz. I lived in the Student Apartments next to College 5 in the late 70's. Very paradise and I don't know why we moved..

>
> ~Chris
>>>
>>>-Wight Wolfe-
>
>>-Peter
>
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

4787. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 01:18:49 UTC
From: sinclair@ins.infonet.net
Message-ID: <3argtp$dpe@insosf1.infonet.net>
Source record: 14588
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <sa435.17@utb.shv.hb.se>, sa435@utb.shv.hb.se (Tommy Hallgren) writes:
>In article <3apf4c$epp@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>In article <3apbs7$lmf@news1.shell>, ryan@shell.portal.com (Wight Wolfe) writes:
>>>Karl Thomas (kathomas@nyx10.cs.du.edu) wrote:
>>>: ryan@shell.portal.com (Wight Wolfe) writes:
>>>
>>>: >Oh hive me a break, the idea of Quicktime is great, even all of the support it's
getting is great. But quicktime animations just plain suck, on any Macintosh.
>>>: >There either small and fast or large and slow. Either way Quicktime loses.
>>>
>>>: Have you actually seen Quicktime 2.0 on any PPC based Mac? Quicktime is
>>>: perfectly capable of full motion full screen video
>>>
>>>Yes I have and it is still not as good as an Amiga4000. If it can not beat an
>>>Amiga4000 then it is not a good animator. This is comparatively speaking of
>>>course.
>
>>Oh, please.. The Amiga 4000 is not good for anything except as a power supply
>>for the Toaster as well as being overprice by a factor of 3..
>
>>>
>>>-Wight Wolfe-
>
>>-Peter
>
>
>This guy, Peter Sinclair, is hated in the comp.sys.atari groups too. Don't
>take him too seriously, he don't know what he is talking about.
>
>CU,

Oooh, I am hurt. But I was right about the Amiga..And now the Jagflop..

>
>Mvh: Tommy Hallgren
>
> *** MICROSOFT WINDOWS V3 ***
> 64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
> READY.
>
> InterNet: sa435@utb.shv.hb.se
> tommy@flower.ct.se
> Fidonet: 2:203/424.5

> Voice: +46 33 11 44 70
>

-Peter

4788. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 01:26:49 UTC
From: sinclair@ins.infonet.net
Message-ID: <3arhcp$dpe@insosf1.infonet.net>
Source record: 14678

In article <3aqro6$gkt@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
>
>: In <3apf3n$gk6@scapa.cs.ualberta.ca> stuart@falun.cs.ualberta.ca (David Stuart) writes:
>
>: >No.... atari has stated that they are not dropping out of the industry. Get
>: >a grip.
>
>: >until they change their statement (which, granted, could happen)- let's just
>: >take Atari's word, huh? Sheesh. They aught to know since they are the ones
>: >running the business.
>
>: But you forget! All Tramiels and anybody who works for Atari is a habitual
>: liar and cannot be trusted to do anything! THey force you to lie as part of
>: the training procedures. The whole business is really run by a lab-rat
>: named Hector.

Yea, I know. I think the Tramiels know that the jagflop cant compete marketing
wise and is trying to milk it with little investment and than pull the plug
like they did with the Falcon and Lynx..

>
>I doubt Atari gave up on computers last year, otherwise how would they have
>managed to put stuff in the shops if they didn't make anything?
>

When is the last time atari came out with a new model? Have you ever heard of
unsold inventory piling up in warehouses?
>
>--
>--
>===
>Roderick McCall
>Dept Maths & Science Fiction, University of Dundee, Saturn
>President, Lip Theatre Co, Dundee University.
>
>'Ohh I'll scratch your eyes out dear', system administrator after a spate
> of mail system hacking.
>===
>

-Peter

4789. Shameless 8-bit plug

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 03:36:27 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411220335.AA264275352@relay2.geis.com>
Source record: 14680

I still use my Atari 800xl system, despite having high end PCs available. Why? Because it's inexpensive, there's lots of software available, and it does what I need. Telecom? I use FlickerTerm, full VT100, eighty columns at up to 19200 baud with no additional hardware. High-quality printing? Daisy-Dot III has great fonts.

Do you still have an Atari 8-bit system around? Curious to know what's going on in the 8-bit world? Why not take a look at the Atari 8-bit Omnibus? You'll see:
- Ads from three continents!
- IDE hard drive interfaces!
- Lemmings clones!
- Hardware to make the original 800 completely XE compatible - even down to the memory banking scheme.

All this information and more for only $5 (US) shipped worldwide.

Send your orders to:
David A. Paterson
Attn: Atari 8-bit Omnibus
P.O. Box 342
Cote-St-Luc, QU H4V 2B2
Canada

Cheques or money orders payable to David A. Paterson.

4790. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 04:27:12 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2111942327120001@net93.metronet.com>
Source record: 14682
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <19941121115917.L.J.Sak@sp0006.kub.nl>, L.J.Sak@kub.nl wrote:

> Yeah, right: as if APPLE is in its glory years.. We don't ahve to merge to
> stay alive.. We don't sell copyrights of the OS to keep up in the storm..
> And the Atari market is more specific than apples, for the difference in
buying
> a mac or some ms-clone has faded

I'd love it if Commodore (or Atari) had licensed their OS. Think of all
of the new software people could develop due to the increased demand that
would result due to increased sales due to the better marketing of 20
companies (or however many companies) selling boxes with AmigaOS.

It would be, unquestionably, A Good Thing.

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4791. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 07:03:31 UTC
From: 100ta@access.digex.net
Message-ID: <100ta-2211940203310001@erics.digex.net>
Source record: 14685

Jeez, Atari is still SELLING CPUs? In 4 years in the U.S., I have yet to find
ONE lousy store with an ST on display. I have fond memories of my first
computer, one of the first 520ST I upgraded to 1Meg myself...
As far as I can tell from what my French friends tell me, it has disappeared
from supermarket shelves years ago there too.
I remember seeing a one-page article in Byte a long time ago, about the Falcon,
(that was before the QuadraAVs were released) and then nothing.
A sad death for a machine which never lived up to the potential of
its really great hardware, plagued by a tremendously bad O.S.
Can you still find software and games? Did they improve the TOS at last?
Is Dave Small still making his incredibly fantastic Mac emulator?
Please let me know!

--
Eric Santarelli
100ta@access.digex.net

4792. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 12:45:05 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3asp4h$gl6@darkstar.UCSC.EDU>
Source record: 14589
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <Czn56v.9E5@murdoch.acc.Virginia.EDU> dep4b@darwin.clas.Virginia.EDU (David Eric Pugh) writes:

>You must be running some really strange software. We have had
>our mac's that serve as point of sale terminals run for a
>coupla months straight. No glitches, no problems. Today we had
>a power failure in the building. Definitely the type of thing
>that will kill a good mac. But no, they just crashed, we
>rebooted twenty minutes later when the light went back on, and
>they booted up fine. Opend up the POS applications and went
>right on doing buisness.

Yep. FileMaker Pro, System 7, MacWrite. All such weird kooky stuff.

~Chris
>Eric Pugh
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

4793. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 12:50:28 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aspek$ekg@dux.dundee.ac.uk>
Source record: 14686

sinclair@ins.infonet.net wrote:
: In article <3aqro6$gkt@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: >Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
: >
: >: In <3apf3n$gk6@scapa.cs.ualberta.ca> stuart@falun.cs.ualberta.ca (David Stuart)
writes:
: >
: >: >No.... atari has stated that they are not dropping out of the industry. Get
: >: >a grip.
: >
: >: >until they change their statement (which, granted, could happen)- let's just
: >: >take Atari's word, huh? Sheesh. They aught to know since they are the ones
: >: >running the business.
: >
: >: But you forget! All Tramiels and anybody who works for Atari is a habitual
: >: liar and cannot be trusted to do anything! THey force you to lie as part of
: >: the training procedures. The whole business is really run by a lab-rat
: >: named Hector.

: Yea, I know. I think the Tramiels know that the jagflop cant compete marketing
: wise and is trying to milk it with little investment and than pull the plug
: like they did with the Falcon and Lynx..

: >
: >I doubt Atari gave up on computers last year, otherwise how would they have
: >managed to put stuff in the shops if they didn't make anything?
: >

: When is the last time atari came out with a new model? Have you ever heard of
: unsold inventory piling up in warehouses?

Yes, I have actually. What I am saying is that if Atari gave up on
computers last year then that would be around 6 months after the launch
of the Falcon (here in the UK), then I doubt they would have bothered
making them in the first place.

Also I doubt they would be stupid enough to build thousands of Falcons
in one huge batch and hope to sell them ASAP.

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn

President, Lip Theatre Co, Dundee University.

==========

4794. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 13:46:26 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3assni$dsl@bmerha64.bnr.ca>
Source record: 14592

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:

> Yes, I have actually. What I am saying is that if Atari gave up on
> computers last year then that would be around 6 months after the launch
> of the Falcon (here in the UK), then I doubt they would have bothered
> making them in the first place.

New falcon models?

New hardware for falcon?

Major updates to OS?

Advertising and promotion?

Software developement?

Heavy distribution efforts?

ALL of the above have been conspicuous by their absence. Atari seem to
have _completely_ abandoned the Atari home computer line.

I remember at the start they did try to sell the Falcon and boasted of
having such and such in developement for it, but now - nothing.

Even if Atari manage to make a sucess of the Jaguar (knowing Atari,
thats unlikely) and decide to go back into computing the resultant
model would be nothing like the Falcon we know today.

The Falcon is an end-of-line machine. The Amiga could well be in the
same position IF nothing is done. At least it has more owners and support
is better.

> Also I doubt they would be stupid enough to build thousands of Falcons
> in one huge batch and hope to sell them ASAP.

I don't doubt Atari's stupidity in the least.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4795. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 13:47:50 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3assq6$dsl@bmerha64.bnr.ca>
Source record: 14593
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

> In <Czn56v.9E5@murdoch.acc.Virginia.EDU> dep4b@darwin.clas.Virginia.EDU (David Eric Pugh) writes:

> >You must be running some really strange software. We have had
> >our mac's that serve as point of sale terminals run for a
> >coupla months straight. No glitches, no problems. Today we had
> >a power failure in the building. Definitely the type of thing
> >that will kill a good mac. But no, they just crashed, we
> >rebooted twenty minutes later when the light went back on, and
> >they booted up fine. Opend up the POS applications and went
> >right on doing buisness.

> Yep. FileMaker Pro, System 7, MacWrite. All such weird kooky stuff.

^^^^^^^^^^^^^

Filemaker Pro is one of the most dodgy bug ridden databases I've ever seen.

Easy to use, but very unstable.

Just like the Mac in fact.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4796. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 14:46:35 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3at08b$5p3@vixen.cso.uiuc.edu>
Source record: 14594
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

moran@dace.bnr.co.uk (G MORAN) writes:

> Easy to use, but very unstable.

> Just like the Mac in fact.

>gavan
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

What an amazingly stupid comment.
--
Jim Wong (jd-wong@uiuc.edu)

4797. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 15:38:29 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.18@utb.shv.hb.se>
Source record: 14636
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3argtp$dpe@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>>This guy, Peter Sinclair, is hated in the comp.sys.atari groups too. Don't
>>take him too seriously, he don't know what he is talking about.
>Oooh, I am hurt. But I was right about the Amiga..And now the Jagflop..

How can you be right when everybody has it's OWN opinion?
Or maybe you meant that YOU have made up your own opinion?

>-Peter

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

4798. Re: Guess what, Sinclap! Apple's going under!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 16:15:15 UTC
From: morton@wam.umd.edu
Message-ID: <3at5ej$be8@cville-srv.wam.umd.edu>
Source record: 14591
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3assq6$dsl@bmerha64.bnr.ca>,
G MORAN <moran@dace.bnr.co.uk> wrote:
>
> Filemaker Pro is one of the most dodgy bug ridden databases I've ever
>seen.
>
> Easy to use, but very unstable.
>
> Just like the Mac in fact.
>
>gavan

FMP dodgy and bug ridden. I have never heard those words used to describe it. Of course I am not that experienced with DB's though. I mean I have written about 20 in FMP, 2 in FoxBase, 6 in NuBase, and am writing one in Approach. So far the worst has been Fox, then NuBase, and Approach and FMP are the most stable. The Macs I use are very stable (much more so than Windows). Just so I don't get stupid mail I use Amigas, Macs, and Windows. I doubt you can convince that anyone of them is a horrable system except maybe Windows.

Later,
Rob Morton
morton@wam.umd.edu

4799. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 19:19:59 UTC
From: czar@wittenberg.edu
Message-ID: <1994Nov22.141959.1@wittenberg.edu>
Source record: 14599
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ao7m4$b64@usenet.INS.CWRU.Edu>, dhg2@po.CWRU.Edu (David H. Gorski) writes:
>>
>>
>>You use Powertalk and QD GX? I haven't found a user for them ... yet. If
>>I network my Mac a bit more I might move to PowerTalk, but I don't do DTP
>>or printing work, so I haven't seen the advantage of GX yet; my text
>>output is limited to mostly 12-18 point Helvetica or similar. Maybe one
>>of these days...

Okay, with alot of people wondering what GX is good for, IO decided to type.
Considering I am in the middle of a final now I will be brief (waiting to start
part 2).

GX does a number of things for you, allows you to do no chooser printer
drag and drop, and, more importantly, gives you full typographical control.
What does this mean? You get the same kerning, tracking, font adjusting, line
quality, pairs matching, leading, and all those other typographical wonder toys
that normally page layout (PageMaker, QaurkXpress) support on their own. This
is of very little use, really, in the above scenario; however, it can be of use
if you wish to move away from word processor only output.

Unfortunately, very few applications support, it, but it promises to be
a ground breaking technology. Applications that do, can eliminate the HUGE
amountsof code they now use to support these features and allow the OS to
handle this. Full platform wide support (expect this to be the rule under
Copeland, same and AppleScript, why? cause apple wants a retunr on their R&D
buck, that's why :)

Anyways, there is an awesome article on GX in the latest MacUSER, and
gives you a rundown of why people arevery excited about this techonology.
Apple is an industry leader by far (to my knowledge, no other machine onthe
planet support this OS wide), and look for MS to release its own version, but,
alas, only compatible w/ TT fonts (at last report). In short, if you are
notdoing DTP, likely not going to seethe advantages as much. However, if you
areyou will,as people rush to includeit in their featurelist (and offload the
development costs of such stuff to apple) Note, more features exist then I can
possiblely explain here (or have time to type :)

Want more info? I will post AFTER my exam, just ask :)

-Scott, off for part 2 of 2
>
> I installed GX mainly out of curiosity. However, it's hard to justify
> keeping this memory hog installed until there are some applications out
> that support it, and they have to be applications that I actually use

> frequently. I'm seriously tempted right now to disinstall GX, throw out
> all the converted fonts and reinstall my old TrueType and Postscript fonts.
>
> --
> David H. Gorski, M.D.,Ph.D.|"Do you have the time
> Dept. of Surgery | To listen to me whine
> CWRU School of Medicine | About nothing and everything all at once?"
> e-mail: dhg2@po.cwru.edu | Green Day, 1994

4800. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-22 19:44:58 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov22.194458.20500@rmece02.upr.clu.edu>
Source record: 14601

In article <3ad16i$c03@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
|> Raist, read the but that you (?) highlighted in the text. I quote :-
|>
|> > The facts are that Atari is out of the PC business and took write-offs in this area in 1993.
|> ^^^^
|>
|> Yes, it says the _PC_ business. Atari used to make IBM Compatible PCs. I believe that this
|> is what is being refered to here, not the TT or Falcon. Atari still make batches of machines
|> on demand AFAIK, which is why Falcons are still available. (You can now get a 4/85 Falcon for
|> 552 UK pounds + VAT from Gasteiner according to their ad. in ST Format 65)

Anthony, you don't seem to understand. ATARI when they said PC business,
they meant *their* computer business. That's the TT and Falcon. How can
you order one? Have you heard of stockpiling before?

ATARI was even out of the clone business before 1993.

|>
|> --
|> Anthony Jacques : jacquesa@cs.man.ac.uk
|>
|> 0 0
|> ^
|> _/
|>
|>

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4801. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 00:04:34 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3au0ui$j3c@nermal.cs.uoguelph.ca>
Source record: 14595

```
: Anthony, you don't seem to understand. ATARI when they said PC business,
: they meant *their* computer business. That's the TT and Falcon. How can
: you order one? Have you heard of stockpiling before?

: ATARI was even out of the clone business before 1993.

According to Bob Brodie, Falcons were still being manufactured in
early 1994 because there was sufficient demand for the machine in the
MIDI market. CUBASE Audio helped.

>> Mark <<
```

4802. PowerFlop shipments EXCEED Apple's expectations!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 00:24:10 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3au23a$i0t@paul.rutgers.edu>
Source record: 14596

From c.s.powerpc:

From the New York Times, 11/15/94, Page D5. Reprinted without permission

Apple's PC's Top Shipments

By Bloomberg Business News

San Jose, Calif., Nov 14--
Apple Computer, Inc topped the Compaq Computer Corporation for third-quarter shipments of personal computers in the United States, the global market research company Dataquest Inc. said today.

Apple shipped more the 600,000 PC's, the most in what Dataquest said was the largest quarter ever for the United States PC market. Apple's Power
^^^^^^^^^^^^^
Mac, representing 25 percent of Apple's total shipping volmume, is on
^^^
pace to surpass the company's projected shipment of one million units by
^^
March.
^^^^^^

While Compaq fell behind Apple by about 30,000 PC shipments for the quarter, Compaq still leads in year-to-date shipments with more that 13 percent of the market compared with Apple's share of nearly 12 percent.

Dataquest said the United States PC market has grown 34 percent over the corresponding quarter a year ago, as vendors stock up with high expectations for holiday season demand as well as steady business demand.

Just thought I'd beat Sinclap to the punch. :-)

Now on to more important things, like do you think the Jag will take off this Christmas?

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

PS: I can't wait till Apple screws current PowerMac owners by introducing PCI PowerMacs that make the current one TOTALLY OBSOLETE!!

4803. Re: PowerFlop shipments EXCEED Apple's expectations!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 01:20:07 UTC
From: sinclair@ins.infonet.net
Message-ID: <3au5c7$s2h@insosf1.infonet.net>
Source record: 14597

```
In article <3au23a$i0t@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>From c.s.powerpc:
>
>-------------------------------------------------------------------------
>
>From the New York Times, 11/15/94, Page D5. Reprinted without permission
>
> Apple's PC's Top Shipments
> -------------------------
> By Bloomberg Business News
>
>San Jose, Calif., Nov 14--
>Apple Computer, Inc topped the Compaq Computer Corporation for
>third-quarter shipments of personal computers in the United States, the
>global market research company Dataquest Inc. said today.
>
>Apple shipped more the 600,000 PC's, the most in what Dataquest said was
>the largest quarter ever for the United States PC market. Apple's Power
> ^^^^^^^^^^^^^
>Mac, representing 25 percent of Apple's total shipping volmume, is on
>^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>pace to surpass the company's projected shipment of one million units by
>^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>March.
>^^^^^^
>
>While Compaq fell behind Apple by about 30,000 PC shipments for the
>quarter, Compaq still leads in year-to-date shipments with more that 13
>percent of the market compared with Apple's share of nearly 12 percent.
>
>Dataquest said the United States PC market has grown 34 percent over the
>corresponding quarter a year ago, as vendors stock up with high
>expectations for holiday season demand as well as steady business demand.
>
>-------------------------------------------------------------------------
>
>Just thought I'd beat Sinclap to the punch. :-)
>
>
>Now on to more important things, like do you think the Jag will take off
>this Christmas?

The answer is no..
>
```

>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*
>
>
>PS: I can't wait till Apple screws current PowerMac owners by introducing
> PCI PowerMacs that make the current one TOTALLY OBSOLETE!!
>

The current ones will not be obsolete when the PCI macs shipped. For those who need PCI, Apple will have upgrade boards. Mac 605, 475,575 can have a $550 PowerPC board installed. Can Amiga 500 be upgraded to a A1200 and the A3000 to A4000? Can an ST be upgraded to a Falcon? Can a 486 be upgraded to a Pentimun? The answer is NO!

I am going to order a LC520 with cdrom for $999 from Apple and will have a PCI upgrade next year. Just slide out the old mother board like a cooky tray and slide in the new one..Pretty neat, eh..

-Peter

4804. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 01:47:20 UTC
From: sinclair@ins.infonet.net
Message-ID: <3au6v8$s2h@insosf1.infonet.net>
Source record: 14603

In article <3au0ui$j3c@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>: Anthony, you don't seem to understand. ATARI when they said PC business,
>: they meant *their* computer business. That's the TT and Falcon. How can
>: you order one? Have you heard of stockpiling before?
>
>: ATARI was even out of the clone business before 1993.
>
> According to Bob Brodie, Falcons were still being manufactured in
>early 1994 because there was sufficient demand for the machine in the
>MIDI market. CUBASE Audio helped.
>
> >> Mark <<
>
Read on.....

News> 98074
comp.sys.atari.st article 98074 of [91991,98098] (5974
unseen)

Newsgroups: comp.sys.atari.st
From: John_Townsend@taligent.com (John Townsend)
Subject: Re: Give us a break, guys!
Message-ID: <John_Townsend-1611940933040001@townblue.taligent.com>
Organization: Taligent, Inc.
Date: Wed, 16 Nov 1994 17:33:04 GMT
Lines: 81

In article <1994Nov15.082131.29476@ida.liu.se>, t94patsa@ida.liu.se
(Patrik Sanfridsson) wrote:

|So, yet again, we have people coming over here just to sneer at us and to tell
|us how stupid we are and how outdated our computers are and that we should
|"see the future" and go buy a pc/mac/whatever expensive pile of junk that will
|be outdated in a year anyway.
|
|What the fuck is wrong with these people? Do they feel threatened by our tiny

[72 lines remaining, press RETURN for more...]

News>
comp.sys.atari.st article 98074 of [91991,98098] (5974
unseen)

|little user base or what? Why not just accept that some of us like to use
|our computers and intend to do so for a long time still! I use a Sun SPARC

|station 10 at university, but I still find good use for my old Atari ST. And
|if I had the money, I'd be glad to buy a Medusa or Eagle or whatever comes
|along, to sit on my desk right beside the PC486 and Jaguar games machines.
|
|And btw, this Townsend guy really ended up looking like a complete idiot
|coming here to bash on his former employer. Can you sink any lower
|than that? What on earth did _he_ do that was so important at Atari? Judging
|by the poor results, not very much. If I'd been hiring this fellow he'd been
|looking for a new job, starting tomorrow!
|
|Oh, and Roger S, don't bother replying with your smart remarks to this cause
|you're already in my kill file.
|
|And be warned, next time I'll bring Jack and Sam (my killer pitbull terriers)
|along for a snack so start behaving yourself or watch out for big trouble! :-)

[55 lines remaining, press RETURN for more...]

News>
comp.sys.atari.st article 98074 of [91991,98098] (5974
unseen)

|
|--
| __ __
| /_/ /_ / Computer student at University of Linkoping (LiTH)
|/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

I did NOT.. I repeat DID NOT bash my former employer. What I was trying to
do was convince someone who posted that there was going to be a PowerPC
based Falcon that it wasn't going to happen.

I was also trying to convince others that while the Atari ST is a great
machine,
its dated. It doesn't compete with the rest of the computing world anymore.
However, that doesn't mean that it isn't a good machine. Its a great machine.
If you enjoy using them, then please.. continue using them. But, don't expect
Atari to put out anymore machines.

They have said publicly that they have taken write-downs on their PC side of

[38 lines remaining, press RETURN for more...]

News>
comp.sys.atari.st article 98074 of [91991,98098] (5974
unseen)

the business (that means the personal computer, not IBM PC business) and
they have discontinued it. That means that you probably will never see another
improved ST from Atari again. (That doesn't mean that someone else like the
Magic folks or the various groups in Germany that are working on improvements
won't continue.. In fact, I think there is a good market for them)

My point was simple: Atari is out of the computer business. Atari ST products are dated. If you enjoy using them, continue using them. Just don't expect Atari Corp. to provide you with that PowerPC Falcon you dreamed of. It isn't going to happen.

(The whole reason I posted in the first place is that I wanted to stop someone who was hoping for something that isn't going to happen. I hate to see people waiting for products which are never going to be developed. I would rather see that person take their money and buy a ST-clone from one of the German groups or a Mac or (shudder!) a PC. At least then they have something they can use and enjoy now. I hate to see people waste their time waiting for rumors

[21 lines remaining, press RETURN for more...]

News>
comp.sys.atari.st article 98074 of [91991,98098] (5974
unseen)

that aren't true)

Anyway, I guess I am sorry I ever spoke up.

On a different note: While I didn't agree with everything that Atari Corp. did during my time there (in fact, I disagreed with lots of stuff and spoke my mind)
I do appreicate all that they did for me and I think they have a hell of a product
in Jaguar. The games are starting to roll in now and they look hot. I saw AvsP ads on TV last night, everyone is talking about them. Not to even mention the amazing deal they pulled with Sega. I really feel pretty good about Atari as a company. They still have a long way to go, but I feel pretty confident that Sam will lead them to success in that tough market. So, please.. don't misinterpret my comments about the ST being outdated with comments about Atari. I
like Atari, I have friends there and I wish them all the success in the world.

--

[4 lines remaining, press RETURN for more...]

News>
co
mp.sys.atari.st
article 98074 of [91991,98098] (5974 unseen)

-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

==========

What else do you need?

-Peter

4805. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 03:11:58 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3aubtu$nrp@nermal.cs.uoguelph.ca>
Source record: 14598

: What else do you need?

: -Peter

Sam or Jack Tramiel to give the official position on computer production. The employee you sited is NO LONGER WITH ATARI. While I don't think that Atari will be re-entering anytime soon, anything is possible. Remember something ... in 1985, many Atari-ites swore that Atari wouldn't re-enter the video game market. In 1994, it's their main focus.

I would also like to see a third Atari employee (one who is still with Atari) comment on the issue. Given that your source is no longer with Atari and neither is Bob Brodie ... both are lacking in the latest information. Not to mention that they provide CONFLICTING reports. In addition, I will tell you that Atari sent me a Falcon flyer last April, so there was still some interest in selling the Jag.

>> Mark <<

4806. Before you go home for Thanksgiving

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 05:20:50 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3aujfi$rvc@usenet.INS.CWRU.Edu>
Source record: 14607
Cross-posted to: rec.games.video.atari,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st

Hi. A lot of you go home for Thanksgiving and then have a break until January. I ask that before you go home, capture the following Jaguar Letter Writing Campaign text-file and print it out.

Do the writing on the airplane or whatever. Just take the time to write.

Thank you everyone and HAPPY THANKSGIVING!

The text-file will be called: Jaguar NOVEMBER Letter Writing Campaign.

Len

--

4807. Jaguar NOVEMBER Letter Writing Campaign

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 05:46:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3aukv2$22o@usenet.INS.CWRU.Edu>
Source record: 14602
Cross-posted to: rec.games.video.atari,rec.games.video.misc,comp.sys.atari.st,comp.sys.atari.advocacy

The following text-file is the NOVEMBER part of the 1994 Jaguar Letter Writing Campaign.

Some of you may think this is a waste of time because you think that companies aren't listening to what you have to say. If you feel this way, you are wrong. This is the ONLY way to let companies know that you want their games on the Jaguar 64-bit interactive multimedia system.

I don't know if many of you realize this or not, but since this campaign has taken place, things have been happening. One of the first companies that we have written was WMS Industries (Williams). Atari and Williams have made an agreement to make Defender, Joust, and Robotron for the Jaguar. These were some of the best games in the past and they will no doubt be hits in their new 3-D form.

Another company that we have written to thank for doing a great job with Wolfenstein 3-D and to encourage the company to do a great job with Jaguar DOOM is id Software. Do programmers work EXTRA hard knowing that people appreciate their work? Jaguar DOOM is getting incredible reviews and I wouldn't be surprised if our letters helped make it that good.

We are now hearing rumors about Mortal Kombat II for the Jaguar. Some people have claimed to know people that have actually played it on the Jaguar. Atari Corp. won't confirm it, but it is possible that all of the letters that we have written to get Mortal Kombat II for the Jaguar is actually working.

If we haven't actually seen results YET with all of the other letters we have written doesn't mean our letters aren't working. Letters from consumers asking for a company's product can really work on an executive's brain. If he has some extra capital coming up in the future and has to make a decision what to do with the capital, your letters will influence his or her decision. FACT: Letters make a difference.

And your letters are EXTREMELY important NOW. This is because it takes about ten months to make a game and get it to market. If companies sign to make games for the Jaguar now, we will all be playing that game by Christmas of 1995.

I also don't know if you all realize this or not, but a few minutes of your time now can result in Atari being around years from now. If these incredible games are available for the Jaguar by this time next year, the Jaguar will be the #1 selling game system in 1995. And if the Jaguar is the #1 selling system next year, Atari will be around for a long time.

But don't do it for Atari. Do it for yourself. Most of us kept posting messages to Usenet for the last few years when Lynx games were slow in coming.

We -never- wrote game companies asking them to make games for the Lynx.
The result was that not enough games were made for the Lynx and the Lynx didn't
take off like it should have. We now criticize Atari for the failure of
the Lynx just like we will be doing two years from now about the Jaguar IF
we do not write game companies now.

I urge you to write. The time is now. Don't think other people will write
because they won't. You have to take a few minutes from your already busy
life and write these letters. Yes, it is a pain. But it is something that
must be done.

Thank you. The following is the NOVEMBER portion of the 1994 Jaguar Letter
Writing Campaign. I will post the complete campaign in the next message.

Len Stys, 1994 Jaguar Letter Writing Campaign Organizer

****
********** NOVEMBER, 1994 **********
****

Virgin Games
Spectrum Holobyte
Psygnosis
Origin Systems

>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to
thank the company and to encourage them to make more titles for the Jaguar.
Virgin is suppose to be making Cannon Fodder, Demolition Man, and
Dragon for the Jaguar. The company is also planning to make a CD-ROM game
called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called:
The 7th Guest. It has also made Land of Lore, Dune II, and
Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer
for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your
letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.
3) How you are really happy that Virgin Games is making games for the
Jaguar.

4) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest
(and name a few) besides the ones the company is already making
for the Jaguar.
6) How you would like to see the Jaguar modem and network features used
in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are
produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing
games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game.
The game can even be played through the modem on PCs. Spectrum Holobyte
has just released Fields of Glory and is rumored to be working on
Falcon 4.0.

Modem games is something that a game system must have if it will be
successful in the future. And Spectrum Holobyte is well-known for their
modem games. Falcon 4.0 sounds like it would be perfect for the
Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte
2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your
letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking
capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte
games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when
using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are
produced for the Jaguar.
8) Thank Mr. Folsom for reading your letter and for considering
producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number:
510/522-2138. But please keep in mind that sending a letter through
the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis'
popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent
game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your
letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple
of Pysgnosis games).
5) How you believe Psygnosis games will be unbelievable when using the
graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced
for the Jaguar.
7) Thank the person for reading your letter and for considering producing
games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>>>> Origin Systems <<<<<<<<<<<<<<<<<<<<<<<<<<

Origin Systems is a maker of many popular PC role-playing and action games.
The company is owned by Electronic Arts but may have freedom to develop
for any system it wishes. Some of the games that Origin makes are:
Ultima series (most recently Ultima VIII: Pagan), Wing Commander Privateer,
and just recently Pacific Strike. Origin will be also making Biforge
and Wings of Glory.

Since Origin Systems is a subsidary of Electronic Arts, there is no
specific person to write.

The mailing address for Origin Systems is:

Origin Systems
Attn: Production Teams
P.O. Box 161750

Austin, TX 78716

The following is a list of things in which you may want to say in your letter to Origin Systems:

Dear Sir or Madam,

1) How much you enjoy Origin Systems games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Origin Systems games).
5) How you wish the Origin Systems Production Teams will attempt to get these great games on the Jaguar.
6) How unbelievable Origin Systems games will be when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Origin Systems games when they are produced for the Jaguar.
8) A thank you to the person reading for reading your letter and for considering producing games for the Jaguar.

********** THANK YOU! **********

--

4808. 1994 Jaguar Letter Writing Campaign (complete text-file)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 05:55:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3aulg0$2hd@usenet.INS.CWRU.Edu>
Source record: 14604
Cross-posted to: rec.games.video.atari,rec.games.video.misc,comp.sys.atari.st,comp.sys.atari.advocacy

The following is the complete 1994 Jaguar Letter Writing Campaign text-file. If you haven't participated in these campaigns, but wish to participate now, you are encouarged to go through past months and write each company mentioned a letter.

One letter you may wish to write is to Atari Corporation. It is good to let Atari know that we are participating in these campaigns so they can take steps to get these companies developing for the Jaguar.

Letters do work. But they only work if you write them and send them! Do your part so that we can be playing some GREAT Jaguar games in the coming years! Thank you!

****
********** SEPTEMBER, 1994 **********
****

Atari Corp.
id Software
WMS Industries Inc.
Capcom USA Inc.
Electronic Arts Inc.

>>>>>>>>>>>>>>>>>>>>>>>> Atari Corp. <<<<<<<<<<<<<<<<<<<<<<<<<<

First, we will first be writing Don Thomas, Jr. at Atari Corp. to let him know that we are participating in these campaigns. No, we aren't writing to annoy him. We are writing him so that Atari Corp. knows the magnitude of this letter writing campaign. If Atari Corp. knows that five-hundred people will be writing Dynamix in October, the appropriate person at Atari can contact this company on becoming a developer for the Jaguar during this time. Do not expect a letter from Don Thomas, Jr. We are not writing him for a response. We are only writing him to inform him of what we are doing.

Atari's mailing address is:

Atari Corp.
Attn: Don Thomas, Jr.
1196 Borregas Avenue
Sunnyvale, CA 94089

Place the letters: C.A.I.N. at the bottom left side of the envelope so that Atari will know what it is for.

Please use the following form letter:

(date)

(your address)

Don Thomas, Jr.
Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089

Dear Mr. Thomas,

I am writing you to inform you that I will be writing the following
game companies to encourage them to make games for the Jaguar.
I hope that my efforts will help Atari Corp. to sign these companies
to make games for the Jaguar.

The companies I will be writing are:

September: WMS Industries, Capcom, Electronic Arts
October: Sierra On-Line, Dynamix, LucasArts, NovaLogic
November: Spectrum Holobyte, Psygnosis, Origin
December: QQP, Broderbund, Konami

Thank you for reading my letter and for recording the number of
people writing these companies.

Sincerely,

(sign your name)

(print your name)

>>>>>>>>>>>>>>>>>>>>>>>>>> id Software <<<<<<<<<<<<<<<<<<<<<<<<<<

The letter to id Software should thank the company for producing
Wolfenstein 3-D for the Jaguar, encourage them to make Jaguar DOOM the
best that they can make it, and to encourage the company to make
QUAKE for the Jaguar.

id Software's e-mailing address:

Jay Wilbur, CEO
id Software
Town East Tower
18601 LBJ Freeway
Suite 615
Mesquite, Texas 75150

The form letter to Atari Corp. is the only form letter that will be used
in this campaign. This is because companies do not take form letters as
seriously as those that are originally written.

The following is a list of things which you may want to say in your
letter to id Software:

Dear Mr. Wilbur,

1) How much you enjoy Jaguar Wolfenstein 3-D.
2) How much you like id Software.
3) Thanks for making Wolfenstein 3-D for the Jaguar.
4) How you would like to see the best graphics possible for DOOM
on the Jaguar.
5) How you would like to see four-player or more networking capability
for Jaguar DOOM.
6) How you are excited about Jaguar DOOM coming out this year.
7) How you would like to see QUAKE made for the Jaguar.
8) Thank you to Mr. Wilbur for reading your letter.

Another thing which you may want to include in this letter is concerning the Jaguar resolutions. id Software is using a lower resolution on the Jaguar because they want to get the game as quick as Jaguar Wolfenstein. I, personally, do not care if Jaguar DOOM is as fast as Wolfenstein. One suggestion could be to make two modes (just like on the PC). One mode is for higher resolution and slower speed. The other mode is for a lower resolution, but higher speed.

>>>>>>>>>>>>>>>>>>>>>> WMS Industries Inc. <<<<<<<<<<<<<<<<<<<<<<

As of September 14, 1994, Mortal Kombat II is not being produced for the Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar. But next year, WMS Industries will be able to release Mortal Kombat II for any game system that the company wishes to release it for. The time is now to let WMS Industries know that we want to see Mortal Kombat II and Mortal Kombat III for the Jaguar.

Mortal Kombat II is by far the #1 most wanted game for the Jaguar according to the Most Wanted Games for the Jaguar list by CAIN Newsletter. If this game is released for the Jaguar, the Jaguar will be the most wanted game system.

The mailing address of WMS Industries Inc. is:

Louis J. Nicastro, CEO
WMS Industries Inc.
3401 North California Ave.
Chicago, IL 60618-5889

OK. I don't think I have to remind you that you should write as neat and as professional as possible to get the best results. If you certify your letter, you may even reach the president with your letter.

The following is a list of things in which you may want to say in your letter to WMS Industries Inc.:

Dear Mr. Nicastro,

1) How much you enjoy Mortal Kombat II
2) How you like the games that WMS Industries makes.
3) How you enjoy the Atari Jaguar.

4) How you think the Atari Jaguar is the only game system that will do
the game justice.
5) How you will run out and get the game for the Jaguar as soon as it
is released.
6) How you would also like to see Jaguar be the first system to get
Mortal Kombat III.
7) Thank you to Mr. Nicastro for reading your letter and for considering
making Moral Kombat II for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>> Capcom USA INC. <<<<<<<<<<<<<<<<<<<<<<<

Capcom is known for producing the Street Fighter II series of games.
The company is also known for producing games such as The Great Circus
Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday
Night Slam Masters. The company also does conversions of popular titles
such as Wizardry V and Eye of the Beholder.

Super Street Fighter II Turbo is second only to Mortal Kombat II on the
most wanted games for the Jaguar CAIN Newsletter listing. If the game
existed for the Jaguar, it would no doubt sell a lot of Jaguars. But
Capcom is not making Super Street Fighter for the Jaguar and no plans have
been announced to do so in the near future.

The strange thing is that Capcom is making Super Street Fighter II Turbo
for the 3DO platform. The game will even have better graphics than that
on the SNES and Genesis. But this only means that if Capcom will make a
version of SSFIIT for a much higher-priced system than there is a chance
that the company will be willing to make a Jaguar version.

The mailing address for Capcom USA Inc. is:

Scott Smith
Product-Development Coordinator
Capcom USA Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

The following is a list of things in which you may want to say in your
letter to Capcom USA Inc.:

Mr. Smith,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do
the game justice.
5) How you will run out and get Super Street Fighter II Turbo for the
Jaguar as soon as it is released.
6) Thank you to Mr. Smith for reading your letter and for considering
making Super Street Fighter II Turbo for the Jaguar.

You may also want to FAX Capcom USA by the phone number: 408/774-3995. But sending mail through the U.S. Postal Service may prove to be more successful.

>>>>>>>>>>>>>>>>>>>> Electronic Arts Inc. <<<<<<<<<<<<<<<<<<<<

Electronic Arts is the publisher of some incredible games such as: NBA Showdown, FIFA International Soccer, PGA European Tour Golf, NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL Football, Escape from Monster Manner, Twisted, Mario Andretti Racing, MLBPA Baseball, and many more! Electronic Arts also owns several other software companies that they may give the OK to develop the Jaguar for if they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company that is a big competitor of Atari Corp. Electronic Arts is spending a lot of time and money on making games for 3DO that it could be spending on the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the company has Jaguar developers units. Electronic Arts' management just has to give the OK to make games for the Jaguar.

The mailing address for Electronic Arts Inc. is:

Lawrence F. Probst III, President
Electronic Arts Inc.
1450 Fashion Isle. Blv.
San Mateo, CA 94404

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Probst,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your computers since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) The games that you would love to slee on the Jaguar (choose two or three Electronic Arts games--I'm choosing John Madden NFL Football!).
6) How you believe Electronic Arts games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games when they are produced for the Jaguar.
8) Thank you to Mr. Probst for reading your letter and a thank you for considering producing games for the Jaguar.

****
****************************** OCTOBER, 1994 ******************************
****

Sierra On-Line Inc.
Dynamix Inc.
LucasArts Entertainment Co.
NovaLogic

>>>>>>>>>>>>>>>>>>>>>>>> Sierra On-Line Inc. <<<<<<<<<<<<<<<<<<<<<<<<

Sierra On-Line is a company that is well-known for their role-playing games such as their Space Quest and Police Quest series. The company is also known for their latest hits in the PC world: Gabriel Knight, Aces Over Europe, and Leisure Suit Larry VI. Sierra On-Line is planning to release their new title, Phantasmagoria, very soon.

Sierra On-Line is definitely a company that needs to be developing for the Jaguar if the Jaguar CD-ROM is to become used. If Sierra On-Line starts making games for the Jaguar CD-ROM, several other companies will make games for it as well.

The mailing address for Sierra On-Line is:

Kenneth A. Williams, President
Sierra On-Line Inc.
P.O. Box 485
Coarsegold, CA 93614

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Williams,

1) How much you enjoy Sierra On-Line games.
2) How you have been buying Sierra On-Line games for your computer since the company started making computer games (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see Sierra On-Line producing several Jaguar CD-ROM games.
6) The games you would love to see on the Jaguar (choose two or three Sierra On-Line games).
7) How you believe Sierra On-Line games would be fantastic on the Atari Jaguar.
8) How you will run out and buy Sierra On-Line games when they are made for the Jaguar.
9) Thank you to Mr. Williams for reading your letter and for considering producing games for the Jaguar.

In my letter, I will also be encouraging Mr. Williams to make games which have the option of using a keyboard with the Jaguar. A keyboard can be created for the Jaguar and Sierra On-Line could work with Atari Corp. to produce one for it. The use of a keyboard in role-playing games help children learn words. This is something that Sierra has gotten away from in PC games.

I'm also writing Sierra to release HOYLE Card Games for the Jaguar.
I love this game and it would be great to see a modem feature being used
in the Jaguar version of this game.

>>>>>>>>>>>>>>>>>>>>>>>>>> Dynamix Inc. <<<<<<<<<<<<<<<<<<<<<<<<<<

Dynamix Inc. is a game company owned by Sierra On-Line. This game
company makes many wonderful titles for the PC such as: Betrayal at
Kronder, Aces of the Pacific, and Front Page Sports Football Pro.
The company is planning to release: Front Page Baseball, Battledrome,
LodeRunner: A Legend, MetalTech: Earth Siege, Alien Legacy, and an
excellent reviewed game called Aces of the Deep (submarine game).

Dynamix Inc. is making some real great games and these games would be
a very good addition to the present Jaguar game library.

The mailing address for Dynamix Inc. is:

Alan Higginson
Executive Vice-President
Dynamix Inc.
P.O. Box 978
Oakhurst, CA 93644-0978

The following is a list of things in which you may want to say in your
letter to Dynamix Inc.:

Dear Mr. Higginson,

1) How you enjoy Dynamix games on the PC.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or
three Dynamix games--I'm choosing Front Page Sports Football,
Alien Legacy, and Aces of the Deep).
5) How you believe Dynamix games will be unbelievable when using the
graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Dynamix games when they are produced
for the Jaguar.
7) Thank you to the person for reading your letter and for considering
producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company
has also has several popular titles out for the PC. Some of these titles
are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of
Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle.
And if there is any truth to the rumor of a new Indiana Jones movie,
LucasArts will probably make a great game based on this movie.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CANI Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailing address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple
of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when
using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar
voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced
for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing
games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684.
Please consider writing NovaLogic through the U.S. mail first and then
FAX NovaLogic.

****
********** NOVEMBER, 1994 **********
****

Virgin Games
Spectrum Holobyte
Psygnosis
Origin Systems

>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to
thank the company and to encourage them to make more titles for the Jaguar.
Virgin is suppose to be making Cannon Fodder, Demolition Man, and
Dragon for the Jaguar. The company is also planning to make a CD-ROM game
called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called:
The 7th Guest. It has also made Land of Lore, Dune II, and
Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer
for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your
letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.

3) How you are really happy that Virgin Games is making games for the
Jaguar.
4) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest
(and name a few) besides the ones the company is already making
for the Jaguar.
6) How you would like to see the Jaguar modem and network features used
in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are
produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing
games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game.
The game can even be played through the modem on PCs. Spectrum Holobyte
has just released Fields of Glory and is rumored to be working on
Falcon 4.0.

Modem games is something that a game system must have if it will be
successful in the future. And Spectrum Holobyte is well-known for their
modem games. Falcon 4.0 sounds like it would be perfect for the
Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte
2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your
letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking
capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte
games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when
using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are
produced for the Jaguar.

8) Thank Mr. Folsom for reading your letter and for considering
producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number:
510/522-2138. But please keep in mind that sending a letter through
the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis'
popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent
game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your
letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple
of Pysgnosis games).
5) How you believe Psygnosis games will be unbelievable when using the
graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced
for the Jaguar.
7) Thank the person for reading your letter and for considering producing
games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>>>> Origin Systems <<<<<<<<<<<<<<<<<<<<<<<<<<

Origin Systems is a maker of many popular PC role-playing and action games.
The company is owned by Electronic Arts but may have freedom to develop
for any system it wishes. Some of the games that Origin makes are:
Ultima series (most recently Ultima VIII: Pagan), Wing Commander Privateer,
and just recently Pacific Strike. Origin will be also making Biforge
and Wings of Glory.

Since Origin Systems is a subsidary of Electronic Arts, there is no
specific person to write.

The mailing address for Origin Systems is:

Origin Systems
Attn: Production Teams
P.O. Box 161750
Austin, TX 78716

The following is a list of things in which you may want to say in your
letter to Origin Systems:

Dear Sir or Madam,

1) How much you enjoy Origin Systems games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or
three Origin Systems games).
5) How you wish the Origin Systems Production Teams will attempt to get
these great games on the Jaguar.
6) How unbelievable Origin Systems games will be when using the graphics
and sound capabilities of the Jaguar.
7) How you will run out and buy Origin Systems games when they are
produced for the Jaguar.
8) A thank you to the person reading for reading your letter and for
considering producing games for the Jaguar.

****
********** DECEMBER, 1994 **********
****

QQP, Inc.
Broderbund
Konami
MicroProse

>>>>>>>>>>>>>>>>>>>>>>>>>>>> QQP, Inc <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Many people are not familiar with QQP, but the company has released some
pretty amazing games for the PC. Some of the games are: Solitaire's
Journey, Merchant Prince, The Perfect General, Conquered Kingdoms, and
their most recent--Origamo.

Most of the games that QQP makes either has to do with strategy or war.
Strategy games are always popular, but war games have been restricted to
PCs due to lack of a "save game" feature on video game systems. Jaguar
can save games on its cartridges so this is no longer a problem in getting
war games to home video game systems.

The mailing address for QQP, Inc. is:

QQP, Inc.
495 Highway 202
Flemington, NJ 08822

The following is a list of things in which you may want to say in your letter to QQP:

Dear Sir or Madam,

1) How much you enjoy strategy games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you love to see on the Jaguar (choose two or three QQP games).
5) How you would like to see these games make use of Jaguar's voice-modem and networking capabilities.
6) How you believe QQP games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy QQP games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>> Broderbund Software Inc. <<<<<<<<<<<<<<<<<<<<

Broderbund Software is well-known for producing two games. The first game is a CD-ROM game called Myst. The second is the Carmen Sandiego series of games. The Carmen Sandiego is educational.

The mailing address for Broderbund Software Inc. is:

Edmund R. Auer, President
Broderbund Software Inc.
500 Redwood Blvd.
Novato, CA 94948-6121

The following is a list of things in which you may want to say in your letter to Broderbund:

Dear Mr. Auer,

1) How much you enjoy Broderbund Software's games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would love to see Myst, Carmen Sandiego, and any other new Broderbund titles on the Jaguar.
5) How unbelievable Broderbund Software games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Broderbund Software's games when they are produced for the Jaguar.
7) A thank you to Mr. Auer for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>>>>> Konami Inc. <<<<<<<<<<<<<<<<<<<<<<<<<<<

Konami makes several popular games. Among these are Double Dribble: The Playoff Edition, Lethal Enforcers 2, Batman the Animated Series, and a new game called Contra 4. The company has also made Rocket Knight Adventures, Teenage Mutant Ninja Turtles Tournament Fighters, Blades of Steel, Track & Field II, Top Gun: The Second Mission, and many others. Konami is also rumored to be developing Gradius for Sony's new PSX. Since Konami is already developing for other next generation systems, it may be more difficult to convince them to make games for the Jaguar. But Konami certainly does bring a lot of titles to a game system.

The mailing address of Konami is:

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

The folowing is a list of things in which you may want to say in your letter to Konami:

Dear Sir or Madam,

1) How much you enjoy Konami games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a few Konami games).
5) How unbelievable Konami games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Konami games when they are produced for the Jaguar.
7) A thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>> MicroProse Inc. <<<<<<<<<<<<<<<<<<<<<<<<

MicroProse is already developing Jaguar games so this letter will be mainly to thank MicroProse and encourage the company to make more of their games for the Jaguar. MicroProse is supposedly making Grand Prix, Gunship 2000, and possibly Star Trek: The Next Generation game. But MicroProse has made a lot of fantastic games for the PC that should really be made for the Jaguar. These include: World Circuit, Fleet Defender, Master of Orion, and Civilization. Civilization has already been made for the Falcon030 so it may not be too hard to convert the game to the Jaguar. Since Jaguar can save games on cartridge, it may be possible to make Civilization on the Jaguar. MicroProse is also making Across the Rhine, Colonization, and Masters of Magic.

MicroProse is indeed a very good company to have making Jaguar games. The quality has always been good and it would be nice for the company to make a lot of their games for the Jaguar.

The mailing address for MicroProse is:

Ronald J. Bueche, CEO
MicroProse Inc.
180 Lakefront Dr.
Hunt Valley, MD 21030-2245

The following is a list of things in which you may want to say in your letter to MicroProse:

Dear Mr. Bueche,

1) How much you enjoy MicroProse games.
2) How much you enjoy your Atari Jaguar.
3) How you are really glad that MicroProse is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games besides Gunship 2000 and Grand Prix be made for the Jaguar (name a few of your favorite MicroProse games).
6) How you would like to see the Jaguar voice modem and network capabilities used in MicroProse games. (OPTIONAL)
7) How you will run out and buy MicroProse games when they are produced for the Jaguar.
8) Thank you to Mr. Bueche for reading your letter and for making games for the Jaguar.

You may also want to FAX MicroProse at the phone number: 410/771-1174. But only FAX MicroProse if you do not have time to mail the letter or if you have already sent mail to the company.

****
* *
********** LETTER WRITING CAMPAIGN FINISHED **********
* *
****

After you have done writing all of these companies, the letter writing campaign will be finished. If you have written all of these companies, the campaign will no doubt be successful and we will be seeing the games we want for the Jaguar very soon.

Please spread the word around about this letter writing campaign on online systems, BBSs, message areas, user groups, and any other place that you can help get the word out abuot this campaign.

Also, please tell your friends! It is very important to get everyone participating in this letter writing campaign!

********** THANK YOU! **********

--

4809. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 05:59:07 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CzpHyK.9qt@cix.compulink.co.uk>
Source record: 14605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In response to rmccall@mcs.dundee.ac.uk's message:

> Having said that I wont be eating for 6 weeks to pay for it, but who
> cares, I no longer have to suffer 1st Word Plus and its dreaded
> hyphens.

Is there any control of hyphens within Papyrus now? (cf HDDriver manua-
l).

8^{))

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

4810. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 07:05:45 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CzpL1M.BHo@hpbbrd.bbn.hp.com>
Source record: 14600

James Wood (jamesw@CSOS.ORST.EDU) wrote:
> I've been following this base for several days, reading the messages and
> holding my belly in laughter at some of the preposterous claims that have
> been spouted.
>

I agree to your posting except for two things:

> Since I got tired of waiting for a TT and bought a PC clone, I never
> owned one. However, I was glad that I didn't after finding out that the
> TT wasn't even fully compatible with the ST. Could there be anything
> WORSE than that?

Oh yes: That is delaying the machine until it is out of date.
That's what happened. I have both a TT and ST, and I didn't
have many problems with compatibility except for the first
few weeks (I bought this machines as a developer, i.e. very
early.) I don't think compatibility has been a big issue for
the main productivity applications. Quite a few utilities crashed,
but that's because the Atari market was/is full of hobbyists,
and you can't expect ultraclean programming in such a
non-professional environment.

> The TT and Falcon were overpriced and outdated at introduction. How can
> anyone be excited about a computer company in the mid-90's whose flagship
> machine is a 16Mhz 68030 - and it won't even run software from the 8Mhz
> 68000?

Speed actually was the reason why I didn't buy a Falcon. I'm
too much used to the speed my TT gives me. On the other hand,
with a 32 MHz CPU the Falcon would have been a very fine machine
even for its time.

> The ironic thing is, Atari has had some of the most loyal followers in
> the industry.

Yeah, I also wonder about that from time to time. Maybe it has
even contributed to Atari's failure. A loyal following will
probably fail to give honest feedback to new products.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

4811. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 07:51:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Czpn5o.G9v@cix.compulink.co.uk>
Source record: 14606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
>Is there any control of hyphens within Papyrus now? (cf HDDriver manua-
>l).

The next version will have a hyphenation exception list.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

4812. Re: PowerFlop shipments EXCEED Apple's expe

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 10:30:38 UTC
From: clarkebj@aston.ac.uk
Message-ID: <CzpuJ2.6t@aston.ac.uk>
Source record: 14609

>>Now on to more important things, like do you think the Jag will take off
>>this Christmas?
>
>The answer is no..
I agree unfortunately, I think most people are going to wait for the rash
of 'next generation' consoles that are being released and then going to wait and
see who wins.

>The current ones will not be obsolete when the PCI macs shipped. For those who
>need PCI, Apple will have upgrade boards. Mac 605, 475,575 can have a $550
>PowerPC board installed. Can Amiga 500 be upgraded to a A1200 and the A3000 to
>A4000? Can an ST be upgraded to a Falcon? Can a 486 be upgraded to a
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>Pentium? The answer is NO!
^^^^^^^^^^
Oh yes it can, there are two upgrade paths of which one is currently available
the first is to do what you describe below and replace the motherboard, the
second is available from Q1/Q2 next year and allows you to just replace the
main processor, which is kept in a ZIF socket.
>
>I am going to order a LC520 with cdrom for $999 from Apple and will have a PCI
>upgrade next year. Just slide out the old mother board like a cooky tray and
>slide in the new one..Pretty neat, eh..
>
Not, really, you're effectively replacing one computer with another, it is
generally accepted that when it is time for the motherboard to go it is usually
time for the whole machine to go/be recycled within your firm.

Anyway, I thought you were unemployed now so how are you going to afford
all of this?

Barry.

4813. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 13:40:26 UTC
From: Michael Dahlstrom <dahlstmp@possum.appl.wpafb.af.mil>
Message-ID: <3avgoa$c6l@podev.appl.wpafb.af.mil>
Source record: 14631
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

> Yes I have and it is still not as good as an Amiga4000. If it can not beat an
> Amiga4000 then it is not a good animator. This is comparatively speaking of
> course.

Yes, but what else can you really do on an Amiga?
I mean are there many productivity type things out there? I considered an Amiga once but was not real impressed
with what was out there (besides games of course. The Amiga rocks for this!)

4814. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 14:10:28 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avigk$6p3@bs33n.staffs.ac.uk>
Source record: 14608

Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
: >The TT and Falcon were overpriced and outdated at introduction. How can
: >anyone be excited about a computer company in the mid-90's whose flagship
: >machine is a 16Mhz 68030 - and it won't even run software from the 8Mhz
: >68000?

: And again, you are expecting any new machine to run any badly-written piece
: of trashy code.

Compatability is not a problem with the Falcon. It has just as much
hassles as A500 software does on the A1200 - ie, not too many, but enough
to notice it.

: >And now we have the Jaguar. Sure, they talk about a CD-ROM reader for
: >it...but there's that damn Atari policy of Vaporware that comes to mind.

Funny vapourware this CD-Rom, considering they've shown it at various
computer trade shows already and have software developed for it.

Richard Davey

4815. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 15:29:23 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3avn4j$8am@bmerha64.bnr.ca>
Source record: 14610

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
> : >The TT and Falcon were overpriced and outdated at introduction. How can
> : >anyone be excited about a computer company in the mid-90's whose flagship
> : >machine is a 16Mhz 68030 - and it won't even run software from the 8Mhz
> : >68000?

> : And again, you are expecting any new machine to run any badly-written piece
> : of trashy code.

> Compatability is not a problem with the Falcon. It has just as much
> hassles as A500 software does on the A1200 - ie, not too many, but enough
> to notice it.

On the contrary, I beleive that St/Falcon software incompatiblity is
much higher than A500/A1200 incompatibility.

Thats why you have continuing releases of Backwards and Magic. With the
Amiga only really old software shows big problems and even then the
built in ECS/OCS emulation mode can help a lot. Since the A1200 came out
two years ago, ALL regular Amiga software runs on it. And unlike the Atari,
there has been a LOT of new software in those two years.

> : >And now we have the Jaguar. Sure, they talk about a CD-ROM reader for
> : >it...but there's that damn Atari policy of Vaporware that comes to mind.

> Funny vapourware this CD-Rom, considering they've shown it at various
> computer trade shows already and have software developed for it.

THere were people on this group in APRIL who claimed the CDROM was going
to be out mid-94 and was 'ready for release'. I and others got flamed for
pointing out that it could be a _long_ time before Jaguar owners got to
see it. With so few carts for existing systems, it'd be pretty stupid to
introduce a new format for Jaguar.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4816. WANTED: Used Lynx Carts

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 20:49:00 UTC
From: game.guru@teaminfinity.com
Message-ID: <76.586.249.0N966D86@teaminfinity.com>
Source record: 14612

Looking to buy used Lynx cartridges.

game.guru@TeamInfinity.com

4817. Re: PowerFlop shipments EXCEED Apple's expe

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-23 21:05:52 UTC
From: sinclair@ins.infonet.net
Message-ID: <3b0arg$tel@insosf1.infonet.net>
Source record: 14614

In article <CzpuJ2.6t@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:
>>>Now on to more important things, like do you think the Jag will take off
>>>this Christmas?
>>
>>The answer is no..
>I agree unfortunately, I think most people are going to wait for the rash
>of 'next generation' consoles that are being released and then going to wait and
>see who wins.

It will be interesting who will prevail, but the Jag should be taken off the
list for contending unless Atari reduces the price to $150.
>
>>The current ones will not be obsolete when the PCI macs shipped. For those who
>>need PCI, Apple will have upgrade boards. Mac 605, 475,575 can have a $550
>>PowerPC board installed. Can Amiga 500 be upgraded to a A1200 and the A3000 to
>>A4000? Can an ST be upgraded to a Falcon? Can a 486 be upgraded to a
> ^^^^^^^^^^^^^^^^^^^^^^^^^^
>>Pentium? The answer is NO!
>^^^^^^^^^^
>Oh yes it can, there are two upgrade paths of which one is currently available
>the first is to do what you describe below and replace the motherboard, the
>second is available from Q1/Q2 next year and allows you to just replace the
>main processor, which is kept in a ZIF socket.
>>
>>I am going to order a LC520 with cdrom for $999 from Apple and will have a PCI
>>upgrade next year. Just slide out the old mother board like a cooky tray and
>>slide in the new one..Pretty neat, eh..
>>
>Not, really, you're effectively replacing one computer with another, it is
>generally accepted that when it is time for the motherboard to go it is usually
>time for the whole machine to go/be recycled within your firm.
>
Why should I have to recycle the built in trinitron display and the original
superdrive(better than the replacement) and the built in dual speed Sony cdrom
drive.

>Anyway, I thought you were unemployed now so how are you going to afford
>all of this?
>
Ever heard of Student loans...

>Barry.
>
>

-Peter

>
>
>

4818. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-24 01:58:05 UTC
From: ryan@shell.portal.com
Message-ID: <3b0rvd$lcm@news1.shell>
Source record: 14538
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Rob Morton (morton@wam.umd.edu) wrote:
: In article <3apbs7$lmf@news1.shell>, Wight Wolfe <ryan@shell.portal.com> wrote:
: >Karl Thomas (kathomas@nyx10.cs.du.edu) wrote:
: >: ryan@shell.portal.com (Wight Wolfe) writes:
: >
: >: >Oh hive me a break, the idea of Quicktime is great, even all of the support it's
getting is great. But quicktime animations just plain suck, on any Macintosh.
: >: >There either small and fast or large and slow. Either way Quicktime loses.
: >
: >: Have you actually seen Quicktime 2.0 on any PPC based Mac? Quicktime is
: >: perfectly capable of full motion full screen video
: >
: >Yes I have and it is still not as good as an Amiga4000. If it can not beat an
: >Amiga4000 then it is not a good animator. This is comparatively speaking of
: >course.
: >
: Sorry, I would have to disagree. I love my Amiga at home, and I work on Macs
: all day. I have grown to accept the limitations of both machines. Recently
: though, I saw some very smooth, full screen animations on a Mac using a
: PPC 8100/110. It also had no problems playing fairly large (~1/6) quicktimeVR
: screens (These I might add were really cool). So basically what I am saying
: is that I have never seen a better movie (sound and graphics) than the
: quicktime movies that I saw running (ofcourse a PPC 8100/110 isn't exactly
: a slow computer).

: Later,
: Rob Morton
: morton@wam.umd.edu

So what resolution and amoiunt of colrs was it running, quite frankly no gives
a rats ass about 256 colors anymoreb?RH. The A4000 can do 18bit and sound at 30
frames per second. Can the PPC output to tape at a reasonable quality? For
animators the A4000 has a nice sweet of software with some of the best 3-d
programs around. All in all the A4000 is an inexpensive way to get a video
production suite. The MAC is not.

But while we are on the topic of MACS, I think the MAC has a lot going for it,
interface and OS wise. There are some things that are lacking, but that is the
same on all platforms. I personally emulate the MAC on my Amiga, and video for
it is quite quick, well at least fairly quick (I don't havea top of the line
gfx board).

-Wight Wolfe-

BTW: What can't be done natively can be done in emulation, the mac does this, and so do I. My computer runs all of my favorite apps.

4819. This area is pathetic but...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-24 04:33:40 UTC
From: ug940014@omega.scs.carleton.ca
Message-ID: <Czr8o4.v4@cunews.carleton.ca>
Source record: 14611

Sorry guys, but I really find this area to be pathetic. There should be way more posts in here! Look at Comp.SyS.Amiga.Advocacy...now that is an advocacy area.

Atari users, rise up and fight!

--

Iain J.R. Bennett | "I'll be back, I don't know with
Computer Science 2	whome, don't know when.."
ug940014@Omega.SCS.Carleton.CA	Undergraduate Comp. Sci. Account

4820. Re: This area is pathetic but...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-24 14:35:45 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <Czs0JM.4F3@news.gu.se>
Source record: 14615

Iain Bennett (ug940014@omega.scs.carleton.ca) wrote:
> Sorry guys, but I really find this area to be pathetic. There should
> be way more posts in here! Look at Comp.SyS.Amiga.Advocacy...now that
> is an advocacy area.
>
> Atari users, rise up and fight!

Against WHAT???

If there were some competition it might have been interesting, but...

let's see here... first we have the PC:s

486:ers - WOW!! At last, a computer that boots my Graphics environment in
less than a minute (And that's after the OS is loaded!!)

Mac:ers - WOW!! I've got color graphics!! I've got sound!! I just wonder
when Apple is going to hack together an OS that's good enough to
use it

Amigers - WOW!! I've got some graphics at last!! Wonder what this HAM-thing
is anyway?? No doubt something that goes on your sandwich!!
Commodore managed to make several models of Amiga before their
death, but they couldn't get it to sound better than this!!??
Nice going!! (BTW memory is not the problem!! I use 8-bit samples
myself, but not linear!! Sound's great!!)

FLAME ME IF YOU LIKE!! (but try to keep it in the news department!!)

Stefan

4821. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-24 17:30:47 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3b2ik7$bn3@bs33n.staffs.ac.uk>
Source record: 14623

ar.UCSC.EDU>,<3aqro6$gkt@dux.dundee.ac.uk> <3arhcp$dpe@insosf1.infonet.net>
<3aspek$ekg@dux.dundee.ac.uk> <3assni$dsl@bmerha64.bnr.ca>
Organization: Staffordshire University:
Distribution:

G MORAN (moran@dace.bnr.co.uk) wrote:
: New falcon models?

Wait and see, German CeBit 95 show.

: New hardware for falcon?

Enough, we have digitisers, scanners, printers, monitors, we don't need
samplers, there are pieces of MIDI hardware galore, heck even Titan are
working on a Genlock.

: Major updates to OS?

TOS 5 you mean?

: Advertising and promotion?

Have they _ever_ done that? And besides Silica advertise and promote the
Atari pretty well.

: Software developement?

Apex Media out this month, lots of new games now available from 16/32,
Speedo GDOS upgraded again. It's all out there, but you don't look for
it because you never need to.

: Heavy distribution efforts?

Gasteiner, Compo, Silica, First Computer Centres, Camrbridge Business
Solutions. If you want to buy one you can.

: ALL of the above have been conspicuous by their absence. Atari seem to
: have _completely_ abandoned the Atari home computer line.

They might have, but plenty of people havn't (and I mean 3rd party
companies, the sort that have kept both the Atari and Amiga world alive
for a lot longer than they should have).

: Even if Atari manage to make a sucess of the Jaguar (knowing Atari,
: thats unlikely) and decide to go back into computing the resultant
: model would be nothing like the Falcon we know today.

That is true, but see your first question and wait.

Richard Davey

4822. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-24 17:31:06 UTC
From: dhg2@po.CWRU.Edu
Message-ID: <3b2ikq$t55@usenet.INS.CWRU.Edu>
Source record: 14567
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In a previous article, jd-wong@uxa.cso.uiuc.edu (Jim Wong) says:

>In article <3ao7m4$b64@usenet.INS.CWRU.Edu>, dhg2@po.CWRU.Edu (David H. Gorski) writes:
>|> I installed GX mainly out of curiosity. However, it's hard to justify
>|> keeping this memory hog installed until there are some applications out
>|> that support it, and they have to be applications that I actually use
>|> frequently. I'm seriously tempted right now to disinstall GX, throw out
>|> all the converted fonts and reinstall my old TrueType and Postscript fonts.
>
>Installing GX should not change your existing TrueType fonts in any way,
>shape or form.

True enough, but it sure does mess with your PostScript printer and screen
fonts, doesn't it?

--
David H. Gorski, M.D.,Ph.D.|"Do you have the time
Dept. of Surgery | To listen to me whine
CWRU School of Medicine | About nothing and everything all at once?"
e-mail: dhg2@po.cwru.edu | Green Day, 1994

4823. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-24 18:12:38 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3b2l2m$cn2@lyra.csx.cam.ac.uk>
Source record: 14616

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>G MORAN (moran@dace.bnr.co.uk) wrote:
>: New falcon models?

>Wait and see, German CeBit 95 show.

Even I would be *amazed* if this happened. I expect Atari to show the
Jaguar and *maybe* the computers they have now (ie Falcon, TT, ST in that
order of probability) but not new machines.

>: Major updates to OS?
>TOS 5 you mean?

From what I've heard, this definitely exists (it is being used by some
people) but it is unlikely to be released publicly in the near future.
Hopefully if Atari don't want to develop it any more, they will license
it out to a 3rd party who will.

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

4824. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-24 21:02:35 UTC
From: rsrodger@Glue.umd.edu
Message-ID: <3b2v1b$duq@convolution.eng.umd.edu>
Source record: 14619
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <pvdh.0utz@motship.xs4all.nl>,
Paul van der Heu <pvdh@motship.xs4all.nl> wrote:
>Alexander the Great (czar@wittenberg.edu) wrote:
> : GX does a number of things for you, allows you to do no chooser printer
>
>Sounds like re-entrant libraries to me..

No Paul, you twit, QDGX has nothing to do with libs. It has to do with device independant printing (and application independant document formats).

>Well, it was groundbreaking maybe, in 1985 when the concept of reentrant

Groundbreaking in that the Amiga still doesn't have device independant graphics and has printing support that would embarrass even a 1970s era company. Something that the Mac and Windows and just about everyone else had a decade ago that the Amiga still doesn't have (and probably never will).

4825. Re: This area is pathetic but...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-24 21:10:31 UTC
From: contacts@mits.mdata.fi
Message-ID: <3b2vg7$h50@prime.mdata.fi>
Source record: 14618

In article <Czr8o4.v4@cunews.carleton.ca>,
Iain Bennett <ug940014@omega.scs.carleton.ca> wrote:
>Sorry guys, but I really find this area to be pathetic. There should
>be way more posts in here! Look at Comp.SyS.Amiga.Advocacy...now that
>is an advocacy area.
>
>Atari users, rise up and fight!

OK, let's compare some Digital Audio/Sequencing software.
I have Cubase Audio in my Falcon, it has 128 tracks of Midi, 16 Tracks
of 16 bit /16-48 Khz digital audio, Digital effects inc. graphic and
parametric eq's (realtime), automated mixing, 64-stave notation with
8-voice polyphony, DSP-functions like Dithering/Normalizing/Reverse/
Pich/Timestretch, It can function as keyboard-based sample player with
velocity, you can sync it to any tapemachine or ADAT, There are 11
external modules available for it, etc, etc.
Furthermore, it's fun to use it.

Is there any other machine around that can do that?! Amiga?

I *LoooVE* my Falcon!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4826. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-24 21:56:43 UTC
From: pvdh@motship.xs4all.nl
Message-ID: <pvdh.0utz@motship.xs4all.nl>
Source record: 14554
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Alexander the Great (czar@wittenberg.edu) wrote:

: GX does a number of things for you, allows you to do no chooser printer
: drag and drop, and, more importantly, gives you full typographical control.
: What does this mean? You get the same kerning, tracking, font adjusting, line
: quality, pairs matching, leading, and all those other typographical wonder toys
: that normally page layout (PageMaker, QaurkXpress) support on their own. This
: is of very little use, really, in the above scenario; however, it can be of use
: if you wish to move away from word processor only output.

Sounds like re-entrant libraries to me..

: Unfortunately, very few applications support, it, but it promises to be
: a ground breaking technology. Applications that do, can eliminate the HUGE
: amountsof code they now use to support these features and allow the OS to
: handle this. Full platform wide support (expect this to be the rule under
: Copeland, same and AppleScript, why? cause apple wants a retunr on their R&D
: buck, that's why :)

Well, it was groundbreaking maybe, in 1985 when the concept of reentrant
libraries was first introduced on a homecomputer called the Amiga. Now
it gets hyped since Apple decides it has it's uses in their stronghold
and all of a sudden it's the next best thing (TM)..

--

Paul 'Starchild' van der Heu, The MotherShip Connection
pvdh@motship.xs4all.nl

Q: How many Intel CPUs does it take to do a logical RightShift ??
A: 1 to hold the bits and 32 to hold the register
- from RAGE demo Maximum Overdrive 2

4827. Jags & Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 00:46:25 UTC
From: higham@ist.flinders.edu.au
Message-ID: <1994Nov25.004625.22218@frodo.cc.flinders.edu.au>
Source record: 14624

Pete, how come you love the Lynx but hate the Jag?

They are similar in lots of ways: highly advanced for their time for the type of machines that they are, a tad overpriced, not selling too well initially due to *slight* Atari cock ups.

If you have the balls to admit the Lynx is a good machine (which took something for you to do in this newsgroup) what is your rationale for calling the Jag a piece of shit??

Skip.

If only Atari didn't let their machines stagnate, they could have improved them. Imagine a second or third generation Mega STe/TT/Falcon. Oh yeah....

PS: does anyone know if the Nova graphics card will let you play games on a VGA set to 320x200x16?

4828. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 04:21:01 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3b3one$8bs@scapa.cs.ualberta.ca>
Source record: 14621

trauth@paul.rutgers.edu (Thomas Trauth) writes:

>rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>>I doubt Atari gave up on computers last year, otherwise how would they have
>>managed to put stuff in the shops if they didn't make anything?

>Ever hear of warehoused merchandise? It's possible that they have warehouses
>full of unsold Falcons and are shipping those to stores, rather than newly
>manufactured machines.

Ever hear of checking facts? Atari is still manufacturing- at least when I
last heard, which was not that long ago. Ask Travis, if you want the straight
facts. I don't think that atari is working on any new lines of computers
AT THE MOMENT, but they are still manufacturing current lines.

4829. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 04:27:37 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3b3p3q$8hg@scapa.cs.ualberta.ca>
Source record: 14622

sinclair@ins.infonet.net writes:

>Yea, I know. I think the Tramiels know that the jagflop cant compete marketing
>wise and is trying to milk it with little investment and than pull the plug
>like they did with the Falcon and Lynx..

WhatEVER... BTW, what does "pulling the plug" mean? They are still
manufacturing the Falcon. Please don't just ASSUME that everything that
comes out of the Tramiel's mouth is pure bullock, just interpret every
press release LITERALLY.

4830. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 09:04:35 UTC
From: amiga040@rmii.com
Message-ID: <3b49b3$3r3@potogold.rmii.com>
Source record: 14625
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

G MORAN (moran@dace.bnr.co.uk) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: > G MORAN (moran@dace.bnr.co.uk) wrote:

: > : Ever heard of Babylon 5 or Robocop or Seaquest DSV? And as for video
: > : titling the Amiga rules supreme in the amateur and semi pro markets.

: > And he falls for it.. hook line and sinker. I said VIDEO ANIMATION, I
: > was talking to a real Amiga advocate the other day who uses his Amigas
: > for video production and he clearly told me that for titling it reigns
: > supreme but for animation most serious studios will use more top-end
: > hardware. If that isn't the case then why didn't they do Jurassic Park
: > or Terminator 2 on Amigas? This is the way things are going now.

Ummm, maybe because they were done on SGI systems? IMHO, the only reason companies would switch to anything other than an Amiga would be for simple support. Industrial Light and MAgic use SGI systems for their animation (which is where Jurassic Park and Terminator came from). The Amiga is the cheapest route to VIDEO ANIMATION (yup, I said VIDEO ANIMATION, _not_ VIDEO TITLING). Amblin Imagin employs over 40 Amiga's networked in a Toaster farm, which enables all of them to work on the same scene, greatly increasing overall speed. Why do you think they went the Amiga route instead of the SGI route? Because it wass cheaper. If there is anything for the Amiga that is supported at a grand scale, it would be the Video/Graphics world...every month new objects and scenes are coming out. Video Toaster has it's own magazine. New versions of the most popular ray tracing packages are released. But ya know what makes the Amiga so popular? It's 15KHz NTSC video output. Try running a PC with some hardware that outputs 15KHz...first, you're going to pay an arm and a leg (around $3000), and it's not going to be near the quality of an Opal Vision set up, or a Video Toaster set up.

: Look at the quotes. Babylon 5, Seaquest DSV and the TV Robocop all use
: Amigas in their animation. I suppose thats not a serious enough use....

: > : Its not like the situation where recording studios are defecting to
: > : the Mac from the ST - other machines just _can't_ do the things video-
: > : wise that the Amiga can. The STs midi popularity came from the fact that

: > Yes they can and production studios are moving to other platforms, if
: > they have not done so already. Angel Studios for example - Lawnmower man
: > didn't come from the back of an Amiga chipset. You state Robocop, B5 and
: > DSV, sure they are examples, but for real _modern_ video animation you
: > don't use Amigas. And don't get this post confused with video TITLING
: > please. I'm not talking about that.

B5, Robocop, DSV...you actually are able to sit there and say these aren't modern? Last I checked, they had new episodes coming out every week. If that isn't modern, please explain to me, in your eyes, what is. And as for your VIDEO TITLING, why are you putting such an inphasis on that? The main point in the original posters comment was VIDEO ANIMATION, and he gave you _modern_ examples of the Amiga's use in them. Just becaue one studio isn't using Amiga's, does not mean the next studio is phasing them out. Please think before you post.

: Hmm, those shows aren't modern?

I guess they aren't in his eyes...(he must be dreaming)

Brian McCloskey

4831. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 09:35:00 UTC
From: barnhoorn@nltv00.uni-paderborn.de
Message-ID: <3b4b44$27h@btmplq.god.bel.alcatel.be>
Source record: 14626
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b2v1b$duq@convolution.eng.umd.edu>, rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:
>>In article <pvdh.0utz@motship.xs4all.nl>,
>>Paul van der Heu <pvdh@motship.xs4all.nl> wrote:
>>>Alexander the Great (czar@wittenberg.edu) wrote:
>>> : GX does a number of things for you, allows you to do no chooser printer
>>>
>>>Sounds like re-entrant libraries to me..
>>
>>No Paul, you twit, QDGX has nothing to do with libs. It has to do with
>>device independant printing (and application independant document formats).
>>
>>>Well, it was groundbreaking maybe, in 1985 when the concept of reentrant
>>
>>Groundbreaking in that the Amiga still doesn't have device independant
>>graphics and has printing support that would embarrass even a 1970s era
>>company. Something that the Mac and Windows and just about everyone else
>>had a decade ago that the Amiga still doesn't have (and probably never
>>will).
>>
>>
Huh? Amiga has device independant graphics! I got it from Paul a few
years ago, it's called EGS.
And Amiga's printing support is quite nice, actually.

Jaco Barnhoorn barnhoorn%nlev00@btmv56.se.bel.alcatel.be

4832. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 14:05:46 UTC
From: rsrodger@Glue.umd.edu
Message-ID: <3b4qvq$eo0@convolution.eng.umd.edu>
Source record: 14627
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b4b44$27h@btmplq.god.bel.alcatel.be>,
<barnhoorn@nltv00.uni-paderborn.de> wrote:
>Huh? Amiga has device independant graphics! I got it from Paul a few
>years ago, it's called EGS.

ECS? Hah.

>And Amiga's printing support is quite nice, actually.

You're hallucinating. The Amiga's print support is so bad that developers
still have to write their own drivers (see: Pagestream) if they want
to get decent output.

4833. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 14:47:26 UTC
From: ivan_cavero_belaunde@avid.com
Message-ID: <ivan_cavero_belaunde-2511940941120001@predator.avid.com>
Source record: 14396
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <39vlcn$r13@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:
> : : The latest Quicktime appears as well as a number of cosmetic features. In my
>
> : Not to mention, MPEG, MIDI, custom colour palettes for better viewing
> : on 8-bit monitors.
> : :
> Oh hive me a break, the idea of Quicktime is great, even all of the support it's getting is great. But quicktime animations just plain suck, on any Macintosh.
> There either small and fast or large and slow. Either way Quicktime loses.

Maybe you need an update. QuickTime movies haven't had to make the tradeoff you mention since QT 1.5, circa 1992, when the Cinepak compressor appeared, giving you 15-20 fps at 320x240 (almost MPEG SIF resolution) - hardly small and fast *or* large and slow. QT's Cinepak performance has continued to increase with succeeding versions, as has the data throughput, so that on a Quadra 475 (the lowest of the low-end Macs, at $800 for a 25MHz LC040) you can get 320x240 at 30fps or 640x480 at 15fps.

-Ivan

Iv&#65533;n Cavero Bela&#65533;nde (ivan_cavero_belaunde@avid.com)
Avid VideoShop Lead
Avid Technology, Inc.
Disclaimer: All views expressed are entirely my own and do not reflect the opinions of Avid Technology, Inc.

4834. Re: Jags & Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 16:57:43 UTC
From: sinclair@ins.infonet.net
Message-ID: <3b5527$gql@insosf1.infonet.net>
Source record: 14628

In article <1994Nov25.004625.22218@frodo.cc.flinders.edu.au>, higham@ist.flinders.edu.au (Jason S. Higham) writes:
>Pete, how come you love the Lynx but hate the Jag?

I don't hate the Jag, I think its a fine console. The price should be reduced to $150 for any chance of survival. I am just saying that the Jag will suffer the same fate as the LYnx and the Falcon. I still can't find a Jag in my area. There are lots of Nintendo's, sega's and 3do's localy.

>
>They are similar in lots of ways: highly advanced for their time for the type
>of machines that they are, a tad overpriced, not selling too well initially
>due to *slight* Atari cock ups.

There is no doubt that the Jag console is highly advanced, but it is the software that makes or breaks a console. Where just seeing games out for Nintendo that are truly exploiting the hardware.

>
>If you have the balls to admit the Lynx is a good machine (which took something
>for you to do in this newsgroup) what is your rationale for calling the Jag
>a piece of shit??

I never said the Jag is a piece of shit. I was talking about that the Jag is sold by the wrong company. There is no excuse that the Lynx could of have been dominating the market. But, you know who won..

>
>Skip.
>
>If only Atari didn't let their machines stagnate, they could have improved them.
>Imagine a second or third generation Mega STe/TT/Falcon. Oh yeah....

But they did not. You can't complain for people to be wary of Atari products..
>
>PS: does anyone know if the Nova graphics card will let you play games on a VGA
>set to 320x200x16?
>
>

-Peter

4835. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 19:13:04 UTC
From: Alex_Baker@sacbbx.com
Message-ID: <Alex_Baker.2f37@sacbbx.com>
Source record: 14633
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <19941121115917.L.J.Sak@sp0006.kub.nl>,
L.J.Sak@kub.nl (SAK L.J.) writes:

> > Mac users don't have to put up with the crap ST software that was or is still
> > bad. Come on, an 030 running at 16 mhz is the highest Atari has for sale today
> > !!! I have not had any crashes in weeks caused by Zterm.
> > Your pathetic software base can't even tough the PC and Mac software base. I
> > know its tough for you, but the world has left you behind..Still having dreams
> > about an Atari comeback?
>
> Yeah, right: as if APPLE is in its glory years.. We don't ahve to merge to
> stay alive.. We don't sell copyrights of the OS to keep up in the storm..
> And the Atari market is more specific than apples, for the difference in buying
> a mac or some ms-clone has faded

First you'd have to find someone remotely interested in the OS or in merging.

Even SoftLogik has pulled out of the Atari market. (There will be no PageStream 3 for the Atari.) However they have announced development of versions for the Mac and Windows.

4836. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 19:24:40 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3b5dlo$k95@whitbeck.ncl.ac.uk>
Source record: 14629
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b2v1b$duq@convolution.eng.umd.edu>, rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:
>In article <pvdh.0utz@motship.xs4all.nl>,
>Paul van der Heu <pvdh@motship.xs4all.nl> wrote:
>>Alexander the Great (czar@wittenberg.edu) wrote:
>> : GX does a number of things for you, allows you to do no chooser printer
>>
>>Sounds like re-entrant libraries to me..
>
>No Paul, you twit, QDGX has nothing to do with libs. It has to do with
>device independant printing (and application independant document formats).
>
>>Well, it was groundbreaking maybe, in 1985 when the concept of reentrant
>
>Groundbreaking in that the Amiga still doesn't have device independant
>graphics and has printing support that would embarrass even a 1970s era
>company. Something that the Mac and Windows and just about everyone else
>had a decade ago that the Amiga still doesn't have (and probably never
>will).
>

Well, this is an atari group, so I just have to point out that GEM has had device independant graphics support since the first release of GDOS...around about 8 years ago.

The latest release supports use of True Type, Postscript & Bitstream vector fonts as well as bitmap fonts (should you want them) and provides a program transparent system for selecting the device - rather like windows does.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4837. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-25 21:24:57 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2511941624570001@net86.metronet.com>
Source record: 14632
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b4b44$27h@btmplq.god.bel.alcatel.be>,
barnhoorn@nltv00.uni-paderborn.de () wrote:

> Huh? Amiga has device independant graphics! I got it from Paul a few
> years ago, it's called EGS.
> And Amiga's printing support is quite nice, actually.

Does Commodore officially support EGS? No?

Amiga's printing support is horrifyingly bad. Anyone with a HP500C (or
-any- other non-perfect clone of an Epson dot matrix printer) knows all
about that. It remains an OS that -nobody- writes drivers for, and it
remains an OS that has only the simplest level of support for the modern
printer.

DIG and enhanced printer drivers are a requirement.

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4838. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 01:31:09 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3b634t$l13@sefl.satelnet.org>
Source record: 14634
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-2511941624570001@net86.metronet.com>,
David Corn <dcorn@metronet.com> wrote:
>In article <3b4b44$27h@btmplq.god.bel.alcatel.be>,
>barnhoorn@nltv00.uni-paderborn.de () wrote:
>
>
>> Huh? Amiga has device independant graphics! I got it from Paul a few
>> years ago, it's called EGS.
>> And Amiga's printing support is quite nice, actually.
>
>Does Commodore officially support EGS? No?

Yes, actually. Just before their demise they had adopted EGS as their
RTG system of choice...

>Amiga's printing support is horrifyingly bad. Anyone with a HP500C (or
>-any- other non-perfect clone of an Epson dot matrix printer) knows all
>about that. It remains an OS that -nobody- writes drivers for, and it
>remains an OS that has only the simplest level of support for the modern
>printer.

Which, of course, is why Citizen, HP, Epson, Primera, and a handful of
other printer manufacturers produce Amiga printer drivers, and why
products like Citizen PrintManager exist. That's a sure sign of lack of
support... You Merkins seem to forget that outside of the US people
actually acknowledge the existence of platforms other than PC and Mac.

>DIG and enhanced printer drivers are a requirement.

We meet your requirement. Can I go now?

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4839. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 02:10:23 UTC
From: cpb1001@cam.ac.uk
Message-ID: <3b65ef$mka@lyra.csx.cam.ac.uk>
Source record: 14635
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b4qvq$eo0@convolution.eng.umd.edu>,
Robert Stephen Rodgers <rsrodger@Glue.umd.edu> wrote:
>In article <3b4b44$27h@btmplq.god.bel.alcatel.be>,
> <barnhoorn@nltv00.uni-paderborn.de> wrote:
>>Huh? Amiga has device independant graphics! I got it from Paul a few
>>years ago, it's called EGS.
>
>ECS? Hah.

No, EGS. ECS is a chipset.
^
^
^

>
>>And Amiga's printing support is quite nice, actually.
>
>You're hallucinating. The Amiga's print support is so bad that developers
>*still* have to write their own drivers (see: Pagestream) if they want
>to get decent output.

Utter drivel. Perhaps you'd like me to send you an output file for something
like a laserjet/bubblejet, etc, from Wordworth 3.0b and then watch you try to
make rediculous claims like that.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4840. Re: Jags & Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 03:16:42 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b69aq$ao2@nermal.cs.uoguelph.ca>
Source record: 14537

: Pete, how come you love the Lynx but hate the Jag?

He hates to accept the fact that the Jaguar is an
technical powerhouse and that Atari has fixed many of the mistakes that
they made with the Lynx. The fact that many 3rd parties are making Jag
games and that Atari is advertising aggressively is upsetting him. He's
worried that Atari will make money off of the Jag and then pose a threat
to Apple in the computer market.

>> Mark <<

4841. Re: Jags & Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 04:49:03 UTC
From: sinclair@ins.infonet.net
Message-ID: <3b6env$427@insosf1.infonet.net>
Source record: 14548

In article <3b69aq$ao2@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: Pete, how come you love the Lynx but hate the Jag?
>
> He hates to accept the fact that the Jaguar is an
>technical powerhouse and that Atari has fixed many of the mistakes that
>they made with the Lynx. The fact that many 3rd parties are making Jag
>games and that Atari is advertising aggressively is upsetting him. He's
>worried that Atari will make money off of the Jag and then pose a threat
>to Apple in the computer market.

Ha ha ha ha ha ha. So were are the games?? Meanwhile there are at least half a dozen new 3dogames this week. Atari will never earn the money to challenge anyone in the computer market. There are going to be alot of disgruntled Jag users after Christmas and most likely will see alot of used orphans for sale.
>
> >> Mark <<
>

-Peter

4842. Atari Compatibles

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 15:59:53 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3b7m1p$m4c@dux.dundee.ac.uk>
Source record: 14539

With Atari now licencing TOS and MagIX on general sale it would be possible to build superb non-atari boxes. For example hardware companies simply design buyin MagIX (in a similar was to MS DOS) and all of a sudden we have a string of Atari Compatibles.

Perhaps then we can have affordable Falcon compatibles that run at a half decent speed, having said that the Falcon is quite fast as it is, certainly more so that a 386/486.

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==========

4843. Re: Jags & Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 16:03:41 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3b7m8t$m4c@dux.dundee.ac.uk>
Source record: 14540

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : Pete, how come you love the Lynx but hate the Jag?

: He hates to accept the fact that the Jaguar is an
: technical powerhouse and that Atari has fixed many of the mistakes that
: they made with the Lynx. The fact that many 3rd parties are making Jag
: games and that Atari is advertising aggressively is upsetting him. He's
: worried that Atari will make money off of the Jag and then pose a threat
: to Apple in the computer market.

Atari is only a threat to Apple in the computer market if it gives some
incentive for large multiples like Dixons, Comet etc to sell Atari hardware.
Also they can only do this if they do what Apple did ir supply it with
a monitor and a good range of games and applications. All it takes
is a coherent plan and who know perhaps well see Atari with a decent
market share.

Until a few years ago Apple stuff wasn't really a high street product,
now you can get MC CD ROMS and hardware in most shops.

Rod

--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==

4844. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 18:05:09 UTC
From: rsrodger@Glue.umd.edu
Message-ID: <3b7tcl$h3h@convolution.eng.umd.edu>
Source record: 14543
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <pvdh.0uvo@motship.xs4all.nl>,
Paul van der Heu <pvdh@motship.xs4all.nl> wrote:
>Robert Stephen Rodgers (rsrodger@Glue.umd.edu) wrote:
> : Groundbreaking in that the Amiga still doesn't have device independant
> : graphics and has printing support that would embarrass even a 1970s era
> : company. Something that the Mac and Windows and just about everyone else
> : had a decade ago that the Amiga still doesn't have (and probably never
> : will).
>
>It's really funny I see Amiga systems everyday with multiple graphics cards
>inside, being able to redirect nearly any aplication to any of them depending
>on the need. Or combining them to make one big desktop.

"Nearly"? You mean the hacks don't work or all apps?

What a shame.

>And yes I know the mac can do this, but know the amiga does as well...
>
>And could you elaborate on the defects of Amiga printer support.

Two words: bitmap output.

4845. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 18:30:18 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2611941330180001@net71.metronet.com>
Source record: 14546
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b634t$l13@sefl.satelnet.org>, mentat@sefl.satelnet.org
(!Productions) wrote:

> >Does Commodore officially support EGS? No?
>
> Yes, actually. Just before their demise they had adopted EGS as their
> RTG system of choice...

Why is there no support in WB3.1 for EGS? From my understanding of the
matter (I bailed out when WB3.0 was out for all Amigas, roughly) WB3.1
likes Picasso II cards, but little else. Am I missing something?

> >Amiga's printing support is horrifyingly bad. Anyone with a HP500C (or
> >-any- other non-perfect clone of an Epson dot matrix printer) knows all
> >about that. It remains an OS that -nobody- writes drivers for, and it
> >remains an OS that has only the simplest level of support for the modern
> >printer.
>
> Which, of course, is why Citizen, HP, Epson, Primera, and a handful of
> other printer manufacturers produce Amiga printer drivers, and why
> products like Citizen PrintManager exist. That's a sure sign of lack of
> support... You Merkins seem to forget that outside of the US people
> actually acknowledge the existence of platforms other than PC and Mac.

That is true. Sure would be nice if they shipped that stuff on this side
of the pond. I called HP numerous times for a HP500c driver - they kept
telling me I would need to spend $75 for a third party driver. That's
insane.

>
> >DIG and enhanced printer drivers are a requirement.
>
> We meet your requirement. Can I go now?

I haven't seen any meeting of requirements. How's the Postscript Level 2
support? More importantly, can it load .PPD files for any type of printer
shipped, so that -any- (Postscript) printer has a specific driver for it
so that the driver takes advantage (and knows about) all of that printer's
specific functions?

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4846. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 18:31:50 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2611941331500001@net71.metronet.com>
Source record: 14547
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b65ef$mka@lyra.csx.cam.ac.uk>, cpb1001@cam.ac.uk (Chris Brown) wrote:

> Utter drivel. Perhaps you'd like me to send you an output file for something
> like a laserjet/bubblejet, etc, from Wordworth 3.0b and then watch you try to
> make rediculous claims like that.

Put a high end postscript printer into 1200 dpi on an Amiga. Can you even do 600 dpi or 800 dpi?

-STOCK- output from a Postscript printer at 300 dpi, as of WB3.0 (FINALLY!) isn't a problem. Taking advantage of printer-specific Postscript output is.

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4847. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 18:35:40 UTC
From: Grendel@freeport.uwasa.fi
Message-ID: <3b7v5s$9vl@zippo.uwasa.fi>
Source record: 14544

In a previous article, rsrodger@Glue.umd.edu (Robert Stephen Rodgers) says:

>In article <3b4b44$27h@btmplq.god.bel.alcatel.be>,
> <barnhoorn@nltv00.uni-paderborn.de> wrote:
>>Huh? Amiga has device independant graphics! I got it from Paul a few
>>years ago, it's called EGS.
>
>ECS? Hah.

You have problem with reading_
He said EGS. NOT ECS.
ECS is a graphics chipset, used in 2nd generation Amigas.
EGS is the device independat graphics system.

If you buy a modern Amiga graphics board, it
most probably uses EGS.

Besides, those Amiga GFX boards that DON'T support EGS,
have their own style of device ind...etc stuff, that allows useers to
promote their software
to the GFX board resolutions.

>
>>And Amiga's printing support is quite nice, actually.
>
>You're hallucinating. The Amiga's print support is so bad that developers
>*still* have to write their own drivers (see: Pagestream) if they want
>to get decent output.
>
>
>

It's you hallucinating.
I got pretty good stuff printed with Amiga's own drivers, and
2 my friends who print a lot of stuff get very good quality using all
those standard AmigaDOS drivers. Of corse both of them have AmigaDOS 3.0.

JOK
--
Jukka O. Kauppinen Freelance Journalist - MikroBITTI
Sankarinkatu 9 A 3 Amiga 1200/030,386,C-64,Spectrum,8088,CD32
74100 IISALMI,FINLAND Byterapers, Inc. - Since 1986
Tel/Fax. +358-77-13192 E-Mail: Grendel@Freenet.hut.fi

4848. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 19:11:42 UTC
From: isis@netcom.com
Message-ID: <isisCzw2nI.1Ev@netcom.com>
Source record: 14545
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

pvdh@motship.xs4all.nl (Paul van der Heu) writes:

>Robert Stephen Rodgers (rsrodger@Glue.umd.edu) wrote:

> : Groundbreaking in that the Amiga still doesn't have device independant
> : graphics and has printing support that would embarrass even a 1970s era
> : company. Something that the Mac and Windows and just about everyone else
> : had a decade ago that the Amiga still doesn't have (and probably never
> : will).

>It's really funny I see Amiga systems everyday with multiple graphics cards
>inside, being able to redirect nearly any aplication to any of them depending
>on the need. Or combining them to make one big desktop.

>And yes I know the mac can do this, but know the amiga does as well...

>And could you elaborate on the defects of Amiga printer support.

Why don't all of you Amiga weenies take your machines and blow them out your
a**? We don't want to play with you. This is just between macs & PCs. Go home
and play with yourselves and let the grownups here talk about real computers.
--
Mike Cohen - isis@netcom.com
NewtonMail, eWorld: MikeC / ALink: D6734 / AOL: MikeC20
Home Page: ftp://ftp.netcom.com/pub/is/isis/home.html
PUSH THE BUTTON, FRANK... OR SOMEONE?

4849. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 21:07:39 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2611941607390001@net82.metronet.com>
Source record: 14553
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <pvdh.0uvq@motship.xs4all.nl>, pvdh@motship.xs4all.nl (Paul van der Heu) wrote:

> Anybody still using a 500c is using an outdated printer.

Yes, but things are no better for the 560, either.

> Hmm I would swear people think the posters I produce at home on my HP550c
> are laser quality.. Major printermanufacturers like HP, Epson and Primera
> provide amiga drivers and support them.

HP doesn't over here; what HP may do in your country has to do with the distributors and the different market conditions. If I still had my A3000, I'd say you were lucky.

> But I guess you are one of those 'seen the Amiga when it had that silly
> blue/white/black/orange screen and I am sure it's still that way' people..
>
> The Amiga has come a _LONG_ way since then.

Since 3.0, when I last used it? Oh, please.

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4850. Re: Jags & Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 21:50:19 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b8air$a77@nermal.cs.uoguelph.ca>
Source record: 14549

```
: Ha ha ha ha ha ha. So were are the games?? Meanwhile there are at least half
: a dozen new 3dogames this week. Atari will never earn the money to challenge
: anyone in the computer market. There are going to be alot of disgruntled Jag
: users after Christmas and most likely will see alot of used orphans for sale.

Hey Sinpflop ... I commend you <sarcasm> on your ability to
forsee the future. It must be difficult being able to see all and know
all ...

The Jag had three new games ("Dragon", "Doom" and "Brutal Sports
Football") released this week and MANY more are in production. An orphan
is defined as a machine that's been abandoned by it's manufacturer (ie.
Apple II, Apple III, Lisa, Apple IIGS) ... the Jag has not been abandoned.

>> Mark <<
```

4851. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 21:58:40 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3b8b2g$46r@sefl.satelnet.org>
Source record: 14550
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-2611941330180001@net71.metronet.com>,
David Corn <dcorn@metronet.com> wrote:
>I haven't seen any meeting of requirements. How's the Postscript Level 2
>support? More importantly, can it load .PPD files for any type of printer
>shipped, so that -any- (Postscript) printer has a specific driver for it
>so that the driver takes advantage (and knows about) all of that printer's
>specific functions?

What's this then? I don't actually have a PS printer, so I don't know
about this .PPD business (and .PPD is a purely PC-centric term, anyway.
Skip the leading . and you're closer to the mark.) but I can produce
output on any PS printer. This file should print "Test of PS output..."
and draw an oval. It's NOT a bitmap, like several people have been
insisting that the Amiga ALWAYS produces, it's a generic PS file.

%!PS-Adobe-2.0
%%Copyright: 1993 Commodore Amiga Inc.
%%Creator: Workbench
%%CreationDate: Wednesday,�September�2,�1992 - 12:44�PM
%%Title:
%%Pages: (atend)
%%DocumentFonts: Helvetica
%%EndComments
/#copies 1 def
/u_doc () def
/u_time (12:44\240PM) def
/u_date (Wednesday,\240September\2402,\2401992) def
/u_pageht 841.90 def
/u_pagewd 595.80 def
% initialize a few blank procedures (to be replaced in user-def.ps)
/UserDoc {} bind def
/UserEOD {} bind def
/UserBOP {} bind def
/UserEOP {} bind def
% FILE INSERTED: user-def.ps
% ==========

% ==========
% END OF FILE: user-def.ps

%%BeginSetup
/DefaultFontName /Times def
% Call the user's document setup routine
UserDoc

```
% set pen to black
0 sg
%%EndSetup

%%Page: 1
%%BeginPageSetup
/u_copy 1 def
/u_page 1 def
% Call the user's page setup routine
UserBOP
%%EndPageSetup
gs
n 0 15 div sg
159.70 757.90 m
22.60 0.00 40.90 -7.20 40.90 -16.00 rc
0.00 -8.80 -18.30 -16.00 -40.90 -16.00 rc
-22.60 0.00 -40.90 7.20 -40.90 16.00 rc
0.00 8.80 18.30 16.00 40.90 16.00 rc
clp fill
n 8 15 div sg
159.70 756.90 m
22.00 0.00 39.90 -6.70 39.90 -15.00 rc
0.00 -8.30 -17.90 -15.00 -39.90 -15.00 rc
-22.00 0.00 -39.90 6.70 -39.90 15.00 rc
0.00 8.30 17.90 15.00 39.90 15.00 rc
clp fill
gr
0 100 12.00 /Helvetica /font1 font
72.00 760.30 203.80 (Test of PS Output...) js
%%PageTrailer
UserEOP
gs showpage gr
% Call user end of document proc
UserEOD
%%EndDocument
%%EOF

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+
```

4852. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 22:01:46 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3b8b8a$4ml@sefl.satelnet.org>
Source record: 14551
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-2611941331500001@net71.metronet.com>,
David Corn <dcorn@metronet.com> wrote:
>In article <3b65ef$mka@lyra.csx.cam.ac.uk>, cpb1001@cam.ac.uk (Chris
>Brown) wrote:
>
>
>> Utter drivel. Perhaps you'd like me to send you an output file for something
>> like a laserjet/bubblejet, etc, from Wordworth 3.0b and then watch you try to
>> make rediculous claims like that.
>
>
>Put a high end postscript printer into 1200 dpi on an Amiga. Can you even
>do 600 dpi or 800 dpi?

I just posted a resolution-independent PS file to this thread - I suggest
you look at it, then retract these statements and make a public apology. :)

>-STOCK- output from a Postscript printer at 300 dpi, as of WB3.0
>(FINALLY!) isn't a problem. Taking advantage of printer-specific
>Postscript output is.

That's what drivers are for...

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4853. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-26 22:24:13 UTC
From: fbaker@nyx10.cs.du.edu
Message-ID: <3b8cid$fh3@nyx10.cs.du.edu>
Source record: 14552
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <isisCzw2nI.1Ev@netcom.com>, Mike Cohen <isis@netcom.com> wrote:
>
>Why don't all of you Amiga weenies take your machines and blow them out your
>a**? We don't want to play with you. This is just between macs & PCs. Go home
>and play with yourselves and let the grownups here talk about real computers.

Amen to that.

>--
>Mike Cohen - isis@netcom.com
>NewtonMail, eWorld: MikeC / ALink: D6734 / AOL: MikeC20
>Home Page: ftp://ftp.netcom.com/pub/is/isis/home.html
>PUSH THE BUTTON, FRANK... OR SOMEONE?

Fred
fbaker@nyx.cs.du.edu

4854. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 02:30:24 UTC
From: thurrott@ix.netcom.com
Message-ID: <3b8r00$iq3@ixnews1.ix.netcom.com>
Source record: 14555
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

I love Atari fans. They're such easy targets.

>> Yeah, right: as if APPLE is in its glory years.. We don't ahve to
merge to
>> stay alive..

NOBODY WANTS Atari. Nobody. Apple is having a record profit year, BTW.
How's Atari doing comparatively? I hear those 6 Jaguar carts are
selling well.

>>We don't sell copyrights of the OS to keep up in the storm..

You couldn't sell it if you tried. You don't even own it as far as I
understand. Wasn't GEM licensed?

>> And the Atari market is more specific than apples, for the difference
in buying a mac or some ms-clone has faded

Huh?

More specific apparently means mail order only. Even in Europe, the
ST's last "stronghold" (and I use that term loosely), the ST is dead.
Would you kindly wake up and move on with your life. Arguing for the ST
is like arguing for the C= 128, a great computer in it's time...10 years
ago.

Puh-lease!

Paul Thurrott

4855. Re: Jags & Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 02:51:17 UTC
From: sinclair@ins.infonet.net
Message-ID: <3b8s75$ht5@insosf1.infonet.net>
Source record: 14556

In article <3b8air$a77@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>: Ha ha ha ha ha ha. So were are the games?? Meanwhile there are at least half
>: a dozen new 3dogames this week. Atari will never earn the money to challenge
>: anyone in the computer market. There are going to be alot of disgruntled Jag
>: users after Christmas and most likely will see alot of used orphans for sale.
>
> Hey Sinpflop ... I commend you <sarcasm> on your ability to
>forsee the future. It must be difficult being able to see all and know
>all ...

Who's Sinflop? I am Sinclair.. As for the Jagflop, there might be some hope
for it. I received my issue of Mac Home Journal today, you know the Christmas
issue. Well anyways, the rag reviewed the game consoles, ie..Sega, Nintendo,
3do and you guess it the Jag.. Guess which one came out on top? The jag..
They liked the Jag. There was also a point in the article, is this is the
christmas for the make/break for the Jag.
>
>
> The Jag had three new games ("Dragon", "Doom" and "Brutal Sports
>Football") released this week and MANY more are in production. An orphan
>is defined as a machine that's been abandoned by it's manufacturer (ie.
>Apple II, Apple III, Lisa, Apple IIGS) ... the Jag has not been abandoned.
>
Well, I hope not. But who knows..

> >> Mark <<
>

-Peter

4856. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 05:03:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3b93vr$jg6@darkstar.UCSC.EDU>
Source record: 14557
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3b8r00$iq3@ixnews1.ix.netcom.com> thurrott@ix.netcom.com (Paul Thurrott) writes:

>NOBODY WANTS Atari. Nobody. Apple is having a record profit year, BTW.
> How's Atari doing comparatively? I hear those 6 Jaguar carts are
>selling well.

Huh. There's 10 out now.

Here's a list:

Cybermorph, Crescent Galaxy, Dino Dudes, Raiden, Tempest, BSF, Wolf, AvP,
Dragon and Doom.

>Paul Thurrott

You truly are a master of imbecility. If you want to bash atari, at least
use a real computer.

~Chris

--

4857. Re: Falcon..Re: 1989-1994 (Was Thank You!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 09:20:15 UTC
From: immortal@zonk.geko.com.au
Message-ID: <Czx5xs.LGw@ucc.su.OZ.AU>
Source record: 14570
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy

Brian McCloskey (amiga040@rmii.com) wrote:
: B5, Robocop, DSV...you actually are able to sit there and say these
: aren't modern?

Babylon 5's fx impressed me, they were good. DSV, IMO were unrealistic. The few episodes that I was forced to watch, the fx were fluid, but didn't look like they were following a correctly flight path <in the shots on moving objects>. Though, it was the storyline that eventually turned me off the show. Give me Red Dwarf anyday. :)

: Brian McCloskey

--

Cheers,
Rod - immortal@zonk.geko.com.au

4858. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 11:06:26 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EK2JADWT1UP@cabal.sh.sub.de>
Source record: 14560
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <pvdh.0uvo@motship.xs4all.nl> Paul van der Heu wrote :
>Robert Stephen Rodgers (rsrodger@Glue.umd.edu) wrote:

> : Groundbreaking in that the Amiga still doesn't have device independant
> : graphics and has printing support that would embarrass even a 1970s era
> : company. Something that the Mac and Windows and just about everyone else
> : had a decade ago that the Amiga still doesn't have (and probably never
> : will).
>
>It's really funny I see Amiga systems everyday with multiple graphics cards
>inside, being able to redirect nearly any aplication to any of them depending
>on the need. Or combining them to make one big desktop.

Oh, you made one or two mistakes of vocabulary in this statement. Instead
of 'nearly', you should have used 'hardly'. Besides the graphics apps, _no_
Amiga application runs in more than 256 colours (at least Final Writer,
Twist II, DeliTracker, PasTeX, etc. don't) due to the fact that they are
StyleGuide compliant (the StyleGuide says, among other things, that apps
should use the WB screen if possible) and C= were unable to finish RTG
before they went bankrupt.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

4859. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 13:14:58 UTC
From: pvdh@motship.xs4all.nl
Message-ID: <pvdh.0uvo@motship.xs4all.nl>
Source record: 14541
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Robert Stephen Rodgers (rsrodger@Glue.umd.edu) wrote:

: Groundbreaking in that the Amiga still doesn't have device independant
: graphics and has printing support that would embarrass even a 1970s era
: company. Something that the Mac and Windows and just about everyone else
: had a decade ago that the Amiga still doesn't have (and probably never
: will).

It's really funny I see Amiga systems everyday with multiple graphics cards
inside, being able to redirect nearly any aplication to any of them depending
on the need. Or combining them to make one big desktop.

And yes I know the mac can do this, but know the amiga does as well...

And could you elaborate on the defects of Amiga printer support.

--

Paul 'Starchild' van der Heu, The MotherShip Connection
pvdh@motship.xs4all.nl

Q: How many Intel CPUs does it take to do a logical RightShift ??
A: 1 to hold the bits and 32 to hold the register
- from RAGE demo Maximum Overdrive 2

4860. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 13:25:27 UTC
From: pvdh@motship.xs4all.nl
Message-ID: <pvdh.0uvq@motship.xs4all.nl>
Source record: 14542
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:

: Amiga's printing support is horrifyingly bad. Anyone with a HP500C (or
: -any- other non-perfect clone of an Epson dot matrix printer) knows all
: about that. It remains an OS that -nobody- writes drivers for, and it
: remains an OS that has only the simplest level of support for the modern
: printer.

Anybody still using a 500c is using an outdated printer.

Hmm I would swear people think the posters I produce at home on my HP550c
are laser quality.. Major printermanufacturers like HP, Epson and Primera
provide amiga drivers and support them.

But I guess you are one of those 'seen the Amiga when it had that silly
blue/white/black/orange screen and I am sure it's still that way' people..

The Amiga has come a _LONG_ way since then.

--

Paul 'Starchild' van der Heu, The MotherShip Connection
pvdh@motship.xs4all.nl

Q: How many Intel CPUs does it take to do a logical RightShift ??
A: 1 to hold the bits and 32 to hold the register
- from RAGE demo Maximum Overdrive 2

4861. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 15:03:39 UTC
From: cpb1001@cam.ac.uk
Message-ID: <3ba74b$8ns@lyra.csx.cam.ac.uk>
Source record: 14558
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b7tcl$h3h@convolution.eng.umd.edu>,
Robert Stephen Rodgers <rsrodger@Glue.umd.edu> wrote:
>In article <pvdh.0uvo@motship.xs4all.nl>,
>Paul van der Heu <pvdh@motship.xs4all.nl> wrote:
>>And could you elaborate on the defects of Amiga printer support.
>
>Two words: bitmap output.

And it couldn't POSSIBLY be that over 90% of printers out there are BITMAP
--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4862. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 16:03:58 UTC
From: peterk@combo.adsp.sub.org
Message-ID: <peterk.00ym@combo.adsp.sub.org>
Source record: 14568
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <sa435.18@utb.shv.hb.se> sa435@utb.shv.hb.se (Tommy Hallgren) writes:
>
> *** MICROSOFT WINDOWS V3 ***
> 64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
> READY.

I love this.

--
Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Currently employed at "Commodore Konkursverwaltung Hembach"

4863. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 16:09:30 UTC
From: peterk@combo.adsp.sub.org
Message-ID: <peterk.00ys@combo.adsp.sub.org>
Source record: 14569
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <isisCzw2nI.1Ev@netcom.com> isis@netcom.com (Mike Cohen) writes:
>
>Why don't all of you Amiga weenies take your machines and blow them out your
>a**?

This is not a polite guy. Are all people owning the same computer
like you? Shame.

> We don't want to play with you.

This "We" must be a rather rotten gang. It's better they stay alone.

> This is just between macs & PCs.

This guy also can't read:
>Newsgroups: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Can you say "comp.sys.*amiga*.advocacy"? No?

> Go home
>and play with yourselves and let the grownups here talk about real computers.

Grownups can easily be detected in that they have polite manners and know
a bit about the Amiga and its advantages. Those who just spill bullshit
are crybabies.

--
Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Currently employed at "Commodore Konkursverwaltung Hembach"

4864. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 16:10:55 UTC
From: rsrodger@Glue.umd.edu
Message-ID: <3bab2f$jm1@convolution.eng.umd.edu>
Source record: 14559
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ba74b$8ns@lyra.csx.cam.ac.uk>,
Chris Brown <cpb1001@cam.ac.uk> wrote:
>In article <3b7tcl$h3h@convolution.eng.umd.edu>,
>Robert Stephen Rodgers <rsrodger@Glue.umd.edu> wrote:
>>In article <pvdh.0uvo@motship.xs4all.nl>,
>>Paul van der Heu <pvdh@motship.xs4all.nl> wrote:
>>>And could you elaborate on the defects of Amiga printer support.
>>
>>Two words: bitmap output.
>
>And it couldn't POSSIBLY be that over 90% of printers out there are BITMAP

To some degree, yes. Now, Chris, how does the resolution of the printer
compare to that of the screen?

--
"IBM's install program is just fine."
-Steve Withers, IBM employee, explaining the problems that
even OS/2 users are having with OS/2 3.0's installer.
tick-tick-tick-tick-tick

4865. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 18:07:18 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EK2RABVU1UP@cabal.sh.sub.de>
Source record: 14573

In <3assni$dsl@bmerha64.bnr.ca> G MORAN wrote :
> New falcon models?
>
> New hardware for falcon?
>
> Major updates to OS?
>
> Advertising and promotion?
>
> Software developement?
>
> Heavy distribution efforts?
>
> ALL of the above have been conspicuous by their absence. Atari seem to
>have _completely_ abandoned the Atari home computer line.

Well, the Amiga home computer line has abandoned C=, AFAIK. There are still
some software developments by Atari, though (SpeedoGDOS 5.0 by Compo/Atari
or MiNT 1.12 are examples).

> I remember at the start they did try to sell the Falcon and boasted of
>having such and such in developement for it, but now - nothing.

They list Atari gave out on the CeBit contained the software projects of
3rd party developers. Some (many) o the programs hit the market. BTW,
Atari, as C=, were never engaged in software development that much.

> The Falcon is an end-of-line machine. The Amiga could well be in the
>same position IF nothing is done. At least it has more owners and support
>is better.

The Amiga IS in the same position. Where is the global survey for the sheer
number of Amiga users vs. Atari users?

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

4866. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 19:33:51 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3bamuv$lfd@sefl.satelnet.org>
Source record: 14561
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bab2f$jm1@convolution.eng.umd.edu>,
Robert Stephen Rodgers <rsrodger@Glue.umd.edu> wrote:
>In article <3ba74b$8ns@lyra.csx.cam.ac.uk>,
>Chris Brown <cpb1001@cam.ac.uk> wrote:
>>In article <3b7tcl$h3h@convolution.eng.umd.edu>,
>>Robert Stephen Rodgers <rsrodger@Glue.umd.edu> wrote:
>>>In article <pvdh.0uvo@motship.xs4all.nl>,
>>>Paul van der Heu <pvdh@motship.xs4all.nl> wrote:
>>>>And could you elaborate on the defects of Amiga printer support.
>>>
>>>Two words: bitmap output.
>>
>>And it couldn't POSSIBLY be that over 90% of printers out there are BITMAP
>
>To some degree, yes. Now, Chris, how does the resolution of the printer
>compare to that of the screen?

It's higher, but if the printing is done as a bitmap it is generated
internally, not printed from the screen. The only thing I've ever seen
that prints text as a screen bitmap is the crappy notepad that came with
KS1.3. (Oh, and DeluxePaint, but that's a bitmap paint package, so it
has no choice.) All the other apps I have that print text-as-graphics do
it at the resolution of my printer, and I just posted a PS file yesterday
to show that PS files AREN'T printed as bitmaps.

Sheesh...

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4867. Re: Jags & Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 19:48:35 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3banqj$csc@nermal.cs.uoguelph.ca>
Source record: 14562

: Who's Sinflop? I am Sinclair.. As for the Jagflop, there might be some hope
: for it. I received my issue of Mac Home Journal today, you know the Christmas
: issue. Well anyways, the rag reviewed the game consoles, ie..Sega, Nintendo,
: 3do and you guess it the Jag.. Guess which one came out on top? The jag..
: They liked the Jag. There was also a point in the article, is this is the
: christmas for the make/break for the Jag.

Holy smokes! You are presenting pro-Atari evidence. Who are you
and what have you done with Peter Sinclair Day?

>> Mark <<

4868. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 19:49:52 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bant0$csc@nermal.cs.uoguelph.ca>
Source record: 14563
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: NOBODY WANTS Atari. Nobody. Apple is having a record profit year, BTW.
: How's Atari doing comparatively? I hear those 6 Jaguar carts are
: selling well.

Ahem ... ten carts with more on the way. Wolf 3-D and AvP are
both selling extremely well.

>> Mark <<
```

4869. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 21:47:42 UTC
From: czar@wittenberg.edu
Message-ID: <1994Nov27.164742.1@wittenberg.edu>
Source record: 14564
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <pvdh.0utz@motship.xs4all.nl>, pvdh@motship.xs4all.nl (Paul van der Heu) writes:
> Alexander the Great (czar@wittenberg.edu) wrote:
>
> : GX does a number of things for you, allows you to do no chooser printer
> : drag and drop, and, more importantly, gives you full typographical control.
> : What does this mean? You get the same kerning, tracking, font adjusting, line
> : quality, pairs matching, leading, and all those other typographical wonder toys
> : that normally page layout (PageMaker, QaurkXpress) support on their own. This
> : is of very little use, really, in the above scenario; however, it can be of use
> : if you wish to move away from word processor only output.
>
> Sounds like re-entrant libraries to me..

I don't care about structure or implementation, it just plain works!

>
> : Unfortunately, very few applications support, it, but it promises to be
> : a ground breaking technology. Applications that do, can eliminate the HUGE
> : amountsof code they now use to support these features and allow the OS to
> : handle this. Full platform wide support (expect this to be the rule under
> : Copeland, same and AppleScript, why? cause apple wants a retunr on their R&D
> : buck, that's why :)
>
> Well, it was groundbreaking maybe, in 1985 when the concept of reentrant
> libraries was first introduced on a homecomputer called the Amiga. Now
> it gets hyped since Apple decides it has it's uses in their stronghold
> and all of a sudden it's the next best thing (TM)..
>

Ummm... no I said absolutely NO Operating system supporting this feature set computer wide. THAT'S why it holds so much potential. I KNOW the amiga doesn't do this (pats his A3000 next to the mac) Nothing, nada, no way. Unless, of course, I got the wrong OS from Amiga, wait, this is the latest and greatest according to millions (ok, 100s) of Amiga owners in the world. Nice try, this is the 1st time its been done cause it took alot to do.

-Scott, geeessshhh people don't pay attention!
> --
>
> Paul 'Starchild' van der Heu, The MotherShip Connection
> pvdh@motship.xs4all.nl
>
> Q: How many Intel CPUs does it take to do a logical RightShift ??

> A: 1 to hold the bits and 32 to hold the register
> - from RAGE demo Maximum Overdrive 2

4870. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 22:43:01 UTC
From: ryan@shell.portal.com
Message-ID: <3bb21l$csc@news1.shell>
Source record: 14565
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
: In <pvdh.0uvo@motship.xs4all.nl> Paul van der Heu wrote :
: >Robert Stephen Rodgers (rsrodger@Glue.umd.edu) wrote:

: > : Groundbreaking in that the Amiga still doesn't have device independant
: > : graphics and has printing support that would embarrass even a 1970s era
: > : company. Something that the Mac and Windows and just about everyone else
: > : had a decade ago that the Amiga still doesn't have (and probably never
: > : will).
: >
: >It's really funny I see Amiga systems everyday with multiple graphics cards
: >inside, being able to redirect nearly any aplication to any of them depending
: >on the need. Or combining them to make one big desktop.

: Oh, you made one or two mistakes of vocabulary in this statement. Instead
: of 'nearly', you should have used 'hardly'. Besides the graphics apps, _no_
: Amiga application runs in more than 256 colours (at least Final Writer,
: Twist II, DeliTracker, PasTeX, etc. don't) due to the fact that they are
: StyleGuide compliant (the StyleGuide says, among other things, that apps
: should use the WB screen if possible) and C= were unable to finish RTG
: before they went bankrupt.

: Thorsten

: --
: - guenther@cabal.sh.sub.de (Thorsten G&#65533;nther) - _O
: -- /
: - .signature still under construction - _
: ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;-Ue--&#65533;=sz---- __)

That's funny, I have ALL of my programs being redirected to my gfx card.
I'm starting to wonder what planet your living on. The Amiga supports
higher colors than 256, this is quite apparent in drawing programs and
gfx manipulators. But why would anyone want to use a 16million color screen
for their word-processor? Seems like a waste of memory to me. They might
want to display some pictures in their text, but 256 colors does just fine,
It's not like they don't know what the picture looks like already, and it's
not like the Amiga prints what res is being displayed on the screen.

And why on Earth would anyone want to display their MOD-Player in more than
256 colors? It should barely need four colors (Style Guide Compliant)

-Wight Wolfe-

4871. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-27 22:48:54 UTC
From: ryan@shell.portal.com
Message-ID: <3bb2cm$csc@news1.shell>
Source record: 14566
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:
: In article <3b634t$l13@sefl.satelnet.org>, mentat@sefl.satelnet.org
: (!Productions) wrote:

: > >Does Commodore officially support EGS? No?
: >
: > Yes, actually. Just before their demise they had adopted EGS as their
: > RTG system of choice...

: Why is there no support in WB3.1 for EGS? From my understanding of the
: matter (I bailed out when WB3.0 was out for all Amigas, roughly) WB3.1
: likes Picasso II cards, but little else. Am I missing something?

The Picasso II cards are less of a hack than the other cards on the market
that is why they are more stable and work with more programs. (This of course
is based on my knowledge of gfx cards from about 5 months ago , so I am
not allowing for upgrades)

Besides, the Picasso II people are licensing the ROMS, and have the rights
to sell it so they had more of a chance to upgrade their software, to be
more compliant with OS3.1 than the other manufacturers did.

-Wight Wolfe-

4872. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 01:13:39 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2711942013390001@net93.metronet.com>
Source record: 14571
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b8b2g$46r@sefl.satelnet.org>, mentat@sefl.satelnet.org
(!Productions) wrote:

> In article <dcorn-2611941330180001@net71.metronet.com>,
> David Corn <dcorn@metronet.com> wrote:
> >I haven't seen any meeting of requirements. How's the Postscript Level 2
> >support? More importantly, can it load .PPD files for any type of printer
> >shipped, so that -any- (Postscript) printer has a specific driver for it
> >so that the driver takes advantage (and knows about) all of that printer's
> >specific functions?
>
> What's this then? I don't actually have a PS printer, so I don't know
> about this .PPD business (and .PPD is a purely PC-centric term, anyway.
> Skip the leading . and you're closer to the mark.) but I can produce

No, it's an ADOBE standard. Commodore needs to implement it.

> output on any PS printer. This file should print "Test of PS output..."
> and draw an oval. It's NOT a bitmap, like several people have been
> insisting that the Amiga ALWAYS produces, it's a generic PS file.

I haven't said that. PS is nothing new, and it's about time the Amiga got
it in the OS.

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4873. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 01:15:14 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2711942015140001@net93.metronet.com>
Source record: 14572
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3b8b8a$4ml@sefl.satelnet.org>, mentat@sefl.satelnet.org
(!Productions) wrote:

> >Put a high end postscript printer into 1200 dpi on an Amiga. Can you even
> >do 600 dpi or 800 dpi?
>
> I just posted a resolution-independent PS file to this thread - I suggest
> you look at it, then retract these statements and make a public apology. :)

Sorry, but a simple PS file being posted doesn't prove the Amiga can take
advantage of even simple printer features (like 1200 dpi, and so on.)

> >-STOCK- output from a Postscript printer at 300 dpi, as of WB3.0
> >(FINALLY!) isn't a problem. Taking advantage of printer-specific
> >Postscript output is.
>
> That's what drivers are for...

The problem is that they aren't being written anymore (over here).

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4874. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 09:40:57 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3bc8j9$41e@bmerha64.bnr.ca>
Source record: 14574
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

> In <3b8r00$iq3@ixnews1.ix.netcom.com> thurrott@ix.netcom.com (Paul Thurrott) writes:

> >NOBODY WANTS Atari. Nobody. Apple is having a record profit year, BTW.
> > How's Atari doing comparatively? I hear those 6 Jaguar carts are
> >selling well.

> Huh. There's 10 out now.

> Here's a list:

> Cybermorph, Crescent Galaxy, Dino Dudes, Raiden, Tempest, BSF, Wolf, AvP,
> Dragon and Doom.

WOW! A whole TEN games and its only been out for a year and two months!

Even the Sega 32x managed to have Doom out before the Jaguar and it had
only been around for a week.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4875. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 09:45:09 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3bc8r5$41e@bmerha64.bnr.ca>
Source record: 14575

Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:

> > The Falcon is an end-of-line machine. The Amiga could well be in the
> >same position IF nothing is done. At least it has more owners and support
> >is better.

> The Amiga IS in the same position. Where is the global survey for the sheer
> number of Amiga users vs. Atari users?

I dunno. Since theres LOTS of software for the Amiga and very LITTLE for
the Atari I'd guess that the software houses know that there are a lot more
Amigas out there than Ataris.

I do know that AT LEAST 300000 A1200s were sold and 100000 CD32s not to mention
tens of thousands of A4000s JUST IN THE UK.

Compare that to Falcon sales of _maybe_ 100000 worldwide.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4876. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 12:38:49 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2811940738490001@net67.metronet.com>
Source record: 14576
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bb21l$csc@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

> It's not like they don't know what the picture looks like already, and it's
> not like the Amiga prints what res is being displayed on the screen.

Regardless, it would be nice to -always- have WYSIWYG. Why not? Answer:
Amiga graphics chips aren't fast enough to support 24 bit color all the
time. That's the real limitation. Most people would love 24 bit graphics
if there was little or no performance penalty.

> And why on Earth would anyone want to display their MOD-Player in more than
> 256 colors? It should barely need four colors (Style Guide Compliant)

Indeed, why use more than 2 colors and a text-based interface?

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

4877. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 16:24:40 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bd088$gk4@nermal.cs.uoguelph.ca>
Source record: 14577
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

: Even the Sega 32x managed to have Doom out before the Jaguar and it had
: only been around for a week.

Gavin, I'm shocked. I thought that you of all people would
forgive a lack of punctuality for better quality. The Jaguar Doom is a
better version.

>> Mark <<

4878. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 16:46:58 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3bd1i2$beb@sefl.satelnet.org>
Source record: 14578
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-2811940738490001@net67.metronet.com>,
David Corn <dcorn@metronet.com> wrote:
>In article <3bb21l$csc@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:
>
>> It's not like they don't know what the picture looks like already, and it's
>> not like the Amiga prints what res is being displayed on the screen.
>
>Regardless, it would be nice to -always- have WYSIWYG. Why not? Answer:
>Amiga graphics chips aren't fast enough to support 24 bit color all the
>time. That's the real limitation. Most people would love 24 bit graphics
>if there was little or no performance penalty.

They'd LIKE it, sure, but do they NEED it? At work I have a pretty nice
24 bit card, but I've never used it except for displaying the odd JPEG
now and again. The rest of the time I'm running apps that don't use more
than 16 colours, or maybe 256 occasionally. The majority of people run
MS word or WP or a similar program, and the only time they'd need 24 bit
graphics is if they're importing a 24 bit picture, which is unlikely
unless they're a professional (in which case why are they using MS
Word?), and even then the picture would have to be scaled down in
resolution to be displayed on the screen, so you may as well scale the
colours down too.

>> And why on Earth would anyone want to display their MOD-Player in more than
>> 256 colors? It should barely need four colors (Style Guide Compliant)
>
>Indeed, why use more than 2 colors and a text-based interface?

Because that looks ugly, and is too limiting.
--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4879. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 17:02:47 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3bd2fn$aoo@bmerha64.bnr.ca>
Source record: 14579
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> : Even the Sega 32x managed to have Doom out before the Jaguar and it had
> : only been around for a week.

> Gavin, I'm shocked. I thought that you of all people would
> forgive a lack of punctuality for better quality. The Jaguar Doom is a
> better version.

reading rec.games.video.atari I'm not sure that theres _that_ much of
an improvement. Better, yes, but since Doom has been touted since the start
of the year for the Jaguar, its hardly surprising that its version is
slightly better than that for a machine announced only a couple of months
ago. The general opinion is that it doesn't even come close to a good
PC for speed and detail and of course you don't have the option of
WADs and editors. Nor do you have a decent save game or music.

If you want to play the Best version of Doom - get a PC. So much for
the wonderful 64-bit Jaguar with 65000 colours on screen.

Its now been shown that the Jaguar can't even match the current state
of play in computer gaming - the PC, so its chances of competing with the
next generation of Sega, Nintendo and Sony super-consoles are low. Its
only on a par with a 32-bit add-on for a megadrive.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4880. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 20:48:32 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EK3UBCVY1UP@cabal.sh.sub.de>
Source record: 14444

In <3bc8r5$41e@bmerha64.bnr.ca> G MORAN wrote :
>Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
>> The Amiga IS in the same position. Where is the global survey for the sheer
>> number of Amiga users vs. Atari users?
> I dunno. Since theres LOTS of software for the Amiga and very LITTLE for
>the Atari I'd guess that the software houses know that there are a lot more
>Amigas out there than Ataris.

And the statement about software availabilty is based on what survey? And
were games and demos counted (they shouldn't have been, IMHO)?

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

4881. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 20:49:50 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bdfpe$ql3@nermal.cs.uoguelph.ca>
Source record: 14586
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

: ago. The general opinion is that it doesn't even come close to a good
: PC for speed and detail and of course you don't have the option of
: WADs and editors. Nor do you have a decent save game or music.

Read again. The version of Jag doom is considered by many to be
VERY close to the PC version for speed. You can save game via password,
and while it doesn't have level editors, it DOES have levels that are
different from the PC version. The lack of music is a definite disapointment.

: If you want to play the Best version of Doom - get a PC. So much for
: the wonderful 64-bit Jaguar with 65000 colours on screen.

How much do PC's cost? A hell of a lot more than a Jag ...
especially if you want to run Doom.

: Its now been shown that the Jaguar can't even match the current state
: of play in computer gaming - the PC, so its chances of competing with the
: next generation of Sega, Nintendo and Sony super-consoles are low. Its
: only on a par with a 32-bit add-on for a megadrive.

That's pushing it Gaven. Nothing has been "shown" yet. Do you
think ealrly SNES programmers thought that Donkey Kong Country was
possible? The Jaguar is still new. It's also expandable and a technical
wonder.

>> Mark <<

4882. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 20:59:02 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3bdgam$8hi@pepper.rutgers.edu>
Source record: 14583

stuart@cs.ualberta.ca (David Stuart) writes:

>trauth@paul.rutgers.edu (Thomas Trauth) writes:

>>rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>>>I doubt Atari gave up on computers last year, otherwise how would they have
>>>managed to put stuff in the shops if they didn't make anything?

>>Ever hear of warehoused merchandise? It's possible that they have warehouses
>>full of unsold Falcons and are shipping those to stores, rather than newly
>>manufactured machines.

>Ever hear of checking facts? Atari is still manufacturing- at least when I
>last heard, which was not that long ago. Ask Travis, if you want the straight
>facts. I don't think that atari is working on any new lines of computers
>AT THE MOMENT, but they are still manufacturing current lines.

I posted the question "Is Atari still making computers?" in c.s.atari.st,
which is, unlike this zoo, a serious newsgroup. All the responses that
I have gotten so far say, unfortunately, that Atari is indeed out of the
computer business.

* Tom

4883. Re: PowerFlop shipments EXCEED Apple's expectations!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 21:02:50 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3bdghq$8ou@pepper.rutgers.edu>
Source record: 14584

sinclair@ins.infonet.net writes:

>The current ones will not be obsolete when the PCI macs shipped. For those who
>need PCI, Apple will have upgrade boards. Mac 605, 475,575 can have a $550
>PowerPC board installed. Can Amiga 500 be upgraded to a A1200 and the A3000 to
>A4000? Can an ST be upgraded to a Falcon? Can a 486 be upgraded to a
>Pentimun? The answer is NO!

Actually, 486's can be upgraded to Pentiums. It's called the Overdrive slot.

>I am going to order a LC520 with cdrom for $999 from Apple and will have a PCI
>upgrade next year. Just slide out the old mother board like a cooky tray and
>slide in the new one..Pretty neat, eh..

So your finally getting your own computer! It's about time!

>-Peter

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4884. Re: Jags & Lynx

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 21:10:13 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3bdgvl$96d@pepper.rutgers.edu>
Source record: 14582

sinclair@ins.infonet.net writes:

>> Hey Sinpflop ... I commend you <sarcasm> on your ability to
>>forsee the future. It must be difficult being able to see all and know
>>all ...

>Who's Sinflop? I am Sinclair.. As for the Jagflop, there might be some hope

What's the Jagflop? It's the JagUAR Sinflop(clap, clair, clutz, whatever)!

>-Peter

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4885. Apple have a stand at german Atari Show

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-28 22:10:18 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bdkga$mec@whitbeck.ncl.ac.uk>
Source record: 14585

Interesting to note that Apple had their own stand at a recent Atari
show in germany, selling 680x0 Mac's running MacMagic, pre-emptive
multitasking TOS clone. This couldn't have been an attempt to ween
the german atari userbase (much larger than the german apple userbase)
onto Mac hardware by letting them carry on using decent software
like Calamus on a decent (ie faster & more stable than MacOS) OS?

Surely not.......

Comment?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4886. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 03:19:54 UTC
From: stevemc@comtch.iea.com
Message-ID: <3be6kq$q0@krel.iea.com>
Source record: 14437
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Robert Stephen Rodgers (rsrodger@Glue.umd.edu) wrote:
: You're hallucinating. The Amiga's print support is so bad that developers
: *still* have to write their own drivers (see: Pagestream) if they want
: to get decent output.

Hun? Let me ask you, seriously, have you ever printed on an Amiga?
I just bought a Canon BJ-200e printer, which (of course) only included
Windows drivers. No worries, though, I just picked the BJ-10 printer
driver in the Printer Prefs program, and away I go (The BJ manual gave a
list of print drivers compatabile w/ the -200).

Now I can print with 99% of all Amiga software out there, without a worry.

As far as Pagestream went, there was no driver, but a quick peak at
AmiNet produces PD drivers for all KINDS of printers, mine include.
Problem solved.

I for one don't understand why Pagestream went and reinvented the wheel,
but I'm just glad installing a printer ment for another platform was as
easy as it was. In fact, there's even an IMAGEWRITER driver...How about
that!

--
-Rocinante
-"Wheeling through the galaxy..."

4887. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 03:24:13 UTC
From: stevemc@comtch.iea.com
Message-ID: <3be6st$q0@krel.iea.com>
Source record: 14440
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:
: Amiga's printing support is horrifyingly bad. Anyone with a HP500C (or
: -any- other non-perfect clone of an Epson dot matrix printer) knows all
: about that. It remains an OS that -nobody- writes drivers for, and it
: remains an OS that has only the simplest level of support for the modern
: printer.

: DIG and enhanced printer drivers are a requirement.

Hmm, seems you just proved yourself wrong, there. But gave a great
example! While reading your message, I took a peak at the AmiNet CD-ROM,
and voila! _TWO_ HP 500C print drivers. Take your pick...

Face it, the Amiga has wonderful printer-independant support. That's the
only thing I can say about Windows is that it's nearly as good as the
Amiga when it comes to plug-and-chug print drivers. Amiga still comes
out on top with the Prefs, though (Graphics, Text, PostScript, ad infinitum).

--
-Rocinante
-"Wheeling through the galaxy..."

4888. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 03:30:26 UTC
From: stevemc@comtch.iea.com
Message-ID: <3be78i$q0@krel.iea.com>
Source record: 14441
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mike Cohen (isis@netcom.com) wrote:
: Why don't all of you Amiga weenies take your machines and blow them out your
: a**? We don't want to play with you. This is just between macs & PCs. Go home
: and play with yourselves and let the grownups here talk about real computers.

Well, Mike, unlike your crappy platforms, ours MULTITASK! That means we
can both talk about real computers and play with ourselves, at the same
time... :-) (take nothing too seriously, pal)

--
-Rocinante
-"Wheeling through the galaxy..."

4889. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 04:09:17 UTC
From: pvdh@motship.xs4all.nl
Message-ID: <pvdh.0uwu@motship.xs4all.nl>
Source record: 14580
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:

: Oh, you made one or two mistakes of vocabulary in this statement. Instead
: of 'nearly', you should have used 'hardly'. Besides the graphics apps, _no_
: Amiga application runs in more than 256 colours (at least Final Writer,

So because they don't run >256 colors they are not redirectable to another
card..

: Twist II, DeliTracker, PasTeX, etc. don't) due to the fact that they are

Delitracker in 256 colors.. yeah rite..

: StyleGuide compliant (the StyleGuide says, among other things, that apps
: should use the WB screen if possible) and C= were unable to finish RTG

If an application uses the WB screen it is almost certain it can be
run on an EGS system, any app using the display database in a correct way
should be able to.

--

Paul 'Starchild' van der Heu, The MotherShip Connection
pvdh@motship.xs4all.nl

Q: How many Intel CPUs does it take to do a logical RightShift ??
A: 1 to hold the bits and 32 to hold the register
- from RAGE demo Maximum Overdrive 2

4890. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 04:13:39 UTC
From: pvdh@motship.xs4all.nl
Message-ID: <pvdh.0ux1@motship.xs4all.nl>
Source record: 14581
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Robert Stephen Rodgers (rsrodger@Glue.umd.edu) wrote:

: >>Two words: bitmap output.
: >
: >And it couldn't POSSIBLY be that over 90% of printers out there are BITMAP

: To some degree, yes. Now, Chris, how does the resolution of the printer
: compare to that of the screen?

That depends on how you print it.. You can print it in a 1:1 ratio, scale
it to the full print area of one or more pages, or scale it upto the
maximum area with the same ratio..

Also you can print images larger then the current screen without any
problems.

--

Paul 'Starchild' van der Heu, The MotherShip Connection
pvdh@motship.xs4all.nl

Q: How many Intel CPUs does it take to do a logical RightShift ??
A: 1 to hold the bits and 32 to hold the register
- from RAGE demo Maximum Overdrive 2

4891. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 04:15:42 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov29.041542.12864@rmece02.upr.clu.edu>
Source record: 14438

In article <3avn4j$8am@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) writes:
|> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
|> > Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:

|> > Funny vapourware this CD-Rom, considering they've shown it at various
|> > computer trade shows already and have software developed for it.

Ah, but this is part of the definition of vaporware :-)

|> THere were people on this group in APRIL who claimed the CDROM was going
|> to be out mid-94 and was 'ready for release'. I and others got flamed for
|> pointing out that it could be a _long_ time before Jaguar owners got to
|> see it. With so few carts for existing systems, it'd be pretty stupid to
|> introduce a new format for Jaguar.

Me too Gavan. I got flamed by... wasn't it master Rickard? Hey,
he hasn't shown up in a while... I guess he is just playing with
his new 486 too much :-)

Now they are even doubting the CD-ROM will come out this year.
Sheesh!

|>
|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4892. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 04:20:09 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Nov29.042009.13017@rmece02.upr.clu.edu>
Source record: 14439

In article <3aspek$ekg@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> sinclair@ins.infonet.net wrote:

[stuff deleted]

|>
|> Yes, I have actually. What I am saying is that if Atari gave up on
|> computers last year then that would be around 6 months after the launch
|> of the Falcon (here in the UK), then I doubt they would have bothered
|> making them in the first place.

You are forgetting about two very important facts here:

1. We are talking about ATARI.

2. Yes, probably they had the intention of making more, but
for ECONOMIC reasons they had to stop. This happens with
companies, particularly when they are losing money (like
ATARI still is right now).

|> Also I doubt they would be stupid enough to build thousands of Falcons
|> in one huge batch and hope to sell them ASAP.

No, probably they made a lot of them and they got stock piled... and
they sold pretty slowly. This is what ATARi reported themselves (sloooow
sales of the Falcon). But hey, why argue? ATARI SAID that they are
out of the computer business.

|>
|> Rod
|>
|> --
|> --
|> ==
|> Roderick McCall
|> Dept Maths & Science Fiction, University of Dundee, Saturn
|> President, Lip Theatre Co, Dundee University.
|>
|> ==
|>
|>

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)

---> Opinions are my own, not of my college campus

4893. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 04:21:31 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bea8b$avd@nermal.cs.uoguelph.ca>
Source record: 14443

: 2. Yes, probably they had the intention of making more, but
: for ECONOMIC reasons they had to stop. This happens with
: companies, particularly when they are losing money (like
: ATARI still is right now).

Yep. Between the time the Falcon was announced and when it made
it to market, the prices of clones had fallen incredibly. What seemed
like a great computing value at first, quickly became an expensive
venture.

: No, probably they made a lot of them and they got stock piled... and
: they sold pretty slowly. This is what ATARi reported themselves (sloooow
: sales of the Falcon). But hey, why argue? ATARI SAID that they are
: out of the computer business.

Atari initially expected to sell 300,000 Falcons in their first
year on the market. When the market changed, Atari abandoned heavy Falcon
advertising plans to concentrate on the Jag ... and the survival of
Atari. While it sucks for Atari computer users, we have to remember that
Atari (like any other company) is in business to make money. I always
like the concept of their computers and hope that they will return to the
computer scene someday. I also hope C= gets ressurected. I like having an
alternative to Macs and PCs.

Cheers,

>> Mark <<

4894. Re: Defending Atari?? Give it a rest!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 04:26:25 UTC
From: sinclair@ins.infonet.net
Message-ID: <3beahh$gt3@insosf1.infonet.net>
Source record: 14442

In article <1994Nov29.041542.12864@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <3avn4j$8am@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) writes:
>|> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
>|> > Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
>
>|> > Funny vapourware this CD-Rom, considering they've shown it at various
>|> > computer trade shows already and have software developed for it.
>
> Ah, but this is part of the definition of vaporware :-)
>
>|> THere were people on this group in APRIL who claimed the CDROM was going
>|> to be out mid-94 and was 'ready for release'. I and others got flamed for
>|> pointing out that it could be a _long_ time before Jaguar owners got to
>|> see it. With so few carts for existing systems, it'd be pretty stupid to
>|> introduce a new format for Jaguar.
>
> Me too Gavan. I got flamed by... wasn't it master Rickard? Hey,
>he hasn't shown up in a while... I guess he is just playing with
>his new 486 too much :-)

He is hanging out in rec.games.video.atari. He recently came to the conclusion
that Atari and the jagflop is not viable and is waiting for the other new
consoles to show up..

>
> Now they are even doubting the CD-ROM will come out this year.
>Sheesh!
>

Same old song and dance..The main reason that the Jagflop has bombed...
>
>|>
>|> gavan
>|> --
>|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
>
>--
>---
>>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<
>Amiga 1200 with AGA Blast Processing(tm) ;-)
>REAL 3D ->V2.49<- yep! The latest and greatest! :-)
> ---> Opinions are my own, not of my college campus

-Peter

4895. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 09:18:49 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <3berlp$rus@bmerha64.bnr.ca>
Source record: 14445
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

> That's pushing it Gaven. Nothing has been "shown" yet. Do you
> think ealrly SNES programmers thought that Donkey Kong Country was
> possible? The Jaguar is still new. It's also expandable and a technical
> wonder.

The Jaguar has now been around since October LAST year. Thats 13 months.
And Jaguar Doom was _still_ beaten to the shops by 32X Doom - a game for a
machine that had only been out for TWO WEEKS.

Since developers had their systems before the machine was released, I think
we should be entitled to see a higher quality of software by now, don't you?

You could say the same about potential for the 32X, only it really is new.
And then theres the Sony Playstation, Sega Saturn and Nintendo Ultra 64 (the
last one looks a bit dodgy IMO) on the way. These machines will have more games
within a month than the Jaguar has had in over a year. And the games will be
of high quality too.

No-one doubts the tech-specs of the Jaguar, but as a well supported platform
with a future, the prognosis is NOT good. Don't blame me for that. just ask
Atari how they've managed to do it again (like they did to the Lynx).

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4896. Re: PowerFlop shipments EXCEED Apple's expectations!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 09:37:13 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <3beso9$rus@bmerha64.bnr.ca>
Source record: 14446

Thomas Trauth (trauth@pepper.rutgers.edu) wrote:
> sinclair@ins.infonet.net writes:

> >The current ones will not be obsolete when the PCI macs shipped. For those who
> >need PCI, Apple will have upgrade boards. Mac 605, 475,575 can have a $550
> >PowerPC board installed. Can Amiga 500 be upgraded to a A1200 and the A3000 to
> >A4000? Can an ST be upgraded to a Falcon? Can a 486 be upgraded to a
> >Pentimun? The answer is NO!

> Actually, 486's can be upgraded to Pentiums. It's called the Overdrive slot.

> >I am going to order a LC520 with cdrom for $999 from Apple and will have a PCI
> >upgrade next year. Just slide out the old mother board like a cooky tray and
> >slide in the new one..Pretty neat, eh..

> So your finally getting your own computer! It's about time!

Hold on a second, Sinflop, you say you're gonna upgrade your machine to
PCI by a motherboard swap - just after you criticise 486s for not being
upgradable to Pentiums. PC owners can of course upgrade their motherboards
with a LOT more ease than you'll be able to do a swap on your mac. You can
choose a number of different processors and boards, from hundreds of suppliers
unlike Apple where you're limited to whatever Apple comes up with.

And as for your analogy about adding a PPC card to certain Macs, you can
just as easily add and 030/040/060 to whatever model of Amiga.

Typical mac user - you find you can swap a motherboard and Hooray! Another
great Mac innovation! Hey! I can add a faster processor to my machine! Wow!
Another great Mac innovation!

I just love seeing these people who don't know the first thing about
computers claim, when they see something that other computer users take
for granted for the first time on a Mac, that 'only the Mac has this facility'.

It just convinced me that Macs appeal (as home machines) to people who are
completely clueless about computers. Of course, such people shouldn't try to
slag off owners of real computers with their limited Mac knowledge, but then
thats never stopped you, has it?

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4897. Obsolete Ataris cont...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 10:09:49 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3beuld$bv7@infa.central.susx.ac.uk>
Source record: 14447

```
A starter for 10 anyone...?
```

4898. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 11:59:35 UTC
From: clarkebj@aston.ac.uk
Message-ID: <D012nC.FyI@aston.ac.uk>
Source record: 14448
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article aoo@bmerha64.bnr.ca, moran@dace.bnr.co.uk (G MORAN) writes:
> reading rec.games.video.atari I'm not sure that theres _that_ much of
>an improvement. Better, yes, but since Doom has been touted since the start
>of the year for the Jaguar, its hardly surprising that its version is
>_slightly_ better than that for a machine announced only a couple of months
>ago. The general opinion is that it doesn't even come close to a good
>PC for speed and detail and of course you don't have the option of
>WADs and editors. Nor do you have a decent save game or music.
>
> If you want to play the Best version of Doom - get a PC. So much for
>the wonderful 64-bit Jaguar with 65000 colours on screen.

Excuse me, can we cut all this crap about Doom please, Doom is a crap game,
it has no gameplay unless you're in network play, the graphics are naff, look
at the banding effect on shading (PC version) if you don't believe me.

If you want to look at a game that the PC does well, look at Wing Commander III
but please, stop associating Doom with the PC it's, well, embarrasing...

Barry.

4899. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 12:42:55 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bf7kf$e97@infa.central.susx.ac.uk>
Source record: 14449
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : ago. The general opinion is that it doesn't even come close to a good
: : PC for speed and detail and of course you don't have the option of
: : WADs and editors. Nor do you have a decent save game or music.

: Read again. The version of Jag doom is considered by many to be
: VERY close to the PC version for speed. You can save game via password,
: and while it doesn't have level editors, it DOES have levels that are
: different from the PC version. The lack of music is a definite disapointment.

BUT NO WADS! Be they sound or levels. Having finished Doom, I now use
the extra .wads regularly - there's hundreds of them.

: : If you want to play the Best version of Doom - get a PC. So much for
: : the wonderful 64-bit Jaguar with 65000 colours on screen.

: How much do PC's cost? A hell of a lot more than a Jag ...
: especially if you want to run Doom.

I bought my PC for application software. As a consequence I can play
Doom and a whole host of other games that you'll NEVER see on the Jag.

Can you run any application software on your cheaper Jag. Thought not!

: : Its now been shown that the Jaguar can't even match the current state
: : of play in computer gaming - the PC, so its chances of competing with the
: : next generation of Sega, Nintendo and Sony super-consoles are low. Its
: : only on a par with a 32-bit add-on for a megadrive.

: That's pushing it Gaven. Nothing has been "shown" yet. Do you
: think ealrly SNES programmers thought that Donkey Kong Country was
: possible? The Jaguar is still new. It's also expandable and a technical
: wonder.

I showed myself....

Steve

: >> Mark <<
:

4900. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 14:07:01 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786118021@txfs1.hfb.se>
Source record: 14450

In <3beubv$br6@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>How much does the upgrade cost?

Here in sweden ~2000Skr (~180 UKpounds)

>I can upgrade to a Pentium, selling my DX2 chip to offset the cost.
>Works out to be a cheap upgrade.

Yep... agree!

>So what, that whats I have, therefore i use 64K colours etc... What is
>your point.

The point is that it's OLD lousy teknology... Well it works, but it doesn't work as good as it could work with a more inteligent design... Isn't it OUR choice NOT to use certain Hardware if we don't like it? This IS an ATARI group, we don't advocate PeeeCees here! Got my point (and Chris point too! .^)

>The AWE32 is a major step forward from the old Sounblaster 16 (I have
>this one) but it is hampered by a lot of software incompatibilities -
>something like being to advanced for its own good!

Still, ALL Falcon has a DSP and 16-bit AD/DA, maybe not the greatest, but there is NO problems with incompatible software, like on PeeeCees... Agree?

I think it's good that there is NICE addons for PeeCees BUT why don't YOU let us advocate our addons for the falcon? Still not many PeeeCees can compete with a Falcon in the areas where the Falcon is superiour! I like the Falcon for the BUILTIN hardware, it might not be the fastest or the best, but it's there and it's in ALL Falcons! (Like the DSP, Midi, SCSI-II, IDE! and many many more!

>Wave Studio that comes with the SB16 seems to me to have more facilities
>that I need. I can record CD D2D at 44KHz, 16bit stereo and save in
>numerous formats - with .8Gb of drive space, no problem with room. By
>the way, I have a PCI bus.

Yep, you have a MONSTER machine :^D Well still I KNOW thaat the Falcon outperforms your 66Mhz! PCI equiped PeeCee when it comes to sound... you propably will kill my little Falcon when it comes to heavy CPU usage, like for Raytracing or so... although the falcon has it's hidden card: the DSP :^D For some tasks it's really nice, like playing MPEGs!

>Ah, but who wants a 1Mb 0HD falcon - it's about as useful as chocalate
>oven-gloves!

Agree... BUT how much do you have to pay to get a PeeCee with DEACENT hardware that will Fairly come close to the HARDWARE in the Falcon? Forget all lousy cheap ADDs in some Magazine... I would like to see a PeeCee with deacent memory, harddisk and video performance WITHOUT having to have loads of CACHE for it all... Providing DMA for it all too!?

>If you're dumb enough to use the machine without a keyboard then stick
>to ZX81.

Hmm.. that wasn't what I wrote.. I meant that the BIOS in a PeeCee is crap! So you agree with me that that is the case then?

Yo mean: If the computers don't do as you like then it's NOTHING wrong with the machine, but with the user who is to dumb to understand the machine?!

Sorry if I missunderstoiod you, but that's how I read it! (Look I genarileze it a bit.. meaning not just that specific Error message... I keep getting stupid errors all the time!)

>I was very upset to have to get rid of my dearly loved STe - I'd had it
>for 4yrs. Believe me, it doesn't take long to work up affection for a
>new machine. PCs are not as impersonal as most people feel. I've seen
>the grass on both sides - it's just as green.

>Go buy a sun sparc then. I fail to believe that you see the Atari as;

I would like to have a PeeCee... running LINUX! If I could afford it I propably would have bought a SUN or some other HEAVY machine! Now that is NOT the case... Still my Ataris does what I want them to!

>1) a better games machine

Hmm.. I like Shanghai... those I have sean still is better on my ST then on a Pentium running WindoZZzzze and Teipei!

>2) a better WP machine

Hmmm.... how do you mean... isn't that a bit related to wich SW you use? I use TeX and Emacs... like that better then Word version [anything]!

>3) a better multitasking machine

Linux Mutitasks quite well... OS/2 does it too, or so I heard! But what WindoZzzze do, thet is still a mysterie for MANY users!

>4) a better mathematical machine.

I really would like the guy who had the test for the Pentium to repost it... It prooved that the Pentium Could not do the Math! ;^D

But I agree that a 486 or pentium is ALOT faster than my Falcon... but better? NO!

>i.e. if you can't get a PC do do the above, then you need to read a book
>- like Peter & Jane.

But I get my Falcon to do it all too... WHY must I use a PeeCee then?
I never said that a PeeCee couldn't doo anything... I just said that I
don't like HOW it do it.. therefor I don't use them!

>Sure, music maybe the Falcon's forte, but don't try an pull the wool
>over everyones' eyes that the PC can't manipulate music.

Not as _good_ as a Falcon!

>It's about time this was done - who's up for it?

Well, hope my little change of the group worked! .^D

>Regards,

Well you didn't insult me? I thought "Fuck you" where your standard
phrase to end a post with! ;^D

I send many regards to you too!

>Steven.

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4901. Toad Holiday Fest '94 Update

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 16:47:50 UTC
From: toad@charm.net
Message-ID: <3bflvm$60t@sowebo.charm.net>
Source record: 14451

The following is a hucksterish plug for Toad Computers Holiday Festival '94 which will take place this coming weekend at Toad Computers in Severna Park, Maryland. If you are unable to attend or are not interested in reading about the show, please feel free to skip this article. Thanks -- from the folks at Toad Computers.

TOAD COMPUTERS -- HOLIDAY FESTIVAL '94! -- DEC 3 & 4, 1994
==========

== THE SHOW IS APPROACHING FAST! ==

IF YOU'RE LOOKING FOR ATARI EXCITEMENT, DON'T MISS
TOAD COMPUTERS HOLIDAY FESTIVAL 1994!

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping Center in Severna Park, Maryland. There's unlimited free parking and lots to see and do nearby, as we're nestled between Washington, Baltimore, and Annapolis (eat the great local seafood!).

Confirmed 1994 attendees include:

- Tom Harker, ICD Inc. (CatBox and Star Battle)
- Roger Burrows, Anodyne Software (ExtenDOS CD Driver)
- Gribnif Software -- Dan Wilga / Rick Flashman
- Wizztronics (Falcon enhancements & more)
- Bob Luneski, Oregon Research
- Jim Fouch, Fouch Software (Mailing Manager ST)
- MajicSoft
- Binary Sounds (Hybrid Arts Product Line)
- Joe Waters, Ed. of Current Notes
- Greg Ondo, Steinberg Jones
- Charles Smeton (STraight FAX!)
- And of course, the Toad Gang -- including
Dave and Jennifer Troy

ATARI ST / TT / Falcon, Jaguar, Lynx, Portfolio and 8-Bit!!
Come SEE IT ALL at the nation's premier ATARI Outlet!

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3rd 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other
information you may need, please call us!

The local HOLIDAY INN is offering $59 (reg $90) rooms for the
show. For more information, please call us at (410) 544-6943!

LOTS OF FOLKS KNOW ABOUT THE SHOW:

- 5000 Postcards Mailed in mid-November
- Featured on the back of our latest catalog
- Advertised in Current Notes & ST Informer
- Advertised Electronically (Internet et al)
- Highway Signage

SPECIAL ICD PROMOTION:

ICD is offering a special promotion at the show. Buy an
AdSpeed ST/STE for $159 _INSTALLED_. The board will be
installed & your computer shipped back to you FREE or,
time permitting, the board can be installed at the show --
ABSOLUTELY FREE!

This is a great opportunity to get your ST going faster
and save a little CASH! Bring your machine to the show
to take advantage of this great deal!

A SAMPLING OF WHAT WE'LL HAVE FOR THE SHOW:

- Falcon030's (LOW!) - Hard Drives
- TT030's - Hand Scanners
- 1040STE's - 450 Mice
- Stacy's - 125 Trackballs
- Mega STE's - Joysticks
- Laser Printers - ALL NEW SOFTWARE
- CD ROM Drives - STraight FAX! (Show Special)
- Monitors - Disks
- Power Strips - Mousepads
- Books - 8-Bit Hardware
- ST Hardware - Games
- DTP Software - Printers
- Multimedia Speakers - Internet Demos
- Lynx / Lynx Games - Jaguar
- NEW JAGUAR TITLES! - Codehead Stuff
- Printer Ribbons - FAX Modems

- Great deals on all hardware and software
- Full selection of Atari hardware & software
- Atari Falcon030 Computer Systems at Special Discount Prices

- Super Low Clearance Prices on a wide range of items
including discontinued hardware and software, store demo
equipment, and much more!
- Our Toadally Cool Dog, Zoe

- Free Hot Apple Cider (and cookies if you're good!)
- Special "Kid Korral" with fun stuff, like crayons
- Dave Small's Own "Live Rust" Neil Young Album,
The One To Which Spectre was Programmed!
- Demos of hardware and software!
- NETWORKED JAGUARS!

=== MUCH, MUCH, MORE! ===

OTHER COOL STUFF WHICH IS ON ITS WAY TO US (As We Speak):

- Over 14,000 ST Games
- ImageCopy 3.5CD (Supports Photo CD Pictures)
- NVDI 3.0 (New Version)
- MagiC (Newest Version)
- Desktopper (Falcon Case)

STUFF WE'RE GIVING AWAY:

- Jaguar System (Raffle to Benefit Habitat for Humanity)
- Jaguar T-Shirts, Mugs & Bumper Stickers
- Codehead T-Shirts
- Free Toad T-Shirts to First 25 Attendees
- Games
- Lots more!

How much would you pay to be a part of a celebration like this? $3.98?
$14.59? $75.00 Non Refundable? Well, no need! Admission to TOAD
COMPUTERS HOLIDAY FESTIVAL '94 is ABSOLUTELY FREE!

In the immediate area is historic and scenic Annapolis! Annapolis had
been the capitol of the thirteen colonies under the Articles of the
Confederation. Its historic state house is the oldest in use in this
country and its white dome was built without the use of nails.
Annapolis has a truly quirky personality that is a combination of
southern hospitality, northern charm and historic clout. For you
military buffs, Annapolis is the home of the United States Naval
Academy. It is open to the public and features several museums,
exhibits, and historical buildings. Annapolis is also home to some of
the best seafood in the world, straight from the Chesapeake Bay.

Toad Computers is TEN MINUTES away from downtown Annapolis.

Also nearby is Baltimore, home of the recently renovated and world
famous Inner Harbor -- a huge shopping and eating fiasco that's
just minutes from some of the city's most historic sites. In the
inner harbor area, you can visit the National Aquarium (home to
thousands of species of marine life) which also features a working

rainforest in its pyramid shaped dome. Visit the Maryland Science Center, home to a huge I-MAX theater and also packed with hundreds of constantly changing exhibits that relate to science, computers, and more. Visit the home of Babe Ruth, Betsy Ross, or Edgar Allan Poe. See the new stadium for the Baltimore Orioles -- Oriole Park at Camden Yards. You might also want to visit Fort McHenry -- the rampart that still stood after a night of bombardment in 1812 that led Francis Scott Key to write our national anthem to the tune of an old drinking song. Find out why this happened! Visit the B&O Railroad Museum where you can learn about the story of the rise and fall of the greatest form of transportation this country has ever known.

Toad Computers is THIRTY MINUTES away from downtown Baltimore.

Lastly, you may want to make a stop in Washington DC -- murder capital of the world and Capitol of the United States. Where else can the mayor of a city smoke crack and get RE-ELECTED? Come see the White House -- maybe you can visit Bill Clinton at home and give him your ideas for healthcare reform (yeah, like we're gonna see that anytime soon). Visit the Smithsonian Institute, National Art Gallery, countless memorials (Iwo Jima, Viet Nam, Jefferson, Lincoln, Washington Monument), and more. There is more to do in Washington than I could ever begin to list here with any justice. If you do want to go to Washington, check with AAA to make sure that you're not missing anything. It is truly a city with something for everyone.

Toad Computers is FORTY FIVE MINUTES away from downtown Washington.

HOTEL ACCOMODATIONS

If you plan to visit the Annapolis area from out of state, there are several hotels in the area that we may recommend:

Sheraton At BWI Airport 15 Minutes Away
(410) 859-3300 On Airport Grounds

Loews Annapolis Hotel 15 Minutes Away
126 West Street Downtown
Annapolis, MD 21401 AAA 4 Diamond Rating
(410) 263-7777 Somewhat Expensive

Days Inn 10 Minutes Away
1542 Whitehall Road Next to Outlet Mall
Annapolis, MD 21401 on U.S. Route 50
(410) 974-4440 Near Bay Bridge

** Holiday Inn 15 Minutes Away
** 6600 Ritchie Highway On Ritchie Highway
** Glen Burnie, MD 21061 (MD Route 2)
** (410) 761-8300 SPECIAL $59 RATE!

Historic Inns of Annapolis For you lovebirds who
(There are several) are just dying to
Church Circle have a romantic time
Annapolis, MD 21401 in the "ancient city."
(410) 263-2641 15 Minutes Away

For more information, please call Toad Computers at
(410) 544-6943.

==========

OK! So you're coming! TERRIFIC! Here's everything you need to know:

When: Saturday, December 3rd 1994 10:00am - 7:00pm
Sunday, December 4th 1994 10:00am - 5:00pm

Where: Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146

So come see the Jaguar, see Falcons in flight, see Toad Computers (America's Atari Source and the only Atari Superstore), see the local attractions and have fun. And help us ring in the holiday season! We look forward to seeing you!

HOW TO GET HERE:

For a map to Toad Computers and the immediate area, see GEnie ST Roundtable file #25969 (PostScript) or #25970 (Img Format). Or just call and we'll FAX or mail it to you. (This is also available on TOADFAX!, our FAX-on-demand service.)

Come Visit! We're Expecting You!

From Annapolis: Cross Severn River using US 50 bridge (east).
Take MD 2 north (first exit across bridge).
Turn left at sixth traffic light (McKinsey
Road). Turn right immediately into Park Plaza
shopping center.

From Baltimore: Take I-695 (Baltimore Beltway) south to MD
route 10 (to Severna Park). MD 10 will
intersect with MD route 2 south. Take route 2
about 3 miles further. Turn right at sixth
traffic light, onto McKinsey Road, then
immediately right into Park Plaza shopping
center.

From Washington: Take US 50 (begins as New York Avenue) east to
Annapolis. Follow directions from Annapolis.

From Columbia: Take MD 32 east to I-97 north (to Baltimore).
Exit onto Benfield Boulevard towards Severna
Park. Follow Benfield Road to Robinson Road to

MD 2. Turn right onto MD 2; second light on
right is McKinsey Road. Then turn right
immediately into Park Plaza shopping center.

Once Inside
Park Plaza: Locate and face Jo-Ann Fabrics. Turn left and
proceed about 200 feet. We are on your left,
across from the Signet Bank drive-through
island.

The street address is 570 Ritchie Highway. If you need any further
assistance, please feel free to call us at (410) 544-6943!

We hope to see you here! Last year, we were really happy with how
things went. The holiday season is a really wonderful time to get
together with Atari folks and it adds a spirit of real levity and
excitement that is often missing at other Atari events. We're looking
forward to putting on a first-class show, and we hope you can join
us.

David Troy
Jennifer Troy
Ray Mitchell

========== 11/28/94 =====

--
David Troy
Toad Computers, Inc. America's Atari Source
-- toad@charm.net Toad Computers

4902. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 18:38:52 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bfsfs$94m@nermal.cs.uoguelph.ca>
Source record: 14452
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

: BUT NO WADS! Be they sound or levels. Having finished Doom, I now use
: the extra .wads regularly - there's hundreds of them.

And how would you fit them onto a cartridge? Cartridge games have
limitations, you know ...

So don't by a Jag. The point is that people who want to play
games get more "gaming" power out of buying a Jag.

: I showed myself....

You've showed me your lack of intelligence ...

>> Mark <<

4903. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 19:53:38 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EK4TEJUR1UP@cabal.sh.sub.de>
Source record: 14456
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <pvdh.0uwu@motship.xs4all.nl> Paul van der Heu wrote :
>Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:

> : Oh, you made one or two mistakes of vocabulary in this statement. Instead
> : of 'nearly', you should have used 'hardly'. Besides the graphics apps, _no_
> : Amiga application runs in more than 256 colours (at least Final Writer,
>
>So because they don't run >256 colors they are not redirectable to another
>card..

They are not redirectable to certain graphics modes. Switching screens is
non-intuitive, to say the least. Even C= knew that (thus the StyleGuide
advice).

> : Twist II, DeliTracker, PasTeX, etc. don't) due to the fact that they are
>
>Delitracker in 256 colors.. yeah rite..

Yes, as any clean Atari and Apple app, my MOD-Player runs in the high-color
mode I am currently using (as does my text editor, my UUCP software package
and anything else on this system). Strange, eh?

>If an application uses the WB screen it is almost certain it can be
>run on an EGS system, any app using the display database in a correct way
>should be able to.

No application running on the WB will run in high colour or true colour
modes. Ist this statement correct? Is it correct for DTP on the Amiga?

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

4904. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 20:35:32 UTC
From: ej_wyse@pnl.gov
Message-ID: <ej_wyse-291194123533@ej_wyse.pnl.gov>
Source record: 14454
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

And here I thought this thread was going to have SOMETHING to do wo System 7.5 . . .

4905. Re: PowerFlop shipments EXCEED Apple's expectations!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-29 23:11:41 UTC
From: sinclair@ins.infonet.net
Message-ID: <3bgcfd$ij2@insosf1.infonet.net>
Source record: 14453

In article <3beso9$rus@bmerha64.bnr.ca>, moran@bires069.bnr.co.uk (G MORAN) writes:
>Thomas Trauth (trauth@pepper.rutgers.edu) wrote:
>> sinclair@ins.infonet.net writes:
>
>> >The current ones will not be obsolete when the PCI macs shipped. For those who
>> >need PCI, Apple will have upgrade boards. Mac 605, 475,575 can have a $550
>> >PowerPC board installed. Can Amiga 500 be upgraded to a A1200 and the A3000 to
>> >A4000? Can an ST be upgraded to a Falcon? Can a 486 be upgraded to a
>> >Pentimun? The answer is NO!
>
>> Actually, 486's can be upgraded to Pentiums. It's called the Overdrive slot.
>
>> >I am going to order a LC520 with cdrom for $999 from Apple and will have a PCI
>> >upgrade next year. Just slide out the old mother board like a cooky tray and
>> >slide in the new one..Pretty neat, eh..
>
>> So your finally getting your own computer! It's about time!
>
> Hold on a second, Sinflop, you say you're gonna upgrade your machine to
>PCI by a motherboard swap - just after you criticise 486s for not being
>upgradable to Pentiums. PC owners can of course upgrade their motherboards
>with a LOT more ease than you'll be able to do a swap on your mac. You can
>choose a number of different processors and boards, from hundreds of suppliers
>unlike Apple where you're limited to whatever Apple comes up with.

So can I as well. I can swap out my 030 board for the 040 one and bring it
upto Performa and LC575 level. But, I will wait until next spring or summer
for the PCI upgrade.

As for choices for upgrade cards, I have that option too. I suggest you get
your ass out of your head and get a copy Of MacWorld, you will be surprised..

>
> And as for your analogy about adding a PPC card to certain Macs, you can
>just as easily add and 030/040/060 to whatever model of Amiga.
>
> Typical mac user - you find you can swap a motherboard and Hooray! Another
>great Mac innovation! Hey! I can add a faster processor to my machine! Wow!
>Another great Mac innovation!
>
You can't do that on your Amiga. Feel bad that you got shafted.....

> I just love seeing these people who don't know the first thing about
>computers claim, when they see something that other computer users take
>for granted for the first time on a Mac, that 'only the Mac has this facility'.

>
>
> It just convinced me that Macs appeal (as home machines) to people who are
>completely clueless about computers. Of course, such people shouldn't try to
>slag off owners of real computers with their limited Mac knowledge, but then
>thats never stopped you, has it?
>
Whats a real computer? An Amiga? I can see why the Amiga failed with a
useless OS that was only good for to format a floppy and run an Atari 2600
style game at the same time.. What progress..

Gavan, I bet you have a pencil and ruler in your front shirt pocket. Typical
dweeb who think he knows any better. If you got your ruler out of your ass,
maybe you would understand market dynamics..

>gavan
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

-Peter

4906. Re: PowerFlop shipments EXCEED Apple's expectations!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 00:35:11 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3bghbv$lg3@pepper.rutgers.edu>
Source record: 14455

sinclair@ins.infonet.net writes:

<Much deleted>

>Whats a real computer? An Amiga? I can see why the Amiga failed with a
^^^^^^^^^^^^^^^^^^^^

Well, it certainly ain't a Macincrap!

>useless OS that was only good for to format a floppy and run an Atari 2600
>style game at the same time.. What progress..

Actually, the ability to play old Atari games is probably much more useful than
anything the Mac can do.

>Gavan, I bet you have a pencil and ruler in your front shirt pocket. Typical
>dweeb who think he knows any better. If you got your ruler out of your ass,
>maybe you would understand market dynamics..

If only, Sincrap, would get your head out of your ass (and your gonads out of
your computer)!

>-Peter

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4907. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 01:17:43 UTC
From: pvdh@motship.xs4all.nl
Message-ID: <pvdh.0uxa@motship.xs4all.nl>
Source record: 14469
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:

: > output on any PS printer. This file should print "Test of PS output..."
: > and draw an oval. It's NOT a bitmap, like several people have been
: > insisting that the Amiga ALWAYS produces, it's a generic PS file.

: I haven't said that. PS is nothing new, and it's about time the Amiga got
: it in the OS.

It has been there for almost four years now..

--

Paul 'Starchild' van der Heu, The MotherShip Connection
pvdh@motship.xs4all.nl

Q: How many Intel CPUs does it take to do a logical RightShift ??
A: 1 to hold the bits and 32 to hold the register
- from RAGE demo Maximum Overdrive 2

4908. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 05:44:21 UTC
From: madecker@tyrell
Message-ID: <madecker-291194234422@ttyu4.tyrell.net>
Source record: 14476
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3be78i$q0@krel.iea.com>, stevemc@comtch.iea.com (Steve McAndrewsmith) wrote:

> Mike Cohen (isis@netcom.com) wrote:
> : Why don't all of you Amiga weenies take your machines and blow them out your
> : a**? We don't want to play with you. This is just between macs & PCs. Go home
> : and play with yourselves and let the grownups here talk about real computers.
>
> Well, Mike, unlike your crappy platforms, ours MULTITASK! That means we
> can both talk about real computers and play with ourselves, at the same
> time... :-) (take nothing too seriously, pal)
>

Very funny!!! First time I've laughed reading a post in a long time.

(I'm not an Amiga advocate,... but the point was taken... and true!)

____
/ \
| Mark Decker |
| madecker@tyrell.net |
| Physics |
| "Zeds dead baby... Zeds dead." |
_____________________________/

4909. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 06:03:29 UTC
From: neutron <neutron@metu.edu>
Message-ID: <3bh4jh$l2o@dartvax.dartmouth.edu>
Source record: 14457
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Macintrash user named David Corn wrote the following:

>
> Amiga's printing support is horrifyingly bad. Anyone with a HP500C (or
> -any- other non-perfect clone of an Epson dot matrix printer) knows all
> about that. It remains an OS that -nobody- writes drivers for, and it
> remains an OS that has only the simplest level of support for the modern
> printer.
>

Here goes another Macintosh user who has not the slightest idea
about hardware and OS issues. To begin with, Amiga can do true
pre-emptive multi-tasking as opposed to the cheesy cooperative
multi-tasking which the idiots using the Mac think is great.
This actually shows up in printing, when the Mac has to interrupt
a sound process to be able to send 3 letters to the printer.
Check out Final Copy and Professional Page for high-quality
600 dpi post-script output within a few second.

Hint: Think about what you will write *before* you post.
Not about what you had written *after* you get flamed.

4910. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 06:16:16 UTC
From: neutron <neutron@metu.edu>
Message-ID: <3bh5bg$mp2@dartvax.dartmouth.edu>
Source record: 14458
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

A blithering idiot named Mike Cohen puked out the following:

> Why don't all of you Amiga weenies take your machines and blow them out your
> a**? We don't want to play with you. This is just between macs & PCs. Go home
> and play with yourselves and let the grownups here talk about real computers.

I was not going to get into this thread, but I cannot stand it
when some blithering idiot, especially one who is stupid enough
to use a Mac criticizes the Amiga.
OK, net.bozo, here is some information:

1) The Amiga had an OS (Workbench) which could multi-task from
the first version. And this is true pre-emptive multi-tasking, not
the cheap and sleazy cooperative idea which Mac bozos think it to be.
When you are playing a digitized sample on the Mac, moving around
windows or loading an application will cause the song to be reduced
to digestive noises; try this on the Amiga and see how the sound chip
Denisse takes care of all this by itself.

2) Workbench had a CLI which could be called from within the GUI,
making it a perfect OS, both visually intuitive and functional.

3) The Amiga has always been a programmer's machine, since it is
very interesting to be programming 4 different chips in addition to
the the 68k.

4) Amiga users are serious people who can tell RAM from ROM unlike
Macintrash idiots who post silly articles to USENET arguing that
the Amiga is not a real computer.

Mike Cohen: Learn about hard-ware before you post, bozo.
You are only contributing to the negative image of the Mac
user as a total idiot.

4911. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 10:40:06 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bhkq6$4ee@infa.central.susx.ac.uk>
Source record: 14459

Robert Krenn - HFB T d93 (d93rkr@t.hfb.se) wrote:
: In <3beubv$br6@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

: >How much does the upgrade cost?

: Here in sweden ~2000Skr (~180 UKpounds)

That's about what I would pay to swap the DX2 for a P60

: >I can upgrade to a Pentium, selling my DX2 chip to offset the cost.
: >Works out to be a cheap upgrade.

: >So what, that whats I have, therefore i use 64K colours etc... What is
: >your point.

: The point is that it's OLD lousy teknology... Well it works, but it
: doesn't work as good as it could work with a more inteligent design...

I wouldn't be so bold as to say that the Falcon possesses new technology either.

: Isn't it OUR choice NOT to use certain Hardware if we don't like it?
: This IS an ATARI group, we don't advocate PeeeCees here! Got my point
: (and Chris point too! .^)

Hey, I've used Ataris for 4yrs and had no complaints with the hardware.

: >The AWE32 is a major step forward from the old Sounblaster 16 (I have
: >this one) but it is hampered by a lot of software incompatibilities -
: >something like being to advanced for its own good!

: Still, ALL Falcon has a DSP and 16-bit AD/DA, maybe not the greatest, but
: there is NO problems with incompatible software, like on PeeeCees... Agree?

Yep.

: I think it's good that there is NICE addons for PeeCees BUT why don't YOU
: let us advocate our addons for the falcon? Still not many PeeeCees can
: compete with a Falcon in the areas where the Falcon is superiour!
: I like the Falcon for the BUILTIN hardware, it might not be the fastest
: or the best, but it's there and it's in ALL Falcons! (Like the DSP, Midi,
: SCSI-II, IDE! and many many more!

Try upgrading the CPU, clock speed, even memory becomes difficult over 4Mb. The PC is a modular design, component based. simple as that. If you want it, you have to plug it in. I like the PC since I can add the hardware I need, not pay for the stuff I don't.(not implying that you do.)

: >Wave Studio that comes with the SB16 seems to me to have more facilities
: >that I need. I can record CD D2D at 44KHz, 16bit stereo and save in
: >numerous formats - with .8Gb of drive space, no problem with room. By
: >the way, I have a PCI bus.

: Yep, you have a MONSTER machine :^D Well still I KNOW thaat the Falcon
: outperforms your 66Mhz! PCI equiped PeeCee when it comes to sound... you
: propably will kill my little Falcon when it comes to heavy CPU usage,
: like for Raytracing or so... although the falcon has it's hidden card:
: the DSP :^D For some tasks it's really nice, like playing MPEGs!

I don't use my machine in an audio capacity, but still enjoy the high
performance over a RANGE of tasks, not simply excelling in one area - an
area that I don't use.

: >Ah, but who wants a 1Mb 0HD falcon - it's about as useful as chocalate
: >oven-gloves!

: Agree... BUT how much do you have to pay to get a PeeCee with DEACENT
: hardware that will Fairly come close to the HARDWARE in the Falcon?
: Forget all lousy cheap ADDs in some Magazine... I would like to see a
: PeeCee with deacent memory, harddisk and video performance WITHOUT having
: to have loads of CACHE for it all... Providing DMA for it all too!?

You and me both. BUT - I reckon you could build a DX2 66 machine for
alittle over 850 pounds - build your own, components mail order. Took me
2hrs to build, plug in and go. No problem installing drivers etc for the
hardware either.

: Hmm.. that wasn't what I wrote.. I meant that the BIOS in a PeeCee is
: crap! So you agree with me that that is the case then?

Yep.

: Yo mean: If the computers don't do as you like then it's NOTHING wrong with
: the machine, but with the user who is to dumb to understand the machine?!

Generallyu, most things that go wrong with a computer can be attributed
to user error. Concede that at least...

: Sorry if I missunderstoiod you, but that's how I read it! (Look I
: genarileze it a bit.. meaning not just that specific Error message... I
: keep getting stupid errors all the time!)

: >I was very upset to have to get rid of my dearly loved STe - I'd had it
: >for 4yrs. Believe me, it doesn't take long to work up affection for a
: >new machine. PCs are not as impersonal as most people feel. I've seen
: >the grass on both sides - it's just as green.

: >Go buy a sun sparc then. I fail to believe that you see the Atari as;

: I would like to have a PeeCee... running LINUX! If I could afford it I
: propably would have bought a SUN or some other HEAVY machine! Now that
: is NOT the case... Still my Ataris does what I want them to!

I have 250Mb of my HDs partioned over to Linux, runs a treat, but I have no grumbles with MS - NOT AFTER USING ATARI SOFTWARE FOR SO LONG THAT HAS A MIND OF ITS OWN. The familiar bombs - the good old reserved vector error and whatever 35bombs meant..??!!

: >1) a better games machine

: Hmm.. I like Shanghai... those I have sean still is better on my ST then
: on a Pentium running WindoZZzzze and Teipei!

HHmm - never heard of it - what about XWing, Inferno, TFX, Doom II, Outpost...?

: >2) a better WP machine

: Hmmm.... how do you mean... isn't that a bit related to wich SW you
: use? I use TeX and Emacs... like that better then Word version
: [anything]!

I am able to produce, using Word 6.0d, documents far superior to those I knocked together on Papyrus.

: >3) a better multitasking machine

: Linux Mutitasks quite well... OS/2 does it too, or so I heard! But what
: WindoZzzze do, thet is still a mysterie for MANY users!

Linux on a Falcon - hear that laughter in the background...?

: >4) a better mathematical machine.

: I really would like the guy who had the test for the Pentium to repost
: it... It prooved that the Pentium Could not do the Math! ;^D

Atari have presumably never made any errors with their hardware. That's childish of you to jump on the Pentium-downers' bandwagon. Care to point out any other problems with the pentium??

: But I agree that a 486 or pentium is ALOT faster than my Falcon... but
: better? No.

: >i.e. if you can't get a PC do do the above, then you need to read a book
: >- like Peter & Jane.

: But I get my Falcon to do it all too... WHY must I use a PeeCee then?
: I never said that a PeeCee couldn't doo anything... I just said that I
: don't like HOW it do it.. therefor I don't use them!

Fair comment. Touche for Atari.

: >Sure, music maybe the Falcon's forte, but don't try an pull the wool
: >over everyones' eyes that the PC can't manipulate music.

: Not as _good_ as a Falcon!

: >It's about time this was done - who's up for it?

: Well, hope my little change of the group worked! .^D

Did for me.

: >Regards,

: Well you didn't insult me? I thought "F*ck you" where your standard
: phrase to end a post with! ;^D

Apologies

Steven.

: --
: d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
: University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
: tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
: http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4912. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 12:25:24 UTC
From: bd81@corail.cict.fr
Message-ID: <3bhqvl$aki@reseau.cict.fr>
Source record: 14460

In article <3assni$dsl@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) writes:
|> Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
|>
|>
|> > Yes, I have actually. What I am saying is that if Atari gave up on
|> > computers last year then that would be around 6 months after the launch
|> > of the Falcon (here in the UK), then I doubt they would have bothered
|> > making them in the first place.
|>
|> New falcon models?

Yes, the Falcon Audio.

|>
|> New hardware for falcon?

from Atari ? No !! But, from Germany and France !!! Many !!!

|> Major updates to OS?

I don't know...

|> Advertising and promotion?

When you have money, ok !! But now, Atari ...

|> Software developement?

from Atari ?? No !! But some independant developement exists !!!

|> Heavy distribution efforts?

In France, all the Atari's shop are making an union to do advertisement for Falcon !!
Since the Falcon is sold in France, there're more Atari's shop !

|> ALL of the above have been conspicuous by their absence. Atari seem to
|> have _completely_ abandoned the Atari home computer line.

We can's say that Atari works on the Falcon, i think ther prefer to sell Jaguar !!

|> I remember at the start they did try to sell the Falcon and boasted of
|> having such and such in developement for it, but now - nothing.
|>
|> Even if Atari manage to make a sucess of the Jaguar (knowing Atari,
|> thats unlikely) and decide to go back into computing the resultant
|> model would be nothing like the Falcon we know today.

In the computer, you have wrote : ATARI falcon 030 (030 in big !!)

Why not a falcon 040 ,060 ??

Power PC ???

|>
|> The Falcon is an end-of-line machine. The Amiga could well be in the
|> same position IF nothing is done. At least it has more owners and support
|> is better.

There're some persons that prefer to buy a Falcon than a PC !

|>
|> > Also I doubt they would be stupid enough to build thousands of Falcons
|> > in one huge batch and hope to sell them ASAP.
|>
|> I don't doubt Atari's stupidity in the least.

There're many Falcon in stock (600000) and Falcon in the world (300000). Even in Hongria !!

|>
|> gavan
|>
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

Emmanuel.

4913. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 13:39:24 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3bhvac$5e@m1.cs.man.ac.uk>
Source record: 14461

There has been a lot of doom and gloom in this thread about Atari. I have just read a post on rev.games.video.atari about the Milan project.

The poster gives details from a former employee of Atari Germany, which are to be printed in a french mag. next month. If half of what is said is true, it is quite obvious that Atari have NOT given up on computers.

I await more news next month about 'Milan'.....

Don't flame me, as I am just informing others who have not read the post about this NEW computer.

The post had the subject : NEWS about the new Atari Computer !

4914. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 15:08:45 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786208125@txfs1.hfb.se>
Source record: 14464

In <3bhkq6$4ee@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>That's about what I would pay to swap the DX2 for a P60

Good for you!

>I wouldn't be so bold as to say that the Falcon possesses new technology
>either.

It's a lot never then getting a PC with technology from the mid-late 70th's! Even if it has a Pentium inside...

>Hey, I've used Ataris for 4yrs and had no complaints with the hardware.

Neither do I. _BUT- I've used PC's for many years too... and have LOADS of complains!

>Try upgrading the CPU, clock speed, even memory becomes difficult over
>4Mb. The PC is a modular design, component based. simple as that. If you
>want it, you have to plug it in. I like the PC since I can add the
>hardware I need, not pay for the stuff I don't.(not implying that you do.)

Not difficult... maybe expensive, but not difficult! And who likes a modular design when it's crap! Look at the Mega-STE and TT they have a VME-extension bus... far more superior over the ISA bus on a PC... Sorry thats one of the OLD standards... PCI is the newest! Pity just that there is so little things to add to the VME bus! Mostly GFX cards... And you can have more than one thing on the VME bus...

Even the MegaST have a extansion slot... and Falcon has one... Both comparable with a PCI bus! (LOCAL-bus?!)

I agree that there isn't easy to upgrade a ST or STE... but The rest of the Atari line of computers are easily upgradable!

>I don't use my machine in an audio capacity, but still enjoy the high
>performance over a RANGE of tasks, not simply excelling in one area - an
>area that I don't use.

Yes I also like the power in a PC, it's the crappy HARDWARE I don't like... and when the Software is crap too, there's NO reason for me to use a PC!

>You and me both. BUT - I reckon you could build a DX2 66 machine for
>alittle over 850 pounds - build your own, components mail order. Took me
>2hrs to build, plug in and go. No problem installing drivers etc for the
>hardware either.

Hmm.. Still you have crappy hardware ;^D I've built MANY PC's that way... Built one some months ago: 386dx/20, 2Meg ram, 85Meg HD, SVGA all mounted in a Towercase and it cost me ~100 pounds :^D But do I like it because it's cheap... NO! And would I spend more money on "better" PC hardware... Don't think so! I KNOW what it is.. therefor I don't buy it!

>Generallyu, most things that go wrong with a computer can be attributed
>to user error. Concede that at least...

Hmm... didn't you say that everything you did with your Atari ended up with bombs?! So it must have bean you that did wrong then? ;^D

>I have 250Mb of my HDs partioned over to Linux, runs a treat, but I have
>no grumbles with MS - NOT AFTER USING ATARI SOFTWARE FOR SO LONG THAT
>HAS A MIND OF ITS OWN. The familiar bombs - the good old reserved vector
>error and whatever 35bombs meant..??!!

A hour ago I happend to press the DELETE button on this PC I use now... It locked all up!!! I was running WindoZzzze and was typing things in the DOS-PROMPT! I Have problems with MS ALL THE TIME!

>HHmm - never heard of it - what about XWing, Inferno, TFX, Doom II,
>Outpost...?

Don't like them ;^D DOOM is Boooooooooriiiinngggggg!

>I am able to produce, using Word 6.0d, documents far superior to those I
>knocked together on Papyrus.

I still uses TeX! Where did Papyrus get into this discusion? (BTW Never used Papyrus!)

>Linux on a Falcon - hear that laughter in the background...?

Hmm.. I meant Linux for PC, Which I admit works VERY well... Never tested Linux for 68K... MiNT does what I want... Maybe I install Linux68k when it gets X support!

Windows.. hear that frenetic laughter everywhere! ;^D (Uck using it now brrrr... :^( )

>Atari have presumably never made any errors with their hardware. That's
>childish of you to jump on the Pentium-downers' bandwagon. Care to point
>out any other problems with the pentium??

Yes! How about Powerconsuption! Or Backward compatibility with som mid 70th processor!... need any more?

Well Atari might not have done the greatest machine ever... But they chose a great CPU!

>: Well, hope my little change of the group worked! .^D

>Did for me.

;^D

>: Well you didn't insult me? I thought "F*ck you" where your standard
>: phrase to end a post with! ;^D

Hey you changed _MY_ text! I stand for what I write!

>Apologies

Well.. you didn't insult me... but it didn't look nice!

>Steven.

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4915. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 15:32:21 UTC
From: cpb1001@cam.ac.uk
Message-ID: <3bi5u5$f4m@lyra.csx.cam.ac.uk>
Source record: 14462
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-2711942013390001@net93.metronet.com>,
David Corn <dcorn@metronet.com> wrote:
>
>I haven't said that. PS is nothing new, and it's about time the Amiga got
>it in the OS.

Multitasking is nothing new, and it's about time the Mac got it in the OS.
Not being able to move the windows whilst launching an application, come
on, this is the 90's!

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.

4916. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 15:40:09 UTC
From: cpb1001@cam.ac.uk
Message-ID: <3bi6cp$ffb@lyra.csx.cam.ac.uk>
Source record: 14463
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
In article <3bab2f$jm1@convolution.eng.umd.edu>,
Robert Stephen Rodgers <rsrodger@Glue.umd.edu> wrote:
>In article <3ba74b$8ns@lyra.csx.cam.ac.uk>,
>Chris Brown <cpb1001@cam.ac.uk> wrote:
>>In article <3b7tcl$h3h@convolution.eng.umd.edu>,
>>Robert Stephen Rodgers <rsrodger@Glue.umd.edu> wrote:
>>>In article <pvdh.0uvo@motship.xs4all.nl>,
>>>Paul van der Heu <pvdh@motship.xs4all.nl> wrote:
>>>>And could you elaborate on the defects of Amiga printer support.
>>>
>>>Two words: bitmap output.
>>
>>And it couldn't POSSIBLY be that over 90% of printers out there are BITMAP
>
>To some degree, yes. Now, Chris, how does the resolution of the printer
>compare to that of the screen?

Well, I'm used to usinmg a 600 dpi printer, which is a bit higher than my
monitor. Now if you select density 7 in thprinter preferences, then the max
resoloution supported will be used. Since Amigas use these things called
"scalable fonts", what is on the scxreen matters not much.

--
// Chris Brown. finger cpb1001@cus.cam.ac.uk for my PGP public key.
\\ // Cambridge University Computer Society discounts officer
\X/ Oxymoron of the year 1994 - Power Macintosh.
```

4917. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 15:53:04 UTC
From: ldb@cs.brown.edu
Message-ID: <LDB.94Nov30105304@cslab1a.cs.brown.edu>
Source record: 14465
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

>>>>> neutron writes:

neutron> 1) The Amiga had an OS (Workbench) which could multi-task from

These Amigas sound way cool. Where can I buy one -- the computer store
here gave me weird looks when I asked about them?

--Laurion

p.s. a programmer's machine. I can see where this is leading:

"Um Bob, your car's engine is in the passanger's seat."
"Why yes, thats for easy access. This is a _mechanic's_ car!"

4918. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 17:08:06 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3bibhm$f23@sefl.satelnet.org>
Source record: 14466
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-2711942013390001@net93.metronet.com>,
David Corn <dcorn@metronet.com> wrote:
>In article <3b8b2g$46r@sefl.satelnet.org>, mentat@sefl.satelnet.org
>(!Productions) wrote:
>
>> In article <dcorn-2611941330180001@net71.metronet.com>,
>> David Corn <dcorn@metronet.com> wrote:
>> >I haven't seen any meeting of requirements. How's the Postscript Level 2
>> >support? More importantly, can it load .PPD files for any type of printer
>> >shipped, so that -any- (Postscript) printer has a specific driver for it
>> >so that the driver takes advantage (and knows about) all of that printer's
>> >specific functions?
>>
>> What's this then? I don't actually have a PS printer, so I don't know
>> about this .PPD business (and .PPD is a purely PC-centric term, anyway.
>> Skip the leading . and you're closer to the mark.) but I can produce
>
>No, it's an ADOBE standard. Commodore needs to implement it.

I'm objecting to calling it a .PPD, rather than just PPD. It's like
calling a GIF a .GIF - minor niggle, but it bugs me. You obviously
didn't read what I said properly. Try again.

>> output on any PS printer. This file should print "Test of PS output..."
>> and draw an oval. It's NOT a bitmap, like several people have been
>> insisting that the Amiga ALWAYS produces, it's a generic PS file.
>
>I haven't said that. PS is nothing new, and it's about time the Amiga got
>it in the OS.

Did you not see the file then? Unless someone has mysteriously replaced
my OS while I wasn't looking then I don't know what your problem is...
It's a PS file, and it was produced by my OS. Where am I confusing you?

>Please include full message quotes in all replies.
>Please send copies of all public replies via electronic mail.

Your mail bounces, and why should I email it anyway? Are you too lazy to
read the newsgroups you post to? My newsreader won't allow me to email
AND post at the same time, and I'm buggered if I'm going out of my way to
save you a bit of effort.

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f ɪ++ !n y+

4919. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 17:14:56 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3bibug$fou@sefl.satelnet.org>
Source record: 14467
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-2711942015140001@net93.metronet.com>,
David Corn <dcorn@metronet.com> wrote:
>In article <3b8b8a$4ml@sefl.satelnet.org>, mentat@sefl.satelnet.org
>(!Productions) wrote:
>
>> >Put a high end postscript printer into 1200 dpi on an Amiga. Can you even
>> >do 600 dpi or 800 dpi?
>>
>> I just posted a resolution-independent PS file to this thread - I suggest
>> you look at it, then retract these statements and make a public apology. :)
>
>Sorry, but a simple PS file being posted doesn't prove the Amiga can take
>advantage of even simple printer features (like 1200 dpi, and so on.)

You really do have a problem reading, don't you. What do you think the
words "resolution independent" mean? Might it have something to do with
the fact that the resolution of the output doesn't depend on the file?
Might this mean that if you have a six squillion DPI printer, then it'll
print it at six squillion DPI? What a curious idea...

>> >-STOCK- output from a Postscript printer at 300 dpi, as of WB3.0
>> >(FINALLY!) isn't a problem. Taking advantage of printer-specific
>> >Postscript output is.
>>
>> That's what drivers are for...
>
>The problem is that they aren't being written anymore (over here).

TFB. (Try FTP sometime.)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4920. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 18:42:22 UTC
From: isis@netcom.com
Message-ID: <isisD03FyM.AMB@netcom.com>
Source record: 14468
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

stevemc@comtch.iea.com (Steve McAndrewsmith) writes:

>Mike Cohen (isis@netcom.com) wrote:
>: Why don't all of you Amiga weenies take your machines and blow them out your
>: a**? We don't want to play with you. This is just between macs & PCs. Go home
>: and play with yourselves and let the grownups here talk about real computers.

>Well, Mike, unlike your crappy platforms, ours MULTITASK! That means we
>can both talk about real computers and play with ourselves, at the same
>time... :-) (take nothing too seriously, pal)

Multi-tasking isn't the only thing in the world. How about SOFTWARE and
HARDWARE support? Why don't you go to your local egghead and buy a copy of
Word 6, WordPerfect, Excel, FoxPro, 4th Dimension, FileMaker Pro, PageMaker,
Borland C++, MetroWerks C++, Lotus 123, or Adobe Illustrator? Not available?
Oh, too bad. You don't need software because your computer multi-tasks.

Why don't you leave your fantasy world and join the real world? Amigas may be
wonderful, but they're a totally irrelevent niche machine that nobody uses for
any real work.
--
Mike Cohen - isis@netcom.com
NewtonMail, eWorld: MikeC / ALink: D6734 / AOL: MikeC20
Home Page: ftp://ftp.netcom.com/pub/is/isis/home.html
PUSH THE BUTTON, FRANK... OR SOMEONE?

4921. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 19:24:57 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <3biji9$2g2@nyx10.cs.du.edu>
Source record: 14470
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

cpb1001@cam.ac.uk (Chris Brown) writes:

>In article <dcorn-2711942013390001@net93.metronet.com>,
>David Corn <dcorn@metronet.com> wrote:
>>
>>I haven't said that. PS is nothing new, and it's about time the Amiga got
>>it in the OS.

>Multitasking is nothing new, and it's about time the Mac got it in the OS.
>Not being able to move the windows whilst launching an application, come
>on, this is the 90's!

Using a fast processor or a notebook computer is nothing new. This is
1994... and it goes on.

4922. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 20:00:31 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bilkv$jh@vixen.cso.uiuc.edu>
Source record: 14471
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

neutron <neutron@metu.edu> writes:
>the cheap and sleazy cooperative idea which Mac bozos think it to be.
>When you are playing a digitized sample on the Mac, moving around
>windows or loading an application will cause the song to be reduced
>to digestive noises; try this on the Amiga and see how the sound chip
>Denisse takes care of all this by itself.

I've never had moving a window cause an interruption in a
sound playing in the background.
>2) Workbench had a CLI which could be called from within the GUI,
>making it a perfect OS, both visually intuitive and functional.

A perfect operating system? Does it have memory protection?
Virtual memory?

>4) Amiga users are serious people who can tell RAM from ROM unlike
>Macintrash idiots who post silly articles to USENET arguing that
>the Amiga is not a real computer.

Uh-huh.
--
Jim Wong (jd-wong@uiuc.edu)

4923. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 20:02:46 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bilp6$vn@vixen.cso.uiuc.edu>
Source record: 14472
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

cpb1001@cam.ac.uk (Chris Brown) writes:

>Multitasking is nothing new, and it's about time the Mac got it in the OS.
>Not being able to move the windows whilst launching an application, come
>on, this is the 90's!

That's funny, because the Mac does have multitasking, and has
had it for years. It might not be the same as the Amiga's,
but that doesn't mean it isn't there.
--
Jim Wong (jd-wong@uiuc.edu)

4924. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 20:37:53 UTC
From: KBellve@Wade1.ab.umd.edu
Message-ID: <3binr1$4dc@umd5.umd.edu>
Source record: 14473
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

MIKE COHEN

In article <isisD03FyM.AMB@netcom.com> isis@netcom.com (Mike Cohen) writes:
> Multi-tasking isn't the only thing in the world. How about SOFTWARE and
> HARDWARE support? Why don't you go to your local egghead and buy a copy of

Egghead is going down the tubes. They are shrinking. First we would have
to find an Egghead store. (a friend was a manager of one and has seen the
company close many stores).

> Word 6, WordPerfect, Excel, FoxPro, 4th Dimension, FileMaker Pro, PageMaker,
> Borland C++, MetroWerks C++, Lotus 123, or Adobe Illustrator? Not available?

I can load and save almost all of those document and EPS formats. Plus
all my programs are registered and paid for. How many of those do you
actually have?

> Oh, too bad. You don't need software because your computer multi-tasks.
>
> Why don't you leave your fantasy world and join the real world? Amigas may be
> wonderful, but they're a totally irrelevent niche machine that nobody uses for
> any real work.

Excuse me but I do real work on my amiga. Should we compare my computer with
yours? Let's shall. 17mb ram, 2048x2048x256color graphics card with a 21
inch IDEX monitor. Another 15inch multisync montior, a 10baseT ethercard
with multiple network daemons running plus the multiple applications running
from PageStream 3.0 to ImagesMaster Professional and Art Department Professional.

My amiga is used for Advanced Scientific Imageprocessing and Analysis. It
is on around the clock for the past year. What is yours do? Any papers published?

> --
> Mike Cohen - isis@netcom.com
> NewtonMail, eWorld: MikeC / ALink: D6734 / AOL: MikeC20
> Home Page: ftp://ftp.netcom.com/pub/is/isis/home.html
> PUSH THE BUTTON, FRANK... OR SOMEONE?

--

Karl Bellve LLLL L L LLLLL LLLL LLLL
University of Maryland at Baltimore L L LL LL L L L L L
Dept. Of Physiology LLLLLL L L L L L L LLLLLL
kbellve@umabnet.ab.umd.edu L L L L L L L LLL L L
kbellve@wade1.ab.umd.edu L L L L L L L L L
Author of MUIEmpire L L L L LLLLL LLLL L L

4925. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 20:49:33 UTC
From: neutron <neutron@metu.edu>
Message-ID: <3biogt$brp@dartvax.dartmouth.edu>
Source record: 14474
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jim Wong writes:

> cpb1001@cam.ac.uk (Chris Brown) writes:
>
> >Multitasking is nothing new, and it's about time the Mac got it in the OS.
> >Not being able to move the windows whilst launching an application, come
> >on, this is the 90's!
>
> That's funny, because the Mac does have multitasking, and has
> had it for years. It might not be the same as the Amiga's,
> but that doesn't mean it isn't there.
> --
> Jim Wong (jd-wong@uiuc.edu)

Yes, and the pentium has a floating point division instruction for
double precision. It may not be the same as the PPC's but that
doesn't mean it is there.

Moral: Read, read, read. Learn about the Amiga before you post.
Learn the difference between cooperative "multi-tasking" and
pre-emptive multi-tasking.

4926. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-11-30 21:33:06 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bir2i$i3q@vixen.cso.uiuc.edu>
Source record: 14475
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

neutron <neutron@metu.edu> writes:

>Moral: Read, read, read. Learn about the Amiga before you post.
>Learn the difference between cooperative "multi-tasking" and
>pre-emptive multi-tasking.

Moral: Take a class. Take several. Learn about operating systems
and scheduling before you post.
--
Jim Wong (jd-wong@uiuc.edu)

4927. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 05:56:13 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3bjoht$m91@sefl.satelnet.org>
Source record: 14479
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bd088$gk4@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>: Even the Sega 32x managed to have Doom out before the Jaguar and it had
>: only been around for a week.
>
> Gavin, I'm shocked. I thought that you of all people would
>forgive a lack of punctuality for better quality. The Jaguar Doom is a
>better version.

A better version of a crap game = still crap.

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

4928. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 08:51:12 UTC
From: dlr@grove.ufl.edu
Message-ID: <3bk2q0$758@cutter.clas.ufl.edu>
Source record: 14478
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
: cpb1001@cam.ac.uk (Chris Brown) writes:

: >Multitasking is nothing new, and it's about time the Mac got it in the OS.
: >Not being able to move the windows whilst launching an application, come
: >on, this is the 90's!

: That's funny, because the Mac does have multitasking, and has
: had it for years. It might not be the same as the Amiga's,
: but that doesn't mean it isn't there.

Oh come on.... The Mac's multi-tasking is garbage. I hate using the Mac
when I need to get something done fast! The cooperative multitasking, or
rather, task switching, that the Mac employs is so good that they boast of
PRE-EMPTIVE MULTITASKING in system 8.0! Gee, isn't that what the Amiga had
in system 1.0? What? System 8 will be out in 1995 or 1996 and version 1.0
of AmigaOS was introduced in 1985? Wow, these Mac machines are really
cutting edge technology!!!! :>

Dan

4929. Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 09:52:34 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3bk6d2$m5k@bmerha64.bnr.ca>
Source record: 14477

Saw a review of Virtua Fighter on the Saturn the other night on the
'Gamesmaster' TV show here on UK TV.

What can I say .. The Jaguar is DEAD.

Atari , you had over a year to consolidate the Jaguar as market
leading technology but now Sega have got their 'next generation' console
out and it makes the Jaguar look _silly_.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4930. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 12:59:47 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3bkhc3$pge@bmerha64.bnr.ca>
Source record: 14481
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

!Productions (mentat@sefl.satelnet.org) wrote:
> In article <3bd088$gk4@nermal.cs.uoguelph.ca>,
> Mark Rathwell <mrathwel@uoguelph.ca> wrote:
> >: Even the Sega 32x managed to have Doom out before the Jaguar and it had
> >: only been around for a week.
> >
> > Gavin, I'm shocked. I thought that you of all people would
> >forgive a lack of punctuality for better quality. The Jaguar Doom is a
> >better version.

> A better version of a crap game = still crap.

Personally, I think DOOM is excellent. And Doom][is even better.
Its good for the Jaguar that its out, but it speaks volumes for Atari
that the Sega 32X version managed to beat it to market.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4931. Atari PC

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 13:00:49 UTC
From: jcrios@reuna.cl
Message-ID: <D04utE.5HG@reuna.cl>
Source record: 14480

I want to know if the 1987's Atari OC was sold in the States or in Europe or was only a project...

Thanks

Juan Carlos

4932. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 14:04:55 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bkl67$8r@infa.central.susx.ac.uk>
Source record: 14482
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: : BUT NO WADS! Be they sound or levels. Having finished Doom, I now use
: : the extra .wads regularly - there's hundreds of them.

: And how would you fit them onto a cartridge? Cartridge games have
: limitations, you know ...

10 Bonus point to the Guelph-bozo : Not bright enough to get into
Waterloo....?

: So don't by a Jag. The point is that people who want to play
: games get more "gaming" power out of buying a Jag.

Debatable...

: : I showed myself....

: You've showed me your lack of intelligence ...

Guelph shows me yours...

Steve

4933. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 14:51:47 UTC
From: adb92tyt@hfb-aes.hfb.se
Message-ID: <ADB92TYT.94Dec1155147@hfb-aes.hfb.se>
Source record: 14489
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bh4jh$l2o@dartvax.dartmouth.edu> neutron <neutron@metu.edu> writes:

Here goes another Macintosh user who has not the slightest idea
about hardware and OS issues. To begin with, Amiga can do true
pre-emptive multi-tasking as opposed to the cheesy cooperative
multi-tasking which the idiots using the Mac think is great.
This actually shows up in printing, when the Mac has to interrupt
a sound process to be able to send 3 letters to the printer.
Check out Final Copy and Professional Page for high-quality
600 dpi post-script output within a few second.

Wow! The amiga makes your PS-printer print faster!
Hurray!

//Thomas

4934. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 15:05:09 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec1.150509.20141@rmece02.upr.clu.edu>
Source record: 14485

In article <94321.113319STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Pete,
|> What are your qualifications to claim that Atari cannot compete in the
|> computer market anymore? Especially since they claim they will once
|> the Jag takes off? Getting nervous now that Apple has to enter the
|> gaming market for money, Peter?

While I don't want to talk on Peter's behalf, let me tell you that
ATARI has said they are OUT of the personal computer market business.
To re-enter it will take far more than doing EXCELLENT with the Jaguar
, something they are not. They must fuel R&D in a Jaguar 2 if they
are thinking about survival. So how long will ATARI be out of the
Personal Computer market? 5 years?

|> -scott tirrell

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4935. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 15:23:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec1.152333.16103@rmece02.upr.clu.edu>
Source record: 14487
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bilp6$vn@vixen.cso.uiuc.edu>, jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
|> cpb1001@cam.ac.uk (Chris Brown) writes:
|>
|> >Multitasking is nothing new, and it's about time the Mac got it in the OS.
|> >Not being able to move the windows whilst launching an application, come
|> >on, this is the 90's!
|>
|> That's funny, because the Mac does have multitasking, and has
|> had it for years. It might not be the same as the Amiga's,

True. Mac multitasking is a joke at best. I still remember
while doing rendering and on ANOTHER application doing a pull down
menu stuff... the system halts rendering. Neat eh?

I wouldn't call that multitasking.
Or let's say: "TRUE MULTITASKING".

|> but that doesn't mean it isn't there.
|> --
|> Jim Wong (jd-wong@uiuc.edu)

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4936. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 15:51:31 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bkre3$irv@whitbeck.ncl.ac.uk>
Source record: 14483

In article <3bhkq6$4ee@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk (Steven Constantine) writes:
>
>Try upgrading the CPU, clock speed, even memory becomes difficult over
>4Mb. The PC is a modular design, component based. simple as that. If you
>want it, you have to plug it in. I like the PC since I can add the
>hardware I need, not pay for the stuff I don't.(not implying that you do.)
>

Not in a falcon, which is the machine we are discussing.

>You and me both. BUT - I reckon you could build a DX2 66 machine for
>alittle over 850 pounds - build your own, components mail order. Took me
>2hrs to build, plug in and go. No problem installing drivers etc for the
>hardware either.

Thats luck - or skill :) , on your part. I know of several people who have not been so lucky in picking addresses to install the drivers into.

>: Hmm.. that wasn't what I wrote.. I meant that the BIOS in a PeeCee is
>: crap! So you agree with me that that is the case then?
>
>Yep.

Yeah, to ride things on top of an OS that doesn't even provide a Malloc() call is the daftest thing I can think of.

>Generallyu, most things that go wrong with a computer can be attributed
>to user error. Concede that at least...

Then you look at where the error's come from and change it. New add-on designs identify themselves to the system & can configure themselves to fit in. Saying it was user error means admits that you have not designed for the human factor properly.

>I have 250Mb of my HDs partioned over to Linux, runs a treat, but I have
>no grumbles with MS - NOT AFTER USING ATARI SOFTWARE FOR SO LONG THAT
>HAS A MIND OF ITS OWN. The familiar bombs - the good old reserved vector
>error and whatever 35bombs meant..??!!

Most OS have trouble with unfortunate crashes. The Atari ones generally occur in exactly the same place each time. The Windows equivalent of a bomb out seems rather random in the way it appears, and is just as destructive - there is still no facility to restore the pre-crash system context.

>: Linux Mutitasks quite well... OS/2 does it too, or so I heard! But what
>: WindoZzzze do, thet is still a mysterie for MANY users!
>
>Linux on a Falcon - hear that laughter in the background...?

What's so funny ? Linux runs quite happily on a falcon, with an X11R6
port running on top of it, just as it also runs on an Amiga (binary
compatible with atari linux).

>Atari have presumably never made any errors with their hardware. That's
>childish of you to jump on the Pentium-downers' bandwagon. Care to point
>out any other problems with the pentium??

Yes - intel has admitted that the latest pentium processors floating
point unit is actually faulty & should not be used.

>: >Sure, music maybe the Falcon's forte, but don't try an pull the wool
>: >over everyones' eyes that the PC can't manipulate music.
>
>: Not as _good_ as a Falcon!
>

esp. under windows - check out Cubase for windows compared to cubase
audio falcon - the timing accuracy just isn't there under Windows.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4937. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 16:40:08 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bku98$hjv@vixen.cso.uiuc.edu>
Source record: 14484
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

dlr@grove.ufl.edu (Daniel L Roberts) writes:
>Oh come on.... The Mac's multi-tasking is garbage. I hate using the Mac
>when I need to get something done fast! The cooperative multitasking, or
>rather, task switching, that the Mac employs is so good that they boast of

You had it right the first time. You can bluster 'til you're blue in the
face, but that won't change reality.
--
Jim Wong (jd-wong@uiuc.edu)

4938. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 18:27:22 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-0112941231510001@148.94.196.167>
Source record: 14502
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bh4jh$l2o@dartvax.dartmouth.edu>, neutron <neutron@metu.edu> wrote:

> Macintrash user named David Corn wrote the following:
>
> >
> > Amiga's printing support is horrifyingly bad. Anyone with a HP500C (or
> > -any- other non-perfect clone of an Epson dot matrix printer) knows all
> > about that. It remains an OS that -nobody- writes drivers for, and it
> > remains an OS that has only the simplest level of support for the modern
> > printer.
> >
>
> Here goes another Macintosh user who has not the slightest idea
> about hardware and OS issues. To begin with, Amiga can do true

Sorry, but I've used an Amiga (first an A500, then an A3000) since the
A500 came out. I'll bet that unless you had an A1000, I've seen and used
Amigas for a longer time than you. I'm very aware of -exactly- what they
can do.

> pre-emptive multi-tasking as opposed to the cheesy cooperative
> multi-tasking which the idiots using the Mac think is great.

It works. It isn't perfect, but it works quite well.

> This actually shows up in printing, when the Mac has to interrupt
> a sound process to be able to send 3 letters to the printer.

It has to do with the limitations of the Localtalk port. Shall I start up
on a tirade about how little you know about the Mac?

> Check out Final Copy and Professional Page for high-quality
> 600 dpi post-script output within a few second.

Through the normal printer.device? What about 800 dpi? 1200 dpi? What
about if your printer supports something that the printer.device and
printer driver (PS driver) doesn't support, which is what the -vast-
majority of printers today do? In other words, unless you've got a
-perfectly- stock PS Level 1 printer, you're not getting the full
potential, when using Amiga drivers. That's a waste.

> Hint: Think about what you will write *before* you post.
> Not about what you had written *after* you get flamed.

Hint: Get a clue. I'm very familiar with exactly how the Amiga works.

--
Opinions expressed above do not necessarily represent the views of my employer in any way, shape or form.

4939. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 18:28:01 UTC
From: ruhl@du.edu
Message-ID: <D059yq.8Go@du.edu>
Source record: 14491
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3biogt$brp@dartvax.dartmouth.edu>,
neutron <neutron@metu.edu> wrote:
>
>Jim Wong writes:
>
>> cpb1001@cam.ac.uk (Chris Brown) writes:
>>
>> >Multitasking is nothing new, and it's about time the Mac got it in the OS.
>> >Not being able to move the windows whilst launching an application, come
>> >on, this is the 90's!
>>
>> That's funny, because the Mac does have multitasking, and has
>> had it for years. It might not be the same as the Amiga's,
>> but that doesn't mean it isn't there.
>> --
>> Jim Wong (jd-wong@uiuc.edu)
>
>Yes, and the pentium has a floating point division instruction for
>double precision. It may not be the same as the PPC's but that
>doesn't mean it is there.

Bad comparison. The Mac form of multitasking is a recognized, albeit
unknown, multitasking method. IMO, it is far better if apps are
written correctly. Pre-emptive can be bad if not done right, just as
co-operative can be bad if not done right.

neutron, I'm puzzled about you. When I try to finger you, I get a
'unknown host: metu.edu'. Are you forging, or should I finger
neutron@dartvax.dartmouth.edu? Also, you should take a logic course
whilst at college. Not digital logic, but the logic used in making
arguments. Your skill at such things leaves much to be desired.

>Moral: Read, read, read. Learn about the Amiga before you post.
>Learn the difference between cooperative "multi-tasking" and
>pre-emptive multi-tasking.

No need for quotes; co-operative multitasking is true multitasking,
just not your favorite method. You seem to have a problem with the
reality of things you do not like. It is not the Macintosh computer,
but the Macintrash graphing calculator. Not co-operative multitasking,
but co-operative 'multitasking' (trans. wants to be but is not). This
is known as the soldier reflex, for soldiers will call their enemies
Krauts, Japs, Ruskies, Commies, Ragheads, anything but humans. A
normal man cannot kill another; you cannot detract from a real

computer, but must instead put down what is already a toy. Either you have no faith in your skills of debate and must detract from that which needs no detracting, or you place computers at the same level as humans, and cannot 'kill' the worth-a-human, but can 'kill' the worthless toy.

--

| Bob Uhl | Spectre |
| U of D | Baron Robert von Raetzin |

4940. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 18:32:39 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <3bl4s7$jrr@booz.bah.com>
Source record: 14486
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
: dlr@grove.ufl.edu (Daniel L Roberts) writes:
: >Oh come on.... The Mac's multi-tasking is garbage. I hate using the Mac
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
: >when I need to get something done fast! The cooperative multitasking, or
: >rather, task switching, that the Mac employs is so good that they boast of

: You had it right the first time. You can bluster 'til you're blue in the
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
: face, but that won't change reality.

B^)

-- Gerald

4941. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 18:36:41 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-0112941241120001@148.94.196.167>
Source record: 14504
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bh5bg$mp2@dartvax.dartmouth.edu>, neutron <neutron@metu.edu> wrote:

> 1) The Amiga had an OS (Workbench) which could multi-task from
> the first version. And this is true pre-emptive multi-tasking, not
> the cheap and sleazy cooperative idea which Mac bozos think it to be.

This is true, although the last line is your opinion, which I will show is
imperfect.

> When you are playing a digitized sample on the Mac, moving around
> windows or loading an application will cause the song to be reduced
> to digestive noises; try this on the Amiga and see how the sound chip
> Denisse takes care of all this by itself.

This isn't true. I can routinely play MODs in the background while doing
many other things. I think you are not familiar with the Macintosh.
-Some- sounds will stop multitasking. Many won't. It depends on what the
application you are using to play the sound is made to do.

> 2) Workbench had a CLI which could be called from within the GUI,
> making it a perfect OS, both visually intuitive and functional.

For some people, it's nice. It also lacks a -lot- of the features of MacOS.
Command lines can easily be added to MacOS; scripting is also on the Mac
as AppleScript, a very elegant and easy to use *RECORDABLE* (on an
OS-level) language. It's also got built in help, so a "dictionary" is
available to tell you how to use all of the AS commands currently
installed. Nice touch.

> 3) The Amiga has always been a programmer's machine, since it is
> very interesting to be programming 4 different chips in addition to
> the the 68k.

And the Mac will let you do this as well, with neat chips like a DSP and a
PowerPC, neither of which the Amiga can really use.

> 4) Amiga users are serious people who can tell RAM from ROM unlike
> Macintrash idiots who post silly articles to USENET arguing that
> the Amiga is not a real computer.

Bear in mind this goes both ways; you apparently are not as familiar with
the Mac as you think.

>
> Mike Cohen: Learn about hard-ware before you post, bozo.
> You are only contributing to the negative image of the Mac
> user as a total idiot.

Likewise with the Amiga, although perhaps not to that extent.

--
Opinions expressed above do not necessarily represent the views of my employer in any way, shape or form.

4942. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 18:43:22 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-0112941247530001@148.94.196.167>
Source record: 14503
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bibhm$f23@sefl.satelnet.org>, mentat@sefl.satelnet.org
(!Productions) wrote:

> >> What's this then? I don't actually have a PS printer, so I don't know
> >> about this .PPD business (and .PPD is a purely PC-centric term, anyway.
> >> Skip the leading . and you're closer to the mark.) but I can produce
> >
> >No, it's an ADOBE standard. Commodore needs to implement it.
>
> I'm objecting to calling it a .PPD, rather than just PPD. It's like
> calling a GIF a .GIF - minor niggle, but it bugs me. You obviously
> didn't read what I said properly. Try again.

Read what I read, and try to keep the niggling to a minimum. Your second
sentance (prior to the open-paren) talks about you not knowing what a PPD
is. My reading is excellent. Check yours.

> >I haven't said that. PS is nothing new, and it's about time the Amiga got
> >it in the OS.
>
> Did you not see the file then? Unless someone has mysteriously replaced
> my OS while I wasn't looking then I don't know what your problem is...
> It's a PS file, and it was produced by my OS. Where am I confusing you?

You aren't. Read what I said - PS is -nothing new- and it's about time
the Amiga got it in the OS. You question my reading skills but I'm forced
to conclude yours need work.

> Your mail bounces, and why should I email it anyway? Are you too lazy to
> read the newsgroups you post to? My newsreader won't allow me to email
> AND post at the same time, and I'm buggered if I'm going out of my way to
> save you a bit of effort.

My mail problems have been taken care of. You might try to find a better
newsreader; NewsWatcher 2.0b20 works wonderfully on the Mac, and lets me
send copies to the newsgroup, the person I'm replying to (you) and myself
with no extra work.

I'm not lazy, but there is a chance I'll miss your reply. I would
appreciate the courtesy of an e-mail reply.

--
Opinions expressed above do not necessarily represent the views of my employer in any way,
shape or form.

4943. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 19:06:06 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bl6qu$96f@nermal.cs.uoguelph.ca>
Source record: 14488
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: A better version of a crap game = still crap.

That's your opinion!

>> Mark <<
```

4944. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 19:11:11 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bl74f$96f@nermal.cs.uoguelph.ca>
Source record: 14490
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: 10 Bonus point to the Guelph-bozo : Not bright enough to get into
: Waterloo....?
: Guelph shows me yours...

I won't waste everyone's bandwidth by responding to this HIGHLY
INTELLIGENT <sarcasm>, WELL INFORMED <more sarcasm>, WIT MASTER
<sarcasm nearing maximum> idiot from Waterloo. To those of you who go to
Waterloo, don't get offended. I have many friends that go there.
Unfortunately, this fool isn't helping the reputation of your school.

>> Mark <<
```

4945. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 20:56:23 UTC
From: lolsen@hsr.no
Message-ID: <3bld9n$sau@marton.hsr.no>
Source record: 14495
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:

: A perfect operating system? Does it have memory protection?

Could you please tell me *why* I should need any memory protection
using the Amiga ?

Cheers...

4946. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 21:06:14 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3blds6$e6q@nermal.cs.uoguelph.ca>
Source record: 14492

: What can I say .. The Jaguar is DEAD.

First, the Saturn isn't going to leave Japan until fall '95 ...
it would interfere with the 32X. Second, Sega has some stake in Atari and
Atari has the rights to some Sega Games. I doubt the Saturn will threaten
the Jag anytime soon. As it is, Sega is shooting themselves in the foot
with the 32X.

>> Mark <<

4947. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 21:25:34 UTC
From: lolsen@hsr.no
Message-ID: <3blf0e$sau@marton.hsr.no>
Source record: 14500
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mike Cohen (isis@netcom.com) wrote:

: Multi-tasking isn't the only thing in the world.

This is true....

: How about SOFTWARE and
: HARDWARE support? Why don't you go to your local egghead and buy a copy of
: Word 6, WordPerfect, Excel, FoxPro, 4th Dimension, FileMaker Pro, PageMaker,
: Borland C++, MetroWerks C++, Lotus 123, or Adobe Illustrator? Not available?

Well, I have several similar programs on the Amiga and I'll
have to say that they are just as - and in some cases even more
effective than their Mac and PC counterparts. I'm still waiting
for an Excel substitute though....

: Why don't you leave your fantasy world and join the real world? Amigas may be
: wonderful, but they're a totally irrelevent niche machine that nobody uses for
: any real work.

Try saying that to Amblin Studios...
After using both Mac's and Amiga's (and PC's) in productive manners
(ie. "real work") for the past 10 years I can only say this :
when it comes to effectivenes - wich essetially is cost/time and/or
vice versa - it's hard to beat the Amiga when you are using the
right programs.

Cheers...

4948. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 21:32:30 UTC
From: lolsen@hsr.no
Message-ID: <3blfde$sau@marton.hsr.no>
Source record: 14501
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mike Cohen (isis@netcom.com) wrote:

: Why don't all of you Amiga weenies take your machines and blow them out your
: a**? We don't want to play with you. This is just between macs & PCs. Go home
: and play with yourselves and let the grownups here talk about real computers.

You sure sound really grownup.....
Cheers...

4949. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 21:51:45 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3blghh$efl@vixen.cso.uiuc.edu>
Source record: 14496
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>I wouldn't call that multitasking.
>Or let's say: "TRUE MULTITASKING".

Then you would be wrong.

--
Jim Wong (jd-wong@uiuc.edu)

4950. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 21:59:16 UTC
From: Steve McAndrewsmith <stevemc@comtch.iea.com>
Message-ID: <Pine.SV4.3.91.941201134939.20099B-100000@comtch>
Source record: 14494
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

On Tue, 29 Nov 1994, David Corn wrote:

> In article <3be6st$q0@krel.iea.com>, stevemc@comtch.iea.com (Steve
> McAndrewsmith) wrote:
>
> > : DIG and enhanced printer drivers are a requirement.
> >
> > Hmm, seems you just proved yourself wrong, there. But gave a great
> > example! While reading your message, I took a peak at the AmiNet CD-ROM,
> > and voila! _TWO_ HP 500C print drivers. Take your pick...
>
> They're both horrible. The DJ Labs (?) version is the best to get.

How could one be better then another? Speed? Support?

> > Face it, the Amiga has wonderful printer-independant support. That's the
>
> I strongly disagree.

Well, I've been in the position of having to devise a printer-independant
graphics display, so my perspective is undoubtedly different from yours.
I consider good support, if you can have both simple text and bitmapped
graphics, dumped to any printer which has a corresponding driver
installed. This would be a bare minimum, and at about the level of
Windows. The Amiga also has options for text, stuff like line spacing,
font size, etc. For graphics, I has auto-dithering and (I believe) color
correction. From the users point of view, you don't have to worry about
anything but installing the drivers. You print to that driver, it does
the rest. Regardless of resolution, page size, or pixel depth. The only
thing Windows has the the Amiga does not is the Print Manager, but this
only occasionaly useful.

> > only thing I can say about Windows is that it's nearly as good as the
> > Amiga when it comes to plug-and-chug print drivers. Amiga still comes
> > out on top with the Prefs, though (Graphics, Text, PostScript, ad infinitum).
> >
>
> Hardly. What if you've a PS printer that has PS level 2? Can you take
> advantage of it in Preferences:Printer? No? What about any of the other
> special features most modern printers have that Prefs:Printers has no
> support for? Seriously, the printer support is -bad-. There's more to it
> than having a simple driver that will spit basic data in a basic
> arrangement onto a basic page.

Like what? What exactly does PS level 2 require to be used. Although I admit I've had no personal experience with it, I believe the Amiga printer drivers will support pages up to 64kx64k in 24-bit. What more could you want? It's up to the print driver to use any special features the printer has to accomplish this, but In the end (with the exception of PS, that's all you need.)

-Rocinante
-"Wheeling through the galaxy..."

4951. Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 22:07:42 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3blhfe$kr4@paul.rutgers.edu>
Source record: 14505

I just looked at r.g.v.atari and r.g.v.advocacy, and from what I saw there it looks like the Jag is dead. Fewer than ten games out for it buy Christmas! The handful of games that are available don't meet anyone's expectations! Low sales at stores (not surprising considering the size of the Jag game library)! Lack of interest on the part of developers (the classic chicken-and-egg paradox)! A depressed user-based! Frequent delays by Atari!

This is NOT GOOD folks!

Especially since Atari was depending on the Jag to pull it out of the deep hole its fallen into the past 10 years.

And how is Atari going to make a comeback in the computer market against the likes of Microsoft, Apple, and IBM with a machine whose development is funded by Jaguar "profits" when the Jag itself is LOSING MONEY!!

I hope Atari has a rabbit up its sleave because otherwise it's all over; Atari will go the way of Commodore and Sinflop will have a big field day over it. Of course, without Atari to pick on Mr. Flop will lose is only reason to exist and will proabably promptly commit suicide in a fit of depression; but that's a different story. The story here is that Atari is in BIG TROUBLE and will have to act quickly in order to get out of it.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4952. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 22:09:19 UTC
From: rsrodger@Glue.umd.edu
Message-ID: <3blhif$7up@convolution.eng.umd.edu>
Source record: 14493
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bld9n$sau@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
>Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
>: A perfect operating system? Does it have memory protection?
>
> Could you please tell me *why* I should need any memory protection
> using the Amiga ?

Note that this point, which is often posed by Amiga users, is just as idiotic as "Who really needs pre-emptive multitasking?" But Amiga users choose memory protection instead of multitasking because they happen to have the latter. In reality, they're no different than Mac users -- both groups deny, deny, deny.

--
"IBM's install program is just fine." [and later:] "I will say it again: The install program is fine. But OS/2 just won't run on some pieces of hardware."
-Steve Withers, IBM employee, explaining the problems that even faithful OS/2 users are having installing OS/2 3.0,

4953. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 23:28:35 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3blm73$bmk@darkstar.UCSC.EDU>
Source record: 14497
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

If you're upset about the banding on Doom, play jag Doom. It's not there,
so Ihear... 65,000 colors can make a difference.

~Chris

p.s. the rest of your argument was nonsense to my ears. Doom is a great game.
--

4954. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 23:29:37 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3blm91$bmt@darkstar.UCSC.EDU>
Source record: 14498
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3bjoht$m91@sefl.satelnet.org> mentat@sefl.satelnet.org (!Productions) writes:

>A better version of a crap game = still crap.

Good thing Doom is a wonderful game!

~Chris
>--
> !Productions 1994

>GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
>M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

4955. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-01 23:31:46 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3blmd2$bo1@darkstar.UCSC.EDU>
Source record: 14499

In <3bk6d2$m5k@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:

> Saw a review of Virtua Fighter on the Saturn the other night on the
>'Gamesmaster' TV show here on UK TV.

> What can I say .. The Jaguar is DEAD.

> Atari , you had over a year to consolidate the Jaguar as market
>leading technology but now Sega have got their 'next generation' console
>out and it makes the Jaguar look _silly_.

Gavan, I'm shocked. You used to be intelligent. Guess you caught Petey's
Disease. Sigh. Sinclap claims another victim.

~Chris
>gavan

>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

4956. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 00:08:34 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bloi2$5ov@vixen.cso.uiuc.edu>
Source record: 14506
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

lolsen@hsr.no (Lasse Olsen) writes:

>Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:

>: A perfect operating system? Does it have memory protection?

> Could you please tell me *why* I should need any memory protection
> using the Amiga ?

For the same reason you should want preemptive multitasking, networking
support, or a good device driver model in an operating system: it's
a feature that makes a computer more useful and robust, even if it does
so in ways that are not visible to the average user.
--
Jim Wong (jd-wong@uiuc.edu)

4957. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 01:05:24 UTC
From: sinclair@ins.infonet.net
Message-ID: <3blrsk$n0p@insosf1.infonet.net>
Source record: 14507

In article <3blds6$e6q@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
>: What can I say .. The Jaguar is DEAD.
>
> First, the Saturn isn't going to leave Japan until fall '95 ...
>it would interfere with the 32X. Second, Sega has some stake in Atari and
>Atari has the rights to some Sega Games. I doubt the Saturn will threaten
>the Jag anytime soon. As it is, Sega is shooting themselves in the foot
>with the 32X.

What makes you Think Sega is shooting themselves in the foot. I have seen more 32 x and 0 Jagflops in stores. The Jagflop is a market failure. The rest of the world knows that..Do you?

>
>
> >> Mark <<
>

-peter

4958. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 01:08:37 UTC
From: sinclair@ins.infonet.net
Message-ID: <3bls2l$n0p@insosf1.infonet.net>
Source record: 14508

In article <3blmd2$bo1@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3bk6d2$m5k@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:
>
>
>> Saw a review of Virtua Fighter on the Saturn the other night on the
>>'Gamesmaster' TV show here on UK TV.
>
>> What can I say .. The Jaguar is DEAD.
>
>> Atari , you had over a year to consolidate the Jaguar as market
>>leading technology but now Sega have got their 'next generation' console
>>out and it makes the Jaguar look _silly_.
>
>Gavan, I'm shocked. You used to be intelligent. Guess you caught Petey's
>Disease. Sigh. Sinclap claims another victim.

Any console maker can beat the Jagflop and Atari. Look at the Lynx and 7800.
>
Depite my disagreements with Gavan, he is no lemon like you. By the way how is Santa Cruz these days?

> ~Chris
>>gavan
>
>>--
>>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

4959. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 02:04:01 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3blvah$ni9@nermal.cs.uoguelph.ca>
Source record: 14511

: I just looked at r.g.v.atari and r.g.v.advocacy, and from what
: I saw there it looks like the Jag is dead. Fewer than ten games
: out for it buy Christmas! The handful of games that are available
: don't meet anyone's expectations! Low sales at stores (not
: surprising considering the size of the Jag game library)! Lack
: of interest on the part of developers (the classic chicken-and-
: egg paradox)! A depressed user-based! Frequent delays by Atari!

Jag Games currently available:

1. Cybermorph
2. Dino Dudes
3. Trevur McFurr
4. Aliens Vs. Predator
5. Tempest 2000
6. Raiden
7. Wolfenstein 3-D
8. Dragon
9. Brutal Sports Football
10. Doom

That's ten right there! Expected before Christmas:

1. Kanasumi Ninja
2. Club Drive
3. Iron Soldier
4. Syndicate
5. Sensible Soccer
6. Cannon Fodder
7. Skiing
8. Bubsy
9. Zool 2

+ quite a few more that I can't remember offhand. The flow of games is
continuing into the next year as more 3rd parties complete their games.

Jags are selling briskly, Atari is advertising, and many 3rd party
developers are nearing completion of their games. While Atari could be in
a better situation, it's not as bad as you think.

: And how is Atari going to make a comeback in the computer market
: against the likes of Microsoft, Apple, and IBM with a machine
: whose development is funded by Jaguar "profits" when the Jag
: itself is LOSING MONEY!!

The Jag losses have gotten smaller and smaller by the quarter.
This quarter, Atari will likely turn a profit ... it is Christmas, you

know!

: I hope Atari has a rabbit up its sleave because otherwise it's all
: over;

A few rabbits:

- The cross-liscencing deal with Sega
- Primal Rage
- Williams Electronics can make Mortal Combat for the Jag in 1995
- The Jag network goes up
- The CD gets released, as do many CD games being developed by
3rd party developers that Atari's been waiting on to complete titles.
- The Jag VR helmet comes out.
- Fight For Your Life is released
- Atari introduces some new surprises at Winter CES 1995!
- Ultra Vortex & Rayman are released.

Atari will go the way of Commodore and Sinflop will have a
: big field day over it. Of course, without Atari to pick on Mr.
: Flop will lose is only reason to exist and will proabably promptly
: commit suicide in a fit of depression;

Ahh ... we can only hope!

Read the posts a little more carefully next time. If you looked
carefully, you'd see that things aren't as bleak as you think.

>> Mark <<

4960. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 02:19:18 UTC
From: pvo@bga.com
Message-ID: <pvo-0112942119180001@slip137.bga.com>
Source record: 14509
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bk2q0$758@cutter.clas.ufl.edu>, dlr@grove.ufl.edu (Daniel L Roberts) wrote:

> Oh come on.... The Mac's multi-tasking is garbage. I hate using the Mac
> when I need to get something done fast! The cooperative multitasking, or
> rather, task switching, that the Mac employs is so good that they boast of
> PRE-EMPTIVE MULTITASKING in system 8.0! Gee, isn't that what the Amiga had
> in system 1.0? What? System 8 will be out in 1995 or 1996 and version 1.0
> of AmigaOS was introduced in 1985? Wow, these Mac machines are really
> cutting edge technology!!!! :>
>
> Dan

I have been following this haggle-marathon for a while now, and I have to profess that I don't understand what the brou-ha-ha is all about- as I understand it, the organization that has been manufacturing the Amiga (with the exception of a few small groups) has gone bust. I think this brings the development and production of new machines to an end, so why aren't the Amiga fans arguing about what new platform to move to instead of whining about the Macintosh (which is selling OK in the face of the Intel-Micro$oft onslaught). Why not buy a cheap Pentium(tm) machine, and get something new to carp about, eh? Then you can port all this Amiga stuff over to comp.sys.intel, and bore them with how great the Amiga was.....

Carpe per diem!

Peter

--
I hate a fellow whom pride, or cowardice, or laziness drives into a corner, and who does nothing when he is there but sit and growl; let him come out as I do, and bark!

Samuel Johnson, 1709-1784

4961. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 02:33:35 UTC
From: atariman@athena.mit.edu
Message-ID: <3bm11v$8an@senator-bedfellow.MIT.EDU>
Source record: 14510

In article <3blhfe$kr4@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
|> I just looked at r.g.v.atari and r.g.v.advocacy, and from what
|> I saw there it looks like the Jag is dead.

Huh? How did you see this?

|>Fewer than ten games out for it buy Christmas!

There are 10 games available for it right now. Expect to see more before X-mas.
I guarantee there will be at least 2 more, but I expect 5 to 8, and more are
possible.

|> The handful of games that are available
|> don't meet anyone's expectations!

Jaguar games have been recieving very good reviews on the average.
- Cybermorph is a tad unimpressive, but not bad
- Trevor Mcfur sucks (It was just a graphics demo for the Jag,
but was impressive enough that they decided to release the system early),
- Dino Dudes is a puzzle/Lemmings game - 'nuff said
- Raiden is a terrific port of the arcade game
- Tempest 2000 is the best game to come along for any system in quite some time
- Wolfenstein 3D is a very good translation
- Aliens vs. Predator is a smash
- DOOM is as good as the PC version, and in some ways better
- Brutal Sports Football is fun, but unimpressive. Done by a bad developer
- Dragon is unspectacular, but not a bad game. Just average.

|> Low sales at stores (not surprising considering the size of the Jag game
|> library)!

Sales have been doing reasonably well, thank you. Outselling 3DO in the U.S.

|> Lack of interest on the part of developers (the classic chicken-and-
|> egg paradox)!

Actually, there is quite a bit of interest from developers. More signing on
by the day.

|> A depressed user-based! Frequent delays by Atari!

Just a bit peeved that the games are taking so long, but I think you'll find
that the majority of Jaguar owners are quite happy with their purchases.

|> And how is Atari going to make a comeback in the computer market
|> against the likes of Microsoft, Apple, and IBM with a machine
|> whose development is funded by Jaguar "profits" when the Jag
|> itself is LOSING MONEY!!

Actually, Atari could turn a small profit this quarter (on the range of 3 cents a share)

|> I hope Atari has a rabbit up its sleave because otherwise it's all
|> over;

They do :)

|> Atari will go the way of Commodore and Sinflop will have a
|> big field day over it. Of course, without Atari to pick on Mr.
|> Flop will lose is only reason to exist and will proabably promptly
|> commit suicide in a fit of depression; but that's a different
|> story. The story here is that Atari is in BIG TROUBLE and will
|> have to act quickly in order to get out of it.
|>

Well, you're right about that. Atari has a chance to make it big right now. Public support of the Jaguar is growing - media has been giving it good reviews (see recent Washington Post, today's Good Morning America, etc). However, if Atari does not get the software out, they will not be tremendously successful. This is not to say Atari will die; they will fill a small niche market, but will not take over the video gaming world. They can gain a large share of the market if they do things right. They have several sure to be smash games on the way in the next month or so (Iron Soldier and Fight For Life, along with the third party Rayman, and others), and more games coming out before X-mas (Checkered Flag, Club Drive, Sensible Soccer, Val d'Isere Skiing and Snowboarding, Syndicate, Theme Park,... they've been on the production line for a while now). The next few months will be crucial for Atari. They can either become a big power in the industry, or just one of the smaller players (like 3DO is facing, and Nintendo may become if they aren't really careful). Atari won't die any time in the near future.

You must have been reading too much of Sincrap's stuff (and BTW Sincrap, I like Apple). :)

Shane Shaffer atariman@athena.mit.edu

Carts: 2600 299; 5200 47; 7800 37; ADAM 20;APF 8; Colecovision 17; Fairchild 9 Intv. 12; Odyssey2 6; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3; ADAM 2; Colecovision 2;Intellivision 1; Pong type 4; Pinball machines 1
AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!

4962. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 03:42:30 UTC
From: sinclair@ins.infonet.net
Message-ID: <3bm536$934@insosf1.infonet.net>
Source record: 14512

In article <3blhfe$kr4@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>I just looked at r.g.v.atari and r.g.v.advocacy, and from what
>I saw there it looks like the Jag is dead. Fewer than ten games
>out for it buy Christmas! The handful of games that are available
>don't meet anyone's expectations! Low sales at stores (not
>surprising considering the size of the Jag game library)! Lack
>of interest on the part of developers (the classic chicken-and-
>egg paradox)! A depressed user-based! Frequent delays by Atari!
>
>This is NOT GOOD folks!

No kidding. The first intelligent thing you have said. I know I have been
right all along. I saw it sooner like years ago...
>
>Especially since Atari was depending on the Jag to pull it out of
>the deep hole its fallen into the past 10 years.

It ain't gonna happem sports fan. The reason is that Atari is run by
incompetent family that just doesn't get it...
>
>And how is Atari going to make a comeback in the computer market
>against the likes of Microsoft, Apple, and IBM with a machine
>whose development is funded by Jaguar "profits" when the Jag
>itself is LOSING MONEY!!
>
Will never happen..

>I hope Atari has a rabbit up its sleave because otherwise it's all
>over; Atari will go the way of Commodore and Sinflop will have a
>big field day over it. Of course, without Atari to pick on Mr.
>Flop will lose is only reason to exist and will proabably promptly
>commit suicide in a fit of depression; but that's a different
>story. The story here is that Atari is in BIG TROUBLE and will
>have to act quickly in order to get out of it.
>

Atari will gp> out of business eventualy when the cash dries up. Atari is
like the energiser bunny. Keeps on going ans going. If companies like Sega
keep on giving money than Atari will continue to be a bottomless pit..

>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*
>

>

-Peter
-LC520 with Cdrom, can't beet it..

4963. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 04:59:51 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3bm9k7$j8i@pepper.rutgers.edu>
Source record: 14513

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>In <3bk6d2$m5k@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:

>> Saw a review of Virtua Fighter on the Saturn the other night on the
>>'Gamesmaster' TV show here on UK TV.

>> What can I say .. The Jaguar is DEAD.

>> Atari , you had over a year to consolidate the Jaguar as market
>>leading technology but now Sega have got their 'next generation' console
>>out and it makes the Jaguar look _silly_.

>Gavan, I'm shocked. You used to be intelligent. Guess you caught Petey's
>Disease. Sigh. Sinclap claims another victim.

> ~Chris
>>gavan

Unfortunately, he's probably right. Have you read r.g.v.atari and
r.g.v.advocacy lately? They're full of forcasts of doom and gloom for
the Jag, and not all of them are eminating from Iowa. Let's face it.
It's over.

As for Gavan having Sinclapitis, how could that be when his posts are well
edited and grammatically correct.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

PS: Think of it this way. Sinclap will have a very boring life without
Atari to pick on.

4964. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 05:46:38 UTC
From: abergman@minerva.cis.yale.edu
Message-ID: <3bmcbu$mao@news.ycc.yale.edu>
Source record: 14514
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: If you're upset about the banding on Doom, play jag Doom. It's not there,
: so Ihear... 65,000 colors can make a difference.

65000 colors?!?

How?

Besides, Marathon on the Mac gets 32768, which is what the Jaguar gets would be my guess. (16 bit = 15 bit)

Aaron

: ~Chris

4965. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 07:06:51 UTC
From: kirchh@cc.umanitoba.ca
Message-ID: <3bmh2b$e32@canopus.cc.umanitoba.ca>
Source record: 14515
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-0112941241120001@148.94.196.167> dcorn@metronet.com (David Corn) writes:
>This isn't true. I can routinely play MODs in the background while doing
>many other things.

Since people have felt the need to write at least half a dozen PD
programs to "play sound in the background" on Macs, I assume this isn't
default behaviour. Also, the system beep seems to definitely stop the
machine; or so it seemed when I got the bright idea of sampling CDs for
whimsical warning beeps -- even a three-second sound drives you batty
with program lockups. The longest that seemed tolerable was a simple
"Yee-how!" from Bjork :)

--
Evan Kirchhoff, kirchh@cc.umanitoba.ca

4966. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 08:27:35 UTC
From: dhurter@world.std.com
Message-ID: <dhurter-0212940027350001@flipper.sirius.com>
Source record: 14518
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bh5bg$mp2@dartvax.dartmouth.edu>, neutron <neutron@metu.edu> wrote:

> 1) The Amiga had an OS (Workbench) which could multi-task from
> the first version. And this is true pre-emptive multi-tasking, not
> the cheap and sleazy cooperative idea which Mac bozos think it to be.
> When you are playing a digitized sample on the Mac, moving around
> windows or loading an application will cause the song to be reduced
> to digestive noises; try this on the Amiga and see how the sound chip
> Denisse takes care of all this by itself.

Oh, yawn. NeXT machines, which have _memory protected_ pre-emptive multi-tasking (among other OS features which Mac, PC, and Amiga users would love to brag about) also used DSP chips to handle their audio back in 1988. Stereo CD-quality sound back when Multi-Media was just starting to buzz.

> 2) Workbench had a CLI which could be called from within the GUI,
> making it a perfect OS, both visually intuitive and functional.

Yawn again. Most OS's are still stealing NS's GUI features, and its GUI/CLI interfaces are very well integrated.

> 3) The Amiga has always been a programmer's machine, since it is
> very interesting to be programming 4 different chips in addition to
> the the 68k.

I won't even comment on this one.

> 4) Amiga users are serious people who can tell RAM from ROM unlike
> Macintrash idiots who post silly articles to USENET arguing that
> the Amiga is not a real computer.

Which is why Amiga users are still suffering from an identity crisis and have to state things like 'Amiga users are serious people...' and '...arguing that the Amiga is not a real computer'?

> I cannot stand it when some blithering idiot, especially one who
> is stupid enough to use a Mac criticizes the Amiga.

Many people use multiple OS's daily and learn to live with each one's idiosynchracies, and put up with each platform's manic advocates. I have nothing against Amiga computers, and admire some of their pioneering features. Why does it seem that Amiga _advocates_, however, usually come across as insecure fanatics who boast about tiny features as if they are the most important things in the world, and resort to juvenile name calling and penis comparisons when in fact they are simply talking about

computers for god's sake?

4967. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 09:13:15 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3bmofb$9ou@bmerha64.bnr.ca>
Source record: 14520

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

> In <3bk6d2$m5k@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:

> > Saw a review of Virtua Fighter on the Saturn the other night on the
> >'Gamesmaster' TV show here on UK TV.

> > What can I say .. The Jaguar is DEAD.

> > Atari , you had over a year to consolidate the Jaguar as market
> >leading technology but now Sega have got their 'next generation' console
> >out and it makes the Jaguar look _silly_.

> Gavan, I'm shocked. You used to be intelligent. Guess you caught Petey's
> Disease. Sigh. Sinclap claims another victim.

Sorry, but I stand by my post. Right now, the Saturn isn't scheduled to
leave Japan until next year but if Sega see their market falling in
the US and Europe, they WILL start shipping outside Japan. Nintendo
did that with the SNES here - they brought it in a year early since the
Sega Megadrive was butchering the NES.

The point is that the Saturn _exists_. It works, it does everything
they said it would and it already has some stonking games. The Jaguar
although potentially good has been out for over a year and theres not
a lot of software for it. What there is is largely unimpressive apart
from maybe Doom and Aliens vs Predator (which hasn't really lived up
to the pre-release hype).

The same program also showed a preview of the Sony PSX due out within
the week. WOW! That machine makes the _Saturn_ look silly! The video
of the games looked frankly unbelievable yet by all accounts it does
exist and will cost (when released in the UK) only slightly more than
a Jaguar does right now.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4968. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 09:17:21 UTC
From: thwang@expert.cc.purdue.edu
Message-ID: <3bmon1$hic@expert.cc.purdue.edu>
Source record: 14519
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <pvo-01129421191800001@slip137.bga.com>,
Peter Van Overen <pvo@bga.com> wrote:
>In article <3bk2q0$758@cutter.clas.ufl.edu>, dlr@grove.ufl.edu (Daniel L
>Roberts) wrote:
>Intel-Micro$oft onslaught). Why not buy a cheap Pentium(tm) machine, and
>get something new to carp about, eh? Then you can port all this Amiga

NOt pentium because of the BUG. I was going to buy a multi processor
Pentium... Well, guess what, after the descovery of the BUG, I decided
to get myself a DEC AXP running WinNT. I personally do own the Amiga\
(VT4000 and LW3.5), and I will agree that WB3.0 is an excellent operating
system and support is still strong, but at the same time I would
definitely not put much $$ into it unless CEI or C= UK buys them and
performed a miracle.

-TKH '94

4969. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 09:22:21 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3bmp0d$9ou@bmerha64.bnr.ca>
Source record: 14522

Shane D Shaffer (atariman@athena.mit.edu) wrote:

> |> The handful of games that are available
> |> don't meet anyone's expectations!

> Jaguar games have been recieving very good reviews on the average.
> - Cybermorph is a tad unimpressive, but not bad

Its not bad.

> - Trevor Mcfur sucks (It was just a graphics demo for the Jag,

EVERYONE has panned this game.

> - Dino Dudes is a puzzle/Lemmings game - 'nuff said

Very average - was out on the Amiga _years_ ago.

> - Raiden is a terrific port of the arcade game

But its just a port of a very old arcade game.

> - Tempest 2000 is the best game to come along for any system in quite some time

Another port of an old game. Very good, but unlikely to fire the public
imagination.

> - Wolfenstein 3D is a very good translation

Wolf3d is old news, especially with DOOM out.

> - Aliens vs. Predator is a smash

Nice, but not nearly as good as people were hoping. It is very slow
and was also months late.

> - DOOM is as good as the PC version, and in some ways better

Not as good as the PC version, but the best console version to date.
Suffers from the limitations of the console format. Was beaten to
the shops by 32X Doom - a game for a machine that had only been out
for ONE WEEK.

> - Brutal Sports Football is fun, but unimpressive. Done by a bad developer

BSF was a fun but average game. Its sad that the Jaguar is so starved
of software that people were making a big deal out of this game.

> - Dragon is unspectacular, but not a bad game. Just average.

Yep, its not that great on ANY format.

>
> |> A depressed user-based! Frequent delays by Atari!

> Just a bit peeved that the games are taking so long, but I think you'll find
> that the majority of Jaguar owners are quite happy with their purchases.

No! Only the Atari advocates who bought Jags. The general gamesplaying
public aren't impressed. They will go for the Saturn or PSX or even
(gasp!) the 32X in the meantime.

>
> |> I hope Atari has a rabbit up its sleave because otherwise it's all
> |> over;

> They do :)

Only the Sega patent cash gives them ANY hope of survival.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4970. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 09:51:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec2.095144.20906@rmece02.upr.clu.edu>
Source record: 14516
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <isisCzw2nI.1Ev@netcom.com>, isis@netcom.com (Mike Cohen) writes:
|> pvdh@motship.xs4all.nl (Paul van der Heu) writes:

[stuff deleted]

|> Why don't all of you Amiga weenies take your machines and blow them out your
|> a**? We don't want to play with you. This is just between macs & PCs. Go home
|> and play with yourselves and let the grownups here talk about real computers.
^^^^^^^^

You are not surely showing you are a grownup by insulting.
But then, you like being ignorant about other machines, right?

|> Mike Cohen - isis@netcom.com
|> NewtonMail, eWorld: MikeC / ALink: D6734 / AOL: MikeC20
|> Home Page: ftp://ftp.netcom.com/pub/is/isis/home.html
|> PUSH THE BUTTON, FRANK... OR SOMEONE?

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4971. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 09:54:08 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec2.095408.19448@rmece02.upr.clu.edu>
Source record: 14517
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3blhif$7up@convolution.eng.umd.edu>, rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:
|> In article <3bld9n$sau@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
|> >Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
|> >: A perfect operating system? Does it have memory protection?
|> >
|> > Could you please tell me *why* I should need any memory protection
|> > using the Amiga ?
|>
|> Note that this point, which is often posed by Amiga users, is just as idiotic
|> as "Who really needs pre-emptive multitasking?" But Amiga users choose
|> memory protection instead of multitasking because they happen to have the
|> latter. In reality, they're no different than Mac users -- both groups
|> deny, deny, deny.

Nope, not actually. I would like to have memory protection on the
system. I think multitasking deserves a better priority, because
usually when you really benefit from benefit protection is when
you are multitasking :-)

Don't stereotype users.

|>
|> --
|> "IBM's install program is just fine." [and later:] "I will say it again: The
|> install program is fine. But OS/2 just won't run on some pieces of hardware."
|> -Steve Withers, IBM employee, explaining the problems that
|> even faithful OS/2 users are having installing OS/2 3.0,

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4972. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 11:11:22 UTC
From: neutron <neutron@metu.edu>
Message-ID: <3bmvcq$cnt@dartvax.dartmouth.edu>
Source record: 14521
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mac-bozo dcorn@metronet.com (David Corn) wrote:
>
> In article <3bh4jh$l2o@dartvax.dartmouth.edu>, neutron <neutron@metu.edu> wrote:
>
> > Macintrash user named David Corn wrote the following:
> >
> > >
> > > Amiga's printing support is horrifyingly bad. Anyone with a HP500C (or
> > > -any- other non-perfect clone of an Epson dot matrix printer) knows all
> > > about that. It remains an OS that -nobody- writes drivers for, and it
> > > remains an OS that has only the simplest level of support for the modern
> > > printer.
> > >
> >
> > Here goes another Macintosh user who has not the slightest idea
> > about hardware and OS issues. To begin with, Amiga can do true
>
> Sorry, but I've used an Amiga (first an A500, then an A3000) since the
> A500 came out. I'll bet that unless you had an A1000, I've seen and used
> Amigas for a longer time than you. I'm very aware of -exactly- what they
> can do.
>

OK, let's see. I bought my A500 7 years ago, I programmed and worked
on that environment since then. It has always been a good way to
work when away from UNIX, without having to make a fool of myself using
a Macintrash.
Sorry bozo, you hit a hard one this time.

> > pre-emptive multi-tasking as opposed to the cheesy cooperative
> > multi-tasking which the idiots using the Mac think is great.
>
> It works. It isn't perfect, but it works quite well.
>

So does the FDIV instruction in the Pentium FPU.
Time to face it bozo: Your "system" (don't forget quotes here)
cannot multi-task unless the individual applications agree to do so.
It is very easy to interrupt processes by doing simple things
such as opening the pull-down menus. As for applications like
Sound Tracker that try to overcome the problem by setting up the
interrupt level very high, they run into a nice mess when a higher
priority interrupt (such as network, TPC/IP connection) is
invoked.

> > This actually shows up in printing, when the Mac has to interrupt
> > a sound process to be able to send 3 letters to the printer.
>
> It has to do with the limitations of the Localtalk port. Shall I start up
> on a tirade about how little you know about the Mac?
>

I am typing this from a Quadra 605 bozo. Sometimes I have to use
a Macintrash out of necessity, although to avoid puking, I
always telnet to the nearest UNIX server and run ULTRIX via
a terminal emulation.

>
> Through the normal printer.device? What about 800 dpi? 1200 dpi? What
> about if your printer supports something that the printer.device and
> printer driver (PS driver) doesn't support, which is what the -vast-
> majority of printers today do? In other words, unless you've got a
> -perfectly- stock PS Level 1 printer, you're not getting the full
> potential, when using Amiga drivers. That's a waste.
>

Yes, ofcourse throught the normal printer.device bozo, what else
could it be? You only need to get the appropriate printer drivers,
and trust me, they are abundant out there. Printer drivers are
hardware-specific bozo: they are written for a particular printer.
So if they are written well, they will obviously support that
particular set of extra capabilities the printer offers.

Nice try bozo. Try again.

4973. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 13:48:21 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec2.134821.30803@rmece02.upr.clu.edu>
Source record: 14523
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bant0$csc@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
|> : NOBODY WANTS Atari. Nobody. Apple is having a record profit year, BTW.
|> : How's Atari doing comparatively? I hear those 6 Jaguar carts are
|> : selling well.
|>
|> Ahem ... ten carts with more on the way. Wolf 3-D and AvP are
|> both selling extremely well.
|>
|> >> Mark <<
|>

Ten carts with only about 4 good games (AvsP, DOOM, Wolf, Tempest).

And that's in one year. I believe more titles when I see them, but
it might have a chance.

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

4974. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 14:22:10 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <3bnaii$afv@nyx10.cs.du.edu>
Source record: 14524
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

kirchh@cc.umanitoba.ca (Evan Kirchhoff) writes:

>In article <dcorn-0112941241120001@148.94.196.167> dcorn@metronet.com (David Corn)
writes:

>Since people have felt the need to write at least half a dozen PD
>programs to "play sound in the background" on Macs, I assume this isn't
>default behaviour. Also, the system beep seems to definitely stop the

What do you mean by default behavior? When you call the routine to play
sound on the Mac, you set one of the parameters to tell the OS to either
play synchronously(sp) (where it doesn't give up the cpu until the sound is
finish playing) or async (where it does give up the cpu).

4975. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 14:55:44 UTC
From: fbaker@nyx.cs.du.edu
Message-ID: <3bnchg$qti@nyx.cs.du.edu>
Source record: 14525
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bl74f$96f@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>
>: 10 Bonus point to the Guelph-bozo : Not bright enough to get into
>: Waterloo....?
>: Guelph shows me yours...
>
> I won't waste everyone's bandwidth by responding to this HIGHLY
>INTELLIGENT <sarcasm>, WELL INFORMED <more sarcasm>, WIT MASTER
><sarcasm nearing maximum> idiot from Waterloo. To those of you who go to
>Waterloo, don't get offended. I have many friends that go there.
>Unfortunately, this fool isn't helping the reputation of your school.

No worries. As Neuter's apologist, he's as much if not more so
inconsequential.

>
> >> Mark <<
>

Fred
fbaker@nyx.cs.du.edu

4976. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 15:48:25 UTC
From: rhode@ee.rochester.edu
Message-ID: <3bnfk9$nlg@bilbo.ceas.rochester.edu>
Source record: 14526
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Dec1.152333.16103@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> Or let's say: "TRUE MULTITASKING".

Let's not. Either it multitasks or it doesn't. I can play a game while simultaneously unstuffing a file, printing a document, and doing a 57kbps FTP over AppleTalk. Therefore, the Mac multitasks. QED.

If you want to argue the shades of gray concerning how well it multitasks, then let's not use misleading, emotionally charged terms. Let's say: "PREEMPTIVE MULTITASKING" and "COOPERATIVE MULTITASKING".

- Bob

p.s. Hello to everyone in comp.sys.atari.advocacy! My ST is still in service as Dad's dedicated games machine.

4977. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 15:50:18 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELCPCEUV1UP@cabal.sh.sub.de>
Source record: 14389
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <Alex_Baker.2f37@sacbbx.com> Alex Baker wrote :

>First you'd have to find someone remotely interested in the OS or in merging.

Apple pays for the port of MagiC to the Mac 680x0 machines. MagiC is an
Atari compatible OS. No interest here, I guess.

>Even SoftLogik has pulled out of the Atari market. (There will be no PageStream 3 for the
Atari.) However they have announced development of versions for the Mac and Windows.

1) If the line above has been cut to 75 chars per line due to a faulty
editor, i don't want the machine this editor runs on.

2) The Atari market misses PageStream oh so much, a third DTP package that
doesn't compete with DA's Layout or Calamus SL is what the Atari market
really needs, indeed. The Windows version of PageStream will soon
(Win'95) have to compare with Calamus NT, though the WinNT version does
still not support softRIPping. And Calamus SL will compete with XPress in
the Mac 680x0 market in the near future. Take it as a fact: the Medusa
T40/T60 were not aimed at the _Atari_ market, they were aimed at the
Calamus market.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

4978. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 16:16:24 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bnh8o$9e7@whitbeck.ncl.ac.uk>
Source record: 14527
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bld9n$sau@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) writes:
> Could you please tell me *why* I should need any memory protection
> using the Amiga ?

I think this document will enlighten you :)

The operating system for your Brain. Which One???
==

Windows for brains:
You think about one of any number of things at anyone time but
only for a short amount of time because then your mind goes
blank as you encounter a "general protection fault" and as a
last resort you have to re-boot your brain.

DOS for brains:
You only think of one thing at one time, and can't remember
anything else you were meant to be thinking about. You think
only in words and never any pictures.

Unix for brains:
Wow - you can think of lots of things all at once until your
brain runs out of sockets. You can only talk though with people
who have brains made by the same vendor. Unfortunately you
also never make any sense and have to read manuals to learn
how to think. Predominantly a random thinker.

CP/M for brains:
A very slow and old fashioned thinker. Any thing you
remember has to be less than 3 letters long.

MVS/CICS for brains:
You have a very big and expensive brain. You can think about
many things at the one time but never now what other parts of
your brain are thinking unles you have set up SNA connections
between sections of your brains. You also need an army of
system programmers to define what thoughts you may and may
not have.

OS/2 for brains:
You can think about lots of things at once but need the
equivalent of eigteen sets of encyclopaedias in memory to
produce any rational thought. No-one supports your way of
thinking and many laugh at you whenever you speak.

Mac for brains:
Simple thoughts for simple people. Thinking that looks good,
feels good but is expensive.

Pick for brains:
I now narthing. Narthing Mr Fawlty.

AmigaOS for brains:
You can think of lots of things at once, even with a very small
memory. The trouble is that, sometimes, one thought starts to
think about the things another thought was using. This leads to a
compelling need to wrap a teatowel around your head and sit,
crosslegged, on the floor.

Linux for Brains:
You can think of any number of things and not run out of sockets.
Unfortunately, there is no support for your particular limbs,
ears, mouth or .... thingy.... available yet so you are reluctant to
change over at this stage.

==========

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4979. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 17:20:23 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bnl0n$j9m@nermal.cs.uoguelph.ca>
Source record: 14530

: What makes you Think Sega is shooting themselves in the foot. I have seen more
: 32 x and 0 Jagflops in stores. The Jagflop is a market failure. The rest of
: the world knows that..Do you?

Hey Sinflop, I don't think you're looking too hard. The 32X isn't
in that many stores where I am. Those stores that carry it have boxes and
boxes of them piled high, gathering dust. While Sega Genesis owners find
it a neat idea, most realize that it's just cannon fodder for the Saturn.

>> Mark <<

4980. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 17:21:54 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bnl3i$j9m@nermal.cs.uoguelph.ca>
Source record: 14531

: Any console maker can beat the Jagflop and Atari. Look at the Lynx and 7800.

Hey Pete ... what about NEC? The TG-16, express and TurboDUO did
not outsell the Lynx or 7800. SNK didn't either. What about Commodore?
The CDTV, the CD32 and C64 Game systems didn't make a big impact either.

>> Mark <<

4981. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 17:27:19 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bnldn$j9m@nermal.cs.uoguelph.ca>
Source record: 14532

: No kidding. The first intelligent thing you have said.

He's one up on you, Peter!

I know I have been
: right all along. I saw it sooner like years ago...

You haven't seen anything. Atari sold 2 million 7800 consoles in
the US on $300,000 of advertising. That counts as a hell of a success,
considering that the SMS sold about the same number and Sega spent
millions advertising it.

: It ain't gonna happem sports fan. The reason is that Atari is run by
: incompetent family that just doesn't get it...

What? The Sinclair Day's aren't in charge of Atari ...

: Will never happen..

What? You'll get a date?

: Atari will gp> out of business eventualy when the cash dries up. Atari is
: like the energiser bunny. Keeps on going ans going. If companies like Sega
: keep on giving money than Atari will continue to be a bottomless pit..

Atari's bankruptcy has been predicted for many years. It STILL
hasn't happened. The Tramiels aren't as incompetent as you think. If you
were in charge of Atari, it would have gone under years ago.

>> Mark <<

4982. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 18:20:30 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELCREHWC1UP@cabal.sh.sub.de>
Source record: 14405
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3b8r00$iq3@ixnews1.ix.netcom.com> Paul Thurrott wrote :

>I love Atari fans. They're such easy targets.
>
>>> Yeah, right: as if APPLE is in its glory years.. We don't ahve to
>merge to
>>> stay alive..
>
>NOBODY WANTS Atari. Nobody. Apple is having a record profit year, BTW.
> How's Atari doing comparatively? I hear those 6 Jaguar carts are
>selling well.

Apple wants an Atari compatible OS to run on their 68k machines, as stated
before. And there are 10 carts out for the Jaguar.

>>> And the Atari market is more specific than apples, for the difference
>in buying a mac or some ms-clone has faded
>
>Huh?
>
>More specific apparently means mail order only. Even in Europe, the
>ST's last "stronghold" (and I use that term loosely), the ST is dead.

Ah yes, and the computers on the 'Mayday' Techno festivals were fakes, just
as the computers used for the music productions of Prince, Jean-Michel
Jarre, Madonna, etc. are. This _IS_ a niche market, but it exists.

And of course XPress is better than Calamus SL, that's why Thomas
Tempelmann (MagiC for Mac author) had so many XPress users around him
during every presentation of this emulator.

Thorsten - who doesn't use the term 'dead' on any computer that still has
it's newsgroup.

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

4983. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 18:45:19 UTC
From: lolsen@hsr.no
Message-ID: <3bnpvv$ilm@marton.hsr.no>
Source record: 14528
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Robert Stephen Rodgers (rsrodger@Glue.umd.edu) wrote:
: In article <3bld9n$sau@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
: >Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:

: > Could you please tell me *why* I should need any memory protection
: > using the Amiga ?

: Note that this point, which is often posed by Amiga users, is just as idiotic
: as "Who really needs pre-emptive multitasking?" But Amiga users choose
: memory protection instead of multitasking because they happen to have the
: latter. In reality, they're no different than Mac users -- both groups
: deny, deny, deny.

Try sticking to the point please ;-)
Could you actually tell me the benefits of memory protection
in a) the Amiga and b) the Mac.... - I'm not saying that it
coulden't be useful, but lets see if you can back up the claim.

Cheers...

4984. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 18:51:03 UTC
From: lolsen@hsr.no
Message-ID: <3bnqan$ilm@marton.hsr.no>
Source record: 14529
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
: lolsen@hsr.no (Lasse Olsen) writes:
: >Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:

: > Could you please tell me *why* I should need any memory protection
: > using the Amiga ?

: For the same reason you should want preemptive multitasking, networking
: support, or a good device driver model in an operating system: it's
: a feature that makes a computer more useful and robust, even if it does
: so in ways that are not visible to the average user.

Yes, I'm sure it makes the Mac's more "robust" but I have my
doubts if it could do the Amiga OS much more stable. If you
are of another opinion, could you please the me the benefits
for this within the A.OS.
If it's invisible to me, why would I want it then?

Cheers...

4985. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 19:14:07 UTC
From: lolsen@hsr.no
Message-ID: <3bnrlv$ilm@marton.hsr.no>
Source record: 14534
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:
: In article <3bh5bg$mp2@dartvax.dartmouth.edu>, neutron <neutron@metu.edu> wrote:

: > When you are playing a digitized sample on the Mac, moving around
: > windows or loading an application will cause the song to be reduced
: > to digestive noises; try this on the Amiga and see how the sound chip
: > Denisse takes care of all this by itself.

: This isn't true. I can routinely play MODs in the background while doing
: many other things. I think you are not familiar with the Macintosh.
: -Some- sounds will stop multitasking. Many won't. It depends on what the
: application you are using to play the sound is made to do.

This is not raelly ment as an ad to the discussion but anyway -
here's a little puzzle..

When playing a MOD form the Mac-side of my Emplant/Amiga
setup (and please, don't start hazzeling about how the
Emplant is super Mac-unfriendly - the same happens on
our Q840AV setup and the player may be to blame - but try
to explain it in an orderly fashion)

.....whenever moving the pointer, the music jumps around
aswell. The interesting bit is that when I flip back to
the Amiga-screen, the jumping stops when moving the pointer
even though the mod is still playing from the Mac side...

Cheers...

4986. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 19:39:17 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bnt55$7ea@vixen.cso.uiuc.edu>
Source record: 14533
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

lolsen@hsr.no (Lasse Olsen) writes:

> Yes, I'm sure it makes the Mac's more "robust" but I have my
> doubts if it could do the Amiga OS much more stable. If you
> are of another opinion, could you please the me the benefits
> for this within the A.OS.
> If it's invisible to me, why would I want it then?

Because without memory protection, one application can walk all over another's data, possibly ruining a day's work.

Memory protection is desirable, if for no other reason, because it makes _development_ easier. The quality of one's development environment has a direct effect on one's ability to produce good software.

(By the way, I'd argue that the Mac operating system is no less robust than the Amiga's, but then we'd end up with hundreds of people chirping in that they've run their Amigas continually since the dawn of time with hundreds of users dialed into their bulletin boards while they were playing a MOD and generating the graphics for the next Star Wars movie (with NO SLOWDOWN, of course) and that they've never, ever experienced a crash, so I won't).

--
Jim Wong (jd-wong@uiuc.edu)

4987. Q:Lynx (deutsch)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 20:05:45 UTC
From: seifert@orion.hrz.htw-zittau.de
Message-ID: <3bnump$16a@sirius.hrz.htw-zittau.de>
Source record: 14397

Hallo ..

Ich habe eine Frage. Ich suche irgendwas mit dem man einen Lynx prammieren kann. Am besten Hard und Software fuer PC. Und schoen waere es wenn das ganze so gut wie nix kosten wuerde. Ich freue mich ueber jeden Hinweis!

Danke

4988. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 20:33:18 UTC
From: KBellve@Wade1.ab.umd.edu
Message-ID: <3bo0ae$pk8@umd5.umd.edu>
Source record: 14535
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bnt55$7ea@vixen.cso.uiuc.edu> jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
> lolsen@hsr.no (Lasse Olsen) writes:
>
> > Yes, I'm sure it makes the Mac's more "robust" but I have my
> > doubts if it could do the Amiga OS much more stable. If you
> > are of another opinion, could you please the me the benefits
> > for this within the A.OS.
> > If it's invisible to me, why would I want it then?
>
> Because without memory protection, one application can walk all over
> another's data, possibly ruining a day's work.

A well written program would not do this. It will always check to make sure
it is working with a valid pointer to a memory area that it is the sole owner
of. Ofcourse, Macs may need memory protection just to keep the poorly written
programs running.

>
> Memory protection is desirable, if for no other reason, because it
> makes _development_ easier. The quality of one's development environment

How? I use enforcer which uses the MMU to detect illegal memory reads and
writes while I am programming. But that is only during developement, a
normal user still wouldn't need a MMU.

> --
> Jim Wong (jd-wong@uiuc.edu)

--

Karl Bellve LLLL L L LLLLL LLLL LLLL
University of Maryland at Baltimore L L LL LL L L L L L
Dept. Of Physiology LLLLLL L L L L L L LLLLLL
kbellve@umabnet.ab.umd.edu L L L L L L L LLL L L
kbellve@wade1.ab.umd.edu L L L L L L L L L
Author of MUIEmpire L L L L LLLLL LLLL L L

4989. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 21:38:56 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bo45g$s03@vixen.cso.uiuc.edu>
Source record: 14536
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

KBellve@Wade1.ab.umd.edu (Karl Bellve) writes:
>A well written program would not do this. It will always check to make sure
>it is working with a valid pointer to a memory area that it is the sole owner
>of. Ofcourse, Macs may need memory protection just to keep the poorly written
>programs running.

Grow up; the simple truth is that bugs occur in software for every
platform. If you think Amiga software is somehow exempt from memory-
corrupting problems, you're living in never-never land.

Besides, memory protection also prevents a program from maliciously
accessing another's data and comes almost for free with virtual memory.

>How? I use enforcer which uses the MMU to detect illegal memory reads and
>writes while I am programming. But that is only during developement, a
>normal user still wouldn't need a MMU.

Does enforcer guarantee that you'll catch everybug in your software?
I doubt it.
--
Jim Wong (jd-wong@uiuc.edu)

4990. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-02 22:38:00 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3bo7k8$quv@paul.rutgers.edu>
Source record: 14387

sinclair@ins.infonet.net writes:
^^^^^^^^
||||||||

A dweeb who forgot to take his Prozac today!

<My stuff about the gloomy Jag picture deleted>

>>This is NOT GOOD folks!

>No kidding. The first intelligent thing you have said. I know I have been
>right all along. I saw it sooner like years ago...

Really?? You mean of the hundreds of posts I've made this is the only
one that's intelligent? You mustn't be looking too hard. And even if
that is true, it still puts me ahead of you.

>>Especially since Atari was depending on the Jag to pull it out of
>>the deep hole its fallen into the past 10 years.

>It ain't gonna happem sports fan. The reason is that Atari is run by
>incompetent family that just doesn't get it...

You mean the SInclair-Days have just bought Atari? :-)

>>And how is Atari going to make a comeback in the computer market
>>against the likes of Microsoft, Apple, and IBM with a machine
>>whose development is funded by Jaguar "profits" when the Jag
>>itself is LOSING MONEY!!

>Will never happen..

And when will the Mac grab a market share greater than its current 15%?
Will never happen.

>Atari will gp> out of business eventualy when the cash dries up. Atari is
>like the energiser bunny. Keeps on going ans going. If companies like Sega
>keep on giving money than Atari will continue to be a bottomless pit..

I'm afraid I'll have to agree with Mr. Sincrap on this one. Atari does seem
to be falling to Commodorean depths.

>-Peter
>-LC520 with Cdrom, can't beet it..

Can I "BEAT" you over the head with it?

No Mr. MacBozo, when will Apple finally make a native PPC version of their
own operating system?

```
*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*
```

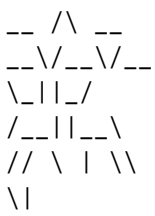
4991. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 00:08:08 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3boct8$2s4@darkstar.UCSC.EDU>
Source record: 14391

Huh?

There are already 10 games out NOW, with more to come, so any "fewer than
10 by Xmas" argument is bogus.

It's hardly over...

~Chris
--


4992. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 00:25:45 UTC
From: rsrodger@Glue.umd.edu
Message-ID: <3bodu9$bgj@convolution.eng.umd.edu>
Source record: 14388
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bnfk9$nlg@bilbo.ceas.rochester.edu>,
Robert Rhode <rhode@ee.rochester.edu> wrote:
>In article <1994Dec1.152333.16103@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
>> Or let's say: "TRUE MULTITASKING".
>
>Let's not. Either it multitasks or it doesn't. I can play a game while
>simultaneously unstuffing a file, printing a document, and doing a 57kbps
>FTP over AppleTalk. Therefore, the Mac multitasks. QED.

Except, there are times when the Mac doesn't multitasks and simply locks
up due to a piggish program. It's not multitasking at this point.

You say, either it multitasks, or it doesn't. In practice, it does
both, but since you want the bottom line, the answer is no, it doesn't.

--
"IBM's install program is just fine." [and later:] "I will say it again: The
install program is fine. But OS/2 just won't run on some pieces of hardware."
-Steve Withers, IBM employee, explaining the problems that
even faithful OS/2 users are having installing OS/2 3.0,

4993. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 00:29:31 UTC
From: rsrodger@Glue.umd.edu
Message-ID: <3boe5b$bh6@convolution.eng.umd.edu>
Source record: 14393
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bo0ae$pk8@umd5.umd.edu>,
Karl Bellve <KBellve@Wade1.ab.umd.edu> wrote:
>> Because without memory protection, one application can walk all over
>> another's data, possibly ruining a day's work.
>
>A well written program would not do this.

A well-written program also allows a cooperative system to multitask
smoothly. So what? Pre-emptive multitasking and memory protection exist
because in reality the number of "well written" programs is small.

Imagine how idiotic a Mac user would sound if they responded to your
multitasking criticisms with "Well written programs cooperate just fine."
That is how idiotic you look to those of us who have both memory protection
and pre-emptive multitasking (and working virtual memory, and secure,
journaled filesystems, and..).

--
"IBM's install program is just fine." [and later:] "I will say it again: The
install program is fine. But OS/2 just won't run on some pieces of hardware."
-Steve Withers, IBM employee, explaining the problems that
even faithful OS/2 users are having installing OS/2 3.0,

4994. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 00:33:38 UTC
From: rsrodger@Glue.umd.edu
Message-ID: <3boed2$bhn@convolution.eng.umd.edu>
Source record: 14395
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Dec2.095408.19448@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
> Nope, not actually. I would like to have memory protection on the
>system. I think multitasking deserves a better priority, because
>usually when you really benefit from benefit protection is when
>you are multitasking :-)

I would have to disagree. My data is the most important thing to me.
Memory protection is a mechanism to protect my data. Evan a mem-protected
cooperative system is preferable to a multitasking system with no
protection (in fact, exascerbating the problem). If your data is less
important to you than juggling multiple programs at once, that's your
preference, if, IMHO, not a particularly logical one.

Then again, I have both, and then some. If I had to give up one,
I'm not sure which it would be, despite the above.

--
"IBM's install program is just fine." [and later:] "I will say it again: The
install program is fine. But OS/2 just won't run on some pieces of hardware."
-Steve Withers, IBM employee, explaining the problems that
even faithful OS/2 users are having installing OS/2 3.0,

4995. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 00:52:29 UTC
From: torrie@cs.stanford.edu
Message-ID: <torrie.786415949@Xenon.Stanford.EDU>
Source record: 14394
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

lolsen@hsr.no (Lasse Olsen) writes:

>Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:

>: A perfect operating system? Does it have memory protection?

> Could you please tell me *why* I should need any memory protection
> using the Amiga ?

For the same reason Macs need preemptive multitasking :-)

--

<A HREF="http://liber.stanford.edu/~torrie/>Evan Torrie</A>.
Stanford University, Class of 199? torrie@cs.stanford.edu (finger for PGP)
"See, when the GOVERNMENT spends money, it creates jobs; whereas when the
money is left in the hands of TAXPAYERS, God only knows what they do with it.
Bake it into pies, probably. Anything to avoid creating jobs." -Dave Barry

4996. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 01:17:44 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bogvo$108@vixen.cso.uiuc.edu>
Source record: 14390
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:
>Except, there are times when the Mac doesn't multitasks and simply locks
>up due to a piggish program. It's not multitasking at this point.

>You say, either it multitasks, or it doesn't. In practice, it does
>both, but since you want the bottom line, the answer is no, it doesn't.

By that rather silly definition, no single-processor machine multitasks
because at some point it's going to be have to run interrupt handlers
and other code that don't get preempted.

The bottom line is that the Mac multitasks. It may not do it the way
you like or as effectively as other operating systems, but it does.
Period.
--
Jim Wong (jd-wong@uiuc.edu)

4997. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 01:28:55 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bohkn$2gs@vixen.cso.uiuc.edu>
Source record: 14392
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:
>Except, there are times when the Mac doesn't multitasks and simply locks
>up due to a piggish program. It's not multitasking at this point.

>You say, either it multitasks, or it doesn't. In practice, it does
>both, but since you want the bottom line, the answer is no, it doesn't.

By that definition, no single-processor machine multitasks because at
some point it's going to have to run code that can't be preempted.

The bottom line is that the Mac multitasks. It may not do it the way
you like or as effectively as other operating systems, but it does.
--
Jim Wong (jd-wong@uiuc.edu)

4998. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 03:57:30 UTC
From: wade@macc.wisc.edu
Message-ID: <wade-0212942157300001@f180-105.net.wisc.edu>
Source record: 14398
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bmh2b$e32@canopus.cc.umanitoba.ca>, kirchh@cc.umanitoba.ca (Evan Kirchhoff) wrote:

> Since people have felt the need to write at least half a dozen PD
> programs to "play sound in the background" on Macs, I assume this isn't
> default behaviour. Also, the system beep seems to definitely stop the
> machine; or so it seemed when I got the bright idea of sampling CDs for
> whimsical warning beeps -- even a three-second sound drives you batty
> with program lockups. The longest that seemed tolerable was a simple
> "Yee-how!" from Bjork :)

You might want to try SoundMaster, which will play the system error beep (among sounds associated with other actions) asynchronously.

--
+---+
| "Shop smart...shop S-Mart" |
| Ash, 'Army of Darkness' |
+---+
| wade@macc.wisc.edu |
+---+

4999. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 03:57:34 UTC
From: wade@macc.wisc.edu
Message-ID: <wade-0212942157340001@f180-105.net.wisc.edu>
Source record: 14399
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-0112941247530001@148.94.196.167>, dcorn@metronet.com (David Corn) wrote:

> My mail problems have been taken care of. You might try to find a better
> newsreader; NewsWatcher 2.0b20 works wonderfully on the Mac, and lets me
> send copies to the newsgroup, the person I'm replying to (you) and myself
> with no extra work.

Oh, come now. You have to click the pictures! All that work! My finger is exhausted. :-)

--
+---+
| "Shop smart...shop S-Mart" |
| Ash, 'Army of Darkness' |
+---+
| wade@macc.wisc.edu |
+---+

5000. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 04:35:42 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-0212942335420001@net84.metronet.com>
Source record: 14403
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bnaii$afv@nyx10.cs.du.edu>, kathomas@nyx10.cs.du.edu (Karl Thomas) wrote:

> kirchh@cc.umanitoba.ca (Evan Kirchhoff) writes:
>
> >In article <dcorn-0112941241120001@148.94.196.167> dcorn@metronet.com (David Corn) writes:
>
> >Since people have felt the need to write at least half a dozen PD
> >programs to "play sound in the background" on Macs, I assume this isn't
> >default behaviour. Also, the system beep seems to definitely stop the
>
> What do you mean by default behavior? When you call the routine to play
> sound on the Mac, you set one of the parameters to tell the OS to either
> play synchronously(sp) (where it doesn't give up the cpu until the sound is
> finish playing) or async (where it does give up the cpu).

Watch your quoting. I didn't write the above - any of it - yet my name appears above, and to the casual reader it would appear that I did write some of it.

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

5001. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 04:38:57 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-0212942338570001@net84.metronet.com>
Source record: 14404
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bnrlv$ilm@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

> This is not raelly ment as an ad to the discussion but anyway -
> here's a little puzzle..
>
> When playing a MOD form the Mac-side of my Emplant/Amiga
> setup (and please, don't start hazzeling about how the
> Emplant is super Mac-unfriendly - the same happens on
> our Q840AV setup and the player may be to blame - but try
> to explain it in an orderly fashion)
>
> .....whenever moving the pointer, the music jumps around
> aswell. The interesting bit is that when I flip back to
> the Amiga-screen, the jumping stops when moving the pointer
> even though the mod is still playing from the Mac side...

Find a new mod player. And, from another of your posts: the Mac does not have memory protection in MacOS7.5; from a post of yours it looked as if you though it did.

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

5002. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 04:49:13 UTC
From: francis@red-branch.MIT.EDU
Message-ID: <3botc9$boc@senator-bedfellow.MIT.EDU>
Source record: 14400
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Robert Stephen Rodgers (rsrodger@Glue.umd.edu) wrote:
: In article <3bo0ae$pk8@umd5.umd.edu>,
: Karl Bellve <KBellve@Wade1.ab.umd.edu> wrote:
: >> Because without memory protection, one application can walk all over
: >> another's data, possibly ruining a day's work.
: >
: >A well written program would not do this.

: A well-written program also allows a cooperative system to multitask
: smoothly. So what? Pre-emptive multitasking and memory protection exist
: because in reality the number of "well written" programs is small.

Preemptive multitasking puts the responsibility of scheduling in the
hands of a single party. It's a matter of optimization, not correcting
a mistake. True that it can also prevent an appliaction that hogs up
the CPU needlessly from doing so, but the idea is that the OS (and the
user or sysadmin) knows better how to schedule multiple processes rather
than the individual applications.

I do think the programmers of an application should know what memory
addresses their program is writing to.

: Imagine how idiotic a Mac user would sound if they responded to your
: multitasking criticisms with "Well written programs cooperate just fine."

I obviously disagree with your lumping preemptive multitasking with
memory protection in this way. Memory protection exists to protect
against mistakes in programs or hostile programs. A system running
well-written programs (aside from viruses) would run optimally without
memory protection since memory protection would provide no benefits and
only a performance loss. On the other hand, the system could still
benefit with a change from cooperative to preemptive multitasking.

In reality however, I do value memory protection because of the reason
you gave. Particularly in a multiuser system - the more users, the less
trust I have in the stability of it. The price of memory protection also
continues to decrease as hardware performance increases.

: --
: "IBM's install program is just fine." [and later:] "I will say it again: The
: install program is fine. But OS/2 just won't run on some pieces of hardware."
: -Steve Withers, IBM employee, explaining the problems that
: even faithful OS/2 users are having installing OS/2 3.0,

Francis

5003. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 04:58:32 UTC
From: francis@red-branch.MIT.EDU
Message-ID: <3botto$boc@senator-bedfellow.MIT.EDU>
Source record: 14401
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Evan Torrie (torrie@cs.stanford.edu) wrote:
: lolsen@hsr.no (Lasse Olsen) writes:
: > Could you please tell me *why* I should need any memory protection
: > using the Amiga ?
: For the same reason Macs need preemptive multitasking :-)

To give the Mac a chance to convince the world that it can multitask?

Francis

5004. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 05:08:02 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0212942110510001@tsb-51.ucsc.edu>
Source record: 14402
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <ELCPCEUV1UP@cabal.sh.sub.de>, guenther@cabal.sh.sub.de
(Thorsten Guenther) wrote:

> Apple pays for the port of MagiC to the Mac 680x0 machines. MagiC is an
> Atari compatible OS. No interest here, I guess.

I would say it's obvious they hope to get former Atari owners to buy their hardware. There is no way that Apple is even remotely interested in making TOS a primary OS for their platform; that would be a massive downgrade for them. Get them to buy a 630-series machine, and later sell 'em a PowerPC upgrade card once they've figured out the Mac OS is a more elegant environment (my opinion) to work in, and that $500-600 extra gets them a 66 MHz 601 with 1 MB of processor cache.

> 1) If the line above has been cut to 75 chars per line due to a faulty
> editor, i don't want the machine this editor runs on.

Judging an entire machine by a single poorly written piece of software for it? "Gee, this SGI Onyx with three Reality Engine^2 cards runs a piece of crap UNIX filter somebody wrote 7 years ago, so the whole machine sucks." Boy, sounds real logical to me.

> 2) The Atari market misses PageStream oh so much, a third DTP package that
> doesn't compete with DA's Layout or Calamus SL is what the Atari market
> _really_ needs, indeed. The Windows version of PageStream will soon
> (Win'95) have to compare with Calamus NT, though the WinNT version does
> still not support softRIPping. And Calamus SL will compete with XPress in
> the Mac 680x0 market in the near future. Take it as a fact: the Medusa
> T40/T60 were not aimed at the _Atari_ market, they were aimed at the
> _Calamus_ market.

No kidding. Who else would buy a severely overpriced chunk of 680x0 hardware that runs an obscure OS? Fanatic individual users with loads of cash, maybe, but the main market has got to be people who use the only piece of software that was ever a compelling reason to use the Atari in a business setting.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5005. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 06:30:26 UTC
From: fmlazar@ritz.mordor.com
Message-ID: <D0822q.AyL@ritz.mordor.com>
Source record: 14407
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Laurion Burchall (ldb@cs.brown.edu) wrote:
: >>>>> neutron writes:

: These Amigas sound way cool. Where can I buy one -- the computer store
: here gave me weird looks when I asked about them?

Well, you could shop around in comp.sys.amiga.marketplace if you want
to get something used. Getting them is a bit dicey, with CBM's lapse of
payments to Xerox (the patent license for using a pointer or somesuch,
something that everyone from SGI to Apple still pays for), the other
alternative is to get one mail-order from Canada. Pick up a copy of
AmigaWorld, still available at better newstands.
There is the hard fact that the Amiga is in limbo at the moment with
the snails pace the lawyers are going at in the Bahamas. I can say that
getting to know how the Amiga works both hardware and software greased my
introduction to the Macintosh and (ugh) Intel clone machines. In a few
months, I've become the senior technician at the service bureau where I work.

"... Is that SCSI port hot... just add a little of this...."

: --Laurion

: p.s. a programmer's machine. I can see where this is leading:

: "Um Bob, your car's engine is in the passanger's seat."
: "Why yes, thats for easy access. This is a _mechanic's_ car!"

OH, I love that one....

Here's one for you.

"How many Amigas does it take to change a light bulb."

"We've never designed for that task, but Bob's using an emulation
routine with the trackdisk device using a simulated Apple ADB port."

5006. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 07:34:52 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3bp72s$fbj@scapa.cs.ualberta.ca>
Source record: 14324

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: What makes you Think Sega is shooting themselves in the foot. I have seen more
>: 32 x and 0 Jagflops in stores. The Jagflop is a market failure. The rest of
>: the world knows that..Do you?

> Hey Sinflop, I don't think you're looking too hard. The 32X isn't
>in that many stores where I am. Those stores that carry it have boxes and
>boxes of them piled high, gathering dust. While Sega Genesis owners find
>it a neat idea, most realize that it's just cannon fodder for the Saturn.

> >> Mark <<

Sinflop must be living in a really hick town if he hasn't seen any Jaguars.
I live in leduc, alberta, canada of all places, and I can find a jag!!
Several, in fact! Either that, or he is avoiding stores that advertise
it, so he can say that he hasn't seen any.

Now 32X on the other hand, I haven't seen, apart from the commercials.
Of course, I probably will eventually, but right now it just isn't here.
Sorry petey.

I don't understand why people are prancing all about saying things like
"now that atari's jaguar is dead", what are they talking about? Okay, sure,
let's sell the jag off now that it's finally getting some games- gee,
that makes a lot of sense. They've still got plenty of time- even if the
worst happened and NO games came out for christmas (I'm really stretching
here now), they've got enough games right now to sell the system. How
many games does the average gamer own? I know that most of my friends that
have gaming systems own perhaps 3 or 4 games- most of them they rent. The
games that are available right now are enough to tide anyone over until the
new ones are out (remember, this is all in the worst case scenario- if no
games came out this christmas), which would be pretty darn fast.

Anyway, it's looking like there were be several more available before
Christmas. And perhaps the CD in limited quantity. Hmm is petey still willing
to wager that the CD will never see the light of day? I doubt it.
None-the-less, he will continue to attempt to spread a negative cloud of
doubt over any atari product or attempt at marketing.

Face it peter, atari HAS gotten better. Even you have to admit that
somewhat. Losses are down. Sales are up. They've won lawsuits. If this
were any other company, you'd probably be optimistic.

I still maintain that the Jaguar is going to keep atari alive for a long
time to come. Petey will be arguing against atari until he is old and
grey (this is of course, assuming he is not already).

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

5007. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 10:00:29 UTC
From: sinclair@ins.infonet.net
Message-ID: <3bpfjt$lmu@insosf1.infonet.net>
Source record: 14406

In article <3bnl0n$j9m@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: What makes you Think Sega is shooting themselves in the foot. I have seen more
>: 32 x and 0 Jagflops in stores. The Jagflop is a market failure. The rest of
>: the world knows that..Do you?
>
> Hey Sinflop, I don't think you're looking too hard. The 32X isn't
>in that many stores where I am. Those stores that carry it have boxes and
>boxes of them piled high, gathering dust. While Sega Genesis owners find
>it a neat idea, most realize that it's just cannon fodder for the Saturn.

Hey Markflop. what does the 32X have to do with the Jagflop. I am not hear to defend Sega and is not concern about the 32x which is apparently selling well here in this side of the Atlantic..
>
> >> Mark <<
>

-Peter

5008. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 16:43:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bq76r$k3g@dux.dundee.ac.uk>
Source record: 14408

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : No kidding. The first intelligent thing you have said.

: He's one up on you, Peter!

: I know I have been
: : right all along. I saw it sooner like years ago...

: You haven't seen anything. Atari sold 2 million 7800 consoles in
: the US on $300,000 of advertising. That counts as a hell of a success,
: considering that the SMS sold about the same number and Sega spent
: millions advertising it.

: : It ain't gonna happem sports fan. The reason is that Atari is run by
: : incompetent family that just doesn't get it...

: What? The Sinclair Day's aren't in charge of Atari ...

: : Will never happen..

: What? You'll get a date?

: : Atari will gp> out of business eventualy when the cash dries up. Atari is
: : like the energiser bunny. Keeps on going ans going. If companies like Sega
: : keep on giving money than Atari will continue to be a bottomless pit..

: Atari's bankruptcy has been predicted for many years. It STILL
: hasn't happened. The Tramiels aren't as incompetent as you think. If you
: were in charge of Atari, it would have gone under years ago.

I just hope that Atari adopts a vision if it gets anywhere with the JAG.
Rather than what its done on the last 10 years, when it simply sat back,
did NO R&D and was content to watch sales plunge. If they have any clue
than they'll have to have several projects already at various stages of
completion, a coherent marketing plan and above all sensible management
who set out to achieve goals. Rather than sitting around and getting
progressively more greedy and fater.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==

5009. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 17:29:27 UTC
From: morton@wam.umd.edu
Message-ID: <3bq9tn$ku1@cville-srv.wam.umd.edu>
Source record: 14409
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bnqan$ilm@marton.hsr.no>, Lasse Olsen <lolsen@hsr.no> wrote:
>Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
>: lolsen@hsr.no (Lasse Olsen) writes:
>: >Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
>
>: > Could you please tell me *why* I should need any memory protection
>: > using the Amiga ?
>
>: For the same reason you should want preemptive multitasking, networking
>: support, or a good device driver model in an operating system: it's
>: a feature that makes a computer more useful and robust, even if it does
>: so in ways that are not visible to the average user.
>
> Yes, I'm sure it makes the Mac's more "robust" but I have my
> doubts if it could do the Amiga OS much more stable. If you
> are of another opinion, could you please the me the benefits
> for this within the A.OS.
> If it's invisible to me, why would I want it then?
>
> Cheers...

Basically memory protection can make a machine much more stable.
If many people are using the machine (networked), it would be much harder
for one person to crash the machine. Also when a task dies, right now on
the Amiga we lose the memory until we restart. With memory protection
we could kill processes much easier, and get the memory back.

One error though, the Mac doesn't have memory protection AFAIK.
It seems to be set up in a way that should make it fairly easy to add
(each application has a allocated amount of memory). The way the Mac
does memory allocation is an annoying feature, but works. For someone
like me that switches between doing large and small projects, I think
a dynamic system would be better. But either way this is memory
management, not memory protection. some of the UNIX machines in the
building I work in have not gone done in 118 days, and they are used by
many people. That speaks for itself on why memory protection could be
a good thing, but perfectly written programs would be the best.

Later,
Rob Morton
morton@wam.umd.edu

5010. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 17:47:54 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bqb0a$sgu@nermal.cs.uoguelph.ca>
Source record: 14410

Hey Sinflop, you don't remember your own posts, do you? You said
"I have seen more 32X and 0 Jagflops in stores" ... I was was refuting your
argument and knocking down your implication that the 32X is a huge
success, while the Jag is a flop.

>> Mark <<

--

==========
Mark Rathwell
University Of Guelph

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I don't know. But ... I know an awful lot of people without
brains who do an awful lot of talking."
==========

5011. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 17:54:00 UTC
From: atariman@athena.mit.edu
Message-ID: <3bqbbo$p3d@senator-bedfellow.MIT.EDU>
Source record: 14411

In article <3bpfjt$lmu@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <3bnl0n$j9m@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
|> >: What makes you Think Sega is shooting themselves in the foot. I have seen more
|> >: 32 x and 0 Jagflops in stores. The Jagflop is a market failure. The rest of
|> >: the world knows that..Do you?
|> >
|> > Hey Sinflop, I don't think you're looking too hard. The 32X isn't
|> >in that many stores where I am. Those stores that carry it have boxes and
|> >boxes of them piled high, gathering dust. While Sega Genesis owners find
|> >it a neat idea, most realize that it's just cannon fodder for the Saturn.
|>
|> Hey Markflop. what does the 32X have to do with the Jagflop. I am not hear to
|> defend Sega and is not concern about the 32x which is apparently selling well
|> here in this side of the Atlantic..
|>

Hey Sinflop (to continue the trend), what side of the Atlantic are you on again?
Here in North America, the 32flop and dozens of copies of cart are just sitting
there on the shelves, in the display cases, etc., and nobody ever moves them. It
is selling some, but so far it is much more of a flop than the Jaguar has or will
ever be. OTOH, the Jaguar is selling quite nicely.

Shane Shaffer atariman@athena.mit.edu

Carts: 2600 299; 5200 47; 7800 37; ADAM 20;APF 8; Colecovision 17; Fairchild 9
Intv. 12; Odyssey2 6; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3;
ADAM 2; Colecovision 2;Intellivision 1; Pong type 4; Pinball machines 1
AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!

5012. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 19:09:18 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELDSCFVW1UP@cabal.sh.sub.de>
Source record: 14421
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3bb21l$csc@news1.shell> Wight Wolfe wrote :
>Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
>: Oh, you made one or two mistakes of vocabulary in this statement. Instead
>: of 'nearly', you should have used 'hardly'. Besides the graphics apps, _no_
>: Amiga application runs in more than 256 colours (at least Final Writer,
>: Twist II, DeliTracker, PasTeX, etc. don't) due to the fact that they are
>: StyleGuide compliant (the StyleGuide says, among other things, that apps
>: should use the WB screen if possible) and C= were unable to finish RTG
>: before they went bankrupt.

>That's funny, I have ALL of my programs being redirected to my gfx card.

Into modes with more than 256 colours? Nope.

>I'm starting to wonder what planet your living on. The Amiga supports
>higher colors than 256, this is quite apparent in drawing programs and
>gfx manipulators. But why would anyone want to use a 16million color screen
>for their word-processor?

To use the WB screen (oh, the WB doesn't run in >256 colours either) for
apps in _any_ colour depth. See the StyleGuide for details, apps _should_
run on the WB screen, and e.g. DTP with integrated .TIFFs is not WYSIWYG on
the Amiga.

>Seems like a waste of memory to me.

To me, having dozens of screens seems like trash.

>They might
>want to display some pictures in their text, but 256 colors does just fine,
>It's not like they don't know what the picture looks like already, and it's
>not like the Amiga prints what res is being displayed on the screen.

Oh, great. 'We don't have it, so we don't need it anyways' again, eh?

>And why on Earth would anyone want to display their MOD-Player in more than
>256 colors? It should barely need four colors (Style Guide Compliant)

It should run on the WB screen (->StyleGuide) and the WB should run in >256
colours.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _

```
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)
```

5013. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 21:15:19 UTC
From: kirchh@cc.umanitoba.ca
Message-ID: <3bqn57$f4i@canopus.cc.umanitoba.ca>
Source record: 14413
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bnfk9$nlg@bilbo.ceas.rochester.edu> rhode@ee.rochester.edu (Robert Rhode) writes:
>Therefore, the Mac multitasks.

In _most_ applications. You can't compress a QuickTime file in VideoFusion and do anything else, for example (well, you can pretend, but the program simply stops until you go back to it). I believe this holds true for a few other processor-intensive programs (eg. rendering programs), which are not written to multitask.

--
Evan Kirchhoff, kirchh@cc.umanitoba.ca

5014. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 21:28:50 UTC
From: torrie@cs.stanford.edu
Message-ID: <torrie.786490130@Xenon.Stanford.EDU>
Source record: 14412
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

dcorn@metronet.com (David Corn) writes:

> the Mac does not
>have memory protection in MacOS7.5; from a post of yours it looked as if
>you though it did.

PowerMacs have memory protection for application code pages if virtual
memory is turned on in both 7.1 and 7.5.

--

<A HREF="http://liber.stanford.edu/~torrie/>Evan Torrie</A>.
Stanford University, Class of 199? torrie@cs.stanford.edu (finger for PGP)
"See, when the GOVERNMENT spends money, it creates jobs; whereas when the
money is left in the hands of TAXPAYERS, God only knows what they do with it.
Bake it into pies, probably. Anything to avoid creating jobs." -Dave Barry

5015. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-03 21:38:56 UTC
From: kirchh@cc.umanitoba.ca
Message-ID: <3bqohg$hgc@canopus.cc.umanitoba.ca>
Source record: 14414
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <ivan_cavero_belaunde-2511940941120001@predator.avid.com> ivan_cavero_belaunde@avid.com (Iv&#65533;n Cavero Bela&#65533;nde) writes:
>Maybe you need an update. QuickTime movies haven't had to make the
>tradeoff you mention since QT 1.5, circa 1992, when the Cinepak compressor
>appeared, giving you 15-20 fps at 320x240 (almost MPEG SIF resolution)

Serious question: how the hell do you do this? We're currently digitizing video (talking-head video where 90% of the picture is basically immobile), and using Cinepak compression and VideoFusion with a PowerMac 6100AV, we're getting about 10fps in the absolute tiniest size ("One-Quarter", or 120*160, I think). Moving up to "Three-Eighths" gets even slower, but at least has some detail. This is QuickTime 1.6.x, and I don't see any way to speed it up (I compared "Best" to preset frame-capture rates of 15, 10, and 8fps, and "Best" and "15fps" didn't play any faster than the "10fps", so I went back to using 10fps).

>hardly small and fast *or* large and slow.

No, "small and slow", from what I can see :)

>QT's Cinepak performance has
>continued to increase with succeeding versions, as has the data
>throughput, so that on a Quadra 475 (the lowest of the low-end Macs, at
>$800 for a 25MHz LC040) you can get 320x240 at 30fps or 640x480 at 15fps.

On which planet? Sorry, but nothing would make me happier than anything even vaguely approaching those rates (now that we've told Those That Control The Funding "sure, we can do digital video on these things" and they presumably have the usual expectations for the word "video"). What's the trick?

Yes, capturing to RAM rather than the hard drive speeds things up somewhat, but still nothing like these quoted speeds -- I think in RAM I was managing maybe 15fps or so in 120*160, since if it was any faster, it would have been indistinguishable from Video Monitor, and it was certainly noticeably jerky. Also, a 16-meg machine doesn't hold much captured raw-video, so this method isn't really useful. Would it help to capture or play back in only 8 bits? VideoFusion seems to only want to capture 16 bits, and its files look really bad when played back on 8-bit screens (as if they had only 4 colours total, badly dithered).

Serious question #2: is it OK to install a newer version of QuickTime onto a system that didn't come with it, or does this violate Apple licensing? (ie. can I grab QuickTime 2.0 from my 7.5 system at home and stick it on the 7.1 machines in the school lab?)

--
Evan Kirchhoff, kirchh@cc.umanitoba.ca

5016. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 01:33:56 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312941736440001@tsa-43.ucsc.edu>
Source record: 14415
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bqohg$hgc@canopus.cc.umanitoba.ca>, kirchh@cc.umanitoba.ca (Evan Kirchhoff) wrote:

> Serious question: how the hell do you do this? We're currently digitizing
> video (talking-head video where 90% of the picture is basically
> immobile), and using Cinepak compression and VideoFusion with a PowerMac
> 6100AV, we're getting about 10fps in the absolute tiniest size
> ("One-Quarter", or 120*160, I think). Moving up to "Three-Eighths" gets
> even slower, but at least has some detail. This is QuickTime 1.6.x, and
> I don't see any way to speed it up (I compared "Best" to preset
> frame-capture rates of 15, 10, and 8fps, and "Best" and "15fps" didn't
> play any faster than the "10fps", so I went back to using 10fps).

Capture is WAY different from playback. Mainly because compression is much more expensive computationally than decompression, particularly with motion video compression algorithms. If you switch to doing post-compression on your recorded video, then disk I/O becomes the big bottleneck.

I have a Quadra 660AV with a hard drive capable of sustaining over 3000 KB/s. Using VideoFusion in post-compress mode, I can get a capture rate of 20 fps at the 3/8 size (I think that's 240x160). Theoretically, I could get about 27 fps at that resolution, but it has to record sound too. That frame rate results directly from how fast my hard disk is, and nothing else - not QuickTime, not the video hardware, etc.

To do full-quality video capture, on any machine, you pretty much have to buy a large expensive chunk of hardware that does real-time video compression. The video capture on the AV Macs is really for watching TV with (for which it does fine), experimenting with video capture, or networked videoconferencing (which has to use a tiny window anyhow, due to bandwidth limitations).

> >QT's Cinepak performance has
> >continued to increase with succeeding versions, as has the data
> >throughput, so that on a Quadra 475 (the lowest of the low-end Macs, at
> >$800 for a 25MHz LC040) you can get 320x240 at 30fps or 640x480 at 15fps.
>
> On which planet? Sorry, but nothing would make me happier than anything
> even vaguely approaching those rates (now that we've told Those That
> Control The Funding "sure, we can do digital video on these things" and
> they presumably have the usual expectations for the word "video"). What's
> the trick?

Playback, not capture.

> Yes, capturing to RAM rather than the hard drive speeds things up
> somewhat, but still nothing like these quoted speeds -- I think in RAM I
> was managing maybe 15fps or so in 120*160, since if it was any faster, it
> would have been indistinguishable from Video Monitor, and it was certainly
> noticeably jerky. Also, a 16-meg machine doesn't hold much captured
> raw-video, so this method isn't really useful. Would it help to capture
> or play back in only 8 bits? VideoFusion seems to only want to capture 16
> bits, and its files look really bad when played back on 8-bit screens (as
> if they had only 4 colours total, badly dithered).

Even if you set your display to 8-bit mode, the capture will take place in 16-bit color. The Macintosh AV hardware splits its VRAM in two: one half is used for the motion video frame buffer, and the other for the graphics (computer) frame buffer. The pixel depths of these two buffers are independent: you can be in 1-bit B&W mode, and still have the video playthrough show in 16- or 24-bit color.

I don't think there's a way to get QuickTime to make a true 8-bit movie. Most (all?) video compression algorithms are to some degree similar to JPEG, and thus require that the pixel data be in the form of RGB triplets rather than an index into a CLUT. So 16-bit is a practical minimum, with dithering to support playback at lower bit depths.

> Serious question #2: is it OK to install a newer version of QuickTime
> onto a system that didn't come with it, or does this violate Apple
> licensing? (ie. can I grab QuickTime 2.0 from my 7.5 system at home and
> stick it on the 7.1 machines in the school lab?)

I don't think so. I know that Apple has not put up QT 2.0 for public access at their FTP sites.

If you get site license pricing, 7.5 is pretty cheap. I got my copy under the volume site license program; it was $25 for a CD, a set of floppies, and no manual (who needs it?).

BTW, if you have the CD version of 7.5, check out the QuickTime movie "INFOBAHN," which is somewhere on the disc (just use command-F from the Finder to find it - I can't remember where they put it). This is a bit less than 320x240 resolution, but it is a 30 fps movie. QuickTime 2.0 does just fine playing it at full speed on my machine.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5017. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 03:39:48 UTC
From: ryan@shell.portal.com
Message-ID: <3brdm5$a4c@news1.shell>
Source record: 14416
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Evan Kirchhoff (kirchh@cc.umanitoba.ca) wrote:
: In article <ivan_cavero_belaunde-2511940941120001@predator.avid.com> ivan_cavero_belaunde@avid.com (Iv&#65533;n Cavero Bela&#65533;nde) writes:
: >Maybe you need an update. QuickTime movies haven't had to make the
: >tradeoff you mention since QT 1.5, circa 1992, when the Cinepak compressor
: >appeared, giving you 15-20 fps at 320x240 (almost MPEG SIF resolution)

: Serious question: how the hell do you do this? We're currently digitizing
: video (talking-head video where 90% of the picture is basically
: immobile), and using Cinepak compression and VideoFusion with a PowerMac
: 6100AV, we're getting about 10fps in the absolute tiniest size
: ("One-Quarter", or 120*160, I think). Moving up to "Three-Eighths" gets
: even slower, but at least has some detail. This is QuickTime 1.6.x, and
: I don't see any way to speed it up (I compared "Best" to preset

Well I have an Amiga and Emulate the MAC and it can do 120*160 in about
15 fps. And that's on an emulation,the rate increases with a REAL MAC
and then inceases again when you get a faster MAC. :-)

: >QT's Cinepak performance has
: >continued to increase with succeeding versions, as has the data
: >throughput, so that on a Quadra 475 (the lowest of the low-end Macs, at
: >$800 for a 25MHz LC040) you can get 320x240 at 30fps or 640x480 at 15fps.

: On which planet? Sorry, but nothing would make me happier than anything
: even vaguely approaching those rates (now that we've told Those That
: Control The Funding "sure, we can do digital video on these things" and
: they presumably have the usual expectations for the word "video"). What's
: the trick?

You know I have to agreee with you there are a few flaws in the playback
rates stated above. ONE IS: 320*320 at 30fps or 640*480 at 15ps, now
correct me if I am wrong (which I'm not) but 320*240 is only a quarter
of the size of 640*480 so this goes to say that a 320*240 anim would be
4 times faster. This was not the case above. Another thing was that
the amount of colors was not qouted, and that is an air in itself.

: Serious question #2: is it OK to install a newer version of QuickTime
: onto a system that didn't come with it, or does this violate Apple
: licensing? (ie. can I grab QuickTime 2.0 from my 7.5 system at home and
: stick it on the 7.1 machines in the school lab?)

Yes you can if you buy the version, or upgrade your system software which
you should do anyway. Get a hold of QT 2.0 it is much better at playback
than previous versions.

: --
: Evan Kirchhoff, kirchh@cc.umanitoba.ca

5018. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 04:02:10 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3brf02$jb3@darkstar.UCSC.EDU>
Source record: 14417
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <bwanga-0212942110510001@tsb-51.ucsc.edu> bwanga@cats.ucsc.edu (Tim Seufert) writes:

>No kidding. Who else would buy a severely overpriced chunk of 680x0
>hardware that runs an obscure OS? Fanatic individual users with loads of
>cash, maybe, but the main market has got to be people who use the only
>piece of software that was ever a compelling reason to use the Atari in a
>business setting.

No, the Medusa, being imported by Lexicor, is also used for running their
software. It makes a wonderful Graphics & Rendering engine.

~Chris
>+---+
>| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
>+---+
>| Do the environment a favor. Use goat-flavored floppy disks. |
>| Think about it, won't you? Thank you. |
>+---+
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5019. Re: Saturn out - Jag DEAD

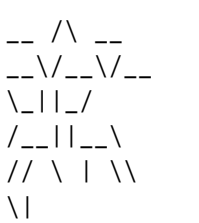
Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 04:03:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3brf2i$jb9@darkstar.UCSC.EDU>
Source record: 14418

In <3bpfjt$lmu@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>> Hey Sinflop, I don't think you're looking too hard. The 32X isn't
>>in that many stores where I am. Those stores that carry it have boxes and
>>boxes of them piled high, gathering dust. While Sega Genesis owners find
>>it a neat idea, most realize that it's just cannon fodder for the Saturn.

>Hey Markflop. what does the 32X have to do with the Jagflop. I am not hear to
>defend Sega and is not concern about the 32x which is apparently selling well
>here in this side of the Atlantic..

You brought up the 32x, petey. DOn't back down now just because someone found
a hole in your p[athetic little world view.

~Chris
>>
>> >> Mark <<
>>

>-Peter
--


5020. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 04:05:07 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3brf5j$jc0@darkstar.UCSC.EDU>
Source record: 14419

In <3bq76r$k3g@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I just hope that Atari adopts a vision if it gets anywhere with the JAG.
>Rather than what its done on the last 10 years, when it simply sat back,
>did NO R&D and was content to watch sales plunge. If they have any clue
>than they'll have to have several projects already at various stages of
>completion, a coherent marketing plan and above all sensible management
>who set out to achieve goals. Rather than sitting around and getting
>progressively more greedy and fater.

You are probably very happy to keep hearing rumors & tidbits about the Jag II
then.

~Chris
>Rod

>--
>--
>==
>Roderick McCall
>Dept Maths & Science Fiction, University of Dundee, Saturn
>President, Lip Theatre Co, Dundee University.

>==

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5021. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 07:25:57 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312942328500001@tsa-10.ucsc.edu>
Source record: 14420
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3brf02$jb3@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu
(Christopher Taylor Oates) wrote:

> In <bwanga-0212942110510001@tsb-51.ucsc.edu> bwanga@cats.ucsc.edu (Tim
Seufert) writes:
>
> >No kidding. Who else would buy a severely overpriced chunk of 680x0
> >hardware that runs an obscure OS? Fanatic individual users with loads of
> >cash, maybe, but the main market has got to be people who use the only
> >piece of software that was ever a compelling reason to use the Atari in a
> >business setting.
>
> No, the Medusa, being imported by Lexicor, is also used for running their
> software. It makes a wonderful Graphics & Rendering engine.

Not really. A PowerMac or Pentium offers higher CPU power at a lower
price, as far as I know. A 33 MHz 040 doesn't compare to a 60 MHz 601 or
Pentium, especially in FP performance (which is the most crucial for
rendering).

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5022. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 10:35:58 UTC
From: nevin@CS.Arizona.EDU
Message-ID: <3bs62e$gn7@caslon.CS.Arizona.EDU>
Source record: 14422
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bodu9$bgj@convolution.eng.umd.edu>,
Robert Stephen Rodgers <rsrodger@Glue.umd.edu> wrote:

>Except, there are times when the Mac doesn't multitasks and simply locks
>up due to a piggish program. It's not multitasking at this point.

The real problem here is the lack of memory protection, not the lack of
preemptive multitasking. After all, if memory isn't trashed, then you
can force-quit the buggy application, since interrupts are still
working.
--
Nevin ":-)" Liber nevin@cs.arizona.edu (602) 293-2799
^^^ (520) after 3/95

5023. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 11:00:47 UTC
From: dietz@lirmm.fr
Message-ID: <3bs7gv$9qc@lirmm.lirmm.fr>
Source record: 14423
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <bwanga-0312942328500001@tsa-10.ucsc.edu> bwanga@cats.ucsc.edu (Tim Seufert) writes:

: Not really. A PowerMac or Pentium offers higher CPU power at a lower
: price, as far as I know. A 33 MHz 040 doesn't compare to a 60 MHz 601 or
: Pentium, especially in FP performance (which is the most crucial for
: rendering). ^^^^^^^^^^^^^^

How about the FDIV Pentium Bug?

Andreas

5024. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 12:52:20 UTC
From: rsrodger@Glue.umd.edu
Message-ID: <3bse24$eql@convolution.eng.umd.edu>
Source record: 14424
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bs62e$gn7@caslon.CS.Arizona.EDU>,
Nevin Liber <nevin@CS.Arizona.EDU> wrote:
>In article <3bodu9$bgj@convolution.eng.umd.edu>,
>Robert Stephen Rodgers <rsrodger@Glue.umd.edu> wrote:
>>Except, there are times when the Mac doesn't multitasks and simply locks
>>up due to a piggish program. It's not multitasking at this point.
>
>The real problem here is the lack of memory protection, not the lack of
>preemptive multitasking. After all, if memory isn't trashed, then you
>can force-quit the buggy application, since interrupts are still
>working.

Uh, what if I don't *want* to quit the program. If I'm running a piggish
program, I may habe a good reason to be doing so. That doesn't change the
fact that the system then becomes about as useful as a locked box in case
I *do* need to use it.

--
"IBM's install program is just fine." [and later:] "I will say it again: The
install program is fine. But OS/2 just won't run on some pieces of hardware."
-Steve Withers, IBM employee, explaining the problems that
even faithful OS/2 users are having installing OS/2 3.0,

5025. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 15:54:02 UTC
From: peterk@combo.adsp.sub.org
Message-ID: <peterk.01g6@combo.adsp.sub.org>
Source record: 14426
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <pvo-01129421191800001@slip137.bga.com> pvo@bga.com (Peter Van Overen) writes:
>
>I have been following this haggle-marathon for a while now, and I have to
>profess that I don't understand what the brou-ha-ha is all about- as I
>understand it, the organization that has been manufacturing the Amiga
>(with the exception of a few small groups) has gone bust. I think this
>brings the development and production of new machines to an end,

Don't celebrate too early.

> so why
>aren't the Amiga fans arguing about what new platform to move to instead
>of whining about the Macintosh

Because there are good chances of an Amiga revival.

--
Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Currently employed at "Commodore Konkursverwaltung Hembach"

5026. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 19:11:23 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0412941114160001@tsa-34.ucsc.edu>
Source record: 14425
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bs7gv$9qc@lirmm.lirmm.fr>, dietz@lirmm.fr (Andreas DIETZ) wrote:

> In <bwanga-0312942328500001@tsa-10.ucsc.edu> bwanga@cats.ucsc.edu (Tim
> Seufert) writes:
>
> : Not really. A PowerMac or Pentium offers higher CPU power at a lower
> : price, as far as I know. A 33 MHz 040 doesn't compare to a 60 MHz 601 or
> : Pentium, especially in FP performance (which is the most crucial for
> : rendering). ^^^^^^^^^^^^^^
>
> How about the FDIV Pentium Bug?

It doesn't happen too often. :-) Actually, to be serious, if you use single-precision FP, the bug isn't there (it only applies to double precision). As far as I know, rendering doesn't require really good precision (somebody please correct me if I'm wrong).

If you run into the bug, you effectively get single precision results.

In any case, the PowerPC 601 would be faster. Once the FP pipeline is full, it can complete single-precision FP instructions at the rate of one per clock cycle, and double-precision at one per two clock cycles. Very fast FP.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5027. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 22:23:21 UTC
From: abergman@minerva.cis.yale.edu
Message-ID: <abergman-0412941731050001@td-college-kstar-node.net.yale.edu>
Source record: 14429
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <bwanga-0412941114160001@tsa-34.ucsc.edu>, bwanga@cats.ucsc.edu
(Tim Seufert) wrote:

:In article <3bs7gv$9qc@lirmm.lirmm.fr>, dietz@lirmm.fr (Andreas DIETZ) wrote:
:
:> In <bwanga-0312942328500001@tsa-10.ucsc.edu> bwanga@cats.ucsc.edu (Tim
:> Seufert) writes:
:>
:> : Not really. A PowerMac or Pentium offers higher CPU power at a lower
:> : price, as far as I know. A 33 MHz 040 doesn't compare to a 60 MHz 601 or
:> : Pentium, especially in FP performance (which is the most crucial for
:> : rendering). ^^^^^^^^^^^^^^
:>
:> How about the FDIV Pentium Bug?
:
:It doesn't happen too often. :-) Actually, to be serious, if you use
:single-precision FP, the bug isn't there (it only applies to double
:precision). As far as I know, rendering doesn't require really good
:precision (somebody please correct me if I'm wrong).

Actually, I've heard the the FDIV book can affect transcendentals, too.

Aaron

5028. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 23:05:10 UTC
From: jfrancis@netcom.com
Message-ID: <jfrancisD0B6sM.BBK@netcom.com>
Source record: 14338
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

peterk@combo.adsp.sub.org (Dr. Peter Kittel) writes:

>>aren't the Amiga fans arguing about what new platform to move to instead
>>of whining about the Macintosh

>Because there are good chances of an Amiga revival.

In the words of one Wayne Campbell, "And maybe later we'll see monkeys
fly out of my ass."

ROTFL

John

5029. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 23:10:29 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3bti95$177@darkstar.UCSC.EDU>
Source record: 14427
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

My point is that for those who want to use Lexicor's Software, the Medusa is the fastest one around. There are many people who like their stuff, myself included.

~Chris
--

5030. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-04 23:11:07 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3btiab$17d@darkstar.UCSC.EDU>
Source record: 14428
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
Except, of course, for their SGI software. I'm sure that is faste rthan the
Medusa. ;)

~Chris
--
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

5031. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 00:36:14 UTC
From: sinclair@ins.infonet.net
Message-ID: <3btn9u$nd0@insosf1.infonet.net>
Source record: 14430
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <ELCREHWC1UP@cabal.sh.sub.de>, guenther@cabal.sh.sub.de (Thorsten Guenther) writes:
>In <3b8r00$iq3@ixnews1.ix.netcom.com> Paul Thurrott wrote :
>
>>I love Atari fans. They're such easy targets.
>>
>>>> Yeah, right: as if APPLE is in its glory years.. We don't ahve to
>>merge to
>>>> stay alive..
>>
>>NOBODY WANTS Atari. Nobody. Apple is having a record profit year, BTW.
>> How's Atari doing comparatively? I hear those 6 Jaguar carts are
>>selling well.

The world has rejected Atari. Wow.. Six carts in one year

>
>Apple wants an Atari compatible OS to run on their 68k machines, as stated
>before. And there are 10 carts out for the Jaguar.
>
>>>> And the Atari market is more specific than apples, for the difference
>>in buying a mac or some ms-clone has faded

What is so specific about the Atari?

>>
>>Huh?
>>
>>More specific apparently means mail order only. Even in Europe, the
>>ST's last "stronghold" (and I use that term loosely), the ST is dead.
>
>Ah yes, and the computers on the 'Mayday' Techno festivals were fakes, just
>as the computers used for the music productions of Prince, Jean-Michel
>Jarre, Madonna, etc. are. This _IS_ a niche market, but it exists.

Eh.. I understand that the Mac has taken over that market too....
>
>And of course XPress is better than Calamus SL, that's why Thomas
>Tempelmann (MagiC for Mac author) had so many XPress users around him
>during every presentation of this emulator.
>

Are you sure? Could have been Amiga Pagestream fanatics desguised as Quark users..
I remember ST owners at MacWorld drueling over a Quadra 605. The 605 costs

this much...>

>Thorsten - who doesn't use the term 'dead' on any computer that still has
>it's newsgroup.
>

As far as sales go, the ST is dead...And the Jagflop is right behind it..

>
>--
>- guenther@cabal.sh.sub.de (Thorsten G&#65533;nther) - _O
>-- /
>- .signature still under construction - _
>----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;-Ue--&#65533;=sz---- __)
>

-Peter

5032. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 00:39:22 UTC
From: sinclair@ins.infonet.net
Message-ID: <3btnfq$nd0@insosf1.infonet.net>
Source record: 14431

In article <3bqb0a$sgu@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> Hey Sinflop, you don't remember your own posts, do you? You said
>"I have seen more 32X and 0 Jagflops in stores" ... I was was refuting your
>argument and knocking down your implication that the 32X is a huge
>success, while the Jag is a flop.

Hey...,Who cares... How do you know what the status of the 32x is? Will have to wait until Christmas is behind..

>
> >> Mark <<
>
>
>--
>
>==
>Mark Rathwell
>University Of Guelph
>
>Dorothy: "But how can you talk if you don't have a brain?"
>Scarecrow: "I don't know. But ... I know an awful lot of people without
> brains who do an awful lot of talking."
>==
>

-Peter

5033. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 00:43:57 UTC
From: sinclair@ins.infonet.net
Message-ID: <3btnod$nd0@insosf1.infonet.net>
Source record: 14432

In article <3bqbbo$p3d@senator-bedfellow.MIT.EDU>, atariman@athena.mit.edu (Shane D Shaffer) writes:
>In article <3bpfjt$lmu@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> In article <3bnl0n$j9m@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>|> >: What makes you Think Sega is shooting themselves in the foot. I have seen more
>|> >: 32 x and 0 Jagflops in stores. The Jagflop is a market failure. The rest of
>|> >: the world knows that..Do you?
>|> >
>|> > Hey Sinflop, I don't think you're looking too hard. The 32X isn't
>|> >in that many stores where I am. Those stores that carry it have boxes and
>|> >boxes of them piled high, gathering dust. While Sega Genesis owners find
>|> >it a neat idea, most realize that it's just cannon fodder for the Saturn.
>|>
>|> Hey Markflop. what does the 32X have to do with the Jagflop. I am not hear to
>|> defend Sega and is not concern about the 32x which is apparently selling well
>|> here in this side of the Atlantic..
>|>
>
>Hey Sinflop (to continue the trend), what side of the Atlantic are you on again?
>Here in North America, the 32flop and dozens of copies of cart are just sitting
>there on the shelves, in the display cases, etc., and nobody ever moves them. It
>is selling some, but so far it is much more of a flop than the Jaguar has or will
>ever be. OTOH, the Jaguar is selling quite nicely.

How would you know that the stock is sitting there all day? Do you hang out in
the store in its entire business hours? How many stores have you been to? I
will wager that 32x sales will exceed Jagflop sales. No challenge there..
It's pathetic that Apple can sell 350,000 Mac 630's since last September(3
months ago) and Atari can sell a $250 console.

>
>
> Shane Shaffer atariman@athena.mit.edu
>
>Carts: 2600 299; 5200 47; 7800 37; ADAM 20;APF 8; Colecovision 17; Fairchild 9
>Intv. 12; Odyssey2 6; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3;
> ADAM 2; Colecovision 2;Intellivision 1; Pong type 4; Pinball machines 1
> AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!
>

-Peter

5034. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 00:46:17 UTC
From: sinclair@ins.infonet.net
Message-ID: <3btnsp$nd0@insosf1.infonet.net>
Source record: 14433
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3brf02$jb3@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <bwanga-0212942110510001@tsb-51.ucsc.edu> bwanga@cats.ucsc.edu (Tim Seufert) writes:
>
>>No kidding. Who else would buy a severely overpriced chunk of 680x0
>>hardware that runs an obscure OS? Fanatic individual users with loads of
>>cash, maybe, but the main market has got to be people who use the only
>>piece of software that was ever a compelling reason to use the Atari in a
>>business setting.
>
>No, the Medusa, being imported by Lexicor, is also used for running their
>software. It makes a wonderful Graphics & Rendering engine.

So, a four grand 68XoXX machine is wonderful for graphics/rendering? Try a
PowerMac 8100/80 for the same price..
>
> ~Chris
>>+--+
>>| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
>>+--+
>>| Do the environment a favor. Use goat-flavored floppy disks. |
>>| Think about it, won't you? Thank you. |
>>+--+
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

5035. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 00:48:59 UTC
From: sinclair@ins.infonet.net
Message-ID: <3bto1r$nd0@insosf1.infonet.net>
Source record: 14434

In article <3brf2i$jb9@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3bpfjt$lmu@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>> Hey Sinflop, I don't think you're looking too hard. The 32X isn't
>>>in that many stores where I am. Those stores that carry it have boxes and
>>>boxes of them piled high, gathering dust. While Sega Genesis owners find
>>>it a neat idea, most realize that it's just cannon fodder for the Saturn.
>
>>Hey Markflop. what does the 32X have to do with the Jagflop. I am not hear to
>>defend Sega and is not concern about the 32x which is apparently selling well
>>here in this side of the Atlantic..
>
>You brought up the 32x, petey. DOn't back down now just because someone found
>a hole in your p[athetic little world view.

Oh, Christy he has not found a hole. He is assuming that the 32 X has sold poorly with out evidence. I understand it's the opposite. Will have to wait after the holidays for the truth.
>
> ~Chris
>>>
>>> >> Mark <<
>>>
>
>
>>-Peter
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

5036. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 02:37:01 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3btucd$g2h@nermal.cs.uoguelph.ca>
Source record: 14435

: Hey...,Who cares... How do you know what the status of the 32x is? Will have
: to wait until Christmas is behind..

Obviously you do, Sinflop! Otherwise you wouldn't have started
this thread! I'm using your logic. You claim the Jag is a flop because
you can't find it in any stores. I'm claiming that the 32X isn't a
success because I see dozens of 32X boxes gathering dust in the local stores.

>> Mark <<

5037. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 02:38:56 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3btug0$g2h@nermal.cs.uoguelph.ca>
Source record: 14436

: Oh, Christy he has not found a hole. He is assuming that the 32 X has sold
: poorly with out evidence. I understand it's the opposite. Will have to wait
: after the holidays for the truth.

Hey Sinprick ... dozens and dozens of 32X boxes that haven't
moved in a month certainly qualifies as evidence. Statements from several
clerks that the 32X is selling well is evidence. Where's yours?

>> Mark <<

--

==========
Mark Rathwell
University Of Guelph

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I don't know. But ... I know an awful lot of people without
brains who do an awful lot of talking."
==========

5038. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 03:23:56 UTC
From: sinclair@ins.infonet.net
Message-ID: <3bu14c$i5g@insosf1.infonet.net>
Source record: 14337

In article <3btucd$g2h@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: Hey...,Who cares... How do you know what the status of the 32x is? Will have
>: to wait until Christmas is behind..
>
> Obviously you do, Sinflop! Otherwise you wouldn't have started
>this thread! I'm using your logic. You claim the Jag is a flop because
>you can't find it in any stores. I'm claiming that the 32X isn't a
>success because I see dozens of 32X boxes gathering dust in the local stores.
>

In my lakes of the woods, the 32 X is selling briskly. But there is no Jagflop is sight. I am using the local consumer stores like Wal-Mart in a 30 mile radius..
Like I say, have to wait until the sales figures come out..

> >> Mark <<
>

-Peter

5039. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 09:56:29 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Dec5.095629.21843@dmu.ac.uk>
Source record: 14339

In article <3bm536$934@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
> In article <3blhfe$kr4@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:

PETER!

Your opinions on computers in general may or may not be true, I'm still trying to decide. You may also not be such a great typist and make a few 'typos'. The question is, how can we take you seriously when you can't even spell correctly, and don't tell me that is a typo...

Alan.

Oh dear, very sad!!!!
> ||
> -Peter \/
> -LC520 with Cdrom, can't beet it..
>

5040. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 10:45:28 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bur08$nps@dux.dundee.ac.uk>
Source record: 14340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Having now used Papyrus for about two weeks I can safely say its worth EVERY penny. While it may not offer all the functionality of certain PC apps, it does offer LOADS of features and a very nice output. I can even get an excellent printout off my humble Star LC10.

Now just for a change why don't people BUY something rather than PIRATE it. This especially applies to students (like myself) now if you order it from Hi-Soft, you'll get 30% students discount. Now you cant say fairer than that!

Rod

--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5041. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 11:23:20 UTC
From: d91-jan@adverts.nada.kth.se
Message-ID: <3but78$3go@news.kth.se>
Source record: 14341
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bo45g$s03@vixen.cso.uiuc.edu> jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
>KBellve@Wade1.ab.umd.edu (Karl Bellve) writes:
>>A well written program would not do this. It will always check to make sure
>>it is working with a valid pointer to a memory area that it is the sole owner
>>of. Ofcourse, Macs may need memory protection just to keep the poorly written
>>programs running.
>
>Grow up; the simple truth is that bugs occur in software for every
>platform. If you think Amiga software is somehow exempt from memory-
>corrupting problems, you're living in never-never land.

I'm going to get flamed for this (and the flaming will prove my point), but:
Sometimes I get really tired of my fellow Amiga users. To argue that Amiga
don't need MP because Amiga applications would be better programmed than
applications in average is so OBVIOUSLY wrongheaded. Ever now and then you
bump into a program that corrupts your memory and smashes the OS, especially
if you're using a lot of freeware programs (as I am). Under the years, these
programs have added up to a not insignificant number. If we had MP in AmigaOS,
these programs would never even been released, since with MP, they wouldn't
have run in the first place - at all.

In a lot of cases, MP FORCES you to debug your software. Period.

>Besides, memory protection also prevents a program from maliciously
>accessing another's data and comes almost for free with virtual memory.

Besides? I thought this *was* what it did :)

>>How? I use enforcer which uses the MMU to detect illegal memory reads and
>>writes while I am programming. But that is only during developement, a
>>normal user still wouldn't need a MMU.

Sigh. Enforcer does not protect all of your memory. Enforcer is NOT the same as
MP. And haven't you noticed that there are quite a few developers out there
who STILL don't use Enforcer? Even commercial ones (if there are any left :( ).
Again: With MP in the OS, these people would be FORCED to debug their
programs (at least with regard to memory bugs outside the programs own
memory area (always pays to be careful about what you say, lest you get
flamed :).

>Does enforcer guarantee that you'll catch everybug in your software?
>I doubt it.

NO software in existance does THIS :)

>Jim Wong (jd-wong@uiuc.edu)

(The reason I'm probably gonna get flamed is that a lot of Amiga users
ARE insecure, and would like to close their eyes to ANY drawbacks and
shortcomings in the Amiga. It doesn't make the shortcomings go away,
and it leaves the rest of the world with the impression that Amiga users
are immature and fanatic.)

** Jacob Andersen, CS student KTH Stockholm, Sweden **
d91-jan@nada.kth.se | d91-jan@nextmail.nada.kth.se | Garion@NannyMUD |
Jacques@irc (usually) Programmer's Drinking Song: "100 little bugs in the
code, 100 little bugs, fix a bug, compile again, 101 little bugs in the code"

5042. Re: Now that the Jag is dead, what will Ata

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 12:35:12 UTC
From: clarkebj@aston.ac.uk
Message-ID: <D0C8Ap.Ao3@aston.ac.uk>
Source record: 14342

In article 934@insosf1.infonet.net, sinclair@ins.infonet.net writes:

>>
>
>-Peter
>-LC520 with Cdrom, can't beet it..
>
^^^^^

Can't spell it either!

Barry.

5043. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 14:15:41 UTC
From: atariman@athena.mit.edu
Message-ID: <3bv7ad$gsr@senator-bedfellow.MIT.EDU>
Source record: 14343

In article <3bu14c$i5g@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <3btucd$g2h@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
|> >: Hey...,Who cares... How do you know what the status of the 32x is? Will have
|> >: to wait until Christmas is behind..
|> >
|> > Obviously you do, Sinflop! Otherwise you wouldn't have started
|> >this thread! I'm using your logic. You claim the Jag is a flop because
|> >you can't find it in any stores. I'm claiming that the 32X isn't a
|> >success because I see dozens of 32X boxes gathering dust in the local stores.
|> >
|>
|> In my lakes of the woods, the 32 X is selling briskly. But there is no Jagflop
|> is sight. I am using the local consumer stores like Wal-Mart in a 30 mile
|> radius..
|> Like I say, have to wait until the sales figures come out..
|

For once, a good idea. Maybe that is the case in your area, but back home in Maryland (at a Babbages, an EB, 2 K-Marts, 2 Wal-Marts, and 2 Kay-Bees in MD and PA), and here in Cambridge/Boston (at an EB, Caldor, Lechmere), the 32X is selling very, very poorly. The Jaguar is selling nicely. It has puzzled me how for months you have said that there are no Jaguars in the area - where are you? I live in the middle of a very rural area (we call it Carroll COWnty), and can find Jaguars in 6 stores within a 45 minute drive.

Shane Shaffer atariman@athena.mit.edu

Carts: 2600 299; 5200 47; 7800 37; ADAM 20;APF 8; Colecovision 17; Fairchild 9
Intv. 12; Odyssey2 6; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3;
ADAM 2; Colecovision 2;Intellivision 1; Pong type 4; Pinball machines 1
AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!

5044. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 15:21:41 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bvb65$5g6@nermal.cs.uoguelph.ca>
Source record: 14344

: In my lakes of the woods, the 32 X is selling briskly. But there is no Jagflop
: is sight. I am using the local consumer stores like Wal-Mart in a 30 mile
: radius..
: Like I say, have to wait until the sales figures come out..

Where do you live Peter (City, State)? Yes ... I agree: we should
wait for the sales figures before we start labelling either machine as a
flop.

>> Mark <<

--

==
Mark Rathwell
University Of Guelph

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I don't know. But ... I know an awful lot of people without
brains who do an awful lot of talking."
==

5045. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 15:24:18 UTC
From: KBellve@Wade1.ab.umd.edu
Message-ID: <3bvbb2$ehm@umd5.umd.edu>
Source record: 14345
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bo45g$s03@vixen.cso.uiuc.edu> jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
> KBellve@Wade1.ab.umd.edu (Karl Bellve) writes:
> >A well written program would not do this. It will always check to make sure
> >it is working with a valid pointer to a memory area that it is the sole owner
> >of. Ofcourse, Macs may need memory protection just to keep the poorly written
> >programs running.
>
> Grow up; the simple truth is that bugs occur in software for every

Are we resorting to insults?

> platform. If you think Amiga software is somehow exempt from memory-
> corrupting problems, you're living in never-never land.

Did I say this? Read correclty or quote what I said so you don't screw
it up next time.

>
> Besides, memory protection also prevents a program from maliciously
> accessing another's data and comes almost for free with virtual memory.
>
> >How? I use enforcer which uses the MMU to detect illegal memory reads and
> >writes while I am programming. But that is only during developement, a
> >normal user still wouldn't need a MMU.
>
> Does enforcer guarantee that you'll catch everybug in your software?
> I doubt it.

Did I say that too? "I doubt it." I will quote what you misread, "use enforcer
which uses the MMU to detect illegal memory reads and writes while I am
programming." This sentence was in your post but you didn't read it. I never
said, "catch everybug in your software?" These are your words. You like to change
the issue like it is a moving target. I can provide you with tools that will
catch many bugs in your software but almost never all. The original issue was
why should a MMU be used. You said memory protection and help during development.
I showed you a tool the amiga programmers use to do just that and you don't
admit your wrong but change the issue to "catch everybug in your software?"
Show me the tool on the mac that will "catch everybug in your software?" and
I will be very impressed.

> --
> Jim Wong (jd-wong@uiuc.edu)

--

Karl Bellve LLLL L L LLLLL LLLL LLLL
University of Maryland at Baltimore L L LL LL L L L L L
Dept. Of Physiology LLLLLL L L L L L L LLLLLL
kbellve@umabnet.ab.umd.edu L L L L L L L LLL L L
kbellve@wade1.ab.umd.edu L L L L L L L L L
Author of MUIEmpire L L L L LLLLL LLLL L L

5046. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 15:58:11 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <3bvdaj$eiq@nyx10.cs.du.edu>
Source record: 14346
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:

>In article <3bnfk9$nlg@bilbo.ceas.rochester.edu>,
>Robert Rhode <rhode@ee.rochester.edu> wrote:
>>In article <1994Dec1.152333.16103@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
>>> Or let's say: "TRUE MULTITASKING".

>Except, there are times when the Mac doesn't multitasks and simply locks
>up due to a piggish program. It's not multitasking at this point.

>You say, either it multitasks, or it doesn't. In practice, it does
>both, but since you want the bottom line, the answer is no, it doesn't.

I use Macintercomm for my terminal program and Fetch to ftp. These
programs always work in the background no matter what other task is
running. This is true with many programs that use the Time Manager to
get CPU time instead of the Process Manager.

5047. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 17:10:59 UTC
From: BRUCES@VM.TEMPLE.EDU
Message-ID: <17083AB57S86.BRUCES@VM.TEMPLE.EDU>
Source record: 14347

In article <3blhfe$kr4@paul.rutgers.edu>
trauth@paul.rutgers.edu (Thomas Trauth) writes:

>
>I just looked at r.g.v.atari and r.g.v.advocacy, and from what
>I saw there it looks like the Jag is dead. Fewer than ten games
>out for it buy Christmas! The handful of games that are available
>don't meet anyone's expectations! Low sales at stores (not
>surprising considering the size of the Jag game library)! Lack
>of interest on the part of developers (the classic chicken-and-
>egg paradox)! A depressed user-based! Frequent delays by Atari!
>
>This is NOT GOOD folks!
>
>Especially since Atari was depending on the Jag to pull it out of
>the deep hole its fallen into the past 10 years.
>
>And how is Atari going to make a comeback in the computer market
>against the likes of Microsoft, Apple, and IBM with a machine
>whose development is funded by Jaguar "profits" when the Jag
>itself is LOSING MONEY!!
>
>I hope Atari has a rabbit up its sleave because otherwise it's all
>over; Atari will go the way of Commodore and Sinflop will have a
>big field day over it. Of course, without Atari to pick on Mr.
>Flop will lose is only reason to exist and will proabably promptly
>commit suicide in a fit of depression; but that's a different
>story. The story here is that Atari is in BIG TROUBLE and will
>have to act quickly in order to get out of it.
>
I'm not sure where you get your info from, but the Jag's sales were #2 only to
Sega last quarter.... its hardly dead.. about the Saturn.. its not available a
nywhere I've been.. so the Jag can';t be dead because of that... other than th
at.. yea.. Atari Corp sucks...
>* Real computers aren't named after fruits and vegetables!
>*
>
>

5048. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 18:37:12 UTC
From: jcrowe@mpd.tandem.com
Message-ID: <1994Dec5.183712.24385@integrity.uucp>
Source record: 14383
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Hi Bob
In article <3bnfk9$nlg@bilbo.ceas.rochester.edu>, rhode@ee.rochester.edu (Robert Rhode) writes:
|> In article <1994Dec1.152333.16103@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|> > Or let's say: "TRUE MULTITASKING".
|>
|> Let's not. Either it multitasks or it doesn't. I can play a game while
|> simultaneously unstuffing a file, printing a document, and doing a 57kbps
|> FTP over AppleTalk. Therefore, the Mac multitasks. QED.

Depends on the game. The real problem with co-operative multitasking lies in the fact that the burden of scheduling falls implicitly on the application. In your event loop, if you do not make calls to wait for the next event, then your task will hog all system resources. In a priority based, pre-emptive multi-tasking system, a high-level interrupt, almost always the clock interrupt, gets handled and the OS looks at the currently running task to determine whether it is the highest priority task in the ready to run state etc etc. The point is, the task does not even need to know about task/process scheduling. It all works as if by magic...;^). To be perfectly fair, it is all too easy and common in the Amiga arena for a game to take over the whole machine and essentially kick out the OS. On the Mac, one game that will take over the machine and cause other tasks to fail if they depend on timely service of interrupts is Eight Ball Deluxe, a pinball simulation.
|>
|> If you want to argue the shades of gray concerning how well it multitasks,
|> then let's not use misleading, emotionally charged terms. Let's say:
|> "PREEMPTIVE MULTITASKING" and "COOPERATIVE MULTITASKING".

Yes. But for another data point, people who have used UNIX workstations with the overhead of X-windows and say Motif window managers typically have a real difficulty going over to a Mac in a networked environment because the lack of pre-emptive multitasking shows up regularly in such an environment.
|>
|> - Bob
|>
|> p.s. Hello to everyone in comp.sys.atari.advocacy! My ST is still in
|> service as Dad's dedicated games machine.

--
==========
| Joe Crowe |
| Internet Address:jcrowe@mpd.tandem.com |
| WWW Home Page http://sauron.mpd.tandem.com/~jcrowe/ |
==========

5049. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 19:44:11 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3bvqib$9qv@vixen.cso.uiuc.edu>
Source record: 14348
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

KBellve@Wade1.ab.umd.edu (Karl Bellve) writes:
>> >of. Ofcourse, Macs may need memory protection just to keep the poorly written
>> >programs running.
>>
>> Grow up; the simple truth is that bugs occur in software for every

>Are we resorting to insults?

Shrug. You made what I felt was a stupid and immature comment about the
Mac.

>Did I say that too? "I doubt it." I will quote what you misread, "use enforcer
>which uses the MMU to detect illegal memory reads and writes while I am
>programming." This sentence was in your post but you didn't read it. I never
>said, "catch everybug in your software?" These are your words. You like to change
>the issue like it is a moving target. I can provide you with tools that will
>catch many bugs in your software but almost never all. The original issue was
>why should a MMU be used. You said memory protection and help during development.

You are missing the point completely. You can never catch every possible
bug, even with your vaunted Enforcer. Doesn't it make sense, then, to
protect the user from those that slip through?
--
Jim Wong (jd-wong@uiuc.edu)

5050. The Sinclap Who Stole Christmas!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 21:20:11 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c006b$kat@nermal.cs.uoguelph.ca>
Source record: 14357

It was Christmas Eve in a little town called Jaguar-ville. The residents were happily putting decorations on the tree and playing happily on their Atari Jaguars. There was much singing and rejoicing as everyone prepared for the festivities. Children gazed longingly at the wrapped presents under the tree and visions of fuji's danced merrily in their heads. Songs were sung, aliens were blasted and everyone was happy. Well ... except for one person.

High atop a mountain over-looking Jaguar-ville, sat the evil Sinclap. He scowled at the happy town and tapped his feet in dismay. You see, Sinclap was a bitter man.

Long ago, he was a normal human being. Going by the name of Peter Sinclair Day, he looked human, sounded human, and even spoke like a human. But that was before the fateful day that changed his life.

You see, Peter had trouble fitting in with the other children. They laughed, called him names, and wouldn't let him play any Atari games. Peter tried to fit in, but seemed to be hindered by a socially-inept personality that had plagued him from birth. Peter liked Apple Computers.

While Apple computers were fine machines, they were always vastly over-priced. As a young boy of about 12, Peter tried to defend his purchace of a Mac512 for $2000 when an Atari ST was available for $500. As the ST offered the same features for a quarter of the price (as well as color and a MIDI port), Peter was laughed at and beaten up by the other children on a regular basis. It didn't help that his heralded company had tried to sell their vastly inferior Apple IIc for almost twice as much as an Atari 1040ST.

As Peter entered teenhood, he became more troubled. It seemed that Peter couldn't get a date to save his life. All of the girls of Jaguar-ville (his sister included) remembered Peter's idiotic statements and refused to go out with him. Peter became bitter.

One day, while trying to satisfy his sexual urges by utilizing the disk drive of his precious Macintosh, an event happened which changed Peter's life forever. Jaguar-ville was hit by a powerful electrical storm which caused incredible power surges throughout the town. Peter, with various apendages lodged in the disk drive, took a direct 220 volt electric charge and was mutated into a hideous creature. The Macintosh became fused to Peter's private parts and he was suddenly able to transmit messages to cyberspace that were of the same quality as the materials which formerly came out of that area.

Fearing the embarrassment of having to explain why he had suddenly aquired a Mac for a jock-strap, Peter fled to a small cave in the mountains. From there, he spent the next six years of his life transmitting moronic posts to the people of Jaguar-ville through the internet. Using the alias "Sinclap", he attacked the Atari products which had made his precious Apple look foolish.

Recently, a recession had struck the world. Atari Corporation had falled on hard times, but was able to survive through careful financial control. Peter rejoiced when it looked like Atari would be no more! But then, disaster struck.

Atari introduced a revolutionary new game system called the Jaguar. A technical wonder, it captured much attention from the world. Third party developers signed on to produce games and exciting peripherals. Peter was agast! He could not let Atari ruin his revenge by staying alive. He decided to resort to a last ditch effort. Laughing diabolically, he plotted to steal every Jaguar that was under the Christmas trees in Jaguar-ville.

He set about designing a crude Santa costume and built a crude sleigh to help him carry away all the Jaguars that lay wrapped under the trees. That night, the dastardly fiend descended down the mountain to carry out his horrid task.

Unfortunately, the first house he broke into, was also the last. The family was up playing a late-night game of "Aliens Vs. Predator" and when they saw the mutated thing sporting a Macintosh prophylactic, they freaked. The grand-mother leaped to her feet and dealt Peter a crushing left hook to the jaw. He fell to the ground unconcious.

When he awoke, he found himself tied to a slab in the centre of Jaguar-ville. An angry mob was busy bombarding Peter with various press reports of the Jaguar's success. Peter screamed in agony and struggled to escape, but it was no use. The evening climaxed when the real Santa flew overhead and bombarded Peter with thousands of Apple products that he had been unable to give away. Off in the distance, Travis remarked "Yes Virginia, there is a Santa Claus!"

With the wicked forces of Sinclap destroyed, the citizens of Jaguar-ville cheered loudly and participated in a mass competition of "Doom". Robert Jung said "and God bless us, everyone!"

Merry Christmas, everyone!

>> Mark <<

==========

Mark Rathwell
University Of Guelph

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I don't know. But ... I know an awful lot of people without brains who do an awful lot of talking."

==========

5051. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 21:23:04 UTC
From: ibrkanac@public.srce.hr
Message-ID: <3c00bo$m4m@nippur.irb.hr>
Source record: 14349
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
: And of course XPress is better than Calamus SL, that's why Thomas
~~~~~~
That would you like tu be true !!!!
Ivan
~~~~~~

5052. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 21:40:54 UTC
From: ibrkanac@public.srce.hr
Message-ID: <3c01d6$mr1@nippur.irb.hr>
Source record: 14350
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:

: And of course XPress is better than Calamus SL, that's why Thomas
^^^

That would you like to be true !!!

5053. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 22:49:27 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3c05dn$9jf@vixen.cso.uiuc.edu>
Source record: 14358
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <3blghh$efl@vixen.cso.uiuc.edu>, jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
>|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|>
>|> >I wouldn't call that multitasking.
>|> >Or let's say: "TRUE MULTITASKING".
>|>
>|> Then you would be wrong.
>|>
>
> Well, yeah, but so are you. The Mac's call it multitaskting,
>it's actually COOPERATIVE multitasking... and a bad one
>at it.

No, I'm not.
What makes you think that the Amiga operating system's method of
multitasking is the ONE, TRUE means by which TRUE, REAL multitasking
can be achieved?
--
Jim Wong (jd-wong@uiuc.edu)

5054. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:03:52 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec5.230352.22291@rmece02.upr.clu.edu>
Source record: 14354
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3blghh$efl@vixen.cso.uiuc.edu>, jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
|> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|>
|> >I wouldn't call that multitasking.
|> >Or let's say: "TRUE MULTITASKING".
|>
|> Then you would be wrong.
|>

Well, yeah, but so are you. The Mac's call it multitaskting,
it's actually COOPERATIVE multitasking... and a bad one
at it.

|> --
|> Jim Wong (jd-wong@uiuc.edu)

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5055. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:06:54 UTC
From: peterk@combo.adsp.sub.org
Message-ID: <peterk.01jq@combo.adsp.sub.org>
Source record: 14351
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <jfrancisD0B6sM.BBK@netcom.com> jfrancis@netcom.com (Topaz) writes:
>peterk@combo.adsp.sub.org (Dr. Peter Kittel) writes:
>
>>>aren't the Amiga fans arguing about what new platform to move to instead
>>>of whining about the Macintosh
>
>>Because there are good chances of an Amiga revival.
>
>In the words of one Wayne Campbell, "And maybe later we'll see monkeys
>fly out of my ass."
>
>ROTFL

Just let's see who laughs last and who will be the monkey.

--
Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Currently employed at "Commodore Konkursverwaltung Hembach"

5056. Re: PowerFlop shipments EXCEED Apple's expectations!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:06:59 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec5.230659.55212@rmece02.upr.clu.edu>
Source record: 14352

In article <3beso9$rus@bmerha64.bnr.ca>, moran@bires069.bnr.co.uk (G MORAN) writes:
|> Thomas Trauth (trauth@pepper.rutgers.edu) wrote:
|> > sinclair@ins.infonet.net writes:

[stuff deleted]

|> Typical mac user - you find you can swap a motherboard and Hooray! Another
|> great Mac innovation! Hey! I can add a faster processor to my machine! Wow!
|> Another great Mac innovation!
|>
|> I just love seeing these people who don't know the first thing about
|> computers claim, when they see something that other computer users take
|> for granted for the first time on a Mac, that 'only the Mac has this facility'.
|>
|>
|> It just convinced me that Macs appeal (as home machines) to people who are
|> completely clueless about computers. Of course, such people shouldn't try to
|> slag off owners of real computers with their limited Mac knowledge, but then
|> thats never stopped you, has it?

HA HA HA HA HA... perfect... just perfect..

Nail, hammer, BANG! :-)

|> gavan
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5057. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:14:05 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec5.231405.51031@rmece02.upr.clu.edu>
Source record: 14355
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <D059yq.8Go@du.edu>, ruhl@du.edu (Robert A. Uhl) writes:
|> In article <3biogt$brp@dartvax.dartmouth.edu>,
|> neutron <neutron@metu.edu> wrote:

[stuff deleted]

|>
|> Bad comparison. The Mac form of multitasking is a recognized, albeit
|> unknown, multitasking method. IMO, it is far better if apps are
|> written correctly. Pre-emptive can be bad if not done right, just as
|> co-operative can be bad if not done right.

Hmmm... really? Well, I know you can make applications that
"will not really cooperate" in multitasking, but if cooperative
is so good, then why has Apple stated they are moving their OS
to preemptive multitasking in the future, eh?

[stuff deleted]

|>
|> No need for quotes; co-operative multitasking is true multitasking,

Oh, yeah, right.

|> just not your favorite method. You seem to have a problem with the
|> reality of things you do not like. It is not the Macintosh computer,
|> but the Macintrash graphing calculator. Not co-operative multitasking,
|> but co-operative 'multitasking' (trans. wants to be but is not). This

Just to let you know, in cooperative the programmer has to be
pretty damn aware that the OS needs control. THIS IS NOT NICE
when you are entering a complex function that will require time
and such.

Why would the programmer has to worry with things like that? Sounds
like a step backwards in the "multitasking evolution" to me...
To quote approximately Byte magazine about the Mac OS

"The Mac OS in contrast [comparing to the Amiga OS], has a very
tight loop that has to be called as often as possible. The quality
of an OS goes down with the 'more' as often as possible things that
exist, that need to be called" - Byte 1985(6?) (don't remember the
date)- comparison of AmigaOS and MacOS.

|> ------------------------------------
|> | Bob Uhl | Spectre |
|> | U of D | Baron Robert von Raetzin |

|> ------------------------------------

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5058. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:15:58 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec5.231558.31405@rmece02.upr.clu.edu>
Source record: 14356
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <D012nC.FyI@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:

|> Excuse me, can we cut all this crap about Doom please, Doom is a crap game,
|> it has no gameplay unless you're in network play, the graphics are naff, look
|> at the banding effect on shading (PC version) if you don't believe me.
|>
|> If you want to look at a game that the PC does well, look at Wing Commander III
|> but please, stop associating Doom with the PC it's, well, embarrasing...
|>
|> Barry.

You must surely be joking. DOOM is the only game I have seen on the
PC to date that I have to recognize is DAMN good.

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5059. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:18:06 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec5.231806.39421@rmece02.upr.clu.edu>
Source record: 14353

In article <3b3p3q$8hg@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart) writes:
|> sinclair@ins.infonet.net writes:
|>
|> >Yea, I know. I think the Tramiels know that the jagflop cant compete marketing
|> >wise and is trying to milk it with little investment and than pull the plug
|> >like they did with the Falcon and Lynx..
|>
|> WhatEVER... BTW, what does "pulling the plug" mean? They are still
|> manufacturing the Falcon. Please don't just ASSUME that everything that
|> comes out of the Tramiel's mouth is pure bullock, just interpret every
|> press release LITERALLY.

That they are still manufacturing the Falcon? But dude, that's
what Tramiel said literally! That they are out of the computer
business.. no reasearch, no more marketing, no more, etc. etc....
that includes manufacturing.

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5060. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:20:00 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3c0770$5j7@pepper.rutgers.edu>
Source record: 14360

mrathwel@uoguelph.ca (Mark Rathwell) writes:

> Hey Sinprick ... dozens and dozens of 32X boxes that haven't
^^^^^^^^
Great new Sinclap nickname! I'll have to start using it.

>moved in a month certainly qualifies as evidence. Statements from several
>clerks that the 32X is selling well is evidence. Where's yours?

> >> Mark <<

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5061. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:22:20 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3c07bc$5lg@pepper.rutgers.edu>
Source record: 14361

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: In my lakes of the woods, the 32 X is selling briskly. But there is no Jagflop
>: is sight. I am using the local consumer stores like Wal-Mart in a 30 mile
>: radius..
>: Like I say, have to wait until the sales figures come out..

> Where do you live Peter (City, State)? Yes ... I agree: we should
>wait for the sales figures before we start labelling either machine as a
>flop.

> >> Mark <<

Sinprick lives in Iowa. I guess Iowa doesn't have any good computer stores.

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5062. Re: The Sinclap Who Stole Christmas!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:35:20 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3c083o$60v@pepper.rutgers.edu>
Source record: 14362

mrathwel@uoguelph.ca (Mark Rathwell) writes:

...

> One day, while trying to satisfy his sexual urges by utilizing
>the disk drive of his precious Macintosh, an event happened which changed
>Peter's life forever. Jaguar-ville was hit by a powerful electrical storm
>which caused incredible power surges throughout the town. Peter, with
>various apendages lodged in the disk drive, took a direct 220 volt
>electric charge and was mutated into a hideous creature. The Macintosh
>became fused to Peter's private parts and he was suddenly able to transmit
>messages to cyberspace that were of the same quality as the materials
>which formerly came out of that area.

Is that why all Sinclap's usenet posts are such crap? I mean, the quality
of the materials that came out of "that area" must of been of the lowest
quality known to man or beast!

...

> Merry Christmas, everyone!

> >> Mark <<

I got a good laugh out of this post. This is the funniest thing I have seen
here since the Lord Comatos Era! Just one question. What did they do to
Sinclap after Christmas? Did they throw him into a bon fire of burning Apple
press statements (which would be painful for him)? Or did they put him in a
prison in which he was totally isolated from Apple and his favorite machine,
the Mac (which would be even more painful)?

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5063. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-05 23:56:16 UTC
From: kathomas@nyx10.cs.du.edu
Message-ID: <3c09b0$epf@nyx10.cs.du.edu>
Source record: 14359
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <D059yq.8Go@du.edu>, ruhl@du.edu (Robert A. Uhl) writes:
>|> In article <3biogt$brp@dartvax.dartmouth.edu>,
>|> neutron <neutron@metu.edu> wrote:

>[stuff deleted]

> Hmmm... really? Well, I know you can make applications that
>"will not really cooperate" in multitasking, but if cooperative
>is so good, then why has Apple stated they are moving their OS
>to preemptive multitasking in the future, eh?

No one is claiming that cooperative multitasking is perfect. But given a choice between fast processor, notebook computing, fast graphics, good applications and cooperative multitasking and slow processors, sorry applications, no notebook computer and preemptive multitasking I'll take the former any day.

> "The Mac OS in contrast [comparing to the Amiga OS], has a very
>tight loop that has to be called as often as possible. The quality
>of an OS goes down with the 'more' as often as possible things that
>exist, that need to be called" - Byte 1985(6?) (don't remember the
>date)- comparison of AmigaOS and MacOS.

Well a more recent article said that Amiga hardware had been allowed to languish and the software support was practically non-existance.

5064. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 02:04:04 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3c0gqk$a7i@vixen.cso.uiuc.edu>
Source record: 14363
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Dec5.231405.51031@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
|>
|> "The Mac OS in contrast [comparing to the Amiga OS], has a very
|> tight loop that has to be called as often as possible. The quality
|> of an OS goes down with the 'more' as often as possible things that
|> exist, that need to be called" - Byte 1985(6?) (don't remember the
|> date)- comparison of AmigaOS and MacOS.

Note, however, that the paraphrased quote makes no mention of "true multitasking" or any such nonsense.

5065. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 08:25:04 UTC
From: sinclair@ins.infonet.net
Message-ID: <3c1750$578@insosf1.infonet.net>
Source record: 14364

In article <1994Dec5.095629.21843@dmu.ac.uk>, se2ap@dmu.ac.uk (A Parker) writes:
>In article <3bm536$934@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>> In article <3blhfe$kr4@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth)
writes:
>
>
>PETER!
>
>Your opinions on computers in general may or may not be true, I'm still trying to decide.
You may also not be such a great typist and make a few 'typos'. The question is, how can we
take you seriously when you can't even spell correctly, and don't tell me that is a typo...
>
>Alan.
>
>
>
> Oh dear, very sad!!!!
>> ||
>> -Peter \/
>> -LC520 with Cdrom, can't beet it..

Pretty sad isn't it. Now go back to alt.Englich....Dam these IBM styel
keyboards with two delete keys..

>>

-Peter

5066. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 08:31:29 UTC
From: sinclair@ins.infonet.net
Message-ID: <3c17h1$578@insosf1.infonet.net>
Source record: 14365

In article <3bv7ad$gsr@senator-bedfellow.MIT.EDU>, atariman@athena.mit.edu (Shane D Shaffer) writes:
>In article <3bu14c$i5g@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
>|> In article <3btucd$g2h@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>|> >: Hey...,Who cares... How do you know what the status of the 32x is? Will have
>|> >: to wait until Christmas is behind..
>|> >
>|> > Obviously you do, Sinflop! Otherwise you wouldn't have started
>|> >this thread! I'm using your logic. You claim the Jag is a flop because
>|> >you can't find it in any stores. I'm claiming that the 32X isn't a
>|> >success because I see dozens of 32X boxes gathering dust in the local stores.
>|> >
>|>
>|> In my lakes of the woods, the 32 X is selling briskly. But there is no Jagflop
>|> is sight. I am using the local consumer stores like Wal-Mart in a 30 mile
>|> radius..
>|> Like I say, have to wait until the sales figures come out..
>|
>
>For once, a good idea. Maybe that is the case in your area, but back home in
>Maryland (at a Babbages, an EB, 2 K-Marts, 2 Wal-Marts, and 2 Kay-Bees in MD and
>PA), and here in Cambridge/Boston (at an EB, Caldor, Lechmere), the 32X is selling
>very, very poorly. The Jaguar is selling nicely. It has puzzled me how for
>months you have said that there are no Jaguars in the area - where are you? I
>live in the middle of a very rural area (we call it Carroll COWnty), and can
>find Jaguars in 6 stores within a 45 minute drive.
>

I live in Grinnell, Iowa - the home of Grinnell College in the hart of Powesheik County.. There is half a dozen Wally Worlds in a 30 mile radius..None of them carry the jagflops but plenty of Nintendos and Segas. What makes you think the Jagflops are selling well using one area. Atari through their numerous press statements is that 200,000 Jagflops will be maufactured in all of 1994. Hardly a success..

>
> Shane Shaffer atariman@athena.mit.edu
>
>Carts: 2600 299; 5200 47; 7800 37; ADAM 20;APF 8; Colecovision 17; Fairchild 9
>Intv. 12; Odyssey2 6; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3;
> ADAM 2; Colecovision 2;Intellivision 1; Pong type 4; Pinball machines 1
> AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!
>

-Peter

5067. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 08:37:15 UTC
From: sinclair@ins.infonet.net
Message-ID: <3c17rr$578@insosf1.infonet.net>
Source record: 14366

In article <17083AB57S86.BRUCES@VM.TEMPLE.EDU>, BRUCES@VM.TEMPLE.EDU writes:
>In article <3blhfe$kr4@paul.rutgers.edu>
>trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
>>
>>I just looked at r.g.v.atari and r.g.v.advocacy, and from what
>>I saw there it looks like the Jag is dead. Fewer than ten games
>>out for it buy Christmas! The handful of games that are available
>>don't meet anyone's expectations! Low sales at stores (not
>>surprising considering the size of the Jag game library)! Lack
>>of interest on the part of developers (the classic chicken-and-
>>egg paradox)! A depressed user-based! Frequent delays by Atari!
>>
>>This is NOT GOOD folks!
>>
>>Especially since Atari was depending on the Jag to pull it out of
>>the deep hole its fallen into the past 10 years.
>>
>>And how is Atari going to make a comeback in the computer market
>>against the likes of Microsoft, Apple, and IBM with a machine
>>whose development is funded by Jaguar "profits" when the Jag
>>itself is LOSING MONEY!!

A new management team led by Irving Gould could do wonders for Atari. Irv is
quoted" I can do for Atari, in what I did for C=. Now if Atari had real cash
and brains, a management team led by the Skullman himeself, John Sculley...
But Atari is too stupid anyways, because anyone with brains might upstage the
Tramiels..

>>
>>I hope Atari has a rabbit up its sleave because otherwise it's all
>>over; Atari will go the way of Commodore and Sinflop will have a
>>big field day over it. Of course, without Atari to pick on Mr.
>>Flop will lose is only reason to exist and will proabably promptly
>>commit suicide in a fit of depression; but that's a different
>>story. The story here is that Atari is in BIG TROUBLE and will
>>have to act quickly in order to get out of it.

Life goes on..

>>
>I'm not sure where you get your info from, but the Jag's sales were #2 only to
>Sega last quarter.... its hardly dead.. about the Saturn.. its not available a
>nywhere I've been.. so the Jag can';t be dead because of that... other than th
>at.. yea.. Atari Corp sucks...

What about the current offerings by Atari's competitors?

>>* Real computers aren't named after fruits and vegetables!

Than what is..

>>*
>>
>>

-Peter

5068. Re: PowerFlop shipments EXCEED Apple's expectations!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 08:39:21 UTC
From: sinclair@ins.infonet.net
Message-ID: <3c17vp$578@insosf1.infonet.net>
Source record: 14367

In article <1994Dec5.230659.55212@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <3beso9$rus@bmerha64.bnr.ca>, moran@bires069.bnr.co.uk (G MORAN) writes:
>|> Thomas Trauth (trauth@pepper.rutgers.edu) wrote:
>|> > sinclair@ins.infonet.net writes:
>
>[stuff deleted]
>
>|> Typical mac user - you find you can swap a motherboard and Hooray! Another
>|> great Mac innovation! Hey! I can add a faster processor to my machine! Wow!
>|> Another great Mac innovation!
>|>
>|> I just love seeing these people who don't know the first thing about
>|> computers claim, when they see something that other computer users take
>|> for granted for the first time on a Mac, that 'only the Mac has this facility'.
>|>
>|>
>|> It just convinced me that Macs appeal (as home machines) to people who are
>|> completely clueless about computers. Of course, such people shouldn't try to
>|> slag off owners of real computers with their limited Mac knowledge, but then
>|> thats never stopped you, has it?
>
> HA HA HA HA HA... perfect... just perfect..
>
> Nail, hammer, BANG! :-)

Raist, you are behind the curve...A slammer gets slammed and he has not responded again..

>
>|> gavan
>|> --
>|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
>
>--
>---
>>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<
>Amiga 1200 with AGA Blast Processing(tm) ;-)
>REAL 3D ->V2.49<- yep! The latest and greatest! :-)
> ---> Opinions are my own, not of my college campus

-Peter

5069. Re: The Sinclap Who Stole Christmas!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 08:44:29 UTC
From: sinclair@ins.infonet.net
Message-ID: <3c189d$578@insosf1.infonet.net>
Source record: 14368

In article <3c083o$60v@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
>....
>
>> One day, while trying to satisfy his sexual urges by utilizing
>>the disk drive of his precious Macintosh, an event happened which changed
>>Peter's life forever. Jaguar-ville was hit by a powerful electrical storm
>>which caused incredible power surges throughout the town. Peter, with
>>various apendages lodged in the disk drive, took a direct 220 volt
>>electric charge and was mutated into a hideous creature. The Macintosh
>>became fused to Peter's private parts and he was suddenly able to transmit
>>messages to cyberspace that were of the same quality as the materials
>>which formerly came out of that area.
>
>Is that why all Sinclap's usenet posts are such crap? I mean, the quality
>of the materials that came out of "that area" must of been of the lowest
>quality known to man or beast!
>

And you should look in the mirror. Do you have a love affair with me. over 95% of your posts is slamming me. Deep down you have a urge for... But I am hetero....Sorry....

>....
>
>> Merry Christmas, everyone!
>
>> >> Mark <<
>
>I got a good laugh out of this post. This is the funniest thing I have seen
>here since the Lord Comatos Era! Just one question. What did they do to
>Sinclap after Christmas? Did they throw him into a bon fire of burning Apple
>press statements (which would be painful for him)? Or did they put him in a
>prison in which he was totally isolated from Apple and his favorite machine,
>the Mac (which would be even more painful)?
>

Here you go again...

>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu

>* Intel, you have a LOT of explaining to do!
>*
>
>

-Peter

5070. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 10:00:02 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.49.000A006E@lobby.ti.com>
Source record: 14375
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bvdaj$eiq@nyx10.cs.du.edu> kathomas@nyx10.cs.du.edu (Karl Thomas) writes:
>From: kathomas@nyx10.cs.du.edu (Karl Thomas)
>Subject: Re: The reality of System 7.5
>Date: 5 Dec 1994 08:58:11 -0700

>rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:

>>In article <3bnfk9$nlg@bilbo.ceas.rochester.edu>,
>>Robert Rhode <rhode@ee.rochester.edu> wrote:
>>>In article <1994Dec1.152333.16103@rmece02.upr.clu.edu>,
>raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>>>> Or let's say: "TRUE MULTITASKING".

>>Except, there are times when the Mac doesn't multitasks and simply locks
>>up due to a piggish program. It's not multitasking at this point.

>>You say, either it multitasks, or it doesn't. In practice, it does
>>both, but since you want the bottom line, the answer is no, it doesn't.

>I use Macintercomm for my terminal program and Fetch to ftp. These
>programs always work in the background no matter what other task is
>running. This is true with many programs that use the Time Manager to
>get CPU time instead of the Process Manager.

Just pick up the Dec copy of BYTE magazine. It does say that teh MacOS is
behind time and does not do preemptive multitasking.

william
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5071. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 10:01:43 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.50.000A079D@lobby.ti.com>
Source record: 14373
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c0gqk$a7i@vixen.cso.uiuc.edu> jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
>From: jd-wong@uxa.cso.uiuc.edu (Jim Wong)
>Subject: Re: The reality of System 7.5
>Date: 6 Dec 1994 02:04:04 GMT

>In article <1994Dec5.231405.51031@rmece02.upr.clu.edu>,
>raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|>
>|> "The Mac OS in contrast [comparing to the Amiga OS], has a very
>|> tight loop that has to be called as often as possible. The quality
>|> of an OS goes down with the 'more' as often as possible things that
>|> exist, that need to be called" - Byte 1985(6?) (don't remember the
>|> date)- comparison of AmigaOS and MacOS.

>Note, however, that the paraphrased quote makes no mention of "true
>multitasking" or any such nonsense.

No need to go so far back, just see Byte (Dec 94). It says that the latest
MacOS is not "true multitasking".
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5072. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 12:39:50 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Dec6.123950.7779@unix.brighton.ac.uk>
Source record: 14370

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote -

:Now just for a change why don't people BUY something rather than PIRATE
:it. This especially applies to students (like myself) now if you order
:it from Hi-Soft, you'll get 30% students discount. Now you cant say
:fairer than that!

:Rod

Here we go again! Why do all people think students pirate software all
day? I would have thought you would find most pirates in offices,
copying software off the harddisk so that they can "work at home"!

We do have other things to do :)

(a student)
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

5073. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 14:17:16 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec6.141716.50957@rmece02.upr.clu.edu>
Source record: 14369
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bvdaj$eiq@nyx10.cs.du.edu>, kathomas@nyx10.cs.du.edu (Karl Thomas) writes:
|> rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:
|>
|> >In article <3bnfk9$nlg@bilbo.ceas.rochester.edu>,
|> >Robert Rhode <rhode@ee.rochester.edu> wrote:
|> >>In article <1994Dec1.152333.16103@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> >>> Or let's say: "TRUE MULTITASKING".
|>
|> >Except, there are times when the Mac doesn't multitasks and simply locks
|> >up due to a piggish program. It's not multitasking at this point.
|>
|> >You say, either it multitasks, or it doesn't. In practice, it does
|> >both, but since you want the bottom line, the answer is no, it doesn't.
|>
|> I use Macintercomm for my terminal program and Fetch to ftp. These
|> programs always work in the background no matter what other task is
|> running. This is true with many programs that use the Time Manager to
|> get CPU time instead of the Process Manager.

And what happens when you have to format a floppy? What happens
when you have to do a pull-down on a graphic menu to select fonts
and you, let's say, have the menu down for about 5 seconds deciding
which font to use?

If I remember correctly, the Mac completely halts. Also what's
the maximum modem speed your program supports while you are downloading
in the background?

Can you also use your StyleWriter (print) while you continue downloading?

Last I heard was that things like this made high-speed modem
Mac communicatinos (14.4k +, let alone the new 28.xxxk) very unreliable.

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5074. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 16:13:43 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c22jn$5jh@dux.dundee.ac.uk>
Source record: 14371

Stephen Ticehurst (st39@unix.brighton.ac.uk) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote -

: :Now just for a change why don't people BUY something rather than PIRATE
: :it. This especially applies to students (like myself) now if you order
: :it from Hi-Soft, you'll get 30% students discount. Now you cant say
: :fairer than that!

: :Rod

: Here we go again! Why do all people think students pirate software all
: day? I would have thought you would find most pirates in offices,
: copying software off the harddisk so that they can "work at home"!

: We do have other things to do :)

I too am a student, its just that in recent years most people I have
spoken too pirate rather than buy software, you are right however
it's not just students. I mearly mentioned this as it is an added
incentive for students to buy the software, an advantage which the
rest do not have. To be honest I'd say that a large part of the Atari
user base is students, who for various reasons (probably cash) do not
or cannot move on to another platform.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5075. Re: Now that the Jag is dead, what will Ata

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 16:16:36 UTC
From: clarkebj@aston.ac.uk
Message-ID: <D0ED7o.M0v@aston.ac.uk>
Source record: 14372

In article 21843@dmu.ac.uk, se2ap@dmu.ac.uk (A Parker) writes:
>Your opinions on computers in general may or may not be true, I'm still trying to decide. You may also not be such a great typist and make a few 'typos'. The question is, how can we take you seriously when you can't even spell correctly, and don't tell me that is a typo...
>
>Alan.
Well, he's already admitted that he's still in education, maybe he just neglected to tell us that it was kindergarten!

Barry.

5076. comp.sys.atari.advocacy

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 16:52:40 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3c24so$rcn@helios.herts.ac.uk>
Source record: 14374

[No readable article body recovered]

5077. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 17:23:16 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c26m4$es6@dux.dundee.ac.uk>
Source record: 14376

sinclair@ins.infonet.net wrote:
: In article <17083AB57S86.BRUCES@VM.TEMPLE.EDU>, BRUCES@VM.TEMPLE.EDU writes:
: >In article <3blhfe$kr4@paul.rutgers.edu>
: >trauth@paul.rutgers.edu (Thomas Trauth) writes:
: >
: >>
: >>I just looked at r.g.v.atari and r.g.v.advocacy, and from what
: >>I saw there it looks like the Jag is dead. Fewer than ten games
: >>out for it buy Christmas! The handful of games that are available
: >>don't meet anyone's expectations! Low sales at stores (not
: >>surprising considering the size of the Jag game library)! Lack
: >>of interest on the part of developers (the classic chicken-and-
: >>egg paradox)! A depressed user-based! Frequent delays by Atari!
: >>
: >>This is NOT GOOD folks!
: >>
: >>Especially since Atari was depending on the Jag to pull it out of
: >>the deep hole its fallen into the past 10 years.
: >>
: >>And how is Atari going to make a comeback in the computer market
: >>against the likes of Microsoft, Apple, and IBM with a machine
: >>whose development is funded by Jaguar "profits" when the Jag
: >>itself is LOSING MONEY!!

: A new management team led by Irving Gould could do wonders for Atari. Irv is
: quoted" I can do for Atari, in what I did for C=. Now if Atari had real cash
: and brains, a management team led by the Skullman himeself, John Sculley...
: But Atari is too stupid anyways, because anyone with brains might upstage the
: Tramiels..

I'd agree with this. Perhaps not Irving Gould though. Certainly Atari
does need a new team at its helm. Poeple who have the vision to develop
new products and that includes personal computers. People who basically
have a clue. All is not lost for Atari in the computers games yet, most
people know the brand name, most people knew someone who at one time
had an ST. However no-one has heard of the Falcon, who is to blame for this?
Atari me thinks. The Falcon would have sold in good numbers if:
1) they had marketed it.
2) They stuck with it ie people knew that 2 years down the
track a new 'faster & better' machine could be had.
3) They had sold it on the high street with a decent bundle
of software.

If Atari had done the above then perhaps it would now still have a decent
market share and established user base. Just look at Apple in the UK,

until about 2 years ago Apple suff was RARELY seen in the high street
then over the Chritmas period they saturated high street stores. Now you
can buy Apple hardware & software on any high street.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5078. Re: The Sinclap Who Stole Christmas!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 18:52:54 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c2bu6$6dk@nermal.cs.uoguelph.ca>
Source record: 14380

```
: And you should look in the mirror. Do you have a love affair with me. over 95%
: of your posts is slamming me. Deep down you have a urge for... But I am
: hetero....Sorry....

Trust me Peter, I do not find you even slightly attractive.
Perhaps if you got the hint and kept your stupid posts in .advocacy, I'd
stop slamming you. If you are in fact heterosexual, I'm vary ashamed of
the fact that we have something in common.

>> Mark <<

--

================================================================================
Mark Rathwell
University Of Guelph

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I don't know. But ... I know an awful lot of people without
brains who do an awful lot of talking."
================================================================================
```

5079. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 19:03:54 UTC
From: sinclair@ins.infonet.net
Message-ID: <3c2ciq$ric@insosf1.infonet.net>
Source record: 14377
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Dec6.141716.50957@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>In article <3bvdaj$eiq@nyx10.cs.du.edu>, kathomas@nyx10.cs.du.edu (Karl Thomas) writes:
>|> rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:
>|>
>|> >In article <3bnfk9$nlg@bilbo.ceas.rochester.edu>,
>|> >Robert Rhode <rhode@ee.rochester.edu> wrote:
>|> >>In article <1994Dec1.152333.16103@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>|> >>> Or let's say: "TRUE MULTITASKING".
>|>
>|> >Except, there are times when the Mac doesn't multitasks and simply locks
>|> >up due to a piggish program. It's not multitasking at this point.
>|>
>|> >You say, either it multitasks, or it doesn't. In practice, it does
>|> >both, but since you want the bottom line, the answer is no, it doesn't.
>|>
>|> I use Macintercomm for my terminal program and Fetch to ftp. These
>|> programs always work in the background no matter what other task is
>|> running. This is true with many programs that use the Time Manager to
>|> get CPU time instead of the Process Manager.
>
> And what happens when you have to format a floppy? What happens
>when you have to do a pull-down on a graphic menu to select fonts
>and you, let's say, have the menu down for about 5 seconds deciding
>which font to use?
>
> If I remember correctly, the Mac completely halts. Also what's
>the maximum modem speed your program supports while you are downloading
>in the background?
>
> Can you also use your StyleWriter (print) while you continue downloading?
>
> Last I heard was that things like this made high-speed modem
>Mac communicatinos (14.4k +, let alone the new 28.xxxk) very unreliable.

Raist, also mention that the Amiga can format a floppy and play an Atari 2600 style game at the same time...Such progress. No Stupid! It's the Apps.

>
>---
>>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
>Amiga 1200 with AGA Blast Processing(tm) ;-)
>REAL 3D ->V2.49<- yep! The latest and greatest! :-)

> ---> Opinions are my own, not of my college campus

-Peter

5080. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 20:13:58 UTC
From: ryan@shell.portal.com
Message-ID: <3c2gm6$s89@news1.shell>
Source record: 14381
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

: Raist, also mention that the Amiga can format a floppy and play an Atari 2600
: style game at the same time...Such progress. No Stupid! It's the Apps.

Whose stupid? And what about the Apps? The MacOS does not multi-task
as well as the AMIGA's can. If apps were written well it would be better
tha it is now. But apps aren't written well, in that respect.

The MacOS and it's current Apps do not allow you to say download a
something or other at 14.4, play a mod, and render something in KAI's
powertools. IN fact no one can do anything else while rendering in KAI's
since that program stops rendering when you hit a mouse button. That
is so dumb. Well you can do something, you can watch the thing render
for an hour.

There are major flaws in the way that the MAC multi-tasks, it does multi-task
it just doesn't switch between apps intelligently or frequently enough.

: >
: >---
: >>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
: >Amiga 1200 with AGA Blast Processing(tm) ;-)
: >REAL 3D ->V2.49<- yep! The latest and greatest! :-)
: > ---> Opinions are my own, not of my college campus

: -Peter

-Wight Wolfe-

5081. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 20:19:26 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <3c2h0e$3mm@booz.bah.com>
Source record: 14379
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: In article <1994Dec6.141716.50957@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
: >
: > And what happens when you have to format a floppy? What happens
: >when you have to do a pull-down on a graphic menu to select fonts
: >and you, let's say, have the menu down for about 5 seconds deciding
: >which font to use?
: >
: > If I remember correctly, the Mac completely halts. Also what's
: >the maximum modem speed your program supports while you are downloading
: >in the background?
: >
: > Can you also use your StyleWriter (print) while you continue downloading?
: >
: > Last I heard was that things like this made high-speed modem
: >Mac communicatinos (14.4k +, let alone the new 28.xxxk) very unreliable.
:
: Raist, also mention that the Amiga can format a floppy and play an Atari 2600
: style game at the same time...Such progress. No Stupid! It's the Apps.

It's the apps, huh? *shrug* Sell the Mac, and get a real PC.

-- Gerald

5082. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 20:32:48 UTC
From: msrjc@uxa.ecn.bgu.edu
Message-ID: <3c2hpg$5ul@news.ecn.bgu.edu>
Source record: 14378
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Tim Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <3brf02$jb3@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu
: (Christopher Taylor Oates) wrote:

: > No, the Medusa, being imported by Lexicor, is also used for running their
: > software. It makes a wonderful Graphics & Rendering engine.

: Not really. A PowerMac or Pentium offers higher CPU power at a lower
: price, as far as I know. A 33 MHz 040 doesn't compare to a 60 MHz 601 or
: Pentium, especially in FP performance (which is the most crucial for
: rendering).

And everyone knows how fast and accurate ;) a Pentium is using its FPU!
ROTFL

--
--------Robert Cokel----------
| Western Illinois University EMail RJ-Cokel@bgu.edu
| Larnin' on the prairie. Internet msrjc@uxa.ecn.bgu.edu
| //
| Only the Amiga makes it possible! \\//
|

5083. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-06 21:48:18 UTC
From: Scott Elyard <selyard@dino.gi.alaska.edu>
Message-ID: <3c2m72$2qq@news.alaska.edu>
Source record: 14382
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bjnrl$qqs@dartvax.dartmouth.edu> neutron, neutron@metu.edu writes:
>isis@netcom.com (Mike Cohen) wrote:
>
>>
>> Get rid of the Amiga discussions here. I don't care how wonderful Amigas are,
>> but let's face the facts: Amigas are totally irrelevent in the real world.
>> Nobody uses Amigas for running a business. Macs, PCs, and Unix workstations
>> are really the only systems used for real work in the real world. Amigas may
>> be great for video production, but using one for anything else is just plain
>> stupid, and anyone who uses one for business is out of touch with reality.

Sure. Art is real stupid. Art is also one of those niches that secured the
Macintosh in the first place.

>Real systems? Here is a description of your "real" system:
>
>1) "Real systems" are loser-friendly. People who have been denied UNIX
>accounts, or those who could not find a way to edit their CONFIG.SYS
>and AUTOEXEC.BAT files can use "real systems."

Or people who would not need or Want UNIX accounts. For all I use mine
(mailserver), I could just as well leave my Mac on 24hours a day.

>2) "Real systems" are idiot-proof: they warn the user before every action.
>"Are you sure you want to empty thrash?" For all the system knows,
>people like Mike Cohen may be attempting to delete their hard-drives.

Moron. Nothing is idiot-proof. Just when you think something is,
along comes another idiot who doesn't know how to turn of balloon
help or check the little box in the Get Info for Trash DBox that
removes the annoying warning.
>
>3) "Real systems" pester the user with unnecessary details; they show
>balloons telling Mike Cohen that he needs to click on the upper-left
>hand corner of the window to close it. Because the user is too
>stupid to learn from manuals or actual hands-on exploration,

>the "real system" must always give instructions. After all, isn't it
>the most surprising thing on earth that an application be executed
>by double-clicking on it?

Not really. Are you impressed by this?
>
>4) "Real systems" run on the worst-architectures around: For example,
>on the worst CISC arhictecture attributed to some company who
>makes chips in the spare time when they do not make car phones.
>Or some mediocre RISC chip which the users find
>a novelty, since they think that the 'DEC Alpha' is a rock band.

Oh, yes. Definitely the worst. Which is why SGI, Sun, and HP
used to manufacture UNIX boxes in the 80s around the 68k line, instead
of the 286 or 8088. What UNIX was available for the 286? Minnix?
Also, were you aware that the 68k line of processors is the core
of the Amiga itself? I think that alone indicates the processor
line's superiority over the 8x86 legacy.

As for the PPC being mediocre, I have only to say that it's cheap,
a lot less buggy than the 586, and offers better price/performance.
The 620 shrieks as well. We'll see, tho. In lots of 10,000,
how much are DEC Alphas?
>
>5) "Real systems" communicate via a graphical user interface.
>They rely only on the mouse, because the programmer forgot that
>there actually existed a keyboard. (Some people argue that they
>*knew* that a keyboard was going to be shipped with the computer,
>but they figured the users would not be smart enough to use it.)
>
Almost every computer manufactured nowadays comes with a damn mouse.
SGIs, HPs, Suns, Dells, Compaqs, Amigas and Macintoshes. I'd very much
like to know where you get your arguments, and how much you pay for
them. Whatever it is you're paying, it's obviously too much or
not enough.

>6) "Real systems" run on computers named after fruits.

A nonissue. Who cares what the hell they are named after?
>
>7) "Real systems" report every single detail of what is going on.
>Preparing to copy. Copying 1 of 10. Copying 2 of 10, etc.
>This is mainly because it would be very surprising,
>if the operation actually carried through to completion without
>an error. So the programmers apparently wanted to foster their ego
>by having the computer boast about being able to copy files.

I think this is somewhat of a pathetic gripe. It's like compaining
that computers come in plastic cases.

>Caveat: Powerful operating systems do not need to tell the user
>what has been going on. Unix is quiet and reserved, only speaks

>when necessary."She" knows what "she" is doing.
>MS-DOS is a talkative teen-ager who can never shut-up. System 7.x
>is an annoying chatterbox suffering from menapause.

Emptor: Powerful operating systems do what they need to do. Part
of the selection process of a computer is the OS. The Mac OS
is still powerful (certainly moreso than Windows or DOS. We'll
see about Chicago).

>
>8) "Real systems" feature 100 hundred different versions of poor
>rip-offs of UNIX network commands such as telnet, ftp and rn.
>Since there is no CLI, there is no direct access to the networking
>capabilities of UNIX and 100 blithering idiots try their hands
>in writing e-mail or newsreading programs to interface with the
>"system" How they fail is the story of Macintrash networking.

Go back to your little VAX terminal and cry then. I'm certain
you shall find the support you seek there. I don't give a
rat's ass about whether or not I can telnet or ftp from my
Mac (and I can--I simply chose not to). As for the story of
Macintosh networking (I really hate to correct spelling mistakes,
so please learn to spell what you obviously desise so much... it's
Macintosh. Big M, little a, little c, little i, little n, little
t, little o, little s, little h, period), I suggest you reconsider:
it's free with every system. Startup and go. What other end is
needed here?

>Caveat: UNIX is everywhere; when you are sending mail on the
>Macintrash, your program connects to the server at port 25,
>sends a HELO command, sends MAIL FROM and RCPT headers,
>then the subject line and the body of the text, and QUITs.
>Although the Macintrash user is not smart enough to figure out what
>is going on, the program is. This is one of the few situations
>where a program is more intelligent than the "system" user.
>
>> --
>> Mike Cohen - isis@netcom.com
>> NewtonMail, eWorld: MikeC / ALink: D6734 / AOL: MikeC20
>> Home Page: ftp://ftp.netcom.com/pub/is/isis/home.html
>> PUSH THE BUTTON, FRANK... OR SOMEONE?
>
>Look at this, Mike Cohen has an America On-Line address?
>Too bad AOL did not have the responsibility to teach you
>how to behave on USENET *before* letting you loose.

As though a direct connection, SLIP or PPP account, or
Compuserve account grants you instant immunity from wholesale
vacuity in *your* postings.
>
>I am sorry, but your attack on the Amiga is pointless and unjustified.
>I would have respected you if you displayed the least bit of knowledge

>about the Amiga system, but your rambling proves that you are
>another arrogant Macintrash user.

As an arrogant Macintosh user, I'd like to humbly add that being an asshole online is simply not worth the effort, particularly when you indulge in a little bit of ingorance yourself. Just let it die.

"But the Devil whoops, as he whooped of old, 'It's clever, but is it art?'"
--Rudyard Kipling, *Conundrum of the Workshops*

5084. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 01:27:18 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0612941730130001@tsa-26.ucsc.edu>
Source record: 14298
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Dec6.141716.50957@rmece02.upr.clu.edu>,
raist@rmece02.upr.clu.edu (Ricardo Hernandez) wrote:

> And what happens when you have to format a floppy? What happens
> when you have to do a pull-down on a graphic menu to select fonts
> and you, let's say, have the menu down for about 5 seconds deciding
> which font to use?
>
> If I remember correctly, the Mac completely halts. Also what's
> the maximum modem speed your program supports while you are downloading
> in the background?
>
> Can you also use your StyleWriter (print) while you continue downloading?
>
> Last I heard was that things like this made high-speed modem
> Mac communicatinos (14.4k +, let alone the new 28.xxxk) very unreliable.

How intriguing, then, that I use a PPP connection over a 14.4 modem, and
it never skips a beat, no matter how much junk I'm running or how long I
pull a menu down.

Hint: time critical programs can hook into things like the vertical blank
interrupt, rather than using the normal cooperative method of getting CPU
time.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5085. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 01:55:41 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3c34mt$g7r@vixen.cso.uiuc.edu>
Source record: 14384
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <wongck.50.000A079D@lobby.ti.com>, wongck@lobby.ti.com (William Wong) writes:
|> No need to go so far back, just see Byte (Dec 94). It says that the latest
|> MacOS is not "true multitasking".

shrug So Byte is staffed by incompetent writers...

--
Jim Wong (jd-wong@uiuc.edu)

5086. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 01:56:27 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3c34ob$lmb@pepper.rutgers.edu>
Source record: 14385

sinclair@ins.infonet.net writes:

>>>* Real computers aren't named after fruits and vegetables!

>Than what is..

How about an IBM RS/6000 Model 40P
Now THAT'S a real computer!

So is a 486
So is a Pentium (so long as it doesn't have that FPU bug)
So is a Sun Workstation (even thought they lack disk-eject
buttons, just like the Mac)
So is a 386 for that matter, so long as you are not using
memory-hogging Windoze apps
So is an SGI
So is an HP PA-RISC
So is a DEC Alpha
So is a Cray
So is a....

>-Peter
The Sinclap who stole Xmas!

5087. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 02:01:18 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3c351e$lt0@pepper.rutgers.edu>
Source record: 14386

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>: >>I just looked at r.g.v.atari and r.g.v.advocacy, and from what
>: >>I saw there it looks like the Jag is dead. Fewer than ten games
>: >>out for it buy Christmas! The handful of games that are available
>: >>don't meet anyone's expectations! Low sales at stores (not
>: >>surprising considering the size of the Jag game library)! Lack
>: >>of interest on the part of developers (the classic chicken-and-
>: >>egg paradox)! A depressed user-based! Frequent delays by Atari!

I read it again recently and things seem to be looking up.

>: A new management team led by Irving Gould could do wonders for Atari. Irv is

Out of curiosity, who is this Irving Gould guy? Though I can't put my
finger on it, that name sounds familiar. Isn't one of those C= guys
that the people in c.s.amiga.adv are always bitching about?

>Rod

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5088. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 02:07:41 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3c35dd$m4u@pepper.rutgers.edu>
Source record: 14287

sinclair@ins.infonet.net writes:

>I live in Grinnell, Iowa - the home of Grinnell College in the hart of
>Powesheik County.. There is half a dozen Wally Worlds in a 30 mile
^^^^^^^^^

What the heck is a Power Sheik?

All hail
>-Peter
The Power Sheik!

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5089. Re: The Sinclap Who Stole Christmas!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 02:12:50 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3c35n2$mfc@pepper.rutgers.edu>
Source record: 14288

sinclair@ins.infonet.net writes:

>>Is that why all Sinclap's usenet posts are such crap? I mean, the quality
>>of the materials that came out of "that area" must of been of the lowest
>>quality known to man or beast!

>And you should look in the mirror. Do you have a love affair with me. over 95%
>of your posts is slamming me. Deep down you have a urge for... But I am
>hetero....Sorry....

Sorry to disappoint you Sinprick but cyberphiles are not my type.
Actually deep down I do have an urge...To shove a Power Mac down
your throat. I mean, if the thing lets you stick your dick into
its disk drive, the least you can do for it is give it some fallatio
in return.

All hail
>-Peter
The Power Sheik

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5090. DECEMBER Jaguar Letter Writing Campaign

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 03:29:30 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3c3a6q$rau@usenet.INS.CWRU.Edu>
Source record: 14289
Cross-posted to: rec.games.video.atari,rec.games.video.misc,comp.sys.atari.advocacy,alt.games.lynx

Ok folks, this is the last month of the letter writing campaign to software companies to get them to make games for the Jaguar. I'll take requests for other companies not mentioned for future campaigns.

The fact is that PSX, U-64, and Saturn are coming next year and Sony, Nintendo, and Sega are already attempting to convince companies to make games for their system intead of Jaguar. If this happens, kiss the $250 you spent on the Jaguar goodbye!

Hell, you can also kiss that $100+ spent on Jaguar games goodbye while your at it.

I estimate that in order for Jaguar to survive, it will need 3x more games than PSX, U-64, and Saturn have by Fall of 1995. Since the major companies have NOT signed up yet to develop for the Jaguar, this doesn't look like it will happen right now.

It is a race against time right now for Jaguar and you can help this system to get going a little faster by writing software companies. You have to convince these companies to develop for the Jaguar before they are already committed to other systems.

The following is the DECEMBER part of the 1994 JAGUAR LETTER WRITING CAMPAIGN. I will post a complete listing after this list for anyone wishing to write companies from previous months.

Len Stys

December 1994 CAIN Jaguar Letter Writing Campaign

Organized by: Len Stys

The following is part of the 1994 CAIN Jaguar Letter Writing Campaign. Only the month of December is listed. If you wish to still send letters for September, please read the CAIN Newsletter Supplement for the complete campaign.

The goal of this campaign is to interest popular game companies to make their games for the Jaguar.

****
********** DECEMBER, 1994 **********
****

QQP, Inc.
Broderbund
Konami

MicroProse

>>>>>>>>>>>>>>>>>>>>>>>>>>>> QQP, Inc <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Many people are not familiar with QQP, but the company has released some pretty amazing games for the PC. Some of the games are: Solitaire's Journey, Merchant Prince, The Perfect General, Conquered Kingdoms, and their most recent--Origamo.

Most of the games that QQP makes either has to do with strategy or war. Strategy games are always popular, but war games have been restricted to PCs due to lack of a "save game" feature on video game systems. Jaguar can save games on its cartridges so this is no longer a problem in getting war games to home video game systems.

The mailing address for QQP, Inc. is:

QQP, Inc.
495 Highway 202
Flemington, NJ 08822

The following is a list of things in which you may want to say in your letter to QQP:

Dear Sir or Madam,

1) How much you enjoy strategy games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you love to see on the Jaguar (choose two or three QQP games).
5) How you would like to see these games make use of Jaguar's voice-modem and networking capabilities.
6) How you believe QQP games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy QQP games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>> Broderbund Software Inc. <<<<<<<<<<<<<<<<<<<<

Broderbund Software is well-known for producing two games. The first game is a CD-ROM game called Myst. The second is the Carmen Sandiego series of games. The Carmen Sandiego is educational.

The mailing address for Broderbund Software Inc. is:

Edmund R. Auer, President
Broderbund Software Inc.
500 Redwood Blvd.

Novato, CA 94948-6121

The following is a list of things in which you may want to say in your letter to Broderbund:

Dear Mr. Auer,

1) How much you enjoy Broderbund Software's games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would love to see Myst, Carmen Sandiego, and any other new Broderbund titles on the Jaguar.
5) How unbelievable Broderbund Software games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Broderbund Software's games when they are produced for the Jaguar.
7) A thank you to Mr. Auer for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>>>>> Konami Inc. <<<<<<<<<<<<<<<<<<<<<<<<<<<

Konami makes several popular games. Among these are Double Dribble: The Playoff Edition, Lethal Enforcers 2, Batman the Animated Series, and a new game called Contra 4. The company has also made Rocket Knight Adventures, Teenage Mutant Ninja Turtles Tournament Fighters, Blades of Steel, Track & Field II, Top Gun: The Second Mission, and many others. Konami is also rumored to be developing Gradius for Sony's new PSX. Since Konami is already developing for other next generation systems, it may be more difficult to convince them to make games for the Jaguar. But Konami certainly does bring a lot of titles to a game system.

The mailing address of Konami is:

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

The folowing is a list of things in which you may want to say in your letter to Konami:

Dear Sir or Madam,

1) How much you enjoy Konami games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a few Konami games).
5) How unbelievable Konami games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Konami games when they are produced for

the Jaguar.
7) A thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>> MicroProse Inc. <<<<<<<<<<<<<<<<<<<<<<<<

MicroProse is already developing Jaguar games so this letter will be mainly to thank MicroProse and encourage the company to make more of their games for the Jaguar. MicroProse is supposedly making Grand Prix, Gunship 2000, and possibly Star Trek: The Next Generation game. But MicroProse has made a lot of fantastic games for the PC that should really be made for the Jaguar. These include: World Circuit, Fleet Defender, Master of Orion, and Civilization. Civilization has already been made for the Falcon030 so it may not be too hard to convert the game to the Jaguar. Since Jaguar can save games on cartridge, it may be possible to make Civilization on the Jaguar. MicroProse is also making Across the Rhine, Colonization, and Masters of Magic.

MicroProse is indeed a very good company to have making Jaguar games. The quality has always been good and it would be nice for the company to make a lot of their games for the Jaguar.

The mailing address for MicroProse is:

Ronald J. Bueche, CEO
MicroProse Inc.
180 Lakefront Dr.
Hunt Valley, MD 21030-2245

The following is a list of things in which you may want to say in your letter to MicroProse:

Dear Mr. Bueche,

1) How much you enjoy MicroProse games.
2) How much you enjoy your Atari Jaguar.
3) How you are really glad that MicroProse is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games besides Gunship 2000 and Grand Prix be made for the Jaguar (name a few of your favorite MicroProse games).
6) How you would like to see the Jaguar voice modem and network capabilities used in MicroProse games. (OPTIONAL)
7) How you will run out and buy MicroProse games when they are produced for the Jaguar.
8) Thank you to Mr. Bueche for reading your letter and for making games for the Jaguar.

You may also want to FAX MicroProse at the phone number: 410/771-1174. But only FAX MicroProse if you do not have time to mail the letter or if

you have already sent mail to the company.

********* THANK YOU! *********

Please spread the word about this December campaign to your friends and encourage everyone to participate!

--

5091. 1994 Jaguar Letter Writing Campaign (complete!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 05:16:52 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3c3gg5$91e@usenet.INS.CWRU.Edu>
Source record: 14290
Cross-posted to: rec.games.video.atari,rec.games.video.misc,alt.games.lynx,comp.sys.atari.advocacy

Hi folks,

I spent about 10 hours getting the names, addresses, and information related to these well-known game software companies for you. I did this back in September because I felt it was real important for everyone to write these companies and let them know we want their games for the Jaguar.

If you haven't written them because you didn't have time, this is your last chance this year to write them.

It is extremely important for these companies to start developing on the Jaguar now. In fact, December is really the last month that developers can start developing for the Jaguar and have their game out for it by Christmas of next year. This is because it takes approximately 9 months to develop and manufacture a Jaguar game. And add another couple of months if the programmers need to get familiar with the unit.

If you are worried that Sony, Nintendo, and Sega are going to come along late next year with a $70 million advertising budget to spoil the Jaguar's fun--you should be worried! Because that is what the companies are planning to do.

Right now, Sony, Nintendo, and Sega are attempting to convince these very companies listed in this text-file to develop for their next generation system. Atari Corp. is probably doing the same thing. But Sony, Nintendo, and Sega are bigger players than Atari right now. This is why we need to help Atari out a little bit by letting these companies know that we want their games for the Jaguar.

I cannot urge you enough to write these companies. You (even though you may not realize it) play a big part in if the Jaguar succeeds or fails. Just by -one- letter to each of these companies could determine Jaguar's fate and your investment in purchasing the Jaguar and several of the games for the Jaguar.

Christmas time is about GIVING to others. Why not give Jaguar a chance in 1995? Write these companies.

END OF THE YEAR Jaguar Letter Writing Campaign

Organized by: Len Stys

E-mail: aa399@cleveland.freenet.edu

id Software
WMS Industries Inc.
Capcom USA Inc.

Electronic Arts Inc.

>>>>>>>>>>>>>>>>>>>>>>>>> id Software <<<<<<<<<<<<<<<<<<<<<<<<<

The letter to id Software should thank the company for producing
Wolfenstein 3-D and DOOM for the Jaguar and encourage the company to make
QUAKE for the Jaguar.

id Software's e-mailing address:

Jay Wilbur, CEO
id Software
Town East Tower
18601 LBJ Freeway
Suite 615
Mesquite, Texas 75150

The following is a list of things which you may want to say in your
letter to id Software:

Dear Mr. Wilbur,

1) How much you enjoy Jaguar Wolfenstein 3-D and/or DOOM.
2) How much you like id Software.
3) Thanks for making Wolfenstein 3-D and DOOM for the Jaguar.
4) How you are excited about id Software making games for the Jaguar.
5) How you would like to see QUAKE made for the Jaguar.
6) Thank you to Mr. Wilbur for reading your letter.

Another thing which you may want to include in this letter is concerning
the Jaguar resolutions. It is possible for id Software to release
DOOM II for Jaguar next year. If you would like to see DOOM II for the
Jaguar, encourage the company to make it. But if you do encourage them
to make it, ask that it support modem and at least four players networked.
Also, ask for the company to place DOOM II on cartridge so that public
domain maps can be released on CD for Jaguar's CD-ROM player. This will
make sure that DOOM II -never- gets boring on the Jaguar and multi-playing
is always exciting.

>>>>>>>>>>>>>>>>>>>>>> WMS Industries Inc. <<<<<<<<<<<<<<<<<<<<<<

As of December 1, 1994, Mortal Kombat II has not been announced for the
Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar.
But next year, WMS Industries will be able to release Mortal Kombat II for
any game system that the company wishes to release it for. The time is
now to let WMS Industries know that we want to see Mortal Kombat II and
Mortal Kombat III for the Jaguar.

Mortal Kombat II is by far the #1 most wanted game for the Jaguar
according to the Most Wanted Games for the Jaguar list by CAIN Newsletter.
If this game is released for the Jaguar, the Jaguar will be the most
wanted game system.

The mailing address of WMS Industries Inc. is:

Louis J. Nicastro, CEO
WMS Industries Inc.
3401 North California Ave.
Chicago, IL 60618-5889

OK. I don't think I have to remind you that you should write as neat and as professional as possible to get the best results. If you certify your letter, you may even reach the president with your letter.

The following is a list of things in which you may want to say in your letter to WMS Industries Inc.:

Dear Mr. Nicastro,

1) How much you enjoy Mortal Kombat II
2) How you like the games that WMS Industries makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get the game for the Jaguar as soon as it is released.
6) How you would also like to see Jaguar be the first system to get Mortal Kombat III.
7) Thank you to Mr. Nicastro for reading your letter and for considering making Moral Kombat II for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>> Capcom USA INC. <<<<<<<<<<<<<<<<<<<<<<<

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II Turbo is second only to Mortal Kombat II on the most wanted games for the Jaguar CAIN Newsletter listing. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But Capcom is not making Super Street Fighter for the Jaguar and no plans have been announced to do so in the near future.

The strange thing is that Capcom is making Super Street Fighter II Turbo for the 3DO platform. The game will even have better graphics than that on the SNES and Genesis. But this only means that if Capcom will make a version of SSFIIT for a much higher-priced system than there is a chance that the company will be willing to make a Jaguar version.

The mailing address for Capcom USA Inc. is:

Scott Smith
Product-Development Coordinator
Capcom USA Inc.
475 Oakmead Parkway

Sunnyvale, CA 94086

The following is a list of things in which you may want to say in your letter to Capcom USA Inc.:

Mr. Smith,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II Turbo for the Jaguar as soon as it is released.
6) Thank you to Mr. Smith for reading your letter and for considering making Super Street Fighter II Turbo for the Jaguar.

You may also want to FAX Capcom USA by the phone number: 408/774-3995. But sending mail through the U.S. Postal Service may prove to be more successful.

>>>>>>>>>>>>>>>>>>>> Electronic Arts Inc. <<<<<<<<<<<<<<<<<<<<

Electronic Arts is the publisher of some incredible games such as: NBA Showdown, FIFA International Soccer, PGA European Tour Golf, NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL Football, Escape from Monster Manner, Twisted, Mario Andretti Racing, MLBPA Baseball, and many more! Electronic Arts also owns several other software companies that they may give the OK to develop the Jaguar for if they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company that is a big competitor of Atari Corp. Electronic Arts is spending a lot of time and money on making games for 3DO that it could be spending on the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the company has Jaguar developers units. Electronic Arts' management just has to give the OK to make games for the Jaguar.

The mailing address for Electronic Arts Inc. is:

Lawrence F. Probst III, President
Electronic Arts Inc.
1450 Fashion Isle. Blv.
San Mateo, CA 94404

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Probst,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your computers since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) The games that you would love to slee on the Jaguar (choose two or three Electronic Arts games--I'm choosing John Madden NFL Football!).
6) How you believe Electronic Arts games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games when they are produced for the Jaguar.
8) Thank you to Mr. Probst for reading your letter and a thank you for considering producing games for the Jaguar.

Sierra On-Line Inc.
Dynamix Inc.
LucasArts Entertainment Co.
NovaLogic

>>>>>>>>>>>>>>>>>>>>>>>> Sierra On-Line Inc. <<<<<<<<<<<<<<<<<<<<<<<<

Sierra On-Line is a company that is well-known for their role-playing games such as their Space Quest and Police Quest series. The company is also known for their latest hits in the PC world: Gabriel Knight, Aces Over Europe, and Leisure Suit Larry VI. Sierra On-Line is planning to release their new title, Phantasmagoria, very soon.

Sierra On-Line is definitely a company that needs to be developing for the Jaguar if the Jaguar CD-ROM is to become used. If Sierra On-Line starts making games for the Jaguar CD-ROM, several other companies will make games for it as well.

The mailing address for Sierra On-Line is:

Kenneth A. Williams, President
Sierra On-Line Inc.
P.O. Box 485
Coarsegold, CA 93614

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Williams,

1) How much you enjoy Sierra On-Line games.
2) How you have been buying Sierra On-Line games for your computer since the company started making computer games (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see Sierra On-Line producing several Jaguar CD-ROM games.

6) The games you would love to see on the Jaguar (choose two or three Sierra On-Line games).
7) How you believe Sierra On-Line games would be fantastic on the Atari Jaguar.
8) How you will run out and buy Sierra On-Line games when they are made for the Jaguar.
9) Thank you to Mr. Williams for reading your letter and for considering producing games for the Jaguar.

In my letter, I will also be encouraging Mr. Williams to make games which have the option of using a keyboard with the Jaguar. A keyboard can be created for the Jaguar and Sierra On-Line could work with Atari Corp. to produce one for it. The use of a keyboard in role-playing games help children learn words. This is something that Sierra has gotten away from in PC games.

I'm also writing Sierra to release HOYLE Card Games for the Jaguar. I love this game and it would be great to see a modem feature being used in the Jaguar version of this game.

>>>>>>>>>>>>>>>>>>>>>>>>> Dynamix Inc. <<<<<<<<<<<<<<<<<<<<<<<<<

Dynamix Inc. is a game company owned by Sierra On-Line. This game company makes many wonderful titles for the PC such as: Betrayal at Kronder, Aces of the Pacific, and Front Page Sports Football Pro. The company is planning to release: Front Page Baseball, Battledrome, LodeRunner: A Legend, MetalTech: Earth Siege, Alien Legacy, and an excellent reviewed game called Aces of the Deep (submarine game).

Dynamix Inc. is making some real great games and these games would be a very good addition to the present Jaguar game library.

The mailing address for Dynamix Inc. is:

Alan Higginson
Executive Vice-President
Dynamix Inc.
P.O. Box 978
Oakhurst, CA 93644-0978

The following is a list of things in which you may want to say in your letter to Dynamix Inc.:

Dear Mr. Higginson,

1) How you enjoy Dynamix games on the PC.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Dynamix games--I'm choosing Front Page Sports Football, Alien Legacy, and Aces of the Deep).

5) How you believe Dynamix games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Dynamix games when they are produced for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company has also has several popular titles out for the PC. Some of these titles are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle. And if there is any truth to the rumor of a new Indiana Jones movie, LucasArts will probably make a great game based on this movie.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CANI Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from

NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailing address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684. Please consider writing NovaLogic through the U.S. mail first and then FAX NovaLogic.

Virgin Games
Spectrum Holobyte
Psygnosis
Origin Systems

>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to thank the company and to encourage them to make more titles for the Jaguar. Virgin is suppose to be making Cannon Fodder, Demolition Man, and Dragon for the Jaguar. The company is also planning to make a CD-ROM game called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called:
The 7th Guest. It has also made Land of Lore, Dune II, and
Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer
for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your
letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.
3) How you are really happy that Virgin Games is making games for the
Jaguar.
4) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest
(and name a few) besides the ones the company is already making
for the Jaguar.
6) How you would like to see the Jaguar modem and network features used
in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are
produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing
games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game.
The game can even be played through the modem on PCs. Spectrum Holobyte
has just released Fields of Glory and is rumored to be working on
Falcon 4.0.

Modem games is something that a game system must have if it will be
successful in the future. And Spectrum Holobyte is well-known for their
modem games. Falcon 4.0 sounds like it would be perfect for the
Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte
2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are produced for the Jaguar.
8) Thank Mr. Folsom for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number: 510/522-2138. But please keep in mind that sending a letter through the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis' popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of Pysgnosis games).
5) How you believe Psygnosis games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced for the Jaguar.
7) Thank the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>>> Origin Systems <<<<<<<<<<<<<<<<<<<<<<<<<

Origin Systems is a maker of many popular PC role-playing and action games. The company is owned by Electronic Arts but may have freedom to develop for any system it wishes. Some of the games that Origin makes are: Ultima series (most recently Ultima VIII: Pagan), Wing Commander Privateer, and just recently Pacific Strike. Origin will be also making Biforge and Wings of Glory.

Since Origin Systems is a subsidary of Electronic Arts, there is no specific person to write.

The mailing address for Origin Systems is:

Origin Systems
Attn: Production Teams
P.O. Box 161750
Austin, TX 78716

The following is a list of things in which you may want to say in your letter to Origin Systems:

Dear Sir or Madam,

1) How much you enjoy Origin Systems games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Origin Systems games).
5) How you wish the Origin Systems Production Teams will attempt to get these great games on the Jaguar.
6) How unbelievable Origin Systems games will be when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Origin Systems games when they are produced for the Jaguar.
8) A thank you to the person reading for reading your letter and for considering producing games for the Jaguar.

QQP, Inc.
Broderbund
Konami
MicroProse

>>>>>>>>>>>>>>>>>>>>>>>>>>>> QQP, Inc <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Many people are not familiar with QQP, but the company has released some pretty amazing games for the PC. Some of the games are: Solitaire's Journey, Merchant Prince, The Perfect General, Conquered Kingdoms, and their most recent--Origamo.

Most of the games that QQP makes either has to do with strategy or war. Strategy games are always popular, but war games have been restricted to PCs due to lack of a "save game" feature on video game systems. Jaguar can save games on its cartridges so this is no longer a problem in getting war games to home video game systems.

The mailing address for QQP, Inc. is:

QQP, Inc.
495 Highway 202
Flemington, NJ 08822

The following is a list of things in which you may want to say in your letter to QQP:

Dear Sir or Madam,

1) How much you enjoy strategy games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you love to see on the Jaguar (choose two or three QQP games).
5) How you would like to see these games make use of Jaguar's voice-modem and networking capabilities.
6) How you believe QQP games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy QQP games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>> Broderbund Software Inc. <<<<<<<<<<<<<<<<<<<<

Broderbund Software is well-known for producing two games. The first game is a CD-ROM game called Myst. The second is the Carmen Sandiego series of games. The Carmen Sandiego is educational.

The mailing address for Broderbund Software Inc. is:

Edmund R. Auer, President
Broderbund Software Inc.
500 Redwood Blvd.
Novato, CA 94948-6121

The following is a list of things in which you may want to say in your letter to Broderbund:

Dear Mr. Auer,

1) How much you enjoy Broderbund Software's games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.

4) How you would love to see Myst, Carmen Sandiego, and any other new Broderbund titles on the Jaguar.
5) How unbelievable Broderbund Software games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Broderbund Software's games when they are produced for the Jaguar.
7) A thank you to Mr. Auer for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>>>>> Konami Inc. <<<<<<<<<<<<<<<<<<<<<<<<<<<

Konami makes several popular games. Among these are Double Dribble: The Playoff Edition, Lethal Enforcers 2, Batman the Animated Series, and a new game called Contra 4. The company has also made Rocket Knight Adventures, Teenage Mutant Ninja Turtles ournament Fighters, Blades of Steel, Track & Field II, Top Gun: The Second Mission, and many others. Konami is also rumored to be developing Gradius for Sony's new PSX. Since Konami is already developing for other next generation systems, it may be more difficult to convince them to make games for the Jaguar. But Konami certainly does bring a lot of titles to a game system.

The mailing address of Konami is:

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

The folowing is a list of things in which you may want to say in your letter to Konami:

Dear Sir or Madam,

1) How much you enjoy Konami games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a few Konami games).
5) How unbelievable Konami games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Konami games when they are produced for the Jaguar.
7) A thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>> MicroProse Inc. <<<<<<<<<<<<<<<<<<<<<<<<

MicroProse is already developing Jaguar games so this letter will be mainly to thank MicroProse and encourage the company to make more of their games for the Jaguar. MicroProse is supposedly making Grand Prix, Gunship 2000, and possibly Star Trek: The Next Generation game. But

MicroProse has made a lot of fantastic games for the PC that should really be made for the Jaguar. These include: World Circuit, Fleet Defender, Master of Orion, and Civilization. Civilization has already been made for the Falcon030 so it may not be too hard to convert the game to the Jaguar. Since Jaguar can save games on cartridge, it may be possible to make Civilization on the Jaguar. MicroProse is also making Across the Rhine, Colonization, and Masters of Magic.

MicroProse is indeed a very good company to have making Jaguar games. The quality has always been good and it would be nice for the company to make a lot of their games for the Jaguar.

The mailing address for MicroProse is:

Ronald J. Bueche, CEO
MicroProse Inc.
180 Lakefront Dr.
Hunt Valley, MD 21030-2245

The following is a list of things in which you may want to say in your letter to MicroProse:

Dear Mr. Bueche,

1) How much you enjoy MicroProse games.
2) How much you enjoy your Atari Jaguar.
3) How you are really glad that MicroProse is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games besides Gunship 2000 and Grand Prix be made for the Jaguar (name a few of your favorite MicroProse games).
6) How you would like to see the Jaguar voice modem and network capabilities used in MicroProse games. (OPTIONAL)
7) How you will run out and buy MicroProse games when they are produced for the Jaguar.
8) Thank you to Mr. Bueche for reading your letter and for making games for the Jaguar.

You may also want to FAX MicroProse at the phone number: 410/771-1174. But only FAX MicroProse if you do not have time to mail the letter or if you have already sent mail to the company.

****
* *
********** LETTER WRITING CAMPAIGN FINISHED **********
* *
****

After you have done writing all of these companies, the letter writing campaign will be finished. If you have written all of these companies, the campaign will no doubt be successful and we will be seeing the games

we want for the Jaguar very soon.

Please spread the word around about this letter writing campaign on online systems, BBSs, message areas, user groups, and any other place that you can help get the word out abuot this campaign.

Also, please tell your friends! It is very important to get everyone participating in this letter writing campaign!

********** THANK YOU! **********

--

5092. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 05:28:50 UTC
From: jthomas@pluto.njcc.com
Message-ID: <3c3h6i$tp6@pluto.njcc.com>
Source record: 14300
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:

>In article <D012nC.FyI@aston.ac.uk>, clarkebj@aston.ac.uk (Barry Clarke) writes:

>|> Excuse me, can we cut all this crap about Doom please, Doom is a crap game,
>|> it has no gameplay unless you're in network play, the graphics are naff, look
>|> at the banding effect on shading (PC version) if you don't believe me.
>|>
>|> If you want to look at a game that the PC does well, look at Wing Commander III
>|> but please, stop associating Doom with the PC it's, well, embarrasing...
>|>
>|> Barry.

> You must surely be joking. DOOM is the only game I have seen on the
>PC to date that I have to recognize is DAMN good.

Do an 8 person marathon netgame. NOW repeat the above statement. (or try to)

>---
>>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
>Amiga 1200 with AGA Blast Processing(tm) ;-)
>REAL 3D ->V2.49<- yep! The latest and greatest! :-)
> ---> Opinions are my own, not of my college campus

5093. Jag looks like a winner this Christmas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 06:04:17 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3c3j91$brm@usenet.INS.CWRU.Edu>
Source record: 14291

Jaguar sales have reportedly been doing a lot better ever since
Alien Vs. Predator has been released. Atari now has four block buster games
for the Jaguar: Alien Vs. Predator, Doom, Wolfenstein 3-D, and Tempest 2000.
And more blockbuster games are expected to be out this month such as
Iron Soldier and Kasumi Ninja.

Jaguar orders are increasing in the U.S. Japan is now carrying the Jaguar
which means Atari is beating Nintendo to the Japan market by at least several
months.

The Jaguar CD-ROM that was suppose to retail at $199.99 and something a lot
of people thought may cost $249.99 is now suppose to cost some place around
$149.99.

Len

--

5094. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 11:21:50 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Dec7.112150.3565@unix.brighton.ac.uk>
Source record: 14292

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote -
:Stephen Ticehurst (st39@unix.brighton.ac.uk) wrote:
:: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote -

:: :Now just for a change why don't people BUY something rather than PIRATE
:: :it. This especially applies to students (like myself) now if you order
:: :it from Hi-Soft, you'll get 30% students discount. Now you cant say
:: :fairer than that!

:: :Rod

:: Here we go again! Why do all people think students pirate software all
:: day? I would have thought you would find most pirates in offices,
:: copying software off the harddisk so that they can "work at home"!

:: We do have other things to do :)

:I too am a student, its just that in recent years most people I have
:spoken too pirate rather than buy software, you are right however
:it's not just students. I mearly mentioned this as it is an added
:incentive for students to buy the software, an advantage which the
:rest do not have. To be honest I'd say that a large part of the Atari
:user base is students, who for various reasons (probably cash) do not
:or cannot move on to another platform.

:Rod

Yep - it is actualy very good that hisoft should do this - I guese that
students do have a lot more opertunity to pirate (maybe I was in a bad
mood on the earier post!). For someone as small as hisoft to give
discounts is good, noramly it's people like IBM and Microsoft.

About time other companies did the same.
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

5095. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 11:29:42 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3c46b6$ia1@darkstar.UCSC.EDU>
Source record: 14296

In <3c1750$578@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>Pretty sad isn't it. Now go back to alt.Englich....Dam these IBM styel
>keyboards with two delete keys..

yup. the truth is out. Petey cannot handle the difference between "delete"
and "backspace". See? Aren't Mac's supposed to tbe the Educational computer?

~Chris
>>>

>-Peter

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5096. NECROMUNDA DEMO by Paranoia

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 11:41:39 UTC
From: sdb3@aber.ac.uk
Message-ID: <3c471j$n4c@fileserv.aber.ac.uk>
Source record: 14293

NECROMUNDA, by Paranoia (a dedicated ST music demo) is now
available from Mickey Boyd at Florida State University
to download free on...
'atari.archive.umich.edu' in '/Demos/necromun.lzh.'.

It runs on any STFM/STE and includes stereo music where available.
(It runs best on machines with 1MByte or more)
Please join us in work on our next project.

5097. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 12:35:38 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c4a6q$5t@dux.dundee.ac.uk>
Source record: 14294

Stephen Ticehurst (st39@unix.brighton.ac.uk) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote -
: :Stephen Ticehurst (st39@unix.brighton.ac.uk) wrote:
: :: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote -

: :: :Now just for a change why don't people BUY something rather than PIRATE
: :: :it. This especially applies to students (like myself) now if you order
: :: :it from Hi-Soft, you'll get 30% students discount. Now you cant say
: :: :fairer than that!

: :: :Rod

: :: Here we go again! Why do all people think students pirate software all
: :: day? I would have thought you would find most pirates in offices,
: :: copying software off the harddisk so that they can "work at home"!

: :: We do have other things to do :)

: :I too am a student, its just that in recent years most people I have
: :spoken too pirate rather than buy software, you are right however
: :it's not just students. I mearly mentioned this as it is an added
: :incentive for students to buy the software, an advantage which the
: :rest do not have. To be honest I'd say that a large part of the Atari
: :user base is students, who for various reasons (probably cash) do not
: :or cannot move on to another platform.

: :Rod

: Yep - it is actualy very good that hisoft should do this - I guese that
: students do have a lot more opertunity to pirate (maybe I was in a bad
: mood on the earier post!). For someone as small as hisoft to give
: discounts is good, noramly it's people like IBM and Microsoft.

Yes, I agree. I'm going to compile a list of companies who offer student
discounts, so if you know of any others please tell me.

Rod

--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5098. TO ALL COMPANIES

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 12:47:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c4atv$5t@dux.dundee.ac.uk>
Source record: 14295
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

If you offer either student discounts or educational discounts for Atari products (hardware or software) please post a reply. Now for the very and not so obvious. Please post in following layout, at the end of each month I will post a complete lis in the listed newsgroups.

==========

NAME
ADRESS
TEL/FAX email address (if any)

PRODUCT INFORMATION: (e.g MIDI, DTP not a huge description)

DISCOUNT RATES & MIN ORDER: Student
Educational

RESTRICTIONS ON DISCOUNTS: (e.g applies to UK only, certain products)

DATE OF POST

==========
ALSO please send me a message in that format with the subject header

SD: <company name>

Note: I will ONLY post articles which conform to above layout.

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

5099. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 14:00:07 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.53.000E00F4@lobby.ti.com>
Source record: 14302
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c34mt$g7r@vixen.cso.uiuc.edu> jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
>From: jd-wong@uxa.cso.uiuc.edu (Jim Wong)
>Subject: Re: The reality of System 7.5
>Date: 7 Dec 1994 01:55:41 GMT

>In article <wongck.50.000A079D@lobby.ti.com>, wongck@lobby.ti.com (William Wong)
>writes:
>|> No need to go so far back, just see Byte (Dec 94). It says that the latest
>|> MacOS is not "true multitasking".

>*shrug* So Byte is staffed by incompetent writers...

>--
>Jim Wong (jd-wong@uiuc.edu)

Byte mentioned that coorperative multitasking stuff that, they said that was
an add on and it's years behind preemtive multitasking. Hey, look at the good
side, they still "multitask" in a way :-)

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5100. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 16:33:48 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec7.163348.57483@rmece02.upr.clu.edu>
Source record: 14297
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bohkn$2gs@vixen.cso.uiuc.edu>, jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
|> rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:
|> >Except, there are times when the Mac doesn't multitasks and simply locks
|> >up due to a piggish program. It's not multitasking at this point.
|>
|> >You say, either it multitasks, or it doesn't. In practice, it does
|> >both, but since you want the bottom line, the answer is no, it doesn't.
|>
|> By that definition, no single-processor machine multitasks because at
|> some point it's going to have to run code that can't be preempted.

Wrong definition. Check out the definition of multitasking
in an OS book. Multitasking can be task switching ("fast") in a
single processor or in a multiple processor configuration.

|> The bottom line is that the Mac multitasks. It may not do it the way
|> you like or as effectively as other operating systems, but it does.

I wouldn't call stoping all processes because I am making a menu
selection, or because I am formatting a hardisk, or becuase I am
spooling to the printing spooling process multitasking, but there
you go.

|> --
|> Jim Wong (jd-wong@uiuc.edu)

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5101. Re: 1994 Jaguar Letter Writing Campaign (complete!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 16:54:21 UTC
From: dts2@aber.ac.uk
Message-ID: <3c4pbu$8a4@osfa.aber.ac.uk>
Source record: 14301
Cross-posted to: rec.games.video.atari,rec.games.video.misc,alt.games.lynx,comp.sys.atari.advocacy

Seeing the list just made me remeber that in an interview in the Edge, LucasArts said they didn't believe in the jag, and scoffed at Atari...who knows, maybe a letter writing campaign can change their minds...

Dave

------------------>INSERT YE OLDE STANDARDE DISCLAYMER HERE<--------------------
David Swegen | Desperately trying to stay | Happy happy joy joy :)
<dts2@aber.ac.uk> | insane in a sane world. | Ren & Stimpy :)

--
Dave Swegen

5102. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 17:44:31 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.786822271@gmi.edu>
Source record: 14299

BRUCES@VM.TEMPLE.EDU writes:

>I'm not sure where you get your info from, but the Jag's sales were #2 only to
>Sega last quarter....

Where did you get this info? Please cite your source. If this is true,
(which is doubtful), then it is *very* interesting!

/Kevin

5103. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 19:00:08 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c50no$ips@nermal.cs.uoguelph.ca>
Source record: 14305

```
: Out of curiosity, who is this Irving Gould guy? Though I can't put my
: finger on it, that name sounds familiar. Isn't one of those C= guys
: that the people in c.s.amiga.adv are always bitching about?

Yep. The chairman of Commodore International. BTW ... I wonder
why anyone would want Irving at the helm of Atari. Amiga owners seem to
dislike him as much as Atari owners dislike the Tramiels. Seeing as how
he steered C= into bankruptcy, I don't know why he would be an
improvement for Atari.

>> Mark <<
```

5104. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 19:20:19 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec7.192019.62678@rmece02.upr.clu.edu>
Source record: 14319
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3bnt55$7ea@vixen.cso.uiuc.edu>, jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
|> lolsen@hsr.no (Lasse Olsen) writes:
|>

[stuff deleted]

|> (By the way, I'd argue that the Mac operating system is no less robust
|> than the Amiga's, but then we'd end up with hundreds of people
|> chirping in that they've run their Amigas continually since the dawn
|> of time with hundreds of users dialed into their bulletin boards while

I won't say it is mega-robust. But about guys dialed on a bulleting
board, if the software is stable, it wouldn't crash. I know a friend
of mine who had a BBS on his A3000. OK, "hundreds" of users
is a bit too much :-)

|> they were playing a MOD and generating the graphics for the next Star
|> Wars movie (with NO SLOWDOWN, of course) and that they've never, ever

Actually, you can play a MOD in the background with basically
Zero slowdown (not zero, but quite quite quite small, as in
negligible- same with a modem connecion - just an ascii stream
that doesn't require mega-processing).

|> experienced a crash, so I won't).
|>
|> --
|> Jim Wong (jd-wong@uiuc.edu)

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5105. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 19:21:58 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec7.192158.26976@rmece02.upr.clu.edu>
Source record: 14320
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3boed2$bhn@convolution.eng.umd.edu>, rsrodger@Glue.umd.edu (Robert Stephen Rodgers) writes:
|> In article <1994Dec2.095408.19448@rmece02.upr.clu.edu>,
|> Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
|> > Nope, not actually. I would like to have memory protection on the
|> >system. I think multitasking deserves a better priority, because
|> >usually when you really benefit from benefit protection is when
|> >you are multitasking :-)
|>
|> I would have to disagree. My data is the most important thing to me.
|> Memory protection is a mechanism to protect my data. Evan a mem-protected
|> cooperative system is preferable to a multitasking system with no
|> protection (in fact, exascerbating the problem).

I guess I meant having memory protection and NO multitasking
vs having multitasking and no memory protection.

|> If your data is less
|> important to you than juggling multiple programs at once, that's your
|> preference, if, IMHO, not a particularly logical one.

That's not what I said :-)

|>
|> Then again, I have both, and then some. If I had to give up one,
|> I'm not sure which it would be, despite the above.

He he... You use OS/2?

|>
|> --
|> "IBM's install program is just fine." [and later:] "I will say it again: The
|> install program is fine. But OS/2 just won't run on some pieces of hardware."
|> -Steve Withers, IBM employee, explaining the problems that
|> even faithful OS/2 users are having installing OS/2 3.0,

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5106. Re: Jag looks like a winner this Christmas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 19:22:09 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.786828047@krynn>
Source record: 14304

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Jaguar sales have reportedly been doing a lot better ever since
>Alien Vs. Predator has been released. Atari now has four block buster games
>for the Jaguar: Alien Vs. Predator, Doom, Wolfenstein 3-D, and Tempest 2000.
>And more blockbuster games are expected to be out this month such as
>Iron Soldier and Kasumi Ninja.

>Jaguar orders are increasing in the U.S. Japan is now carrying the Jaguar
>which means Atari is beating Nintendo to the Japan market by at least several
>months.

THe only sad thing is that this isn't the case in Sweden. No advertising, no
nothing. Another year lost to Sega and Nint*ndo.. :P Ah well...

/J
--
Shine on You crazy Diamond and make sure you Keep Talking
after all, we're only ordinary men...
/|\ Joakim Nordlander jonord@solace.mh.se

5107. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 19:23:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec7.192335.54060@rmece02.upr.clu.edu>
Source record: 14321
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

With what program in the workbench did you produce
that PS output?

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5108. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 19:39:44 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec7.193944.52644@rmece02.upr.clu.edu>
Source record: 14303

In article <3blvah$ni9@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
|> : I just looked at r.g.v.atari and r.g.v.advocacy, and from what
|> : I saw there it looks like the Jag is dead. Fewer than ten games
|> : out for it buy Christmas! The handful of games that are available
|> : don't meet anyone's expectations! Low sales at stores (not
|> : surprising considering the size of the Jag game library)! Lack
|> : of interest on the part of developers (the classic chicken-and-
|> : egg paradox)! A depressed user-based! Frequent delays by Atari!
|>
|> Jag Games currently available:
|>
|> 1. Cybermorph

Basically, not much people like it.

|> 2. Dino Dudes

A lemming clone type. Lemmings fever is over
since long ago.

|> 3. Trevur McFurr

One of the worst games done.

|> 4. Aliens Vs. Predator

Awesome game. One of the very few.

|> 5. Tempest 2000

Very good game, but it's tempest you know...
It will depend a lot if you love tempest or not.

|> 6. Raiden

Good translation, but an old game.

|> 7. Wolfenstein 3-D

Excellent translation, but Wolf
fever has been kind of 'over'.

|> 8. Dragon

Not really different from the S_NES version.

|> 9. Brutal Sports Football

Mixed reviews... most peopole don't
like it much.

|> 10. Doom

Awesome game.

|> That's ten right there! Expected before Christmas:

Yes, but after a *LOT AND LOTS* of delays,
and some of the games are really really bad.

|> 1. Kanasumi Ninja

People are fearing it would be bad after
watching the latest video.

|> 2. Club Drive

Might be good.. but early reviews
say it's not good.

|> 3. Iron Soldier

Probably good.

|> 4. Syndicate

Probably good, but out when?

|> 5. Sensible Soccer

Don't know much about, but out when?

|> 6. Cannon Fodder

Out when?

|> 7. Skiing

Out when?

|> 8. Bubsy

Probably good, but out when?

|> 9. Zool 2

Out when?

|>
|> + quite a few more that I can't remember offhand. The flow of games is
|> continuing into the next year as more 3rd parties complete their games.

Ah, the same thing happened last April... last summer... last Ocotober...
In fact, for almost this whole year!

Thing to learn here: Seeing is believing. ATARI is still having
some problems delivering the software, and if they don't deliver,

they are in trouble.

|> Jags are selling briskly,

Problem with that is: can ATARI make enough supplies? Looks
like this has been one of their troubles...

|> Atari is advertising, and many 3rd party

That one is very true, and I applaud ATARI in their
new entrance in the revolutionary concept known as marketing.

|> developers are nearing completion of their games. While Atari could be in
|> a better situation, it's not as bad as you think.

It is bad bad bad. If ATARI can't supply in enough quantities
Jaguar units + games... they will be in trouble. I mean: wasn't
500,000 Jaguar units be supposed to be sold by now? Even 300,000?
The real number is way below that.

|> : And how is Atari going to make a comeback in the computer market
|> : against the likes of Microsoft, Apple, and IBM with a machine
|> : whose development is funded by Jaguar "profits" when the Jag
|> : itself is LOSING MONEY!!
|>
|> The Jag losses have gotten smaller and smaller by the quarter.
|> This quarter, Atari will likely turn a profit ... it is Christmas, you
|> know!

Will likely... interesting term. So maybe yes and maybe not.
I hope they do because I'll like seeing the Jaguar rise, but if they
continue losing money and time continues passing by....

|> : I hope Atari has a rabbit up its sleave because otherwise it's all
|> : over;
|>
|> A few rabbits:
|>
|> - The cross-liscencing deal with Sega

BIG DEAL. The only thing ATARI will get from it are
3-year old + SEGA games.

|> - Primal Rage

When is it out? Late 1995? There are a couple of intersting
titles in the works, the question is WHEN???!!!

|> - Williams Electronics can make Mortal Combat for the Jag in 1995

Again, BIG DEAL. Mortal Kombat II fever is already going out, most
copies with S-NES units... and the S-NES version is very very close
to the arcade.

If you are even talking about Mortal Kombat I, just forget it.
By the time even MK-II gets ported to the Jaguar, it would be just
too late. They better start thinking about Mortal Kombat III.

|> - The Jag network goes up

If ATARI can $afford$ it...

|> - The CD gets released, as do many CD games being developed by

Ah, you mean the CD unit that was supposed to be released for sure
last summer? And then you are talking about titles? Seeing is
believing. WHEN?!!!

|> 3rd party developers that Atari's been waiting on to complete titles.
|> - The Jag VR helmet comes out.

OH, yeah... WHEN?!!!! Spring of '96?

|> - Fight For Your Life is released

When?

|> - Atari introduces some new surprises at Winter CES 1995!

Like what? Like ATARI pins that you can clip on your T-shirt?
Sorry, but I couldn't resist being ironic. I don't see what
those surprises could be, besides the *final* release of
the JagCD.

|> - Ultra Vortex & Rayman are released.

When?

|> Atari will go the way of Commodore and Sinflop will have a
|> : big field day over it. Of course, without Atari to pick on Mr.
|> : Flop will lose is only reason to exist and will proabably promptly
|> : commit suicide in a fit of depression;
|>
|> Ahh ... we can only hope!
|>
|> Read the posts a little more carefully next time. If you looked
|> carefully, you'd see that things aren't as bleak as you think.

They are Mark. Unfortunately, they are unless they start
delivering what they long-ago promised.

|>
|> >> Mark <<
|>

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)

---> Opinions are my own, not of my college campus

5109. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-07 21:42:09 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c5a7h$ph2@nermal.cs.uoguelph.ca>
Source record: 14306

```
: Where did you get this info? Please cite your source. If this is true,
: (which is doubtful), then it is *very* interesting!

I'd love for this to be true, but I'm also quite skeptical.
Considering that Nintendo, Sega and the 3DO are all sold in more outlets
than the Jag, it's pretty doubtful.

>> Mark <<
```

5110. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 00:00:51 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c5ibj$83@nermal.cs.uoguelph.ca>
Source record: 14311

: |> 1. Cybermorph
- I disagree. Most people who sit down with it, find that it
grows on you.

: |> 2. Dino Dudes

: A lemming clone type. Lemmings fever is over
: since long ago.

- True. On the other hand, it is a fun addition to the library,
though it isn't a system seller.

: |> 3. Trevur McFurr

: One of the worst games done.

- Yep!

: |> 4. Aliens Vs. Predator

: Awesome game. One of the very few.

- Yep!

: |> 6. Raiden

: Good translation, but an old game.

- I agree. A XXXORXX should showcase the Jag better.

: |> 7. Wolfenstein 3-D

: Excellent translation, but Wolf
: fever has been kind of 'over'.

- It's selling pretty well.

: |> 8. Dragon

: Not really different from the S_NES version.
- Sigh. You're right.

: |> 9. Brutal Sports Football

: Mixed reviews... most peopole don't
: like it much.

- I've heard that it's fun, but not as good as other Jag games
and it's too expensive.

: Yes, but after a *LOT AND LOTS* of delays,
: and some of the games are really really bad.

- True. On the other hand, given Atari's size, they sure are
piping out a hell of a lot of games. How many other companies their size
release ten games a year.

: |> 1. Kanasumi Ninja

: People are fearing it would be bad after
: watching the latest video.

- So am I. The graphics look excellent, but we all know that
graphics don't make the game. Ultra Vortex looks like a better bet.

: |> 2. Club Drive

: Might be good.. but early reviews
: say it's not good.
- I'd personally enjoy it, but it's not a system seller.

: |> 3. Iron Soldier

: Probably good.
- Probably *EXCELLENT* ... the reviews have been outstanding!

: |> 4. Syndicate
: |> 5. Sensible Soccer
: |> 6. Cannon Fodder
: |> 7. Skiing
: |> 8. Bubsy
: |> 9. Zool 2

All of these games will be out by Christmas.

: Ah, the same thing happened last April... last summer... last Ocotober...
: In fact, for almost this whole year!
- You're right. On the other hand, the Jag is hard to program and
many companies haven't given top priority to their Jag games. Keep in
mind, a good game takes a year or more to program.

: Thing to learn here: Seeing is believing. ATARI is still having
: some problems delivering the software, and if they don't deliver,
: they are in trouble.

- True. Things are looking up, though. In the last two and a half
weeks, Club Drive, Checkered Flag, Dragon, Doom and Brutal Sports
Football came out.

: |> Jags are selling briskly,

: Problem with that is: can ATARI make enough supplies? Looks
: like this has been one of their troubles...
- Probably. IBM is big and Atari has to $$$ (courtesy of Sega) to
make more if needed.

: That one is very true, and I applaud ATARI in their
: new entrance in the revolutionary concept known as marketing.

- I never thought I'd see the day!

: It is bad bad bad. If ATARI can't supply in enough quantities
: Jaguar units + games... they will be in trouble. I mean: wasn't
: 500,000 Jaguar units be supposed to be sold by now? Even 300,000?
: The real number is way below that.

Actually, it was the end of 1994 that was the date mentioned. I
think 200,000 to 300,000 is a good possibility. The Jaguar already sold
100,000 units before the Christmas season started. Now they have
increased advertising and brought out more games.

: Will likely... interesting term. So maybe yes and maybe not.
: I hope they do because I'll like seeing the Jaguar rise, but if they
: continue losing money and time continues passing by....

Heh heh. People don't give the Tramiels enough credit. They may
not be great marketers, but they sure are incredible when it comes to the
survival of a company.

: |> - The cross-liscencing deal with Sega

: BIG DEAL. The only thing ATARI will get from it are
: 3-year old + SEGA games.

Where did you get this info? Nobody knows the true mechanics of
the deal. I've heard that anything is fair game except for Sonic games.

: When is it out? Late 1995? There are a couple of intersting
: titles in the works, the question is WHEN???!!!

True. Primal Rage was just announced. On the other hand, TWI is
making it (and they own shares in Atari), so I would imaging that they
wouldn't be too slow in producing it.

: Again, BIG DEAL. Mortal Kombat II fever is already going out, most
: copies with S-NES units... and the S-NES version is very very close
: to the arcade.

- Not in this part of the country. Besides, Mortal Combat can be
enhanced to take advantage ofJag power.

: If you are even talking about Mortal Kombat I, just forget it.
: By the time even MK-II gets ported to the Jaguar, it would be just
: too late. They better start thinking about Mortal Kombat III.

- From what I've heard, that will be the version to be released.
Although, this is a rumour.

: |> - The Jag network goes up

: If ATARI can $afford$ it...

- With TWI money, I'm sure they can.

: Ah, you mean the CD unit that was supposed to be released for sure
: last summer? And then you are talking about titles? Seeing is
: believing. WHEN?!!!

- Good point. I've heard that the CD ROM was delayed because
Atari wanted software for it. Makes sense. Perhaps we'll see the CD ROM
released with a bunch of games for it at the introduction point.

: |> - Fight For Your Life is released
: When?

- Early next year.

: Like what? Like ATARI pins that you can clip on your T-shirt?
: Sorry, but I couldn't resist being ironic. I don't see what
: those surprises could be, besides the *final* release of
: the JagCD.

Heh heh. Neither you or I are involved in running the company, so
we'll have to wait and see.

: |> - Ultra Vortex & Rayman are released.

: When?

- Early February. Rayman is almost finished and Ultra Vortex is
done testing. UV will probably be out in January.

: They are Mark. Unfortunately, they are unless they start
: delivering what they long-ago promised.

Well, I agree that work needs to be done. On the other hand, I
don't think that things are a total loss either. It's been a pleasure to
have an intelligent discussion with you! Merry Christmas!

>> Mark <<

5111. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 02:20:22 UTC
From: sinclair@ins.infonet.net
Message-ID: <3c5qh6$16a@insosf1.infonet.net>
Source record: 14307

```
In article <3c46b6$ia1@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates)
writes:
>
>In <3c1750$578@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>Pretty sad isn't it. Now go back to alt.Englich....Dam these IBM styel
>>keyboards with two delete keys..
>
>yup. the truth is out. Petey cannot handle the difference between "delete"
>and "backspace". See? Aren't Mac's supposed to tbe the Educational computer?

I have two delete keys. I bought a third party clone style keyboard..
>
> ~Chris
>>>>
>
>>-Peter
>
>--
> __ /\ __
> __\/__\/__
> \_||_/
> /__||__\
> // \ | \\
> \|

-Peter
```

5112. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 03:31:42 UTC
From: miksavid@delphi.com
Message-ID: <JO7V2m2.miksavid@delphi.com>
Source record: 14308

If Atari goes down Tom what will we do?

5113. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 04:06:34 UTC
From: jwells@baste.magibox.net
Message-ID: <D0H4qz.2wA@chaos.magibox.net>
Source record: 14309
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

I was an ST user for a couple of years, '90 & '91 to be exact, and dumped my Mega 2 for a 486DX33 with 8MB RAM, an 8-bit Soundblaster, and a Speedstar 24X SVGA adapter. It was a decent machine, but compatibility with the mainstream just became to large an issue. That coupled with the poor ST hardware and software support drove me to the PC platform. It definitely isn't that I'm a Microsoft lover... I just couldn't resist the increased software options at my disposal when slapping together my homemade clone for less than I'd paid for my Mega 2 with ICD SCSI host adapted & a ST251N(slow hunk of junk) just a couple of years earlier.

I'm really suprised to see Atari continue to push its Falcon line. I stepped out of the scene about the time the TT was flopping. Are any of these systems actually being sold, or even manufactured??? I've heard from scetchy sources that Amiga went bankrupt, but the videotoaster people were picking up the sytem under some kind of 'toaster workstation' label. Surely Atari will suffer the same fate if it doesn't strike gold with the Jag.

Sorry, enough bad stuff about the ST.

I'd like to hear some comparisons between the Jaguar and 3DO game systems. I suppose that comparisons with the Sega 32X are welcome, though I believe that this must be junk based on its nature. I hear the base processor for the Jag is a Motorola 68000??? Surely not! How can they hope to compete with 3DO by using an outdated CISC chip, albeit a well-designed one for its time. What are these highly-touted graphics coprocessors, and how do they stack up against the 3DO? By the way, is that 3D(O) (phonetically, three-dee-owe) or 3D(0)? I've played Road Rash for the 3D?, and it's far above the quality of any home game system I've seen. I'm eager to try Doom 2 for the Jag... I'm confident that it'll outperform my 486dx33, but I'd like to see the 3DO version also.

I hope I don't draw too many flames for 'Atari-Bashing', because I really like my ST. Today it's in my closet, but over the weekend I'll be configuring it and then delivering it to my 8-year-old brother as his first computer. Although it's unstable at times (like Win31), it served me well for 2 years... It may have been worth the 2K I spent on it, or maybe not. The main problem is still the incompatability. One of the last things I did was add a TEC TOS 2.06 upgrade, and at least that improved disk compatibility with DOS. If the world was running on STs, I'm sure I'd still use mine...BUT its not.

5114. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 07:01:03 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec8.070103.24852@rmece02.upr.clu.edu>
Source record: 14314

I just wanted to mention something that can make the
Jaguar hold its own (at least in the US) vs the Saturn.
Price. The price of the Saturn looks like it will be
in the $500+ area, something that tells me "it just
won't sell."

I think companies should realize by this time (and
I thought SEGA did, because they made a marketting
study on it) that a machine that costs more than even
$400 would have a hard time selling.

However, let's say that the 32x is out though, and
that could really give the Jaguar a run for the money.

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5115. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 07:02:43 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0712942305400001@tsa-09.ucsc.edu>
Source record: 14310
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

> >|> No need to go so far back, just see Byte (Dec 94). It says that
the latest
> >|> MacOS is not "true multitasking".
>
> >*shrug* So Byte is staffed by incompetent writers...

I'd just like to inject something: I looked at the BYTE in question, and I found no indication that they thought the Mac OS does not have true multitasking. Which is correct, because it does multitask - regardless of how much people on this group want to restrict the definition of multitasking to just those operating systems with preemptive scheduling.

The BYTE article did point out that the comparative late arrival of a preemptive scheduler for the MacOS is a weak point. Copland, which will have somewhat limited preemptive multitasking, is not due to ship until sometime next year, and Gershwin, the first with a fully preemptive scheduling model, probably won't happen until '96.

In the meantime, there is the Thread Manager in System 7.5, which presents a way for threads that do not need to call most operating system functions to be preemptively multitasked. This should at least allow jobs like background rendering to take advantage of preemption, without resorting to hooking into a system interrupt.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5116. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 07:05:19 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec8.070519.59986@rmece02.upr.clu.edu>
Source record: 14315

In article <3bmofb$9ou@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) writes:
|> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
|>
|> > In <3bk6d2$m5k@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:
|>
|>
|> > > Saw a review of Virtua Fighter on the Saturn the other night on the
|> > >'Gamesmaster' TV show here on UK TV.
|>
|> > > What can I say .. The Jaguar is DEAD.
|>
|> > > Atari , you had over a year to consolidate the Jaguar as market
|> > >leading technology but now Sega have got their 'next generation' console
|> > >out and it makes the Jaguar look _silly_.
|>
|> > Gavan, I'm shocked. You used to be intelligent. Guess you caught Petey's
|> > Disease. Sigh. Sinclap claims another victim.
|>
|> Sorry, but I stand by my post. Right now, the Saturn isn't scheduled to
|> leave Japan until next year but if Sega see their market falling in
|> the US and Europe, they WILL start shipping outside Japan. Nintendo
|> did that with the SNES here - they brought it in a year early since the
|> Sega Megadrive was butchering the NES.

Actually, the Saturn has already been spotted in Europe (don't
remember where) and in Australia... as in selling.

|> The point is that the Saturn _exists_. It works, it does everything
|> they said it would and it already has some stonking games. The Jaguar
|> although potentially good has been out for over a year and theres not
|> a lot of software for it. What there is is largely unimpressive apart
|> from maybe Doom and Aliens vs Predator (which hasn't really lived up
|> to the pre-release hype).
|>
|> The same program also showed a preview of the Sony PSX due out within
|> the week. WOW! That machine makes the _Saturn_ look silly! The video
|> of the games looked frankly unbelievable yet by all accounts it does
|> exist and will cost (when released in the UK) only slightly more than
|> a Jaguar does right now.

While I believe the Sony PSX kicks MAJOR MEGA BUTT, I find
hard to believe the price you say Gavan... but let's see how
they do here :-)

```
|>
|> gavan
|>
|> --
|> email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
|> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

--
-----------------------------------------------------
>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus
```

5117. Re: Jag looks like a winner this Christmas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 07:19:54 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3c6c2q$e9r@usenet.INS.CWRU.Edu>
Source record: 14312

In a previous article, jonord@krynn.solace.mh.se (Joakim Nordlander) says:

>aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>>Jaguar sales have reportedly been doing a lot better ever since
>>Alien Vs. Predator has been released. Atari now has four block buster games
>>for the Jaguar: Alien Vs. Predator, Doom, Wolfenstein 3-D, and Tempest 2000.
>>And more blockbuster games are expected to be out this month such as
>>Iron Soldier and Kasumi Ninja.
>
>>Jaguar orders are increasing in the U.S. Japan is now carrying the Jaguar
>>which means Atari is beating Nintendo to the Japan market by at least several
>>months.
>
> THe only sad thing is that this isn't the case in Sweden. No advertising, no
>nothing. Another year lost to Sega and Nint*ndo.. :P Ah well...
>

Yeah, if Atari would just advertise in movie theaters over there, the entire
population of Sweden would become aware of the Jaguar!

Hey, Sweden is nice, but it isn't a country that will determine the fate of
a product or not. By the way, you have some gorgeous blonde women over there!

Len
>

--

5118. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 07:21:25 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3c6c5l$eag@usenet.INS.CWRU.Edu>
Source record: 14313

In a previous article, khaley@nova.gmi.edu (Kevin Haley) says:

>BRUCES@VM.TEMPLE.EDU writes:
>
>>I'm not sure where you get your info from, but the Jag's sales were #2 only to
>>Sega last quarter....
>
>Where did you get this info? Please cite your source. If this is true,
>(which is doubtful), then it is *very* interesting!
>

Hahaha. If you were add another "0" onto Atari's figure, it might be true!

len
>
>

--

5119. Re: Jag looks like a winner this Christmas

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 09:38:46 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.55.0009A5BD@lobby.ti.com>
Source record: 14323

In article <3c6c2q$e9r@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>From: aa399@cleveland.Freenet.Edu (Len Stys)
>Subject: Re: Jag looks like a winner this Christmas
>Date: 8 Dec 1994 07:19:54 GMT

>In a previous article, jonord@krynn.solace.mh.se (Joakim Nordlander) says:

>>aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>
>>>Jaguar sales have reportedly been doing a lot better ever since
>>>Alien Vs. Predator has been released. Atari now has four block buster games
>>>for the Jaguar: Alien Vs. Predator, Doom, Wolfenstein 3-D, and Tempest 2000.
>>>And more blockbuster games are expected to be out this month such as
>>>Iron Soldier and Kasumi Ninja.
>>
>>>Jaguar orders are increasing in the U.S. Japan is now carrying the Jaguar
>>>which means Atari is beating Nintendo to the Japan market by at least several
>>>months.
>>
>> THe only sad thing is that this isn't the case in Sweden. No advertising, no
>>nothing. Another year lost to Sega and Nint*ndo.. :P Ah well...
>>

>Yeah, if Atari would just advertise in movie theaters over there, the entire
>population of Sweden would become aware of the Jaguar!

>Hey, Sweden is nice, but it isn't a country that will determine the fate of
>a product or not. By the way, you have some gorgeous blonde women over there!

I only been in the US for 1 month, I have seen, umm, 5-6 Jaguar ads on the TV.
How many X32 & 3DO ads have I seen? Maybe 10-20 times more (hope not 32X more!)
And for those Jag ads, I actually have to sit throught the ad section of a TV
program just to catch it (Ok, I'm one of those who switch channels during ad
sections).

I must say Atari really isn't trying very hard. :-c

Regards
William

+==+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5120. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 09:41:05 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.56.0009AF97@lobby.ti.com>
Source record: 14322

In article <1994Dec8.070103.24852@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>From: raist@rmece02.upr.clu.edu (Ricardo Hernandez)
>Subject: Re: Saturn out - Jag DEAD
>Date: Thu, 8 Dec 1994 07:01:03 GMT

> I just wanted to mention something that can make the
>Jaguar hold its own (at least in the US) vs the Saturn.
>Price. The price of the Saturn looks like it will be
>in the $500+ area, something that tells me "it just
>won't sell."

> I think companies should realize by this time (and
>I thought SEGA did, because they made a marketting
>study on it) that a machine that costs more than even
>$400 would have a hard time selling.

Don't think so, it's the number of games.

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5121. Discounts List

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 11:44:15 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c6rif$8s6@dux.dundee.ac.uk>
Source record: 14316

```
================================================================================

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

DATE OF POST December 7, 1994

================================================================================
```

5122. Re: Discounts List

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 12:49:31 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c6vcr$dud@dux.dundee.ac.uk>
Source record: 14317

NOTE: on the 14th of December I will post the full list of all companies
who have emailed me with details.

Rod

==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

5123. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 14:09:12 UTC
From: atariman@athena.mit.edu
Message-ID: <3c7428$okm@senator-bedfellow.MIT.EDU>
Source record: 14318

In some article, Ricardo Hernandez writes...
|> In some article Mark Rathwell writes

|>|> - The CD gets released, as do many CD games being developed by

|> Ah, you mean the CD unit that was supposed to be released for sure
|> last summer? And then you are talking about titles? Seeing is
|> believing. WHEN?!!!

Very soon. The CD has been in production for some time now. Atari was trying to release it by 12/31, but the software for the pack in is not ready (note that this is not something we can blame Atari for directly - the software is being done by 3rd parties and outside development houses). The software will be ready, oh, by the middle of next month, when Atari will release it with the recently confirmed $149 price. Pack-in has been decided, but remains a secret.

Shane Shaffer atariman@athena.mit.edu

Carts: 2600 299; 5200 47; 7800 37; ADAM 20;APF 8; Colecovision 17; Fairchild 9 Intv. 12; Odyssey2 6; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3; ADAM 2; Colecovision 2;Intellivision 1; Pong type 4; Pinball machines 1
AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!

5124. Hey Peter ...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 18:34:38 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c7jju$1rn@nermal.cs.uoguelph.ca>
Source record: 14330

Peter,

Do you have any of these stores in your area?:

- Toys R. Us
- Venture
- Babbages
- Electronics Boutique
- Good Guys
- Wiz
- FAO Shwartz

Check around ...

>> Mark <<

5125. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 19:16:34 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c7m2i$n0k@whitbeck.ncl.ac.uk>
Source record: 14325
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Dec7.192019.62678@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>
>|> they were playing a MOD and generating the graphics for the next Star
>|> Wars movie (with NO SLOWDOWN, of course) and that they've never, ever
>
> Actually, you can play a MOD in the background with basically
>Zero slowdown (not zero, but quite quite quite small, as in
>negligible- same with a modem connecion - just an ascii stream
>that doesn't require mega-processing).

If you were using a falcon you could play a mod with even less
slow down, as most falcon modplay routines in the PD use the
DSP processor to do the frequency shifting & pipe it straight out
through the programable sound matrix to the DAC's without hitting the
main CPU bandwidth.....

Craig Graham.

Falcon030 32MHz, MiNT 1.11h2, Net-055, MinixXFS.6pl10, X11R5. No worries.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

5126. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 20:53:28 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec8.205328.29288@rmece02.upr.clu.edu>
Source record: 14326

In article <3b3one$8bs@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart) writes:
|> trauth@paul.rutgers.edu (Thomas Trauth) writes:
|>
|> >rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|>
|> >>I doubt Atari gave up on computers last year, otherwise how would they have
|> >>managed to put stuff in the shops if they didn't make anything?
|>
|> >Ever hear of warehoused merchandise? It's possible that they have warehouses
|> >full of unsold Falcons and are shipping those to stores, rather than newly
|> >manufactured machines.
|>
|> Ever hear of checking facts?

Yes.

|> Atari is still manufacturing- at least when I
|> last heard, which was not that long ago. Ask Travis, if you want the straight
|> facts. I don't think that atari is working on any new lines of computers
|> AT THE MOMENT, but they are still manufacturing current lines.

And your info is from? Mine is from a PUBLIC STATEMENT that
Sammy said... what do you think?

|>
|>

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5127. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 20:54:21 UTC
From: krf101@minster.york.ac.uk
Message-ID: <786920061.32@cs.york.ac.uk>
Source record: 14329
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <1994Dec7.192019.62678@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:

[blah blah blah]

: Falcon030 32MHz, MiNT 1.11h2, Net-055, MinixXFS.6pl10, X11R5. No worries.

None? I'd be worried if I was using an Atari!

--
,8$ ____
,o8$$' ,8 / Kevin Fairhurst | E-mail: |
8$$$$$$$$,8$$ / | ---=======--- |
=8$$$$$$$$$$$$$$K ------< "Afraid of the | |
8$$$$$$$$"8$$ \ candle, but live | krf101@minster.york.ac.uk |
"?8$$, "8 \ for the flame." | |
"?$ ~~~~~~
Original .sig by Mike Rosulek

5128. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 20:58:57 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec8.205857.60026@rmece02.upr.clu.edu>
Source record: 14327

In article <3bp72s$fbj@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart) writes:
|> mrathwel@uoguelph.ca (Mark Rathwell) writes:
|>

[stuff deleted]

|> Sinflop must be living in a really hick town if he hasn't seen any Jaguars.
|> I live in leduc, alberta, canada of all places, and I can find a jag!!
|> Several, in fact! Either that, or he is avoiding stores that advertise
|> it, so he can say that he hasn't seen any.
|>
|> Now 32X on the other hand, I haven't seen, apart from the commercials.
|> Of course, I probably will eventually, but right now it just isn't here.
|> Sorry petey.

Here in Puerto Rico, and the town of my college campus (Mayaguez)
I can see both.

Jaguar is about $274 US dollars at Electronics Boutique and
the 32X runs for $169.95.

[stuff deleted]

|>
|> Face it peter, atari HAS gotten better. Even you have to admit that

Although I'll admit ATARI has gotten better, the problem is when
"just a bit better isn't enough." Or even if "medium+ better isn't
enough."

|> somewhat. Losses are down. Sales are up. They've won lawsuits. If this

Losses are down... but they are still losing money. Let's see what
happens this christmas.. this is the make or break for ATARI.
I will like to see the Jaguar rise, but I am not blind.

|> were any other company, you'd probably be optimistic.
|>
|> I still maintain that the Jaguar is going to keep atari alive for a long
|> time to come. Petey will be arguing against atari until he is old and
|> grey (this is of course, assuming he is not already).

While it could happen, so far it isn't happening.

|> --
>	\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
>	L A T E R D U D E S				DAVE the atari fanatic.....
>	< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

---
>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5129. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 21:56:43 UTC
From: lolsen@hsr.no
Message-ID: <3c7ver$6ij@marton.hsr.no>
Source record: 14247
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Tim Seufert (bwanga@cats.ucsc.edu) wrote:

: I'd just like to inject something: I looked at the BYTE in question, and I
: found no indication that they thought the Mac OS does not have true
: multitasking. Which is correct, because it does multitask - regardless of
: how much people on this group want to restrict the definition of
: multitasking to just those operating systems with preemptive scheduling.

Except for the AV-machines, I haven't seen anything that even
resembles any kind of decent multitasking on the Mac's and
when it comes to the AV's, in any task wich dosen't have anything
to do with the AV-card - I havent seen anything apart from
some crude tasks witching....

Cheers....

5130. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-08 22:14:57 UTC
From: peterk@combo.adsp.sub.org
Message-ID: <peterk.01po@combo.adsp.sub.org>
Source record: 14328
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Dec7.192335.54060@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>
> With what program in the workbench did you produce
>that PS output?

You didn't ask me, but he probably used the "PostScript" printer driver in the Printer prefs and perhaps did some settings in the "PrinterPS" prefs editor. These prefs editors and drivers come since several versions (was it 2.1?) standard with the AmigaOS.

--
Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Currently employed at "Commodore Konkursverwaltung Hembach"

5131. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 01:51:01 UTC
From: neeri@iis.ee.ethz.ch
Message-ID: <3c8d65$eqa@elna.ethz.ch>
Source record: 14242
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

peterk@combo.adsp.sub.org (Dr. Peter Kittel) writes:

>In article <jfrancisD0B6sM.BBK@netcom.com> jfrancis@netcom.com (Topaz) writes:
>>peterk@combo.adsp.sub.org (Dr. Peter Kittel) writes:
>>>Because there are good chances of an Amiga revival.

How strong a revival do you think is possible (assuming that either CEI or
Pleasance get the Amiga)? 200'000 systems sold in '96? 1 million? more?

>>In the words of one Wayne Campbell, "And maybe later we'll see monkeys
>>fly out of my ass."

>Just let's see who laughs last

Not the current C= shareholders, regardless of the negotiation outcome.

Matthias

Matthias Neeracher <neeri@iis.ee.ethz.ch> http://err.ethz.ch/members/neeri.html
"One fine day in my odd past..." -- Pixies, _Planet of Sound_

5132. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 02:39:17 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-0812942139170001@net74.metronet.com>
Source record: 14331
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <wongck.49.000A006E@lobby.ti.com>, wongck@lobby.ti.com (William Wong) wrote:

> >I use Macintercomm for my terminal program and Fetch to ftp. These
> >programs always work in the background no matter what other task is
> >running. This is true with many programs that use the Time Manager to
> >get CPU time instead of the Process Manager.
>
>
> Just pick up the Dec copy of BYTE magazine. It does say that teh MacOS is
> behind time and does not do preemptive multitasking.

Just *use* a Macintosh, and start experiencing how it really works.

--
Please include full message quotes in all replies.
Please send copies of all public replies via electronic mail.

5133. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 03:03:26 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3c8hdu$4oa@paul.rutgers.edu>
Source record: 14239

miksavid@delphi.com writes:

>If Atari goes down Tom what will we do?

Can you please explain what you mean by that!

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5134. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 03:11:31 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3c8ht3$53o@paul.rutgers.edu>
Source record: 14240

sinclair@ins.infonet.net writes:

>I have two delete keys. I bought a third party clone style keyboard..

Maybe you're just blind.

>-Peter

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5135. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 03:53:35 UTC
From: ryan@shell.portal.com
Message-ID: <3c8kbv$17i@news1.shell>
Source record: 14332
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <1994Dec7.192019.62678@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
: >
: >|> they were playing a MOD and generating the graphics for the next Star
: >|> Wars movie (with NO SLOWDOWN, of course) and that they've never, ever
: >
: > Actually, you can play a MOD in the background with basically
: >Zero slowdown (not zero, but quite quite quite small, as in
: >negligible- same with a modem connecion - just an ascii stream
: >that doesn't require mega-processing).

: If you were using a falcon you could play a mod with even less
: slow down, as most falcon modplay routines in the PD use the
: DSP processor to do the frequency shifting & pipe it straight out
: through the programable sound matrix to the DAC's without hitting the
: main CPU bandwidth.....

: Craig Graham.

The zero slow down on the Amiga is just that, in fact once the mod is loaded
into chip mem the CPU doens't have to do anything with it again. Consider
that mods were first devised on the Amiga, they use the built in routines
of the chipset. If a player did not show any graphical interface that showed
anymovement then the cpu would never be used doing play time. The Falcon
will need to do some type of conversion, the Amiga needs non.

-Wight Wolfe-

: Falcon030 32MHz, MiNT 1.11h2, Net-055, MinixXFS.6pl10, X11R5. No worries.

: __ _
: | \ | | / | Makers of CLA Logic
: |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
: ------------------------------- o ----------------------------
: Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

5136. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 05:49:38 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3c8r5i$4te@sefl.satelnet.org>
Source record: 14336
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c7m2i$n0k@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>If you were using a falcon you could play a mod with even less
>slow down, as most falcon modplay routines in the PD use the
>DSP processor to do the frequency shifting & pipe it straight out
>through the programable sound matrix to the DAC's without hitting the
>main CPU bandwidth.....

Which is pretty much the same way the Amiga does it. Tell the DMA
controller where the sample is, what pitch to play it at, and which
channel to play it through, and that's it. If you're willing to lose 6
lines of resolution, this can be accomplished with **NO** CPU drain.

The Amiga has used custom chips to alleviate CPU strain since the very
beginning. Remember that in future... :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

5137. Happy to have purchased a Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 06:55:38 UTC
From: atariman@aol.com
Message-ID: <3c8v1a$e0l@newsbf01.news.aol.com>
Source record: 14333

The Atari Jaguar is the best investment I've ever made! I had the chance to see the much touted SNES Donkey Kong Country over the weekend. I have to admit its cute, but the SNES itself is far inferior to the Jaguar. I firmly believe that Atari has a one year jump on the comptetition and they are determined to STAY in that position from this point forward. Tell your friends that they no longer need a $2000 PC to play DOOM, we have it for our Jag's, IN our living rooms, on our 27"+ SVHS TV's and in FULL surround sound! Way cooler than 14" PC monitors! Tempest 2000, Alien vs Predator and DOOM are reason enough NOW to invest in 64-bit future power. Tell your friends that more software is on the way. Guess I'm just one happy camper... And the $149 CD-ROM player is coming soon.

5138. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 09:17:11 UTC
From: sinclair@ins.infonet.net
Message-ID: <3c97an$dde@insosf1.infonet.net>
Source record: 14334

In article <3c7428$okm@senator-bedfellow.MIT.EDU>, atariman@athena.mit.edu (Shane D Shaffer) writes:
>
>In some article, Ricardo Hernandez writes...
>|> In some article Mark Rathwell writes
>
>|>|> - The CD gets released, as do many CD games being developed by
>
>|> Ah, you mean the CD unit that was supposed to be released for sure
>|> last summer? And then you are talking about titles? Seeing is
>|> believing. WHEN?!!!
>
>Very soon. The CD has been in production for some time now. Atari was trying to
>release it by 12/31, but the software for the pack in is not ready (note that
>this is not something we can blame Atari for directly - the software is being
>done by 3rd parties and outside development houses). The software will be
>ready, oh, by the middle of next month, when Atari will release it with the
>recently confirmed $149 price. Pack-in has been decided, but remains a secret.
>

The same old excuse. Real soon now is alive and well. Atari must change their tactics or the company will be slaughtered by the competition which has begun.

>
> Shane Shaffer atariman@athena.mit.edu
>
>Carts: 2600 299; 5200 47; 7800 37; ADAM 20;APF 8; Colecovision 17; Fairchild 9
>Intv. 12; Odyssey2 6; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3;
> ADAM 2; Colecovision 2;Intellivision 1; Pong type 4; Pinball machines 1
> AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!
>

-Peter

5139. Re: Happy to have purchased a Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 11:14:40 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <3c9e70$sn5@bmerha64.bnr.ca>
Source record: 14335

Atari Man (atariman@aol.com) wrote:
> The Atari Jaguar is the best investment I've ever made! I had the chance
> to see the much touted SNES Donkey Kong Country over the weekend. I have
> to admit its cute, but the SNES itself is far inferior to the Jaguar.

Of course its inferior - but it has a selection of great playable games
far in advance of that available for the Jaguar and will continue to sell
more games than the Jaguar ever will sell.

> I
> firmly believe that Atari has a one year jump on the comptetition and they
> are determined to STAY in that position from this point forward.

They _had_ a jump and wasted it. The Saturn is out now in Japan, the
Sony playstation is about to come out and you can get Sega 32Xs really
cheaply. Not for the first time Atari have blown it.

> Tell
> your friends that they no longer need a $2000 PC to play DOOM, we have it
> for our Jag's, IN our living rooms, on our 27"+ SVHS TV's and in FULL
> surround sound! Way cooler than 14" PC monitors!

But the PC version is LOTS better and most people have played DOOM to death
now on their PCs anyway.

> Tempest 2000, Alien vs
> Predator and DOOM are reason enough NOW to invest in 64-bit future power.

Not when 16 bit systems have games like Mortal Kombat 2, Earthworm Jim
and Donkey Kong Country. The Jaguars line up looks very weak indeed compared
to 16 bitters and the next generation of consoles like Staurn and PSX will
walk all over the Jaguar technically and with software availability.

> Tell your friends that more software is on the way. Guess I'm just one
> happy camper... And the $149 CD-ROM player is coming soon.

The CDROM was supposed to be out last summer.

I see from your username that you are an Atari fanatic. Fine, but just
remember that the general public don't have the same rose-tinted view
of Atari that you do.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

5140. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 13:12:56 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c9l4o$8pc@whitbeck.ncl.ac.uk>
Source record: 14237
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <786920061.32@cs.york.ac.uk>, krf101@minster.york.ac.uk (Kevin R. Fairhurst (1Y0)) writes:
>: Falcon030 32MHz, MiNT 1.11h2, Net-055, MinixXFS.6pl10, X11R5. No worries.
>
>None? I'd be worried if I was using an Atari!
>

Affraid to use a real mans computer Kevin ?

What a puff......bet he drinks shandy as well.

Craig.

5141. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 13:22:29 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c9lml$8rn@whitbeck.ncl.ac.uk>
Source record: 14238
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c8kbv$17i@news1.shell>, ryan@shell.portal.com (Wight Wolfe) writes:
>
>The zero slow down on the Amiga is just that, in fact once the mod is loaded
>into chip mem the CPU doens't have to do anything with it again. Consider

That doesn't mean zero slow down, that just means the CPU isn't doing
anything.

>that mods were first devised on the Amiga, they use the built in routines
>of the chipset. If a player did not show any graphical interface that showed

And MPEG's originated on Unix, but the Amiga & Falcon are both better
at playing them than a HP Apollo700 (a dogs bollocks fast workstation).
What is your point?

>anymovement then the cpu would never be used doing play time. The Falcon

Then your mod player must be using a shit load of memory & storing frequency
shifted copies of each sample.

>will need to do some type of conversion, the Amiga needs non.

I think you missed the point there - the falcon architecture means that
the DSP chip has it's own local RAM, which it uses independant of the main
bus. For an amiga to play mods, all the processing done by the peripheral
chips has to be done over the main CPU bus, whereas the DSP can process
in it's own RAM, then pipe the results straight into the sounds matrix
without actually accessing the CPU main bus at all, hence my comments about
CPU bandwidth as opposed to CPU cycles. The DSP player uses much less
bus bandwidth than any Amiga player (remember, any time a custom chip
is accessing the main bus, the CPU is locked off the bus for that time)

So, the Amiga may have originated the format, but the falcon does the
business with it :)

>-Wight Wolfe-

Craig.

Falcon030 32MHz, MiNT 1.11h2, Net-055, MinixXFS.6pl10, X11R5.
No worries, non at all - a happier man day by day....

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

5142. Re: Hey Peter ...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 14:28:37 UTC
From: sinclair@ins.infonet.net
Message-ID: <3c9pil$93b@insosf1.infonet.net>
Source record: 14241

In article <3c7jju$1rn@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Peter,
>
>Do you have any of these stores in your area?:
>
>- Toys R. Us
Nope.. As far as I know, this Toys R Us does not carry the Jagflop.

>- Venture
>- Babbages
>- Electronics Boutique
>- Good Guys
>- Wiz
>- FAO Shwartz
>
None local
>Check around ...
>
I have.. Best Buy, Software Ect, and the Wal Mart's do not carry the Jagflop..

>>> Mark <<

-Peter

>

5143. Re: Happy to have purchased a Jaguar

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 14:41:05 UTC
From: atariman@athena.mit.edu
Message-ID: <3c9qa1$pos@senator-bedfellow.MIT.EDU>
Source record: 14243

Just so everybody doesn't get confused, the atariman@aol.com who I am following up is not the same as atariman@athena.mit.edu. We are two different people, and I have no idea who the other one is. To that other one, are you the same atariman@aol.com who was around some last spring? And when did you start using the name?

Shane Shaffer atariman@athena.mit.edu

Carts: 2600 299; 5200 47; 7800 37; ADAM 20;APF 8; Colecovision 17; Fairchild 9 Intv. 12; Odyssey2 6; VideoBrain 3; Systems: 2600 2; 2600A 2; 5200 1; 7800 3; ADAM 2; Colecovision 2;Intellivision 1; Pong type 4; Pinball machines 1
AND 1 ATARI 2600 AUTOGRAPHED BY NOLAN BUSHNELL!!!!!!!!!

5144. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 16:22:44 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ca08k$c1g@whitbeck.ncl.ac.uk>
Source record: 14244
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c8r5i$4te@sefl.satelnet.org>, mentat@sefl.satelnet.org (!Productions) writes:
>In article <3c7m2i$n0k@whitbeck.ncl.ac.uk>,
>Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>>If you were using a falcon you could play a mod with even less
>>slow down, as most falcon modplay routines in the PD use the
>>DSP processor to do the frequency shifting & pipe it straight out
>>through the programable sound matrix to the DAC's without hitting the
>>main CPU bandwidth.....
>
>Which is pretty much the same way the Amiga does it. Tell the DMA
>controller where the sample is, what pitch to play it at, and which
>channel to play it through, and that's it. If you're willing to lose 6
>lines of resolution, this can be accomplished with **NO** CPU drain.

No - it's not at all like the way an Amiga does it. You tell the
amiga chips where the sample is and they play it, using the main CPU
bus - just like a falcon or an STE can using the DMA sound system - old
technology.

What I described was the CPU giving the DSP the sample, the
DSP does freq shifting et al on that sample in it's own memory,
then pops it out to the DAC's without actually using the main CPU
bus at all - so there is NO LOAD on the CPU bus. Admit it, the
f030 modplay routines piss all over those for ANY other platform in
terms of bus loading.

>The Amiga has used custom chips to alleviate CPU strain since the very
>beginning. Remember that in future... :)

I didn't forget, but I think you are missing the whole point of the
falcon architecture - high speed data transferr & manipulation doesn't
have to go over the main bus. It's not a question of the load on the
CPU, it's a question of the load on the main system bus, which is a
totally different issue.

Craig.
MEng Microelectronics & Software Engineering

5145. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 19:26:54 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3cab1u$rjb@vixen.cso.uiuc.edu>
Source record: 14246
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

lolsen@hsr.no (Lasse Olsen) writes:
> Except for the AV-machines, I haven't seen anything that even
> resembles any kind of decent multitasking on the Mac's and
> when it comes to the AV's, in any task wich dosen't have anything
> to do with the AV-card - I havent seen anything apart from
> some crude tasks witching....

The AV machines don't do anything different, from a process scheduling
perspective, than other Macs.
--
Jim Wong (jd-wong@uiuc.edu)

5146. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 19:41:16 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec9.194116.49624@rmece02.upr.clu.edu>
Source record: 14245

```
|> Mark Rathwell (mrathwel@uoguelph.ca) wrote:

[stuff deleted]

|> : Atari's bankruptcy has been predicted for many years. It STILL
|> : hasn't happened. The Tramiels aren't as incompetent as you think. If you
|> : were in charge of Atari, it would have gone under years ago.

So? Same happened with Commodore... and look where Commodore is now...
ATARI doesn't have any "innate magical properties" you know. THEY HAVE
EVEN SWITCHED MANAGEMENT SEVERELY in 1984.

-----------------------------------------------------
>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus
```

5147. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 20:19:24 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-091294151352@150.102.161.162>
Source record: 14250

In article <1994Dec6.141716.50957@rmece02.upr.clu.edu>,
raist@rmece02.upr.clu.edu (Ricardo Hernandez) wrote:
>
> And what happens when you have to format a floppy?

Wake up kids, floppies are obsolete. In the real world things are networked, file sharing/transfer is all done over the network (as are SW installations). On those rare occasions when somebody actually needs a floppy, you can usually find some in the recycling bin. So yeah, every couple of months my mac has to stop whatever it's doing to format a floppy. Who cares?

All I know is that while I was typing this I received two e-mail messages (while printing a very large report in the background somewhere). That's a lot more than my ST can do.

RevDrFreak
'foot soldier

5148. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 21:55:48 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3cajp4$rsm@nermal.cs.uoguelph.ca>
Source record: 14248

```
: So? Same happened with Commodore... and look where Commodore is now...
: ATARI doesn't have any "innate magical properties" you know. THEY HAVE
: EVEN SWITCHED MANAGEMENT SEVERELY in 1984.

I don't follow your logic? I was refering the the Tramiel Atari
(ie. Atari Corp 1984 on). They've kept Atari alive *EVERY* year since
1984, thought their bankruptcy was predicted by doom-sayers since that time.

>> Mark <<

--
================================================================================
Mark Rathwell
The University Of Guelph
"The heroes and legends I knew as a child have fallen to idols of clay."
================================================================================
```

5149. Re: Hey Peter ...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-09 21:56:45 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3cajqt$rsm@nermal.cs.uoguelph.ca>
Source record: 14249

```
: Nope.. As far as I know, this Toys R Us does not carry the Jagflop.
: I have.. Best Buy, Software Ect, and the Wal Mart's do not carry the Jagflop..

Hey ... is there anyone else in Sinflop's area that could verify
this? I find it difficult to take what he says as the truth.

>> Mark <<

--
==============================================================================
Mark Rathwell
The University Of Guelph
"The heroes and legends I knew as a child have fallen to idols of clay."
==============================================================================
```

5150. Re: 1994 Jaguar Letter Writing Campaign (complete!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 01:56:14 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3cb1ru$58a@nermal.cs.uoguelph.ca>
Source record: 14251
Cross-posted to: rec.games.video.atari,rec.games.video.misc,alt.games.lynx,comp.sys.atari.advocacy

```
: LucasArts said they didn't believe in the jag, and scoffed at Atari...who
: knows, maybe a letter writing campaign can change their minds...

LucasArts? Really!!! That's surprising, considering they programmed Ball
Blazer for the Atari 7800 eons ago.

>> Mark <<

--
===============================================================================
Mark Rathwell
The University Of Guelph
"The heroes and legends I knew as a child have fallen to idols of clay."
===============================================================================
```

5151. Looking for TT030?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 03:11:06 UTC
From: hing@csulb.edu
Message-ID: <3cb68a$rps@garuda.csulb.edu>
Source record: 14252

If you are looking for an Atati TT030, may be tou can find it at Goodman Music in Universal City. They have TT 2Mb St/50Mb Hd for $1,200, and the 605 Laser printer for $399.

--

```
------------------------------------------------------------------------------
---------------- --O\ Houn-Nam Ing
------------- -\ <, hing@csulb.edu
------------- (*)/(*)
------------------------------------------------------------------------------
```

5152. Looking for TT030?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 03:12:45 UTC
From: hing@csulb.edu
Message-ID: <3cb6bd$rps@garuda.csulb.edu>
Source record: 14253

If you are looking for an Atati TT030, may be tou can find it at Goodman Music in Universal City. They have TT 2Mb St/50Mb Hd for $1,200, and the 605 Laser printer for $399.
--

---------- --O\ Houn-Nam Ing
---------- -\ <, hing@csulb.edu
---------- (*)/(*)

5153. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 04:14:39 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912942017380001@tsb-44.ucsc.edu>
Source record: 14254
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c9lml$8rn@whitbeck.ncl.ac.uk>, Craig Graham
<Craig.Graham@ncl.ac.uk> wrote:

> bus. For an amiga to play mods, all the processing done by the peripheral
> chips has to be done over the main CPU bus, whereas the DSP can process
> in it's own RAM, then pipe the results straight into the sounds matrix
> without actually accessing the CPU main bus at all, hence my comments about
> CPU bandwidth as opposed to CPU cycles. The DSP player uses much less
> bus bandwidth than any Amiga player (remember, any time a custom chip
> is accessing the main bus, the CPU is locked off the bus for that time)
>
> So, the Amiga may have originated the format, but the falcon does the
> business with it :)

As long as the size of the MOD player DSP code plus the size of the sound
samples plus the size of the note data doesn't exceed 96 KB - somewhat
unlikely, IMO. Falcon MOD players undoubtedly have to do lots of
shuffling of samples between DSP memory and main memory, since DSP memory
is so limited in size.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5154. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 04:20:40 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912942023400001@tsb-44.ucsc.edu>
Source record: 14255
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cab1u$rjb@vixen.cso.uiuc.edu>, jd-wong@uxa.cso.uiuc.edu (Jim Wong) wrote:

> The AV machines don't do anything different, from a process scheduling
> perspective, than other Macs.

To pick the nit, they actually do: if you're on a 660AV or 840AV, the DSP can be running a preemptive kernel called ARTA, which allows multiple DSP tasks to run at once. ARTA is pretty much independent of the Mac OS, of course. Also, I'm fairly sure that the Sound Manager gets to pass off a lot of jobs to the DSP that would normally be handled by the CPU (averaging several digital signals for output through the single codec, for instance).

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5155. Jinge Clap

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 06:41:57 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3cbijl$35s@pepper.rutgers.edu>
Source record: 14256

```
Jingle Bells
Sinclap smells
His LC laid an egg

The MacMobile
Lost a wheel
And the Jaguar got away
Hey!

Merry Christmas..

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*
```

5156. Re: Hey Peter ...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 06:45:35 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3cbiqf$36q@pepper.rutgers.edu>
Source record: 14257

sinclair@ins.infonet.net writes:

>>- Venture
>>- Babbages
>>- Electronics Boutique
>>- Good Guys
>>- Wiz
>>- FAO Shwartz
>>
>None local

In other words Sinflop, there are no real software stores in your
area. How can you say that no one carries the Jag when no one is
in your pathetic little shit-hole of a town.

>-Peter

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5157. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 13:26:00 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELKGDHYW1UP@cabal.sh.sub.de>
Source record: 14265
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3bmh2b$e32@canopus.cc.umanitoba.ca> Evan Kirchhoff wrote :

>In article <dcorn-01129412411200001@148.94.196.167> dcorn@metronet.com (David Corn)
writes:
>>This isn't true. I can routinely play MODs in the background while doing
>>many other things.
>
>Since people have felt the need to write at least half a dozen PD
>programs to "play sound in the background" on Macs, I assume this isn't
>default behaviour.

Since people felt the need to write at least two dozen PD programs to
"play sound in the background" on the Amiga, I assume this isn't default
behaviour. Sheesh, how intelligent a statement this is :-)

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5158. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 14:46:15 UTC
From: lolsen@hsr.no
Message-ID: <3ccevn$khi@marton.hsr.no>
Source record: 14258
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Tim Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <3cab1u$rjb@vixen.cso.uiuc.edu>, jd-wong@uxa.cso.uiuc.edu (Jim
: Wong) wrote:

: > The AV machines don't do anything different, from a process scheduling
: > perspective, than other Macs.

: To pick the nit, they actually do: if you're on a 660AV or 840AV, the DSP
: can be running a preemptive kernel called ARTA, which allows multiple DSP
: tasks to run at once. ARTA is pretty much independent of the Mac OS, of
: course. Also, I'm fairly sure that the Sound Manager gets to pass off a
: lot of jobs to the DSP that would normally be handled by the CPU
: (averaging several digital signals for output through the single codec,
: for instance).

The ARTA approach allows the AV-Macs to execute two seperate tasks-
called "Realtime" and "Timeshare" - at the same time.
Realtime events, such as sound and video input/output, do not use
all the bandwith of th DSP. When doing asynchronous functions like,
modem emulation or image compression, this can be done using the
large bandwith of the DSP, cooperatively with the CPU...
Theoretically DSP coprocessing gives the Mac the ability to run two
tasks simultaneously, aslong as the one of the tasks is some kind of
AV signal processing.
The Mac's still are not able to handle two cpu-intensive tasks
effectively at the same time..

Cheers...

5159. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 16:20:53 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1012941120530001@net245.metronet.com>
Source record: 14262
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c2ciq$ric@insosf1.infonet.net>, sinclair@ins.infonet.net wrote:

>>|> I use Macintercomm for my terminal program and Fetch to ftp. These
>>|> programs always work in the background no matter what other task is
>>|> running. This is true with many programs that use the Time Manager to
>>|> get CPU time instead of the Process Manager.
>>
>> And what happens when you have to format a floppy? What happens
>>when you have to do a pull-down on a graphic menu to select fonts
>>and you, let's say, have the menu down for about 5 seconds deciding
>>which font to use?

The download isn't affected, period. No slowdown.

>> If I remember correctly, the Mac completely halts. Also what's
>>the maximum modem speed your program supports while you are downloading
>>in the background?

1650 cps with a v.32bis connection, normal .zip style .sit file. In other words, exactly what it is on the Amiga. And 28.8k modems are roughly double that once line limitations are taken into account. There is no slowdown.

>> Can you also use your StyleWriter (print) while you continue downloading?
>>
>> Last I heard was that things like this made high-speed modem
>>Mac communicatinos (14.4k +, let alone the new 28.xxxk) very unreliable.

There is a problem with Localtalk communication. With Ethertalk there is no problem.

--
Please copy all replies to my e-mail address.
Please quote.

5160. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 16:24:33 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1012941124330001@net245.metronet.com>
Source record: 14259
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c2gm6$s89@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

>The MacOS and it's current Apps do not allow you to say download a
>something or other at 14.4, play a mod, and render something in KAI's
>powertools. IN fact no one can do anything else while rendering in KAI's
>since that program stops rendering when you hit a mouse button. That
>is so dumb. Well you can do something, you can watch the thing render
>for an hour.

This is done on the theory that if you are rendering, you wish to be done
as -soon- as possible, hence nothing should run that might slow things.

Modem downloads and modplaying isn't a problem.

>There are major flaws in the way that the MAC multi-tasks, it does multi-task
>it just doesn't switch between apps intelligently or frequently enough.

Multitask that Amiga and any game. I can do exactly that with my Mac and
95% of the games out there, all of which would allow a 28.8k download and
gameplaying at the same time.

Both systems have flaws. Mac multitasking is far from perfect, but I gave
up Amiga multitasking in order to get the best apps available for any
computer when I got my P60 and Q700. Multitasking does not a computer
make. I run it for apps, not to see how fast I can hit Amiga-M to flip
between 20 screens.

--
Please copy all replies to my e-mail address.
Please quote.

5161. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 16:29:08 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1012941129080001@net245.metronet.com>
Source record: 14260
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c7ver$6ij@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

> Except for the AV-machines, I haven't seen anything that even
> resembles any kind of decent multitasking on the Mac's and
> when it comes to the AV's, in any task wich dosen't have anything
> to do with the AV-card - I havent seen anything apart from
> some crude tasks witching....

Then you've not seen much. I'm NetBrowsing (using the WWW facilities)
while reading News while Fetching (FTP'ing) a few files now over a 28.8k
line. I'm able to print, load and use any app I want, and do anything
else I want. What exactly is it the Mac must do to pass your litmus
test? Have you ever -used- a customized, modern Macintosh for any length
of time?

--
Please copy all replies to my e-mail address.
Please quote.

5162. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 16:36:13 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3ccldt$roi@sefl.satelnet.org>
Source record: 14261
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ca08k$c1g@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>In article <3c8r5i$4te@sefl.satelnet.org>, mentat@sefl.satelnet.org (!Productions)
writes:
>>In article <3c7m2i$n0k@whitbeck.ncl.ac.uk>,
>>Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>>>If you were using a falcon you could play a mod with even less
>>>slow down, as most falcon modplay routines in the PD use the
>>>DSP processor to do the frequency shifting & pipe it straight out
>>>through the programable sound matrix to the DAC's without hitting the
>>>main CPU bandwidth.....
>>
>>Which is pretty much the same way the Amiga does it. Tell the DMA
>>controller where the sample is, what pitch to play it at, and which
>>channel to play it through, and that's it. If you're willing to lose 6
>>lines of resolution, this can be accomplished with **NO** CPU drain.
>
>No - it's not at all like the way an Amiga does it. You tell the
>amiga chips where the sample is and they play it, using the main CPU
>bus - just like a falcon or an STE can using the DMA sound system - old
>technology.
>
>What I described was the CPU giving the DSP the sample, the
>DSP does freq shifting et al on that sample in it's own memory,
>then pops it out to the DAC's without actually using the main CPU
>bus at all - so there is NO LOAD on the CPU bus. Admit it, the
>f030 modplay routines piss all over those for ANY other platform in
>terms of bus loading.

No, no, no, no, no. The Amiga has TWO CPU buses - one for CHIP RAM, the
other for FAST RAM. The CHIP bus is shared with the custom chips, and
the FAST bus is solely for the use of the CPU - assuming you have
some FAST RAM installed, then playing a sound doesn't slow the CPU down
at all.

>>The Amiga has used custom chips to alleviate CPU strain since the very
>>beginning. Remember that in future... :)
>
>I didn't forget, but I think you are missing the whole point of the
>falcon architecture - high speed data transferr & manipulation doesn't
>have to go over the main bus. It's not a question of the load on the
>CPU, it's a question of the load on the main system bus, which is a
>totally different issue.

And, like I said, playing a sound DOESN'T load the CPU bus... Try it
some time - run PerfMon and a decent MOD player, and the only CPU drain
that will show up is a few instructions every few thousand cycles to
re-load the DMA registers.

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

5163. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 17:49:54 UTC
From: morton@wam.umd.edu
Message-ID: <3ccpo2$hiv@cville-srv.wam.umd.edu>
Source record: 14263
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-1012941129080001@net245.metronet.com>,
David Corn <dcorn@metronet.com> wrote:
>In article <3c7ver$6ij@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:
>
>
>> Except for the AV-machines, I haven't seen anything that even
>> resembles any kind of decent multitasking on the Mac's and
>> when it comes to the AV's, in any task wich dosen't have anything
>> to do with the AV-card - I havent seen anything apart from
>> some crude tasks witching....
>
>Then you've not seen much. I'm NetBrowsing (using the WWW facilities)
>while reading News while Fetching (FTP'ing) a few files now over a 28.8k
>line. I'm able to print, load and use any app I want, and do anything
>else I want. What exactly is it the Mac must do to pass your litmus
>test? Have you ever -used- a customized, modern Macintosh for any length
>of time?
>
Well I guess a good start would be a Mac that while ftp'ing, wouldn't
slow to a crawl when you are loading something, or even better when you
have an application in front of Fetch or Netscape or whatever you use.
Let see I can stall the download by loading anything. I can make it so
slow that I can watch the k transfered counting up just by having an
application sitting in front of it. This is all over ethernet. How come
Mac ethernet connections are so much slower than other computers. I
think that one main reason is the lack of pre-emptive multitasking. You
know the kind that when you save to the disk it doesn't stall the ethernet
connection. Anyway, I guess this may not be a customized, modern Mac that
I use everyday (Quadra 650, PPC's, etc).

Also before you rip me apart, I more than likely will switch from the Amiga
to the Mac once they get something that I consider pre-emptive multitasking.

Later,
Rob Morton
morton@wam.umd.edu

5164. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 22:14:19 UTC
From: ryan@shell.portal.com
Message-ID: <3cd97r$4so@news1.shell>
Source record: 14264
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:
: In article <3c2gm6$s89@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

: >The MacOS and it's current Apps do not allow you to say download a
: >something or other at 14.4, play a mod, and render something in KAI's
: >powertools. IN fact no one can do anything else while rendering in KAI's
: >since that program stops rendering when you hit a mouse button. That
: >is so dumb. Well you can do something, you can watch the thing render
: >for an hour.

: This is done on the theory that if you are rendering, you wish to be done
: as -soon- as possible, hence nothing should run that might slow things.

Well this may be true, but IMHO waiting a few more seconds for a render and
still being abel to other things is in the best way to go. Besides what is
the user supposd to do while he render goes on? Play with the pencil
on their desks, or use another computer (given that they had one)?
Personally if you think that the render sceem was done on purpose then
so be it but it was a dumb idea.

In fact to tell you the truth if i were running to apps on the Amiga the
total amount of time both tasks would tkae up would be less than if I waited
for one to finish and started another.

: Modem downloads and modplaying isn't a problem.

: >There are major flaws in the way that the MAC multi-tasks, it does multi-task
: >it just doesn't switch between apps intelligently or frequently enough.

: Multitask that Amiga and any game. I can do exactly that with my Mac and
: 95% of the games out there, all of which would allow a 28.8k download and
: gameplaying at the same time.

What type of MAC do you have? Besides the terminal programs on the MAC
totlaly suck IMHO compared to some on the AMIGA. Besides another thing is
that if I were to have a game that actually allowed multi-tasking on my
Amiga then it would run and perform much better than on a MAC.

The OS on the Amiga is much better at multi-tasking than the MAC's is.
Were not talking about application availability just straight OS performance.

: Both systems have flaws. Mac multitasking is far from perfect, but I gave
: up Amiga multitasking in order to get the best apps available for any
: computer when I got my P60 and Q700. Multitasking does not a computer
: make. I run it for apps, not to see how fast I can hit Amiga-M to flip
: between 20 screens.

Well my Amiga suits me quite well and if there isn't a praticular app
that I like on the Amiga then I just fir up my Emplant. You software
availability is completely and totally moot in this instance.

: --
: Please copy all replies to my e-mail address.
: Please quote.

5165. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 22:53:57 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec10.225357.15293@rmece02.upr.clu.edu>
Source record: 14266
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-1012941120530001@net245.metronet.com>, dcorn@metronet.com (David Corn) writes:
|> In article <3c2ciq$ric@insosf1.infonet.net>, sinclair@ins.infonet.net wrote:
|>
|>
|> >>|> I use Macintercomm for my terminal program and Fetch to ftp. These
|> >>|> programs always work in the background no matter what other task is
|> >>|> running. This is true with many programs that use the Time Manager to
|> >>|> get CPU time instead of the Process Manager.
|> >>
|> >> And what happens when you have to format a floppy? What happens
|> >>when you have to do a pull-down on a graphic menu to select fonts
|> >>and you, let's say, have the menu down for about 5 seconds deciding
|> >>which font to use?
|>
|> The download isn't affected, period. No slowdown.

Hmmmm... then why Supra had a warning about using their 14.4k
modems in the manual when using a Macintosh, and doing other
things at the same time? As in communications could be interrupted?
And what about Supra's 28.8k baud modem? I surely wonder...
But then, there's System 7.5 out there now, so maybe they changed
something.

|>
|> >> If I remember correctly, the Mac completely halts. Also what's
|> >>the maximum modem speed your program supports while you are downloading
|> >>in the background?
|>
|> 1650 cps with a v.32bis connection, normal .zip style .sit file. In other
|> words, exactly what it is on the Amiga. And 28.8k modems are roughly
|> double that once line limitations are taken into account. There is no
|> slowdown.

When you do a pulldown on a menu?

|>
|> >> Can you also use your StyleWriter (print) while you continue downloading?
|> >>
|> >> Last I heard was that things like this made high-speed modem
|> >>Mac communicatinos (14.4k +, let alone the new 28.xxxk) very unreliable.
|>
|> There is a problem with Localtalk communication. With Ethertalk there is
|> no problem.

Interesting, I guess I would like to see that... And when you format
a floppy? Still no problems?

|>
|> --
|> Please copy all replies to my e-mail address.
|> Please quote.

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5166. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-10 22:56:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec10.225635.48063@rmece02.upr.clu.edu>
Source record: 14267
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3but78$3go@news.kth.se>, d91-jan@adverts.nada.kth.se (Jacob Andersen) writes:
|> In article <3bo45g$s03@vixen.cso.uiuc.edu> jd-wong@uxa.cso.uiuc.edu (Jim Wong) writes:
|> >KBellve@Wade1.ab.umd.edu (Karl Bellve) writes:
|> >>A well written program would not do this. It will always check to make sure

[stuff deleted]

|>
|> >Does enforcer guarantee that you'll catch everybug in your software?
|> >I doubt it.
|>
|> NO software in existance does THIS :)
|>
|> >Jim Wong (jd-wong@uiuc.edu)
|>
|> (The reason I'm probably gonna get flamed is that a lot of Amiga users
|> ARE insecure, and would like to close their eyes to ANY drawbacks and
|> shortcomings in the Amiga. It doesn't make the shortcomings go away,
|> and it leaves the rest of the world with the impression that Amiga users
|> are immature and fanatic.)

You won't get flamed by me, as I agree with your comments. I wouldn't
say though, that Amiga users are "the most immature" or something.
Just look at some Mac users and PC users :-) There are immatures
everywhere.

|>
|> ** Jacob Andersen, CS student KTH Stockholm, Sweden **
|> d91-jan@nada.kth.se | d91-jan@nextmail.nada.kth.se | Garion@NannyMUD |
|> Jacques@irc (usually) Programmer's Drinking Song: "100 little bugs in the
|> code, 100 little bugs, fix a bug, compile again, 101 little bugs in the code"
|>
|>

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5167. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 00:34:26 UTC
From: peterk@combo.adsp.sub.org
Message-ID: <peterk.01ub@combo.adsp.sub.org>
Source record: 14282
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c9lml$8rn@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>In article <3c8kbv$17i@news1.shell>, ryan@shell.portal.com (Wight Wolfe) writes:
>>
>>The zero slow down on the Amiga is just that, in fact once the mod is loaded
>>into chip mem the CPU doens't have to do anything with it again. Consider
>
>That doesn't mean zero slow down, that just means the CPU isn't doing
>anything.

No no, the CPU can do a lot of other useful things during this.

>I think you missed the point there - the falcon architecture means that
>the DSP chip has it's own local RAM, which it uses independant of the main
>bus. For an amiga to play mods, all the processing done by the peripheral
>chips has to be done over the main CPU bus,

No no again: This is why we distinguish Chip RAM and Fast RAM in an Amiga.
If an Amiga has both, then the custom chips can play a MOD, and the CPU
can access Fast RAM without any interference. This is exactly the same
as "local RAM for the DSP", but here it's called "Chip RAM for the custom
chips".

> The DSP player uses much less
>bus bandwidth than any Amiga player (remember, any time a custom chip
>is accessing the main bus, the CPU is locked off the bus for that time)

You obviously have some misconception of the Amiga architecture.
Admitted, if an Amiga (500 or 1200 base version) doesn't have any Fast
RAM, this advantage disappears completely, but every Amiga is
expandable with Fast RAM, so the architectural quality exists in every
model.

>So, the Amiga may have originated the format, but the falcon does the
>business with it :)

No better than the Amiga! But perhaps in this regard also not worse
than the Amiga.

--
Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Currently employed at "Commodore Konkursverwaltung Hembach"

5168. Re: 1994 Jaguar Letter Writing Campaign (complete!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 01:04:21 UTC
From: scall@ccnet.com
Message-ID: <3cdj6l$i9l@ccnet3.ccnet.com>
Source record: 14268
Cross-posted to: rec.games.video.atari,rec.games.video.misc,alt.games.lynx,comp.sys.atari.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : LucasArts said they didn't believe in the jag, and scoffed at Atari...who
: : knows, maybe a letter writing campaign can change their minds...

: LucasArts? Really!!! That's surprising, considering they programmed Ball
: Blazer for the Atari 7800 eons ago.

Wow. Mass crosspsting..

Anyways. I send mail to good 'ole lucasarts a file ago, and the woman
who answers their mail said something to the point of having "personal
reasons" to see the Jag take off. She said that they had been getting a
lot of mail, and that it was all printed out and delivered to the higher-ups.

-Scott

: >> Mark <<

: --
: ===
: Mark Rathwell
: The University Of Guelph
: "The heroes and legends I knew as a child have fallen to idols of clay."
: ===

--

|Scott Call aka Zapo Zapper | Public Image Limited BBS 510-831-3634 |
|VBBS Support/anime stuff | Owner: Atari Jag and Gravis Ultrasound |

5169. Re: Hey Peter ...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 02:24:38 UTC
From: sinclair@ins.infonet.net
Message-ID: <3cdnt6$pec@insosf1.infonet.net>
Source record: 14269

In article <3cbiqf$36q@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>
>
>>>- Venture
>>>- Babbages
>>>- Electronics Boutique
>>>- Good Guys
>>>- Wiz
>>>- FAO Shwartz
>>>
>>None local
>
>In other words Sinflop, there are no real software stores in your
>area. How can you say that no one carries the Jag when no one is
>in your pathetic little shit-hole of a town.

Oh, great blame the community for no Jagflops..There are plenty of Sega's, Nintendo's and 3do's.. Whats with Atari? Even the new Sony Play Station will beat the Jagflop to my lake of the woods..

It doesn't matter with the local availability of the Jagflop anyways because it's DEAD unless there is a huge price reduction...

>
>>-Peter
>
>
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Intel, you have a LOT of explaining to do!
>*

-Peter

5170. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 02:32:55 UTC
From: sinclair@ins.infonet.net
Message-ID: <3cdocn$pec@insosf1.infonet.net>
Source record: 14276
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cd97r$4so@news1.shell>, ryan@shell.portal.com (Wight Wolfe) writes:
>David Corn (dcorn@metronet.com) wrote:
>: In article <3c2gm6$s89@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:
>
>: >The MacOS and it's current Apps do not allow you to say download a
>: >something or other at 14.4, play a mod, and render something in KAI's
>: >powertools. IN fact no one can do anything else while rendering in KAI's
>: >since that program stops rendering when you hit a mouse button. That
>: >is so dumb. Well you can do something, you can watch the thing render
>: >for an hour.
>
>: This is done on the theory that if you are rendering, you wish to be done
>: as -soon- as possible, hence nothing should run that might slow things.
>
>Well this may be true, but IMHO waiting a few more seconds for a render and
>still being abel to other things is in the best way to go. Besides what is
>the user supposd to do while he render goes on? Play with the pencil
>on their desks, or use another computer (given that they had one)?
>Personally if you think that the render sceem was done on purpose then
>so be it but it was a dumb idea.
>
>In fact to tell you the truth if i were running to apps on the Amiga the
>total amount of time both tasks would tkae up would be less than if I waited
>for one to finish and started another.

Besides video, there is nothing else to run on the Amiga.
>
>: Modem downloads and modplaying isn't a problem.
>
>: >There are major flaws in the way that the MAC multi-tasks, it does multi-task
>: >it just doesn't switch between apps intelligently or frequently enough.
>
>: Multitask that Amiga and any game. I can do exactly that with my Mac and
>: 95% of the games out there, all of which would allow a 28.8k download and
>: gameplaying at the same time.
>

Are you sure about the games. When I had a Amiga, most games render the Amiga
single tasking. Like I said the Amiga was and still a decent machine but it
lacks the critical software base.

>What type of MAC do you have? Besides the terminal programs on the MAC
>totlaly suck IMHO compared to some on the AMIGA. Besides another thing is
>that if I were to have a game that actually allowed multi-tasking on my

>Amiga then it would run and perform much better than on a MAC.
>
>The OS on the Amiga is much better at multi-tasking than the MAC's is.
>Were not talking about application availability just straight OS performance.
>
>: Both systems have flaws. Mac multitasking is far from perfect, but I gave
>: up Amiga multitasking in order to get the best apps available for any
>: computer when I got my P60 and Q700. Multitasking does not a computer
>: make. I run it for apps, not to see how fast I can hit Amiga-M to flip
>: between 20 screens.
>
>Well my Amiga suits me quite well and if there isn't a praticular app
>that I like on the Amiga then I just fir up my Emplant. You software
>availability is completely and totally moot in this instance.

It's feasible that you have that solution. But today, the cost of an Amiga
4000 set up with Emplant exceeds the cost of a PowerMac 7100 system. That
includes a cdrom on the Mac side of things..Thats no good solution..

>
>: --
>: Please copy all replies to my e-mail address.
>: Please quote.

-Peter

5171. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 04:09:41 UTC
From: dlr@grove.ufl.edu
Message-ID: <3cdu25$qc0@cutter.clas.ufl.edu>
Source record: 14270
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:
: In article <3c2gm6$s89@news1.shell>, ryan@shell.portal.com (Wight Wolfe)
: wrote:

: >it just doesn't switch between apps intelligently or frequently enough.

: Multitask that Amiga and any game. I can do exactly that with my Mac and
: 95% of the games out there, all of which would allow a 28.8k download and
: gameplaying at the same time.

You seem to misunderstand the way Amiga games work, eh? Any game on the Mac which has an Amiga counterpart and is OS compliant will more than likely be OS compliant on the Amiga as well. ANY OS compliant (Workbench "runnable") game will allow one to use the OS running other tasks and play the game at the same time. The types of games that DO NOT multitask (run under wrokbench) are those that the Mac platform doesn't even have any substitutes for! These games are faster ARCADE style games like Street Fighter etc... What the heck kind of action game can you play on a Mac?? Can you even get a joystick or do you have to try and play pac man with a keyboard or mouse? It is a pitiful argument to bring up gaming between the two systems because you run into problems on a mac to play arcade quality games of old such as Pac Man much less the newer style arcade games like Street Fighter and Mortal Kombat. OK, I realize that you will probably come back and say well, "I like to play games like Myst because Arcade games just aren't intellectual enough"... But the fact of the matter is, the Mac doesn't have any decent arcade style games and furthermore, the games that ARE like Myst for the Amiga will happily run along in the background with a download or whatever going on.. Heck, the games on the mac don't require any real processing power to begin with! What do you need? An animated pointer, a picture, and some text? Give me a break! Yes, I realize there are more complex games, but nothing to the code complexity and cpu intesity of typical Amiga arcade games. Oh well, every man to his own.....

Dan

5172. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 04:37:39 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BM1X+Db.ransom22@delphi.com>
Source record: 14271

Shane D Shaffer <atariman@athena.mit.edu> writes:

> Well, you're right about that. Atari has a chance to make it big right now.
>Public support of the Jaguar is growing - media has been giving it good reviews
>(see recent Washington Post, today's Good Morning America, etc). However, if

First let me say that I am a very happy Jag owner. I'm not a
Jag or Atari basher. Now with that out of the way . . . :)

This month's Electronic Games issue just arrived. It has a
full-sized packed-in "3D0 Cristmas buyer's Guide". No Jaguar Buyer's
Guide. EG has routinely neglected the Jag. Oh, and this month's issue
also has an interview with Trip Hawkins. No interviews with Atari
people.
Very depressing.
Just wanted to mention this in response to your statement about
the media giving it good reviews...which is no doubt true as well, but
this provides a counterpoint. Unfortunately. :(

If it is true that the Jag is outselling the 3DO in the U.S.,
I wonder why EG has chosen to pan it?

-Joe

5173. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 04:45:25 UTC
From: ryan@shell.portal.com
Message-ID: <3ce055$ifr@news1.shell>
Source record: 14272
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: In article <3cd97r$4so@news1.shell>, ryan@shell.portal.com (Wight Wolfe) writes:
: >David Corn (dcorn@metronet.com) wrote:
: >: In article <3c2gm6$s89@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:
: >
: Besides video, there is nothing else to run on the Amiga.

How long has it been since you've used an Amiga? It seems that it
has been sometime. There are many more well written app out there
for the Amiga than you seeem to think there are.

Yours is a case of ignorance, there is nothing wrong with that. How
are you to know about apps for another platform anyway? But the small
fact is, if you know what you want you can find it for the Amiga.
Almost. :-) That's were Emplant takes over....
: >
: >: Modem downloads and modplaying isn't a problem.
: >
: >: >There are major flaws in the way that the MAC multi-tasks, it does multi-task
: >: >it just doesn't switch between apps intelligently or frequently enough.
: >
: >: Multitask that Amiga and any game. I can do exactly that with my Mac and
: >: 95% of the games out there, all of which would allow a 28.8k download and
: >: gameplaying at the same time.
: >

: Are you sure about the games. When I had a Amiga, most games render the Amiga
: single tasking. Like I said the Amiga was and still a decent machine but it
: lacks the critical software base.

yes I am sure about the games, I am not a game fanatic, in fact I barely
have any games on my computer (amiga) I have tons for the Emplant Mac
though.

: >What type of MAC do you have? Besides the terminal programs on the MAC
: >totlaly suck IMHO compared to some on the AMIGA. Besides another thing is
: >that if I were to have a game that actually allowed multi-tasking on my
: >Amiga then it would run and perform much better than on a MAC.
: >
: >The OS on the Amiga is much better at multi-tasking than the MAC's is.
: >Were not talking about application availability just straight OS performance.
: >
: >: Both systems have flaws. Mac multitasking is far from perfect, but I gave
: >: up Amiga multitasking in order to get the best apps available for any
: >: computer when I got my P60 and Q700. Multitasking does not a computer

: >: make. I run it for apps, not to see how fast I can hit Amiga-M to flip
: >: between 20 screens.
: >
: >Well my Amiga suits me quite well and if there isn't a praticular app
: >that I like on the Amiga then I just fir up my Emplant. You software
: >availability is completely and totally moot in this instance.

: It's feasible that you have that solution. But today, the cost of an Amiga
: 4000 set up with Emplant exceeds the cost of a PowerMac 7100 system. That
: includes a cdrom on the Mac side of things..Thats no good solution..

Yes I agree, if one were to go out and buy a machine from scratch. The Amiga
way and Emplant would not be cheaper than a PowerMAC, but then again
it would definetely matter if the person needs video, since the PowerMAC's
are expensive in that arena compared to the Amiga.

Besides what is wrong with getting an A3000 (that's what I have) The A3000
is inexpensive now (used yes but still quite capable). Alot of this
is actually not worth talking about, who knows the Amiga may not come to
life again, and it may just come back stronger and better than before.
But I personally like the way the OS was done, and the way some of the
hardware was put together. It suits my needs and outperforms all of
my friends machines (Mac Centris 650, and a 486 66 with Windows) in
all areas. Barring a few specialized ones. (Games in particular)

: >
: >: --
: >: Please copy all replies to my e-mail address.
: >: Please quote.

: -Peter

5174. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 04:50:58 UTC
From: ryan@shell.portal.com
Message-ID: <3ce0fi$ifr@news1.shell>
Source record: 14273
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Daniel L Roberts (dlr@grove.ufl.edu) wrote:
: David Corn (dcorn@metronet.com) wrote:
: : In article <3c2gm6$s89@news1.shell>, ryan@shell.portal.com (Wight Wolfe)
: : wrote:

: : >it just doesn't switch between apps intelligently or frequently enough.

: : Multitask that Amiga and any game. I can do exactly that with my Mac and
: : 95% of the games out there, all of which would allow a 28.8k download and
: : gameplaying at the same time.

Well I still want to know what machine you have my friends Centris 650
can't do wha you are saying. have you ever played Maelstrom or Marathon
with a download in the background? Marathon is a CPU hog so if you run
it full screen with all the dressings your not likely to get a full
speed download. In fact your machine seems to be the only MAC in
existance that is capable of doing all of the multi-tasking you've
stated. Are you sure you not running an Amiga? :-)

-Wight Wolfe-

5175. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 05:28:46 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1012942131430001@tsb-45.ucsc.edu>
Source record: 14274
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cdu25$qc0@cutter.clas.ufl.edu>, dlr@grove.ufl.edu (Daniel L Roberts) wrote:

[some deletia]

> The types of games that DO NOT multitask
> (run under wrokbench) are those that the Mac platform doesn't even have
> any substitutes for! These games are faster ARCADE style games like
> Street Fighter etc... What the heck kind of action game can you play on a
> Mac?? Can you even get a joystick or do you have to try and play pac man
> with a keyboard or mouse? It is a pitiful argument to bring up gaming
> between the two systems because you run into problems on a mac to play
> arcade quality games of old such as Pac Man much less the newer style
> arcade games like Street Fighter and Mortal Kombat. OK, I realize that
> you will probably come back and say well, "I like to play games like Myst
> because Arcade games just aren't intellectual enough"... But the fact of
> the matter is, the Mac doesn't have any decent arcade style games
> and furthermore, the games that ARE like Myst for the Amiga will happily
> run along in the background with a download or whatever going on.. Heck,
> the games on the mac don't require any real processing power to begin
> with! What do you need? An animated pointer, a picture, and some text?
> Give me a break! Yes, I realize there are more complex games, but nothing
> to the code complexity and cpu intesity of typical Amiga arcade games.
> Oh well, every man to his own.........

Simply put, you show a tremendous ignorance of the Macintosh gaming market.

Here are just three examples, two of which are commercial and the remaining shareware:

Maelstrom - Excellent Asteroids "clone" using 256-color sprites instead of vector graphics; it can handle tons and tons of sprites on the screen on my Quadra without slowing down (no idea of exactly how many, since I'm far too busy blasting asteroids and alien ships at that point to count). Shareware by Andrew Welch.

Marathon - not yet in release, but a public demo is out. Basically, a Doom clone for the Mac, but better than Doom, especially on a Power Mac. Excellent action game to begin with, and the game actually has a semi-believable storyline if you play single player. Or just lots of carnage if you link several Macs and play it networked with your friends. By Bungie Software.

F/A 18 Hornet - Very good polygon flight sim. Does 20 fps at 1152x870x256 on my Quadra. The only flight simulator I've seen which really tries to

simulate a real military aircraft, down to the cockpit instruments. By GSC Simulations.

P.S. Yes, you can attach a joystick to a Mac quite easily. Since many games don't support a joystick directly, joysticks can be set up to emulate keypresses, allowing any game which uses keyboard control to be played with a joystick.

P.P.S. No, the Macintosh does NOT have problems running even the simplest arcade games like Pac-Man.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5176. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 05:32:29 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1012942135300001@tsb-45.ucsc.edu>
Source record: 14275
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ce0fi$ifr@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

> Well I still want to know what machine you have my friends Centris 650
> can't do wha you are saying. have you ever played Maelstrom or Marathon
> with a download in the background? Marathon is a CPU hog so if you run
> it full screen with all the dressings your not likely to get a full
> speed download. In fact your machine seems to be the only MAC in
> existance that is capable of doing all of the multi-tasking you've
> stated. Are you sure you not running an Amiga? :-)

It depends a lot on the terminal program you run. Some terminal programs
use methods of getting CPU time that do not depend on the cooperative
multitasking model (they hook into something like the vertical blank
interrupt). They have no problems doing full speed downloads while
something like Marathon is running, simply because they do not rely on
cooperation. Similarly, there are background MOD players for the Mac
which cannot be interrupted by pulling down a menu, etc. There is more
than one way to skin a cat, or, in this case, to get CPU time.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5177. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 06:35:45 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3ce6k1$f1s@vixen.cso.uiuc.edu>
Source record: 14277
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

dlr@grove.ufl.edu (Daniel L Roberts) writes:
>(run under wrokbench) are those that the Mac platform doesn't even have
>any substitutes for! These games are faster ARCADE style games like
>Street Fighter etc... What the heck kind of action game can you play on a
>Mac?? Can you even get a joystick or do you have to try and play pac man
>with a keyboard or mouse? It is a pitiful argument to bring up gaming
>between the two systems because you run into problems on a mac to play
>arcade quality games of old such as Pac Man much less the newer style
>arcade games like Street Fighter and Mortal Kombat. OK, I realize that
>the matter is, the Mac doesn't have any decent arcade style games
>and furthermore, the games that ARE like Myst for the Amiga will happily

You obviously haven't surveyed the Macintosh game world in some time.
Macs are perfectly capable of handling Pac Mac, not to mention more
modern games like Marathon. Your statements make you look like
an imbecile.
--
Jim Wong (jd-wong@uiuc.edu)

5178. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 07:37:52 UTC
From: tzs@u.washington.edu
Message-ID: <3cea8g$t6h@nntp1.u.washington.edu>
Source record: 14278
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Joseph Crowe <jcrowe@mpd.tandem.com> wrote:
> Depends on the game. The real problem with co-operative multitasking lies
>in the fact that the burden of scheduling falls implicitly on the application.

Correct. To elaborate, since it may not be obvious why this is bad, scheduling is a global problem. The amount of runtime a program should get each time it is given the CPU depends on the state of every other program that is runable.

A cooperative system as done on the Mac requires each application to make scheduling decisions, but does not provide the applications with the necessary information to allow them to make good scheduling decisions. For the most part, all the applications can do is call WaitNextEvent a lot, and hope for the best.

I used to run a program that did a lot of computation. If I had it go through its event loop fast enough to prevent visible slowdown of other applications, the computing only went about 1/3 as fast as it did if it only went through the event loop once every several seconds. Now I'm running A/UX on my Mac, and my program runs on the Unix side of things rather than the Mac side: the event loop is gone, and it runs at 95-99% of full speed and has no noticable effect on most other programs.

--Tim Smith

5179. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 10:15:13 UTC
From: dlr@grove.ufl.edu
Message-ID: <3cejfh$gu@cutter.clas.ufl.edu>
Source record: 14280
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
: dlr@grove.ufl.edu (Daniel L Roberts) writes:
: >(run under wrokbench) are those that the Mac platform doesn't even have
: >any substitutes for! These games are faster ARCADE style games like
: >Street Fighter etc... What the heck kind of action game can you play on a
: >Mac?? Can you even get a joystick or do you have to try and play pac man
: >with a keyboard or mouse? It is a pitiful argument to bring up gaming
: >between the two systems because you run into problems on a mac to play
: >arcade quality games of old such as Pac Man much less the newer style
: >arcade games like Street Fighter and Mortal Kombat. OK, I realize that
: >the matter is, the Mac doesn't have any decent arcade style games
: >and furthermore, the games that ARE like Myst for the Amiga will happily

: You obviously haven't surveyed the Macintosh game world in some time.
: Macs are perfectly capable of handling Pac Mac, not to mention more
: modern games like Marathon. Your statements make you look like
: an imbecile.
FIrst off, I don't think you read what I said very well, I mentioned high paced arcade games like Street Fighter and Mortal Kombat. I realize you can get Marathon, yet another clone of a very over rated game. AT any rate, that is not the type of game that I mentioned, is it? How many games in an Arcade are like DOOM? I haven't seen any that were very popular. Come to mention, I don't remember seeing any at all. At any rate, the comment about Pac Man was aimed towards the lack of true joystick input. Believe me, if somebody actually wanted to play Pac Man, the keyboard or mouse simply does not suit the purpose well. Also, I suggest you look into the Amiga gaming market also. There aren't many quality games left but the ones that ARE still better than other platforms are the basic arcade high speed action ZOOL type games. I still haven't seen anything of any quality similar on a Mac. Yes, I have looked into Mac gaming recently. I am not easily impressed, as a matter of fact, it is DAMN hard to impress me with a game. The point of the matter is that the Mac, no matter how much you do not care to admit it, does and has always suffered from a dearth of decent Arcade type games. The Doom, virtual world type games just don't cut it. If you were to try it out in an arcade, I doubt it would gather much attention as the gameplay is VERY basic... You run, point and shoot... not much for variety would you say? Also, flight simulators are NOT arcade type material. Flight simulators have been on EVERY system dating back to the TI99 even. I will admit that my Amiga doesn't get much use anymore as it has just gotten too dated and I primarily use a 486/66 with 64 bit graphics to suit my needs in college more. I find the AmigaOS a nice environment. I find the IBMs very easy to build with high quality and low prices. I

find that simple arcade games like Pac-Mania and Zool for the Amiga generally have better gameplay than those on the IBM. I notice that IBM games are better when the game becomes more complex like Wing Commander or <choke> Doom. On the Mac, (I use a PM 7100 fairly often) games are just not aimed towards the higher octane arcade games but rather towards slow, graphics intensive, mouse based games like Myst. I tire of seeing Mac advocates say their machine is better for any purpose remotely thinkable. Have a little character and admit that the Mac just is NOT a strong gaming platform!

Dan

5180. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 10:34:00 UTC
From: dlr@grove.ufl.edu
Message-ID: <3cekio$gu@cutter.clas.ufl.edu>
Source record: 14281
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Tim Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <3cdu25$qc0@cutter.clas.ufl.edu>, dlr@grove.ufl.edu (Daniel L
: Roberts) wrote:

: [some deletia]

: > The types of games that DO NOT multitask
: > (run under wrokbench) are those that the Mac platform doesn't even have
: > any substitutes for! These games are faster ARCADE style games like
: > Street Fighter etc... What the heck kind of action game can you play on a
: > Mac?? Can you even get a joystick or do you have to try and play pac man
: > with a keyboard or mouse? It is a pitiful argument to bring up gaming

: Simply put, you show a tremendous ignorance of the Macintosh gaming market.

Do we have to use such harsh words? Sheesh.. at any rate.. let's begin.

: Here are just three examples, two of which are commercial and the
: remaining shareware:

: Maelstrom - Excellent Asteroids "clone" using 256-color sprites instead of
: vector graphics; it can handle tons and tons of sprites on the screen on
: my Quadra without slowing down (no idea of exactly how many, since I'm far
: too busy blasting asteroids and alien ships at that point to count).
: Shareware by Andrew Welch.

OK.. You got me, you DO have a simplistic pacman level game for the Mac.
but, you know what? I have a game almost exaclty like that for Windows
on a PC! Geez.. if you think that is what is "arcade" quality nowadays,
I must've overestimated the average user's knowledge of gameplay...

: Marathon - not yet in release, but a public demo is out. Basically, a
: Doom clone for the Mac, but better than Doom, especially on a Power Mac.
: Excellent action game to begin with, and the game actually has a
: semi-believable storyline if you play single player. Or just lots of
: carnage if you link several Macs and play it networked with your friends.
: By Bungie Software.

OK, another Doom clone... something special about it? Notice, I did not
mention DOOM in my message because to be honest, if you like DOOM type
games, the IBM platform will be ahead of the Mac forever and the Amiga
platform only has one or two clones. At any rate, I stand by my point
that if you put DOOM in an arcade, it would not gather much attention as
it is just not very playable. It doesn't keep your attention, you don't
do anything except run around in a virtual world and shoot things. Great
for a PC, but not for the arcade.

: F/A 18 Hornet - Very good polygon flight sim. Does 20 fps at 1152x870x256
: on my Quadra. The only flight simulator I've seen which really tries to
: simulate a real military aircraft, down to the cockpit instruments. By
: GSC Simulations.

Do you really think that a Flight Simulator is an arcade game? I guess you must've been thouroughly impressed with Falcon when it came out then? The existence of a Mac flight simulator is no big deal. I think that F/A 18 Hornet has been available for the IBM AND Amiga for a while though. If I am correct (I am not sure if I am or not), I would go to say that the game play on your Quadra is no better than an A4000 (68040 vs. 68040). I would almost say that the A4000 would run it better but I won't hang myself like that since I don't know anything about the game other than I saw it and left it because I don't find much interest in flight simulators, the concept is too old. After years of looking at flight simulators and playing various ones, I got fairly tired of all of them. All of the quality F/S play basically the same, slow and methodical. Not an arcade game.. Only flight simulator to ever do well in an Arcade wasn't even a true simulator (Afterburner).

: P.S. Yes, you can attach a joystick to a Mac quite easily. Since many

OK....

: games don't support a joystick directly, joysticks can be set up to
^^^^^ ^^^^^ ^^^^^^^ ^ ^^^^^^^^ ^^^^^^^^
That is what I figured...

: emulate keypresses, allowing any game which uses keyboard control to be
: played with a joystick.

OK....

: P.P.S. No, the Macintosh does NOT have problems running even the simplest
: arcade games like Pac-Man.

This is nice even though my accusation of having problems running Pac-Man wasn't aimed at the game play of the ORIGINAL pac-man but, it was rather an attack on the virtual unavailabillity of TRUE joystick support. I suppose the keyboard thingy might work well though...

I don't think you showed a whole lot to disprove my point of mac gaming lacking in Arcade type games. Notice what is popular in arcades? High paced, action games like MKII, SFII, NBA JAM, etc... Games where you have to discover and use different joystick/button combinations and strategies.. I admit the pacman thingy isn't very prevalent in arcades anymore but the fact of the matter is that the Mac has little that would be profitable in a true coin-op arcade. The Amiga has always had the capability of being an arcade machine as that is what its original intent was. The machine was designed to be the worlds best programmable arcade machine. Something like the NEO-GEO is today I guess.. Yes, there WERE games on the Amiga that were direct ports from its arcade counterparts...

Dan

5181. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 14:05:35 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cf0vf$shg@whitbeck.ncl.ac.uk>
Source record: 14279
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ccldt$roi@sefl.satelnet.org>, mentat@sefl.satelnet.org
>>bus at all - so there is NO LOAD on the CPU bus. Admit it, the
>>f030 modplay routines piss all over those for ANY other platform in
>>terms of bus loading.
>
>No, no, no, no, no. The Amiga has TWO CPU buses - one for CHIP RAM, the
>other for FAST RAM. The CHIP bus is shared with the custom chips, and
>the FAST bus is solely for the use of the CPU - assuming you have
>some FAST RAM installed, then playing a sound doesn't slow the CPU down
>at all.

But the MOD is still coming out of CPU memory over the CPU bus. Not all
amiga's have fast ram - it's not a standard feature of the base model.

>>>The Amiga has used custom chips to alleviate CPU strain since the very
>>>beginning. Remember that in future... :)
>>
>>I didn't forget, but I think you are missing the whole point of the
>>falcon architecture - high speed data transferr & manipulation doesn't
>>have to go over the main bus. It's not a question of the load on the
>>CPU, it's a question of the load on the main system bus, which is a
>>totally different issue.
>
>And, like I said, playing a sound DOESN'T load the CPU bus... Try it
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^--magic?
>some time - run PerfMon and a decent MOD player, and the only CPU drain
>that will show up is a few instructions every few thousand cycles to
^^^^^^^^^^^^^^^^---irrelevant
>re-load the DMA registers.

Of course it does you pillock. CPU instructions != bus loading.
The machines performance in a system where lot's of chips are accessing
main memory over the same bus (like they are in the Amiga & most of the
falcon (with the exception of the DSP subsystem)) is determined
by the available bus bandwidth. 'coz even though the CPU may not be doing
any work to play the mod, if it still needs access to main memory it
will not be doing anything else as two chips cann't access the bus
simultaneously (you'd need dual ported ram to get simultaneous memory
access like they use in video cards & it costs a fortune). An easy way to
show this on your amiga will be using graphics modes. Disable your fast RAM.
Set your best video mode (I don't know, say 800*600*256 if the amiga
can handle it). Compile a program & time it. Now do the same in a real
low res with few colours. Compare the timings. Same number of instructions,
but because of the bus loading by the video system the machine is running

slower. The same applies to the sound system playing mods.

Craig.
(thinking the other guy in this debate doesn't know much about hardware
architecture's and is making himself sound foolish by showing off his
ignorance in public)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
MMS Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5182. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 19:23:24 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3cfjjc$g3@sefl.satelnet.org>
Source record: 14283
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <1994Dec7.192335.54060@rmece02.upr.clu.edu>,
Ricardo Hernandez <raist@rmece02.upr.clu.edu> wrote:
>
> With what program in the workbench did you produce
>that PS output?

Without knowing who you#re talking to, it's hard to say, but I guess you
mean me. It was produced with ProText with AREXX genies for adding the
circle. (ProText has no graphics support.)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

5183. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 19:51:29 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1112941154240001@tsa-28.ucsc.edu>
Source record: 14284
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cekio$gu@cutter.clas.ufl.edu>, dlr@grove.ufl.edu (Daniel L Roberts) wrote:

> : Maelstrom - Excellent Asteroids "clone" using 256-color sprites instead of
> : vector graphics; it can handle tons and tons of sprites on the screen on
> : my Quadra without slowing down (no idea of exactly how many, since I'm far
> : too busy blasting asteroids and alien ships at that point to count).
> : Shareware by Andrew Welch.
>
> OK.. You got me, you DO have a simplistic pacman level game for the Mac.
> but, you know what? I have a game almost exaclty like that for Windows
> on a PC! Geez.. if you think that is what is "arcade" quality nowadays,
> I must've overestimated the average user's knowledge of gameplay...

You seemed to be saying that the Mac's very architecture totally prohibited it from playing any kind of arcade game. I pointed out a game that demonstrates it can handle exactly the kind you're so enamoured with - lots of sprites.

> OK, another Doom clone... something special about it? Notice, I did not
> mention DOOM in my message because to be honest, if you like DOOM type
> games, the IBM platform will be ahead of the Mac forever and the Amiga
> platform only has one or two clones. At any rate, I stand by my point
> that if you put DOOM in an arcade, it would not gather much attention as
> it is just not very playable. It doesn't keep your attention, you don't
> do anything except run around in a virtual world and shoot things. Great
> for a PC, but not for the arcade.

Who the hell cares about arcade games? I play Doom-type games because when they're networked, they make awesome multiplayer games and I don't have to drive for two hours to get to a Virtual World.

> : F/A 18 Hornet - Very good polygon flight sim. Does 20 fps at 1152x870x256
> : on my Quadra. The only flight simulator I've seen which really tries to
> : simulate a real military aircraft, down to the cockpit instruments. By
> : GSC Simulations.
>
> Do you really think that a Flight Simulator is an arcade game? I guess
> you must've been thouroughly impressed with Falcon when it came out
> then?

Nope. Falcon looks like a toy compared to this one. I've never liked Falcon much.

> The existence of a Mac flight simulator is no big deal. I think
> that F/A 18 Hornet has been available for the IBM AND Amiga for a while
> though. If I am correct (I am not sure if I am or not), I would go to
> say that the game play on your Quadra is no better than an A4000 (68040
> vs. 68040).

It is not available for anything but the Macintosh (and soon there will be
a Power Mac version as well).

It will play better on my Mac, since I have the capability to display
1152x870x256 at 75 Hz NI built in, while an A4000 would be stuck with
whatever nasty interlacing it has to do to get 1280x400. If you stuck a
graphics card in the Amiga to rectify this, the game probably wouldn't
work with it, since the Amiga lacks device-independent graphics (as I
recall, RTG wasn't done when Commodore bit the big green banana of death).

> I would almost say that the A4000 would run it better but I
> won't hang myself like that since I don't know anything about the game
> other than I saw it and left it because I don't find much interest in
> flight simulators, the concept is too old. After years of looking at
> flight simulators and playing various ones, I got fairly tired of all of
> them. All of the quality F/S play basically the same, slow and
> methodical. Not an arcade game.. Only flight simulator to ever do well
> in an Arcade wasn't even a true simulator (Afterburner).

Don't make the mistake of judging an entire platform just because the
style of games written for it doesn't comply to your own preferences. It
does not mean that that platform cannot handle the games in question, it
just means that they aren't written for it.

One traditional problem which has been a factor in porting games like
Mortal Kombat is that the Mac doesn't have color video modes below 640x480
as a standard thing. Updating the whole screen at high frame rates gets
kind of tough when each screen is about 300 K.

> This is nice even though my accusation of having problems running Pac-Man
> wasn't aimed at the game play of the ORIGINAL pac-man but, it was rather
> an attack on the virtual unavailabillity of TRUE joystick support. I
> suppose the keyboard thingy might work well though...

It does.

> I don't think you showed a whole lot to disprove my point of mac gaming
> lacking in Arcade type games. Notice what is popular in arcades? High
> paced, action games like MKII, SFII, NBA JAM, etc... Games where you have
> to discover and use different joystick/button combinations and
> strategies.. I admit the pacman thingy isn't very prevalent in arcades
> anymore but the fact of the matter is that the Mac has little that would
> be profitable in a true coin-op arcade. The Amiga has always had the
> capability of being an arcade machine as that is what its original intent
> was. The machine was designed to be the worlds best programmable arcade
> machine. Something like the NEO-GEO is today I guess.. Yes, there WERE
> games on the Amiga that were direct ports from its arcade counterparts...

Like, say, Rampage? There's a *dinosaur* of a game.

The days where an Amiga was really the equal or better of the hardware in arcade machines are long gone. You could probably make that claim for the Power Mac, though; although it lacks lots of custom sprite hardware that's in sprite type games, it more than makes up for that with simple brute processing power. I'm not saying that anybody would actually build an arcade machine around them, because nobody would (it's probably cheaper to use hardware designed to be an arcade machine), just that it's as powerful as a lot of modern arcade consoles. Probably outpaced by the custom hardware in the latest 3-D racing simulations, though.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5184. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 20:08:00 UTC
From: adb92tyt@hfb-aes.hfb.se
Message-ID: <ADB92TYT.94Dec11210800@hfb-aes.hfb.se>
Source record: 14188
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ccpo2$hiv@cville-srv.wam.umd.edu> morton@wam.umd.edu (Rob Morton) writes:

Well I guess a good start would be a Mac that while ftp'ing, wouldn't
slow to a crawl when you are loading something, or even better when you
have an application in front of Fetch or Netscape or whatever you use.

I have done a lot of downloading on an IIsi (20mhz 030) and
putting fetch in the background does not affect the downloading
speed in anyway as long as you don't start up a new app or
start a big rendering scheme that does not use Thread Manager.
(as an example)

Let see I can stall the download by loading anything. I can make it so
slow that I can watch the k transfered counting up just by having an
application sitting in front of it. This is all over ethernet. How come
Mac ethernet connections are so much slower than other computers. I

Have you ever checked what kind of routers, or hubs or whatever
that holds the Mac-enet together? Here at the school where I attend
my studies they switched the Routers this summer. The speed of
local ftp raised from ~4k/s to ~50-100k/s and remote ftp from ~4k/s
to ~20k/s.

think that one main reason is the lack of pre-emptive multitasking. You
know the kind that when you save to the disk it doesn't stall the ethernet
connection. Anyway, I guess this may not be a customized, modern Mac that
I use everyday (Quadra 650, PPC's, etc).

Also before you rip me apart, I more than likely will switch from the Amiga
to the Mac once they get something that I consider pre-emptive multitasking.

I fully agree that pre-emptive MT is something that is needed
(and coming as well). IMHO the cooperative MT is OK for my
purposes and not as bad as many people say it is. But yes,
it could be better.

//Thomas

5185. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-11 23:51:03 UTC
From: soori@netcom.com
Message-ID: <sooriD0o7L3.3w2@netcom.com>
Source record: 14285
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

I will grant you the fact that Amiga was a cool machine with lots of great custom chips made for graphics. But it does not change the reality. Unfortunately, Amiga is dead, and a lot of great technology went down with it. The closest thing you come to an Amiga now is the Macintosh, with AV features. Or you can buy a pc and help bill crush down more great technologies. So, instead of arguing about which is better, teh Mac or the Amiga, you guys should get together and help beat the evil empire.

Mahesh Soori.

5186. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 00:57:00 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3cg74s$iov@pepper.rutgers.edu>
Source record: 14286
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

rappleye@felix.kodak.com (RevDrFreak) writes:

>Wake up kids, floppies are obsolete. In the real world things are

And do you, Dr. Freak, know of any other way a user who can't afford a
tape drive can backup there data? Floppies are not obslolete and won't
be for sometime.

>networked, file sharing/transfer is all done over the network (as are SW
>installations). On those rare occasions when somebody actually needs a

You mean no home PC is in the "real wprld." Most of those *are not*
networked and the user must install the SW himelf (and most software is
still distributed on floppy disk).

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5187. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 05:11:13 UTC
From: torrie@cs.stanford.edu
Message-ID: <torrie.787209073@Xenon.Stanford.EDU>
Source record: 14187
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

dlr@grove.ufl.edu (Daniel L Roberts) writes:

>How many
>games in an Arcade are like DOOM?

DOOM and Marathon are too processor intensive (i.e. >30 SPECint required)
for most arcade machines.

>The Doom, virtual world type games just don't cut it. If you were to try
>it out in an arcade, I doubt it would gather much attention as the
>gameplay is VERY basic... You run, point and shoot... not much for variety
>would you say?

The virtual world games are only interesting because you can INTERACT
with other players on a network. Until arcades come with
networked 4-8 machines all running the same game, these types of
games will not be successful.

How many Amiga games support multiplayer over a network?

--

<A HREF="http://liber.stanford.edu/~torrie/>Evan Torrie</A>.
Stanford University, Class of 199? torrie@cs.stanford.edu (finger for PGP)
"See, when the GOVERNMENT spends money, it creates jobs; whereas when the
money is left in the hands of TAXPAYERS, God only knows what they do with it.
Bake it into pies, probably. Anything to avoid creating jobs." -Dave Barry

5188. Bad Jag publicity

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 10:37:52 UTC
From: moran@bires069.bnr.co.uk
Message-ID: <3ch960$sk@bmerha64.bnr.ca>
Source record: 14189

I was watching the UK show `Movies Games and Videos' at the weekend.
Its basically just a platform for film and video game promos that doesn't
really venture to review things. Anyway, they did a rundown on the new consoles
available this christmas and really trashed the Jaguar. They pointed out that
the system was technically very good, but that Atari had flopped on software
support. Eg they showed Donkey Kong Country on the SNES and asked why Atarui
had bothered with Raiden.

Unusual for them, but it does illustrate how Atari have thrown away the
chance of Jaguar success.

gavan

PS I've also seen many of the newspaper 'video game pages` trash the Jaguar
for exactly the same reason here in the UK. I don't really think the Jaguar
has a prayer of succeeding here now.
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

5189. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 14:06:31 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <3chld8$ouf@booz.bah.com>
Source record: 14202
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Organization: Booz-Allen & Hamilton, Inc.
Distribution: na

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
: dlr@grove.ufl.edu (Daniel L Roberts) writes:
: >(run under wrokbench) are those that the Mac platform doesn't even have
: >any substitutes for! These games are faster ARCADE style games like
: >Street Fighter etc... What the heck kind of action game can you play on a
: >Mac?? [...]
:
: You obviously haven't surveyed the Macintosh game world in some time.
: Macs are perfectly capable of handling Pac Mac, not to mention more
: modern games like Marathon. Your statements make you look like
: an imbecile.

At least he didn't resort to name-calling.

-- Gerald

5190. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 14:16:47 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <3chm0f$ouf@booz.bah.com>
Source record: 14190
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Tim Seufert (bwanga@cats.ucsc.edu) wrote:
: dlr@grove.ufl.edu (Daniel L Roberts) wrote:
: >
: > OK, another Doom clone... something special about it? Notice, I did not
: > mention DOOM in my message because to be honest, if you like DOOM type
: > games, the IBM platform will be ahead of the Mac forever and the Amiga
: > platform only has one or two clones. At any rate, I stand by my point
: > that if you put DOOM in an arcade, it would not gather much attention as
: > it is just not very playable. It doesn't keep your attention, you don't
: > do anything except run around in a virtual world and shoot things. Great
: > for a PC, but not for the arcade.
:
: Who the hell cares about arcade games?

You haven't been paying attention; obviously, Roberts cares about arcade
games. I like some of them myself (MK2, Primal Rage, Killer Instinct,
etc.), plus a like lots of role playing games. I'm waiting to get a
3DO and/or Jaguar if any good RPGs become available.

-- Gerald

5191. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 14:21:20 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <3chm90$ouf@booz.bah.com>
Source record: 14191
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Evan Torrie (torrie@cs.stanford.edu) wrote:
: dlr@grove.ufl.edu (Daniel L Roberts) writes:
: >
: >The Doom, virtual world type games just don't cut it. If you were to try
: >it out in an arcade, I doubt it would gather much attention as the
: >gameplay is VERY basic... You run, point and shoot... not much for variety
: >would you say?
:
: The virtual world games are only interesting because you can INTERACT
: with other players on a network. Until arcades come with
: networked 4-8 machines all running the same game, these types of
: games will not be successful.

How about the Gauntlet and XMen arcade machines? Four players at the
same time.

: How many Amiga games support multiplayer over a network?

Amiga... blah... blah... Haven't you guys heard the news from the past
year, yet?

-- Gerald

5192. Re: Bad Jag publicity

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 15:32:42 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94346.103242STIRRE31@MAINE.MAINE.EDU>
Source record: 14192

Well, we all know that the first year of a product can be used to judge the overall success of a product, right? I mean if Fight for Life, Ultra Vortex, Rayman, etc. all turn out to be great games then I guess it does not matter at all. After all the Saturn is already out in Japan. It is all over now. Gavan has decreed that the Jag will fail and so it will. Hail almighty Gavan!
Not any knights rushing in to save C= to talk about, Gavan?
Also I guess good press on Good Morning America and in the Washington Post don't mean much.
-scott tirrell

5193. Re: Bad Jag publicity

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 17:45:42 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ci286$a4j@nermal.cs.uoguelph.ca>
Source record: 14193

```
: I was watching the UK show `Movies Games and Videos' at the weekend.
: Its basically just a platform for film and video game promos that doesn't
: really venture to review things. Anyway, they did a rundown on the new consoles
: available this christmas and really trashed the Jaguar. They pointed out that
: the system was technically very good, but that Atari had flopped on software
: support. Eg they showed Donkey Kong Country on the SNES and asked why Atarui
: had bothered with Raiden.

That's not fair. Why didn't they show a Super NES game like
"Mario World" and compare it with ... oh Rayman or Iron Soldier or AvP.
The show was slightly biased.

>> Mark <<

--
================================================================================
Mark Rathwell
The University Of Guelph
"A bronze man still can tell stories his own way"
================================================================================
```

5194. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 18:46:27 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3ci5q3$pro@sefl.satelnet.org>
Source record: 14194
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <D0H4qz.2wA@chaos.magibox.net>,
Jason Wells <jwells@baste.magibox.net> wrote:
>I was an ST user for a couple of years, '90 & '91 to be exact, and dumped
>my Mega 2 for a 486DX33 with 8MB RAM, an 8-bit Soundblaster, and a
>Speedstar 24X SVGA adapter. It was a decent machine, but compatibility
>with the mainstream just became to large an issue. That coupled with the
>poor ST hardware and software support drove me to the PC platform. It
>definitely isn't that I'm a Microsoft lover... I just couldn't resist the
>increased software options at my disposal when slapping together my
>homemade clone for less than I'd paid for my Mega 2 with ICD SCSI host
>adapted & a ST251N(slow hunk of junk) just a couple of years earlier.

I remember the exact same feeling when I sold my ST to buy an Amiga. :)
I had one of the ancient 130ST machines, and it sucked rocks through a
paper straw...

>I'm really suprised to see Atari continue to push its Falcon line. I
>stepped out of the scene about the time the TT was flopping. Are any of
>these systems actually being sold, or even manufactured??? I've heard
>from scetchy sources that Amiga went bankrupt, but the videotoaster
>people were picking up the sytem under some kind of 'toaster workstation'
>label. Surely Atari will suffer the same fate if it doesn't strike gold
>with the Jag.

Well, NewTek probably are the only people who have Amigas for sale at the
moment, but they're not all that involved in the bidding for the remains
of CBM. They were (I think) involved in a consortium that dropped out of
the bidding a long time ago, and the only remaining bidders are CEI (the
world's largest Amiga distributor, based in Miami) and CBM UK, probably
the best run division of C= Intl.

>Sorry, enough bad stuff about the ST.

You haven't even begun to scratch the surface. :)

>I'd like to hear some comparisons between the Jaguar and 3DO game
>systems. I suppose that comparisons with the Sega 32X are welcome,
>though I believe that this must be junk based on its nature. I hear the
>base processor for the Jag is a Motorola 68000??? Surely not! How can
>they hope to compete with 3DO by using an outdated CISC chip, albeit a
>well-designed one for its time. What are these highly-touted graphics
>coprocessors, and how do they stack up against the 3DO? By the way, is
>that 3D(O) (phonetically, three-dee-owe) or 3D(0)? I've played Road Rash

3D-Oh.

>for the 3D?, and it's far above the quality of any home game system I've
>seen. I'm eager to try Doom 2 for the Jag... I'm confident that it'll
>outperform my 486dx33, but I'd like to see the 3DO version also.

Ok, I've seen the Jag and 32X versions of DOOM, and they're all more or
less identical to the PC version. I was actually more impressed with the
32X version, mainly because it was running on such a crappy machine.
I've yet to see DOOM on a 3DO.

(The 32X actually looks like it may be a contender - I was eager to
dismiss it as a shoddy stop-gap measure, but VirtuaRacing looks damned
good on it, too...)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

5195. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 19:48:22 UTC
From: nicholss@magellan.Colorado.EDU
Message-ID: <3ci9e6$31q@lace.Colorado.EDU>
Source record: 14209
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ci5q3$pro@sefl.satelnet.org> mentat@sefl.satelnet.org
(!Productions) writes:
>In article <D0H4qz.2wA@chaos.magibox.net>,
>Jason Wells <jwells@baste.magibox.net> wrote:

>>I'd like to hear some comparisons between the Jaguar and 3DO game
>>systems. I suppose that comparisons with the Sega 32X are welcome,

IMO, 3DO is a much better system than the Jag at the moment, the Jag just
doesn't have the software, and with 4-5 new next generation systems
entering the video game war, the Jag, it seems, will be left behind. I
just don't think Atari has the money or the developer support that 3DO
does. Another advantage of 3DO is that it is an expandable standard,
produced by Samsung, Sanyo, Panasonic, Goldstar, and Creative Labs. 3DO
will be releasing an upgrade module in the near future that is *backward*
compatible with all current software, unlike Sega's Saturn & 32X. The
games for 3DO right now are better than *anything* else, IMO. Road Rash,
The Need for Speed are two excellent racing games, John Madden Footbal,
FIFA International Soccer (wow!!) are also two very good sports games,
with NHL '95 coming soon from EA Sports. Then there is Samurai Shodown,
Super Street Fighter 2 Turbo with almost 1:1 arcade conversion quality.
DOOM & DOOM II are being ported by Art Data for the 3DO, including a few
FMV clips to give DOOM some sort of plot & story line. Supposedly, Art
Data is redoing the graphics to take advantage of the 3DO.

As far as the 32X, its a quick fix, but will quickly fade to the 32/64 bit
systems available now & in the future, IMO.

One of the things I really hope is that 3DO succeeds. I would love the
opportunity to buy a video game system that has different models for
different people. For instance, a 3DO with a CD cartridge to hold my 10
favorite 3DO games would be nice. Remote control controllers would also
be nice. The fact that anyone who has the money can build a 3DO system,
gives the consumer a choice to pick the type of console they want, a low
end 3DO or a high end 3DO?

>
>--
> !Productions 1994
>
>GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
>M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+
>

What exactly does this .sig mean?

Scott Nichols
nicholss@magellan.colorado.edu

5196. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 19:54:15 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3ci9p7$4js@vixen.cso.uiuc.edu>
Source record: 14196
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

gerald@warbird.usae.bah.com (Gerald G. Washington) writes:
>: >(run under wrokbench) are those that the Mac platform doesn't even have
>: >any substitutes for! These games are faster ARCADE style games like
>: >Street Fighter etc... What the heck kind of action game can you play on a
>: >Mac?? [...]
>:
>: You obviously haven't surveyed the Macintosh game world in some time.
>: Macs are perfectly capable of handling Pac Mac, not to mention more
>: modern games like Marathon. Your statements make you look like
>: an imbecile.
>At least he didn't resort to name-calling.

True; he caught me in a bad mood. I can only imagine what I might
have said if he started complaining about the Mac's lack of an
eject button.
--
Jim Wong (jd-wong@uiuc.edu)

5197. Re: Bad Jag publicity

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 19:57:29 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ci9v9$b0m@whitbeck.ncl.ac.uk>
Source record: 14195

In article <3ci286$a4j@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> That's not fair. Why didn't they show a Super NES game like
>"Mario World" and compare it with ... oh Rayman or Iron Soldier or AvP.

Because, AvP is not on general UK release, and Rayman & Iron Soldier are not on release at all, whereas DKC is available now.

>The show was slightly biased.

Just current I think.

Craig.

5198. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 20:27:02 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3cibmm$fk8@nermal.cs.uoguelph.ca>
Source record: 14197
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: I remember the exact same feeling when I sold my ST to buy an Amiga. :)
: I had one of the ancient 130ST machines, and it sucked rocks through a
: paper straw...

It must have ... especially since there never was an Atari 130ST
computer. You're thinking of Atari's 130XE machine, which was and 8-bit
machine that was heads and tails above the Commodore 64. The ST was a
seperate line of computers that utilized the 68000 series microprocessor.

>> Mark <<

--
================================================================================
Mark Rathwell
The University Of Guelph
"A bronze man still can tell stories his own way"
================================================================================
```

5199. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 20:45:35 UTC
From: dlr@grove.ufl.edu
Message-ID: <3cicpf$n3e@cutter.clas.ufl.edu>
Source record: 14198
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
: dlr@grove.ufl.edu (Daniel L Roberts) writes:
: >Mac advocates say their machine is better for any purpose remotely
: >thinkable. Have a little character and admit that the Mac just is NOT a
: >strong gaming platform!

: I wouldn't dream of saying the Mac is a particularly strong gaming
: platform, particularly in comparison to the PC. However, I wouldn't
: go so far as to say, as you did, that Mac gaming sucks merely because

Gee, if you could've quoted where I said Mac gaming SUX, I would believe those words you tried to put into my mouth. Now, Mr. Wong, you have always seemed to come up with off the wall comments due to your seemingly consistent over reacting to things. If you go back and read what I originally said, you would notice that I merely pointed out the near non-existence of quality arcade type games on the Macintosh. If I said once that "Mac gaming SUX", I apologize. However, after re-reading what I said, I know that I did not say that. At any rate, I am waiting for somebody to prove my point incorrect. SO far, all I have gotten were replies like yours, which, in my opinion, do nothing for the apparent lack of arcade quality games on a Mac. If you want to prove me wrong, show me the light as they would say. Point me towards some quality arcade games for the Mac. I enjoy arcade games as well as RPG games and the whole lot of 'em. Any decent game is great to get your mind off of things when you have an exam or report you have been working towards for hours. Scenario1: Mac user is tirelessly working on a term paper in Write Now! for the Macintosh. He gets frustrated because his last paragraph sounds like total crap and he wants to take a break and vent his frustrations in a game so he doesn't go insane. He pulls up.... umm... Tetris?
Scenario2: Amiga or IBM user is tirelessly working on a term paper in their favorite Word Processor when they become frustrated due to their lack of a good closing paragraph for a section. Nothing seems to sound right. They take a break to vent their frustrations and get out of the "term paper" zone for a while to recoup. They pull up Mortal Kombat or a derivative and happily beat the brains out of their opponent until they feel 100% better and no longer frustrated.
I find these "kill the man with a face" games much more relaxing in tense situations than games which require thought because it was too much thought that sent you to the gaming world in the first place. Now, I must admit that games like Tetris, Myst, Flight Simulators and such are nice when you are in an already relaxed mood just trying to pass the time away or whatever. At any rate, I will repeat my point, not to be misinterpreted again. There are HARDLY ANY ARCADE QUALITY GAMES for the

Macintosh. Macintosh gaming was never accused of "sucking".

Dan

5200. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 23:06:53 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1212941711560001@148.94.196.167>
Source record: 14199
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ccpo2$hiv@cville-srv.wam.umd.edu>, morton@wam.umd.edu (Rob Morton) wrote:

> In article <dcorn-1012941129080001@net245.metronet.com>,
> David Corn <dcorn@metronet.com> wrote:

> >Then you've not seen much. I'm NetBrowsing (using the WWW facilities)
> >while reading News while Fetching (FTP'ing) a few files now over a 28.8k
> >line. I'm able to print, load and use any app I want, and do anything
> >else I want. What exactly is it the Mac must do to pass your litmus
> >test? Have you ever -used- a customized, modern Macintosh for any length
> >of time?
> >
> Well I guess a good start would be a Mac that while ftp'ing, wouldn't
> slow to a crawl when you are loading something, or even better when you

Hmmm...

> have an application in front of Fetch or Netscape or whatever you use.

I have them all going AT ONCE. Doesn't that tell you something? ie I can do exactly that?

> Let see I can stall the download by loading anything. I can make it so
> slow that I can watch the k transfered counting up just by having an
> application sitting in front of it. This is all over ethernet. How come

No, you cannot do that. I think you have a very limited familiarity with the Macintosh. An application being in front doesn't slow things, even on my ancient IIfx with an ethernet connection, and an app being in front -definately- doesn't slow things on my Q700 at home with a 28.8k internet connection.

> Mac ethernet connections are so much slower than other computers. I
> think that one main reason is the lack of pre-emptive multitasking. You
> know the kind that when you save to the disk it doesn't stall the ethernet
> connection. Anyway, I guess this may not be a customized, modern Mac that
> I use everyday (Quadra 650, PPC's, etc).
>
> Also before you rip me apart, I more than likely will switch from the Amiga
> to the Mac once they get something that I consider pre-emptive multitasking.

I couldn't wait that long, darnit. :) Anyway, some of what you've written is true - Mac multitasking does have a few things to learn from the Amiga / OS/2 method, but overall it works very well. I think some of what you are saying is wrong - especially that which I've pointed out.

--
Opinions expressed above do not necessarily represent the views of my employer in any way, shape or form.

5201. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 23:09:46 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1212941714480001@148.94.196.167>
Source record: 14200
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c7ver$6ij@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

> Tim Seufert (bwanga@cats.ucsc.edu) wrote:
>
> : I'd just like to inject something: I looked at the BYTE in question, and I
> : found no indication that they thought the Mac OS does not have true
> : multitasking. Which is correct, because it does multitask - regardless of
> : how much people on this group want to restrict the definition of
> : multitasking to just those operating systems with preemptive scheduling.
>
> Except for the AV-machines, I haven't seen anything that even
> resembles any kind of decent multitasking on the Mac's and
> when it comes to the AV's, in any task wich dosen't have anything
> to do with the AV-card - I havent seen anything apart from
> some crude tasks witching....

What do you want to see? I don't format floppies anymore, so that's out.
I do download and upload at 28.8k frequently, and that's flawless with
MacIntercomm, my terminal of choice. Printing works great and I can
easily do other things while doing so. Playing games never takes down the
system, and I never need to reboot after games like I do on the Amiga.
So, what's missing? Granted, long computations can lock the machine
(Photoshop comes to mind) but I don't use that. If I did, I probably
would find that annoying, but that's what I've got a Pentium for - big
computations, a category in which I feel the older Motorola chips have
never done a good job at.

--
Opinions expressed above do not necessarily represent the views of my employer in any way, shape or form.

5202. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-12 23:11:40 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1212941716420001@148.94.196.167>
Source record: 14201
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <ELKGDHYW1UP@cabal.sh.sub.de>, guenther@cabal.sh.sub.de
(Thorsten Guenther) wrote:

> In <3bmh2b$e32@canopus.cc.umanitoba.ca> Evan Kirchhoff wrote :
>
> >In article <dcorn-0112941241120001@148.94.196.167> dcorn@metronet.com
(David Corn) writes:
> >>This isn't true. I can routinely play MODs in the background while doing
> >>many other things.
> >
> >Since people have felt the need to write at least half a dozen PD
> >programs to "play sound in the background" on Macs, I assume this isn't
> >default behaviour.
>
> Since people felt the need to write at least two dozen PD programs to
> "play sound in the background" on the Amiga, I assume this isn't default
> behaviour. Sheesh, how intelligent a statement this is :-)

Well, *IF* you don't know what "RUN" does, and *IF* you break into the
startup-sequence immediately after boot, then with most (but not all)
IFF8SVX players (sound players) on the Amiga, you would not be able to
multitask.

There...that makes about as much sense as the post two paragraphs above.

--
Opinions expressed above do not necessarily represent the views of my employer in any way,
shape or form.

5203. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 01:35:51 UTC
From: mfterman@phoenix.Princeton.EDU
Message-ID: <1994Dec13.013551.10578@Princeton.EDU>
Source record: 14210
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In the Amiga vs the Mac debate, I'll say this. The Amiga was far more advanced and gave an incredible amount of bang for the buck when it first came out. Still does an amazing job of bang for the buck even compared to modern machines. In some ways, especially so considering how effciently the Amiga uses its resources. In its specialty, graphics and to a lesser extent music, it is still the best system on the low end. (depending on how you define the low end, its often the only system on that level)

On the other hand, the Amiga had some problems with it as well. While the original Mac had more expandibility problems than the original Amiga, if I remember correctly, they fixed the expansion problems in the Mac over time, while the Amiga's expandibility was never quite at the same level as that of the Mac or PC machines. Also, the efficiency of processing power and graphics power was achieved at the cost of flexibility. Quickdraw may not be as efficient as talking to the Amiga chipset, but you could upgrade the hardware behind the software without blowing up your programs.

The Mac did and does have problems with limits in the operating system that Apple is still trying to undo today. Then again at least they have a timetable for undoing the damage. Does the Amiga have protected memory? Will it ever have protected memory?

In short, the only advantage that the Amiga is likely to retain over time is its efficiency to do a lot more with fewer resources. As said resources get cheaper and cheaper, that means less over time. Of course, a lot of this depends on who buys the Amiga chipset and what they do with it. While the Amiga chipset is astounding, the rest of the industry has been busily working on catching up to it, and I doubt seriously that any future Amigas will be that far in advance of the rest of the industry. With all of the money to be made duplicating the Amiga's prowess on the PC and Mac platforms, there's a lot of incentive in doing it.

--
Martin Terman, Mutant for Hire, Synchronicity Daemon, Priest of Shub-Internet
Disclaimer: Sticks and stones may break my bones, but flames are just ignored
mfterman@phoenix.princeton.edu mfterman@pucc.bitnet an78529@anon.penet.fi
"Sig quotes are like bumper stickers, only without the same sense of relevance"

5204. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 09:14:37 UTC
From: sinclair@ins.infonet.net
Message-ID: <3cjolt$2a3@insosf1.infonet.net>
Source record: 14203
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cibmm$fk8@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
>: I remember the exact same feeling when I sold my ST to buy an Amiga. :)
>: I had one of the ancient 130ST machines, and it sucked rocks through a
>: paper straw...
>
> It must have ... especially since there never was an Atari 130ST
>computer. You're thinking of Atari's 130XE machine, which was and 8-bit
>machine that was heads and tails above the Commodore 64. The ST was a
>seperate line of computers that utilized the 68000 series microprocessor.

He said he had a 130ST. There was such a model available in West Germany at the time as I remember.

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell
>The University Of Guelph
>"A bronze man still can tell stories his own way"
>==

-Peter

5205. Re: Bad Jag publicity

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 10:18:25 UTC
From: moran@bires023
Message-ID: <3cjsdh$cuf@bmerha64.bnr.ca>
Source record: 14204

STIRRE31@MAINE.MAINE.EDU wrote:
> Well, we all know that the first year of a product can be used to
> judge the overall success of a product, right? I mean if Fight for
> Life, Ultra Vortex, Rayman, etc. all turn out to be great games then
> I guess it does not matter at all.

if if if. All these great games waiting to be released. Sounds just like
last year.

> After all the Saturn is already
> out in Japan. It is all over now.

Well, with both the Saturn and (especially) the PSX looking miles better
technically than the Jaguar, and with the wealth of good software support
these machines are getting things look really bad for Atari.

They had their chance. The Jaguar was for a year the most advanced console
and atari threw it away by failing on software support. No surpises there
I`m afraid.

> Gavan has decreed that the Jag will
> fail and so it will. Hail almighty Gavan!

The point I was making was that nominally neutral media shows were
trashing the Jaguar based on the lack of software. I and others have been
predicting this ever since the Jag came out, based on Ataris abysmal history
of software support and marketting.

> Not any knights rushing in to save C= to talk about, Gavan?

Just CEI and C=UK management teams dragging out the bidding for the
technology. It's getting to the point where Amiga users have had enough.
My next machine will probably be a PCI Pentium, but then that was the case
anyway. For the forseeable future however, the Amiga does me just fine
with good soft and hardware support.

> Also I guess good press on Good Morning America and in the Washington
> Post don't mean much.

Maybe the Jaguar will suceed in the US. In Europe, its flopping badly.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

5206. Re: Bad Jag publicity

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 11:42:28 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ck1b4$alk@darkstar.UCSC.EDU>
Source record: 14205

In <3cjsdh$cuf@bmerha64.bnr.ca> moran@bires023 (G MORAN) writes:

> Well, with both the Saturn and (especially) the PSX looking miles better
>technically than the Jaguar, and with the wealth of good software support
>these machines are getting things look really bad for Atari.

Debatably better technically at best. We _still_ don't know what the Jag is
fully capable of.

> The point I was making was that nominally neutral media shows were
>trashing the Jaguar based on the lack of software. I and others have been
>predicting this ever since the Jag came out, based on Ataris abysmal history
>of software support and marketting.

And other nominally neutral media has loved the Jag. So, the bottom line is
that if one person says it's bad, then it must be. I wish I lived in such a
simple world, Gavan.

>> Also I guess good press on Good Morning America and in the Washington
>> Post don't mean much.

> Maybe the Jaguar will suceed in the US. In Europe, its flopping badly.

>gavan
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5207. Falcon future...?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 11:45:12 UTC
From: etlsney@etlxdmx.ericsson.se
Message-ID: <1994Dec13.114512.25406@ericsson.se>
Source record: 14206

It was announced recently that CLab have bought the rights to the Falcon. Hmmmmm, well, thats good and bad news for me as my only interest in computers is in their music-processing abilities/D2D recording etc..

I understand that Protools-16 on a Mac costs around $10,000 and that the new Falcon (still under development) will run Clab and/or Cubase Audio and sell for around $2000.

Is this true? or just rumours?

Anyone heard of New Falcon developments/ specs?
will there be a rackmount version?
Will it be able to run any PC software (albeit slowly)?

s./

5208. Re: Bad Jag publicity

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 13:05:59 UTC
From: moran@bires023
Message-ID: <3ck67n$e9n@bmerha64.bnr.ca>
Source record: 14207

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

> In <3cjsdh$cuf@bmerha64.bnr.ca> moran@bires023 (G MORAN) writes:

> > The point I was making was that nominally neutral media shows were
> >trashing the Jaguar based on the lack of software. I and others have been
> >predicting this ever since the Jag came out, based on Ataris abysmal history
> >of software support and marketting.

> And other nominally neutral media has loved the Jag. So, the bottom line is
> that if one person says it's bad, then it must be. I wish I lived in such a
> simple world, Gavan.

And what did they have to say about the 3DO, playstation and Saturn????

As of now, even a 3DO is a much better bet than a Jaguar, and just look
at Ridge Racer out NOW on the PSX to see what it is capable of.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

5209. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 14:33:56 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <3ckbck$j69@booz.bah.com>
Source record: 14208
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
: gerald@warbird.usae.bah.com (Gerald G. Washington) writes:
: >At least he didn't resort to name-calling.
:
: True; he caught me in a bad mood. I can only imagine what I might
: have said if he started complaining about the Mac's lack of an
: eject button.

Let's pretend he did, and see how creative you can be.

-- Gerald

5210. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 17:21:31 UTC
From: dke@deltanet.com
Message-ID: <3ckl6r$m9s@news1.deltanet.com>
Source record: 14211
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

I think these guys are partially correct.

I was a commodore guru way back (eventhough the Amiga is 1/2 commode 1/2 atari). Commodore had its own Chip Fab (Mostek)... they knew hardware. Commodore constantly did spiffy things in hardware, had sub controllers doing everything, etc. I like commodore hardware... I had one of the first Amiga's (I was bootstrapping my machine alot). But commodore didn't know how to market, design an OS, or support a computer.

Hense... they are out of business.

Apple on the other hand did everything in software. Which I thought was bad. (Why I traded in my Pet for a C-64 instead of Apple][). I also had a porshe-pet back then (it was the for-runner of a C-64). Anyways apple did things in software that all of us new would be faster in hardware. But then magic happened... hardware changed... apple could adapt to totally new hardware... commodore couldn't (or couldn't easily AND take advantage of new features). If you were writing for commodore you have to rewrite whenever there was a hardware change, in some cases it was MAJOR work. Yet many programs that paid attention to the rules, would scale up on the Macs, and even use color when that came out. I had both a Mac and an Amiga.. and I figured it out. The future of computers was not hardware, it was the SOFTWARE. The hardware was groing so fast that the real issue is wether the SOFTWARE (OS) could keep up... if the software was a little slow now, wait two years and it'll be twice as fast. But if your hardware based it doesn't work that way.

The end result was my Amiga was a cool replacement for a nintendo... had many bitchen video-modes, spiffy souped up hardware... and even had a few decent productivity tools. But my Mac was what I could do work on... I had dozens of great productivity packages, lots of innovative NEW things altogether. Programs like MORE, Photoshop, Illustrator, PageMaker, Hypercard, were all innovations (and created on/for Macintosh). While the only innovation on the Amiga (besides nifty games) was a hardware hack that allowed me to do spiffy video editing (and some gawdy effects).

Since I was working out of my home, and had both machines, I watched my workload. If I had something I needed to do... 98 times out of 100 I went to my Mac. It was better. (I didn't even have color on my Mac). It cost one hell of a lot more for it (the Mac)... but I was using it .'. it justified itself. When I wanted to hack around, or play games... the amiga was my target.

But alas... in the real world there are more users than hackers... and the Amiga has gone the way of the dodo bird and the apple][']s. I can buy better game machines than the amiga was... and better business machines than the amiga was. It was ALWAYS a bargain in price... but since getting work done was more of an issue for me than price, my amiga got sold off.

Let us all have a moment of silence for dead-end hardware locked architectures.....

David K. Every

David K. Every // Could Gates create an OS so bad that even
dke@deltanet.com // he wouldn't use it?

5211. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 18:01:29 UTC
From: ryan@shell.portal.com
Message-ID: <3cknhp$e12@news1.shell>
Source record: 14212
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:
: In article <3ccpo2$hiv@cville-srv.wam.umd.edu>, morton@wam.umd.edu (Rob
: Morton) wrote:

: > In article <dcorn-1012941129080001@net245.metronet.com>,
: > David Corn <dcorn@metronet.com> wrote:

: > >Then you've not seen much. I'm NetBrowsing (using the WWW facilities)
: > >while reading News while Fetching (FTP'ing) a few files now over a 28.8k
: > >line. I'm able to print, load and use any app I want, and do anything
: > >else I want. What exactly is it the Mac must do to pass your litmus
: > >test? Have you ever -used- a customized, modern Macintosh for any length
: > >of time?
: > >
: > Well I guess a good start would be a Mac that while ftp'ing, wouldn't
: > slow to a crawl when you are loading something, or even better when you

: Hmmm...

: > have an application in front of Fetch or Netscape or whatever you use.

: I have them all going AT ONCE. Doesn't that tell you something? ie I can
: do exactly that?

: > Let see I can stall the download by loading anything. I can make it so
: > slow that I can watch the k transfered counting up just by having an
: > application sitting in front of it. This is all over ethernet. How come

: No, you cannot do that. I think you have a very limited familiarity with
: the Macintosh. An application being in front doesn't slow things, even on
: my ancient IIfx with an ethernet connection, and an app being in front
: -definately- doesn't slow things on my Q700 at home with a 28.8k internet
: connection.

: > Mac ethernet connections are so much slower than other computers. I
: > think that one main reason is the lack of pre-emptive multitasking. You
: > know the kind that when you save to the disk it doesn't stall the ethernet
: > connection. Anyway, I guess this may not be a customized, modern Mac that
: > I use everyday (Quadra 650, PPC's, etc).
: >
: > Also before you rip me apart, I more than likely will switch from the Amiga
: > to the Mac once they get something that I consider pre-emptive multitasking.

: I couldn't wait that long, darnit. :) Anyway, some of what you've
: written is true - Mac multitasking does have a few things to learn from
: the Amiga / OS/2 method, but overall it works very well. I think some of

: what you are saying is wrong - especially that which I've pointed out.

: --
: Opinions expressed above do not necessarily represent the views of my employer in any way, shape or form.
:

Part of the problem is that both Amiga Users and Mac users are looking at this from a different perspective. Amiga Users like the responsiveness of the OS and the machine, and that responsiveness is arguably better than a MAC Even when working from a lesser aquipped Amiga (<68030). Amiga Users are looking for a very respsonsive feel to the computer, and this is something the MAC doesn't start giving the USER until one buys a VERY powerful MAC. Even then there are certain things that will still annoy an Amiga user. Such as: The inability to do something else while another program loads, or to do a download w/any term program and still be able to do something else. Yes there may be term programs that can download fine while Photoshop render s (Zterm, etc.) but not everyone likes Zterm. IMHO I haven't found a MAC terminal program that is anywhere near the functionality of an Amiga term p rogram (Term, Terminus)

The biggest thing is that there are not very many MAC programs that take advantage of the interrupts that the MAC OS allows. IN fact there are far to few for my uses. It's hard to find programs that work well together and don't take anothers cpu time lock stock and barrel.

Most of the MAC users here are telling the Amiga users that they can do downloads and format floppies and render and have ftp/telnet sessions open and play a mod all at the same time without a degradation in the important task (ones that need to stay constant: music, video, download) But the thing is, there is no way a IIfx can do that, not without choking on at least something. The Amiga would never choke on simple tasks like that, and on top of it, the Amiga could have (x) more downloads, (x) more formatting floppies, (x) hard-drive formats, (x) more renders, and as many sessions open as the user wants without loosing a whole lot of responsiveness. The MAC would degrade in no time flat. That is the main difference in the OS's.

I am not arguing that the MAC can not do a "few" simple tasks without screwing up but in it's current state the MAC can not outperform tht loosing responsiveness/performance but the MAC will start loosing at almost a geometric rate when the tasks start adding up.
-Wight Wolfe-

5212. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 19:13:30 UTC
From: wade@macc.wisc.edu
Message-ID: <wade-1312941313300001@bucky.famres.wisc.edu>
Source record: 14213
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <dcorn-1212941714480001@148.94.196.167>, dcorn@metronet.com (David Corn) wrote:

[munch]

> So, what's missing? Granted, long computations can lock the machine
> (Photoshop comes to mind) but I don't use that. If I did, I probably
> would find that annoying, but that's what I've got a Pentium for - big
> computations, a category in which I feel the older Motorola chips have
> never done a good job at.

Ya, the Pentium does a REAL GOOD job at computations, doesn't it?
Especially certain floating point divides.

--
+---+
| wade@macc.wisc.edu |
+---+
| "Shop smart...shop S-Mart" |
| Ash, 'Army of Darkness' |
+---+

5213. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 21:49:28 UTC
From: jpwhite@rocket.cc.umr.edu
Message-ID: <3cl4t8$o3n@hptemp1.cc.umr.edu>
Source record: 14219
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: > You must surely be joking. DOOM is the only game I have seen on the
: >PC to date that I have to recognize is DAMN good.

: Do an 8 person marathon netgame. NOW repeat the above statement. (or try to)

Or even 4 person!

--------------------------------------------------------------------------
"Intel Inside" *really* is a warning!
James White - jpwhite@umr.edu
--------------------------------------------------------------------------
```

5214. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 21:58:00 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3cl5d8$hqt@m.ehd.hwc.ca>
Source record: 14215

Mahesh Sooriarachchi (soori@netcom.com) wrote:

...
: down with it. The closest thing you come to an Amiga now is the
: Macintosh, with AV features. Or you can buy a pc and help bill crush
: down more great technologies. So, instead of arguing about which is
: better, teh Mac or the Amiga, you guys should get together and help beat
: the evil empire.

Too True!!! Join the revolution!!! Buy an Atari!!

Since this _totally_ useless thread is being posted to
comp.sys.atari.advocacy, I just felt that had to be said.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

5215. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 22:43:18 UTC
From: lolsen@hsr.no
Message-ID: <3cl826$r1u@marton.hsr.no>
Source record: 14233
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:
: In article <3c7ver$6ij@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

: > Except for the AV-machines, I haven't seen anything that even
: > resembles any kind of decent multitasking on the Mac's and
: > when it comes to the AV's, in any task wich dosen't have anything
: > to do with the AV-card - I havent seen anything apart from
: > some crude tasks witching....

: Then you've not seen much. I'm NetBrowsing (using the WWW facilities)
: while reading News while Fetching (FTP'ing) a few files now over a 28.8k
: line. I'm able to print, load and use any app I want, and do anything
: else I want. What exactly is it the Mac must do to pass your litmus
: test? Have you ever -used- a customized, modern Macintosh for any length
: of time?

Well, playing two or three anims (each maybe 320x240 and at least 8bit)
without a glitch - maybe from three seperate HD's, while playing
some decent music (not cd-rom). Why don't we throw in a decent game
(Simcity2000?) and print a 500K document, extracting a 5mb archive
(in ram) and while we're at it, another game (tex mapped if you will,
of course with some speed loss, but still very stable and firm)
and do some 24-bit painting and manipulation (wich I did this trough
my Emplant-card using Photoshop) and maybe run some kind of PC
emulation at the same time (I run the game Zaxxon)...

Kicking in the Mac emulation did slow down a few of the above tasks a
little but still usable for normal opperations...
This is by no means the limit for the Amiga to remain stable but
if a Mac is able to do anything similar I'm eating the dust.. :-)

Cheers....

5216. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-13 23:32:57 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3clav9$5oc@nermal.cs.uoguelph.ca>
Source record: 14232
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: He said he had a 130ST. There was such a model available in West Germany at the
: time as I remember.
: -Peter

It must have been a *VERY* limited release. Probably as obscure
as the Commodore 65.

>> Mark <<

--
================================================================================
Mark Rathwell
The University Of Guelph
"A bronze man still can tell stories his own way"
================================================================================
```

5217. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 00:40:01 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1312941940010001@net93.metronet.com>
Source record: 14218
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <wade-13129413133000001@bucky.famres.wisc.edu>,
wade@macc.wisc.edu (Wade E. Masshardt) wrote:

>In article <dcorn-121294171448001@148.94.196.167>, dcorn@metronet.com
>(David Corn) wrote:
>
>[munch]
>
>> So, what's missing? Granted, long computations can lock the machine
>> (Photoshop comes to mind) but I don't use that. If I did, I probably
>> would find that annoying, but that's what I've got a Pentium for - big
>> computations, a category in which I feel the older Motorola chips have
>> never done a good job at.
>
>Ya, the Pentium does a REAL GOOD job at computations, doesn't it?
>Especially certain floating point divides.

Works great for my 'work' (play) that I've done. Vista Pro looks great,
and Photoshop works wonderfully too. I'm not complaining, and it's
--blazing-- fast!

--
Please copy all replies to my e-mail address.
Please quote.

5218. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 00:48:48 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1312941948480001@net93.metronet.com>
Source record: 14217
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cl826$r1u@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

> Well, playing two or three anims (each maybe 320x240 and at least 8bit)

Why not just go full screen, CINEPAK compression, 32k color 15 bit graphics, syncronized 16 bit sound, and ability to resize windows? Oh..the Amiga can't. Nevermind...

IFF7 is very fast, but I think you've got to look at what's being done - next to no compression (c'mon - DELTA compression? G's!), no syncronization with sound, no syncronization with the CPU's speed, no ability to resize windows, and only a limited ability to use "OLE" like functions with it (like placing IFF7 anims into documents, among other things. It's not an OS service like QT2.0 is.) There is also no device independence in output, so a 24 bit anim can't dither to a 15 bit anim without a -lot- of extra programming, something QT2.0 does all ON THE FLY.

> without a glitch - maybe from three seperate HD's, while playing

3 hard drives? One isn't enough? :)

> some decent music (not cd-rom). Why don't we throw in a decent game

This doesn't matter.

> (Simcity2000?) and print a 500K document, extracting a 5mb archive

SimCity 2000? Boy, can you say --SLOW-- on an Amiga? Dear God, if anything that was a -bad- game to bring up. For all of the Amiga's supposed speed, try, just -try-, running this on a hires interlaced screen in 8 bit color (deinterlaced on aga, naturally.) Slowwww....in fact, try running Workbench in 8 bit deinterlaced resolution. Dear GOD this thing gets slow in "hires" 640x480x8bits!

Printing? No problem.

> (in ram) and while we're at it, another game (tex mapped if you will,

No problem, but putting the dearchiver in the background will slow down, admittedly.

> of course with some speed loss, but still very stable and firm)
> and do some 24-bit painting and manipulation (wich I did this trough
> my Emplant-card using Photoshop) and maybe run some kind of PC

Ah, using real applications now, I see. :)

> emulation at the same time (I run the game Zaxxon)...

198...2? 1983? Load up SoftWindows. Hey, how's Emplant/PC working these days? :)

> This is by no means the limit for the Amiga to remain stable but
> if a Mac is able to do anything similar I'm eating the dust.. :-)

The Amiga can run old apps well. The question comes into being when you attempt to run modern 1994-style applications on it. Then, it starts fading fast, IMO.

--
Please copy all replies to my e-mail address.
Please quote.

5219. Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 01:56:26 UTC
From: sinclair@ins.infonet.net
Message-ID: <3cljca$7kq@insosf1.infonet.net>
Source record: 14216

Apple Computer Announces New Pippin Multimedia CD-ROM Platform

First Pippin Licensee, Bandai Co., Ltd., To Introduce Multimedia Player For Families In Late 1995

CUPERTINO, California--December 13, 1994--Apple Computer announced today a new platform for multimedia players that aims to provide consumers with high performance and affordable CD-ROM-based systems for education and entertainment. The platform is called Pippin, and is derived from the Mac OS--the operating system for Macintosh personal computers---and the PowerPC microprocessor. Apple plans to openly license the platform to a variety of vendors from different industries.

"Pippin is yet another example of Apple's commitment to expand the availability of multimedia technologies to people around the world," stated Satjiv Chahil, vice president of Apple ComputerUs New Media Group. "Now multimedia technology has the potential of reaching the penetration levels of audio CD players and VCR's."

Apple believes that the Pippin platform will provide customers and software developers with significant advantages over current CD-ROM-based multimedia players, many of which are focused simply on playing expected to support a wide array of multimedia titles. Many existing Macintosh multimedia titles--from child and adult education, information reference, entertainment, games and music--are expected to run on Pippin-based systems, as developers will only need to make slight modifications to current Macintosh multimedia software to make them compatible with Pippin-based systems. This is expected to give consumers a much broader range of software titles than that offered by game-based CD-ROM players. Conveniently, CD-ROM titles developed specifically for Pippin can also be played, without modification, on a Macintosh computer. And just as important, it is expected to greatly expand the market for Macintosh multimedia developers. Macintosh already is the leading platform for multimedia software development in the world and the market leader in multimedia software sales in Japan.

Additionally, the company believes that PippinUs RISC-based architecture will promote the development of new and compelling multimedia software that takes advantage of the exceptional power of the PowerPC microprocessor.

As a result, Apple expects that Pippin will be the multimedia platform able to deliver easy-to-use family entertainment and education at a lower price than existing personal computer products, software programs than current game players.

"CyberFlix is excited that Apple is bringing an easy-to-use CD-ROM player to the mass market," said Bill Appleton, President of

CyberFlix, Inc. "We plan to support it with all our titles."
Concurrently, at a press conference today in Tokyo, Apple and Bandai Co., Ltd., one of the largest family entertainment companies in the world, announced that Bandai will be the first to license Pippin, with introduction of Bandai's multimedia player slated for late 1995. (See related press release Dec. 13, 1994 "Apple and Bandai to Develop CD-ROM Multimedia Player Based on Apple Pippin Platform").

PowerPC Performance For the Next Generation of Multimedia Players
Powered by the advanced PowerPC 603 microprocessor, Pippin will use a sub-set, or run-time version, of Apple's popular Macintosh operating system that allows users to run a given title. The performance of the RISC-based, 64-bit architecture of the PowerPC chip is expected to provide processing power for a new generation of interactive education and entertainment CD-ROM software programs.
"Prior to Pippin, moving software from the Mac to any of the set top systems required a huge development effort," stated Michael Kripalani, CEO of Presto Studios, Inc. "We are already engaged in Project which has been designed to take advantage of PippinUs PowerPC 603 processor and 4X ROM drive."
Apple Computer, Inc., a recognized pioneer and innovator in the information industry, creates powerful solutions based on easy to use personal computers, servers, peripherals, software, online services, and personal digital assistants. Headquartered in Cupertino, California, Apple (NASDAQ:AAPL) develops, manufactures, licenses and markets products, technologies and services for the business, education, consumer, scientific & engineering and government markets in over 140 countries.
-30-
Apple, the Apple logo and Macintosh are registered trademarks of Apple Computer, Inc. registered in the U.S. and other countries. PowerPC is a trademark of International Business Machines, used under license therefrom. Other products or companies mentioned may be trademarks or registered trademarks of the respective companies and

5220. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 02:02:52 UTC
From: peterk@combo.adsp.sub.org
Message-ID: <peterk.027l@combo.adsp.sub.org>
Source record: 14214
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3c8d65$eqa@elna.ethz.ch> neeri@iis.ee.ethz.ch (Matthias Neeracher) writes:
>>>peterk@combo.adsp.sub.org (Dr. Peter Kittel) writes:
>>>>Because there are good chances of an Amiga revival.
>
>How strong a revival do you think is possible (assuming that either CEI or
>Pleasance get the Amiga)? 200'000 systems sold in '96? 1 million? more?

Look, this is exactly what I try to avoid, such meaningless and
baseless speculation. Nobody knows. The potential though is unlimited.
Whether it can be exploited is the question, and I can't answer it yet.

--
Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Currently employed at "Commodore Konkursverwaltung Hembach"

5221. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 03:41:32 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3clphc$chp@nermal.cs.uoguelph.ca>
Source record: 14221

Hey Peter,

Doesn't this belong in the Macintosh newsgroup?

>> Mark <<

--
==
Mark Rathwell
The University Of Guelph
"A bronze man still can tell stories his own way"
==

5222. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 08:04:17 UTC
From: sinclair@ins.infonet.net
Message-ID: <3cm8u1$6bp@insosf1.infonet.net>
Source record: 14220

In article <3clphc$chp@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>Hey Peter,
>
>Doesn't this belong in the Macintosh newsgroup?

I'l post as well. Thanks for reminding me..

>
> >> Mark <<
>
>
>--
>==
>Mark Rathwell
>The University Of Guelph
>"A bronze man still can tell stories his own way"
>==

-Peter

5223. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 08:53:43 UTC
From: ryan@shell.portal.com
Message-ID: <3cmbqn$g4c@news1.shell>
Source record: 14222
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Wight Wolfe (ryan@shell.portal.com) wrote:

: I am not arguing that the MAC can not do a "few" simple tasks without
: screwing up but in it's current state the MAC can not outperform tht
: loosing responsiveness/performance but the MAC will start loosing at
: almost a geometric rate when the tasks start adding up.
: -Wight Wolfe-

Looks like VI ate some of that text above.

Let me restate it:

I am not arguing that the MAC can not do a "few" simple tasks without
screwing up but in it's current state the MAC can not outperform the Amiga
The MAC would start loosing responsiveness/performance at almost a
geometric rate when the tasks start adding up compared to the Amiga
which would degrade minimally.

Above restated a bit different but the original made no sense what
so ever. I hope this one does. :-)

BTW: This is IMHO.

-Wight Wolfe-

5224. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 09:48:46 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3cmf1u$ppe@bmerha64.bnr.ca>
Source record: 14223
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

James White (jpwhite@rocket.cc.umr.edu) wrote:
> : > You must surely be joking. DOOM is the only game I have seen on the
> : >PC to date that I have to recognize is DAMN good.

> : Do an 8 person marathon netgame. NOW repeat the above statement. (or try to)

> Or even 4 person!

We got the demo version of Marathon and I have to say that I'm not that impressed. Even on a 33mHz 040 Quadra 650 or a Powermac 7100/66 it doesn't come _remotely close_ to capturing the feel and adreneline of a good game of net Doom run on decent 486/66s.

I can appreciate it is technically better (higher res, more textures, more colours and more net players) but it doesn't really match it for speed or playability.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

5225. Full 1040ST System, Cheap!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 12:33:05 UTC
From: scimed@mr.net
Message-ID: <scimed.97.000C8D90@mr.net>
Source record: 14227

Atari 1040ST Complete System Deal!
Complete Atari 1040ST System for $300 or Best Offer!
Includes: 1Meg 1040ST computer
Full color RGB monitor
Tweety board stereo sound adapter
Video Key RGB to NTSC convertor box
Computer eyes color video digitizer
B/W digitizing CCD camera and monitor
Print head hi-rez scanner
Epson LQ-500 printer
2 joysticks and mouse
LOTS and LOTS of SOFTWARE!!

Everything works! Give your best offer, you pay the shipping, and you got yourself a great deal on a full system!

EMail: SCIMED@mr.net

5226. Re: Falcon future...?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 15:27:12 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cn2sg$i36@whitbeck.ncl.ac.uk>
Source record: 14225

In article <1994Dec13.114512.25406@ericsson.se>, etlsney@etlxdmx.ericsson.se (Simon Early) writes:
>It was announced recently that CLab have bought the rights to the Falcon
>Hmmmm, well, thats good and bad news for me as my only interest in
>computers is in their music-processing abilities/D2D recording etc..

True...

>I understand that Protools-16 on a Mac costs around $10,000 and that the
>new Falcon (still under development) will run Clab and/or Cubase Audio
> and sell for around $2000.

There is talk of a budget model to crack on to the original ST music
market to sell for around the 300 (UK) mark.

>Anyone heard of New Falcon developments/ specs?
>will there be a rackmount version?

There is to be a rack version with a plug in keyboard if what I hear
is true.

>Will it be able to run any PC software (albeit slowly)?

Why would it want to ? The timing inaccuracy in PC music software
make it a non-starter. Better to run the Mac versions instead.

Craig.

5227. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 15:31:51 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cn357$i8a@whitbeck.ncl.ac.uk>
Source record: 14224

Apple will NEVER make it in the multimedia player (ie video game)
arena. They haven't got a name to play with and are up against real
muscle - NEC, SONY, 3d0, Nintendo, Sega & Atari are all up there
already - there just isn't room for a small company like apple, with
no prior roots in this area and without the resources of SONY to stomp
in and set up from scratch.

(I know Atari is a smaller company, but they have the name & they virtually
created the video game market in the first place - they're roots are
there...)

Craig.

5228. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 17:54:07 UTC
From: lolsen@hsr.no
Message-ID: <3cnbfv$3d9@marton.hsr.no>
Source record: 14234
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:

: Why not just go full screen, CINEPAK compression, 32k color 15 bit
: graphics, syncronized 16 bit sound, and ability to resize windows?
: Oh..the Amiga can't. Nevermind...

Maybe, but I can play 640x512 262k CDXL with synch sound....
When playing anims, Ham8 is even better than 16-bit gfx...

: IFF7 is very fast, but I think you've got to look at what's being done -
: next to no compression (c'mon - DELTA compression? G's!), no
: syncronization with sound, no syncronization with the CPU's speed, no
: ability to resize windows, and only a limited ability to use "OLE" like
: functions with it (like placing IFF7 anims into documents, among other
: things. It's not an OS service like QT2.0 is.) There is also no device
: independence in output, so a 24 bit anim can't dither to a 15 bit anim
: without a -lot- of extra programming, something QT2.0 does all ON THE
: FLY.

: > without a glitch - maybe from three seperate HD's, while playing

: 3 hard drives? One isn't enough? :)

: > some decent music (not cd-rom). Why don't we throw in a decent game

: This doesn't matter.

: > (Simcity2000?) and print a 500K document, extracting a 5mb archive

: SimCity 2000? Boy, can you say --SLOW-- on an Amiga? Dear God, if
: anything that was a -bad- game to bring up. For all of the Amiga's
: supposed speed, try, just -try-, running this on a hires interlaced screen
: in 8 bit color (deinterlaced on aga, naturally.) Slowwww....in fact, try
: running Workbench in 8 bit deinterlaced resolution. Dear GOD this thing
: gets slow in "hires" 640x480x8bits!

Won't argue on this one. It is, however, quite playable even on aga..
And, what you're not aware of is that I'm able to force the Simcity
screen over to the gfx-card - now it runs smooth a silk...

:Printing? No problem.

> (in ram) and while we're at it, another game (tex mapped if you will,

: No problem, but putting the dearchiver in the background will slow down,
: admittedly.

And what about ram? My *imagined* test is based a 14mb system and
remeber, the Mac emulation sucks up 6-7mb alone...

: > of course with some speed loss, but still very stable and firm)
: > and do some 24-bit painting and manipulation (wich I did this trough
: > my Emplant-card using Photoshop) and maybe run some kind of PC

: Ah, using real applications now, I see. :)

Won't argue about this either...

: > emulation at the same time (I run the game Zaxxon)...

: 198...2? 1983? Load up SoftWindows. Hey, how's Emplant/PC working these
: days? :)

Eh yes, 1983 I think it was. This was just fot fun though.
Running Softwindows with any serious intentions in mind is going
to chew up at least another 10mb. If I remember, Insignia's
minimum requirements is 12mb for Windows alone. Add that to
my minimum of 16mb on the Mac side (open for reevaluation of course)
and you are looking at some serious bucks for the average and
rather serious Mac user...

: > This is by no means the limit for the Amiga to remain stable but
: > if a Mac is able to do anything similar I'm eating the dust.. :-)

: The Amiga can run old apps well. The question comes into being when you
: attempt to run modern 1994-style applications on it. Then, it starts
: fading fast, IMO.

What do you mean?
I'm sertainly, by any standards, using modern apps both on the
Mac, Pc and AMIGA.

Cheers....

5229. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 18:27:49 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3cndf5$4hl@darkstar.UCSC.EDU>
Source record: 14226

In <3cn357$i8a@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>Apple will NEVER make it in the multimedia player (ie video game)
>arena. They haven't got a name to play with and are up against real
>muscle - NEC, SONY, 3d0, Nintendo, Sega & Atari are all up there
>already - there just isn't room for a small company like apple, with
>no prior roots in this area and without the resources of SONY to stomp
>in and set up from scratch.

>(I know Atari is a smaller company, but they have the name & they virtually
>created the video game market in the first place - they're roots are
>there...)

Plus, did you read how it's just oging to play MAC CD Rom stuff and cost
about $500? I smell another Apple flop on our hands...

~Chris

>Craig.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5230. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 20:44:29 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3cnlfd$r94@paul.rutgers.edu>
Source record: 14228

WHO CARES!!!!!!!

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5231. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 20:46:54 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3cnlju$rcc@paul.rutgers.edu>
Source record: 14229

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>Hey Peter,

>Doesn't this belong in the Macintosh newsgroup?

> >> Mark <<

I don't think he can go there. The other Mac users there kicked him out
at gun-point and threatened to string him up by his balls if he returns.
They are angry at him for giving Mac users a bad name. ;-)

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Intel, you have a LOT of explaining to do!
*

5232. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 20:48:15 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3cnlmf$re5@paul.rutgers.edu>
Source record: 14230

sinclair@ins.infonet.net writes:

>In article <3clphc$chp@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>>Hey Peter,
>>
>>Doesn't this belong in the Macintosh newsgroup?

>I'l post as well. Thanks for reminding me..

Looks like you'll be strung up by your balls then (assuming you have any,
which is a BIG assumption).

>-Peter

* Tom Trauth
* The Pippinflop is a flop

5233. C-Lab, Falcon & Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 22:12:33 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cnqkh$29o@dux.dundee.ac.uk>
Source record: 14231

The news that C-Lab have aquired 'rights' to make a clone of the Falcon
is indeed good news. It means that we will have more choice e.g
Atari or C-Lab, also the chance to get a wider range of Falcons, perhaps
C-Lab will ship both Low-end (consumer models) and high end work stations.

To be honest I doubt Atari will stop manufacturing the Falcon in the near
future, they are probably still making some money out of it so
why should they?

At last we'll have a choice of manufacturers when (if) we decide to
upgrade, in my book that isn't a bad thing. All that we need now is
the Falcon to come witha more grown up GUI, then we're really talking.

Rod

--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5234. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 22:54:10 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1412941457140001@tsa-40.ucsc.edu>
Source record: 14235
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cmf1u$ppe@bmerha64.bnr.ca>, moran@dace.bnr.co.uk (G MORAN) wrote:

> I can appreciate it is technically better (higher res, more textures,
> more colours and more net players) but it doesn't really match it for
> speed or playability.

Ah, yet another person who mistakes the lack of 90 MPH running for a slower engine. Marathon limits you to moving about at semi-reasonable speeds; its run mode is somewhere around as fast as Doom's walk mode. That doesn't mean that its frame rate is worse, just that you don't get to move as fast through the scenery.

I also love the playability, both as a net game and a 1-person game. In 1-person mode, it actually forces you to do things like conserve ammo. Doom single-player is still just a shootout; Marathon single-player is a combination of shootout and strategy.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5235. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 23:00:53 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1412941503590001@tsa-40.ucsc.edu>
Source record: 14236

In article <3cn357$i8a@whitbeck.ncl.ac.uk>, Craig Graham
<Craig.Graham@ncl.ac.uk> wrote:

> Apple will NEVER make it in the multimedia player (ie video game)
> arena. They haven't got a name to play with and are up against real
> muscle - NEC, SONY, 3d0, Nintendo, Sega & Atari are all up there
> already - there just isn't room for a small company like apple, with
> no prior roots in this area and without the resources of SONY to stomp
> in and set up from scratch.

Uh - "small"? I wouldn't exactly call Apple small - they are one of the
largest personal computer companies in existence. Remove NEC, Sony, 3DO,
and Atari from the big-time list too - NEC's attempts to get into the
video game market flopped, Sony isn't there at all yet (i.e. same position
as Apple), 3DO isn't established as a truly major platform, and Atari
isn't either.

If you actually think Apple has less muscle than Atari, I'd like to know
what stock reports you were looking at.

This is obviously a very predatory move on Apple's part. Essentially
they're talking about a limited-function PowerMac as a set-top box. That
has a lot of potential.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5236. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-14 23:32:57 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3cnvb9$alm@darkstar.UCSC.EDU>
Source record: 14137
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <bwanga-14129414571400001@tsa-40.ucsc.edu> bwanga@cats.ucsc.edu (Tim Seufert) writes:

>Ah, yet another person who mistakes the lack of 90 MPH running for a
>slower engine. Marathon limits you to moving about at semi-reasonable
>speeds; its run mode is somewhere around as fast as Doom's walk mode.
>That doesn't mean that its frame rate is worse, just that you don't get to
>move as fast through the scenery.

>I also love the playability, both as a net game and a 1-person game. In
>1-person mode, it actually forces you to do things like conserve ammo.
>Doom single-player is still just a shootout; Marathon single-player is a
>combination of shootout and strategy.

Wow. SOunds a lot like AvP from a gaming standpoint :)

~Chris
>+---+
>| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
>+---+
>| Do the environment a favor. Use goat-flavored floppy disks. |
>| Think about it, won't you? Thank you. |
>+---+
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5237. Re: C-Lab, Falcon & Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 01:34:09 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3co6eh$lbl@nermal.cs.uoguelph.ca>
Source record: 14138

: To be honest I doubt Atari will stop manufacturing the Falcon in the near
: future, they are probably still making some money out of it so
: why should they?

They announced that they will stop on January 1st 1995. The Atari
name will be taken off of the Falcon, though the case will remain the
same. The Falcon isn't making money for Atari ... I would argue that it's
been a money losing venture all along. If anything has a chance, it's the
Jaguar.

>> Mark <<

--
==
Mark Rathwell
The University Of Guelph
"A bronze man still can tell stories his own way"
==

5238. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 01:38:12 UTC
From: sinclair@ins.infonet.net
Message-ID: <3co6m4$6mm@insosf1.infonet.net>
Source record: 14139

In article <3cn357$i8a@whitbeck.ncl.ac.uk>, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>
>Apple will NEVER make it in the multimedia player (ie video game)
>arena. They haven't got a name to play with and are up against real
>muscle - NEC, SONY, 3d0, Nintendo, Sega & Atari are all up there
>already - there just isn't room for a small company like apple, with
>no prior roots in this area and without the resources of SONY to stomp
>in and set up from scratch.

Apple is a small company? 9 billion in sales.....
>
>(I know Atari is a smaller company, but they have the name & they virtually
>created the video game market in the first place - they're roots are
>there...)

Have you heard of the Performa line of consumer macs? This line is doing very
well at consumer outlets. Most of the Performas are sold with cdroms
installed.

Wll Apparently the Atari name is not doing the Jagflop any good. The Atari
name is synomous(sp) to the Tramiel family.. Need I say more?

>
>Craig.

-Peter

5239. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 01:39:58 UTC
From: sinclair@ins.infonet.net
Message-ID: <3co6pe$6mm@insosf1.infonet.net>
Source record: 14140

In article <3cndf5$4hl@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3cn357$i8a@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>
>
>>Apple will NEVER make it in the multimedia player (ie video game)
>>arena. They haven't got a name to play with and are up against real
>>muscle - NEC, SONY, 3d0, Nintendo, Sega & Atari are all up there
>>already - there just isn't room for a small company like apple, with
>>no prior roots in this area and without the resources of SONY to stomp
>>in and set up from scratch.
>
>>(I know Atari is a smaller company, but they have the name & they virtually
>>created the video game market in the first place - they're roots are
>>there...)
>
>Plus, did you read how it's just oging to play MAC CD Rom stuff and cost
>about $500? I smell another Apple flop on our hands...

Don't forget the PowerPC 603 and 4x cdrom. Unlike the Jagflop, this pup will
have lots of titles when it comes out.

>
> ~Chris
>
>>Craig.
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

5240. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 02:41:20 UTC
From: ryan@shell.portal.com
Message-ID: <3coacg$ncd@news1.shell>
Source record: 14145
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Corn (dcorn@metronet.com) wrote:
: In article <3cl826$r1u@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

: > Well, playing two or three anims (each maybe 320x240 and at least 8bit)

: Why not just go full screen, CINEPAK compression, 32k color 15 bit
: graphics, syncronized 16 bit sound, and ability to resize windows?
: Oh..the Amiga can't. Nevermind...

This is pathetic, why resize the window if you can look at it full screen
in all it's glory at full speed? IMHO the resizing thing is a joke.

Oh and BTW: Only the newest most powerful macs can do the above at even a
moderate speed at very high res. Are youeven aware of how much date must
come off the hard-drive in order for the above media to be played on a MAC?
It's more than a MAC without a disk array can do, that's for sure.

: IFF7 is very fast, but I think you've got to look at what's being done -
: next to no compression (c'mon - DELTA compression? G's!), no

Umm.... HAM? That's pretty damn good compression if I must say so. Much
better than pathetic QT2.0.

: syncronization with sound, no syncronization with the CPU's speed, no
: ability to resize windows, and only a limited ability to use "OLE" like
: functions with it (like placing IFF7 anims into documents, among other
: things. It's not an OS service like QT2.0 is.) There is also no device
: independence in output, so a 24 bit anim can't dither to a 15 bit anim
: without a -lot- of extra programming, something QT2.0 does all ON THE
: FLY.
On the fly slowly that is.

I hope you don't think that QT2.0 is superior to the Amiga in anim
playback. The only two things it has going for it are: built in sound
support, and integration into applications. Believe me those are really
nice things to have but... The sound support is pretty pathetic, the
sychronization with sound sucks royally. Apple still hasn't gotten it to
work correctly yet. The Amiga has always been superior in the sound
sychronization arena. Hell if I play the same anim back on a MAC more than
once the sound and video don't match up every single time the same way. Now
that's pathetic. BTW: I was running this on a Centris 650 with 16mb and
a few apps loaded in the background. Which goes to say that either the
cooperation tasking is at fault, QT was at fault, or the MAC hardware can't
handle anims as well as the AMIGA. I'd say it was a little of both.

: > without a glitch - maybe from three seperate HD's, while playing

: 3 hard drives? One isn't enough? :)

No, more than one would be a good test on how well the computer could
interact with the SCSI bus and the hard-drives connected to it.

: > some decent music (not cd-rom). Why don't we throw in a decent game

: This doesn't matter.

Why not? It would only bog the MAC down even more if it were playing
music, is that why you don't want to play any?

: > (Simcity2000?) and print a 500K document, extracting a 5mb archive

: SimCity 2000? Boy, can you say --SLOW-- on an Amiga? Dear God, if
: anything that was a -bad- game to bring up. For all of the Amiga's
: supposed speed, try, just -try-, running this on a hires interlaced screen
: in 8 bit color (deinterlaced on aga, naturally.) Slowwww....in fact, try
: running Workbench in 8 bit deinterlaced resolution. Dear GOD this thing
: gets slow in "hires" 640x480x8bits!

: Printing? No problem.

Apples Print Managing program is very well done, I really haven't seen to
much of a performance hit when printing. It might slow a bit, but the
printing isn't exactly a CPU hog.

: > (in ram) and while we're at it, another game (tex mapped if you will,

: No problem, but putting the dearchiver in the background will slow down,
: admittedly.

The dearchiver would slow down on any machine if the machine were running
more than one CPU intensive task. Buy have you ever tried to compress
more than one thing at a time? Or how about uncompressing at the same time?
I have compressed (27) different directories all at the same time on the
same hard-drive, needless to say the hidrance there was he hard-drive
speed not the multi-tasking or the compression program.

: > of course with some speed loss, but still very stable and firm)
: > and do some 24-bit painting and manipulation (wich I did this trough
: > my Emplant-card using Photoshop) and maybe run some kind of PC

: Ah, using real applications now, I see. :)

I know this was a joke but define "REAL APPLICATIONS".

: > emulation at the same time (I run the game Zaxxon)...

: 198...2? 1983? Load up SoftWindows. Hey, how's Emplant/PC working these
: days? :)

Softwindows sucks compared to Emplant's MAC emulation. Softwindows
doesn't come anywhere near the same performance as Emplant does. Besides
there are other PC Emulators.

: > This is by no means the limit for the Amiga to remain stable but
: > if a Mac is able to do anything similar I'm eating the dust.. :-)

: The Amiga can run old apps well. The question comes into being when you
: attempt to run modern 1994-style applications on it. Then, it starts
: fading fast, IMO.

What modern Amiga programs are slow? There are many program on my machine
that are modern, and they don't slow down the machine half as much as
Apps. do on the MAC.

: --
: Please copy all replies to my e-mail address.
: Please quote.

NO

-Wight Wolfe-

5241. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 03:55:11 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1412942255110001@net202.metronet.com>
Source record: 14149
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

> You wrote:
>
>Why not just go full screen, CINEPAK compression, 32k color 15 bit
>graphics, syncronized 16 bit sound, and ability to resize windows?
>Oh..the Amiga can't. Nevermind...
>
> Maybe, but I can run 640x512 262K CDXL files with 16-bit sound...
> For anims, Ham8 (262000 colors) is better than even 16-bit highcolor.

With 16 bit sound? At 30 fps? All generated by the Amiga, not the CDROM drive? All on a stock machine? Please, more information.

We'll agree to disagree on HAM8. For -anything- with rapid palette shifts, HAM8 is a disaster, and it's a heck of a lot slower than other modes when you take that and "high" resolution into the equation. I'd be impressed if you could pull that sort of information off the hard drive that fast, with the above 16 bit sound, with IFF32's compression. Tell me more about IFF32.

>IFF7 is very fast, but I think you've got to look at what's being done -
>next to no compression (c'mon - DELTA compression? G's!), no
>syncronization with sound, no syncronization with the CPU's speed, no
>ability to resize windows, and only a limited ability to use "OLE" like
>functions with it (like placing IFF7 anims into documents, among other
>things. It's not an OS service like QT2.0 is.) There is also no device
>independence in output, so a 24 bit anim can't dither to a 15 bit anim
>without a -lot- of extra programming, something QT2.0 does all ON THE
>FLY.
>
> Won't argue about that, but, anim32 is much faster than anim7
> in highres highcolor animation playback...
> Ever tried Scala MM300 - dithers fine, on the fly....

How much extra(for the creation module)? And if run-time players aren't free -and- easily available to everyone, what's the point? It's still not integrated into the OS like QT is. When QT is improved, ALL QT-using apps are automatically improved. That's the beauty of it. With IFF32/7, when a new scheme comes out, nothing takes advantage of it until the anims are decompressed and then rewritten in the new format, which is neither automatic nor trivial. Granted, it's easy, but the OS should do that for you.

>
>3 hard drives? One isn't enough? :)
>

> If you will. I was trying to give the SCSI a run for it's money,
> not a good enough but anyway...
>
>SimCity 2000? Boy, can you say --SLOW-- on an Amiga? Dear God, if
>anything that was a -bad- game to bring up. For all of the Amiga's
>supposed speed, try, just -try-, running this on a hires interlaced screen
>in 8 bit color (deinterlaced on aga, naturally.) Slowwww....in fact, try
>running Workbench in 8 bit deinterlaced resolution. Dear GOD this thing
>gets slow in "hires" 640x480x8bits!
>
> Won't argue about that either, but, even on aga it's quite playable.

The key point, though, is I'm asking why puny 8 bit screens at 640x480 or
slightly higher is so slow on a $2000 machine, the A4000/040.

> What you are not aware of (I didn't mention it, sorry) is that
> I forced the Simcity screen ocer to the 24-bit gfx-card - very
> smooth endeed..

Granted. And that was an extra...$500?

>
>No problem, but putting the dearchiver in the background will slow down,
>admittedly.
>
> And what about ram? My "test" was imagined on a 14 mb system,
> remeber, running the Mac emulation sucks up 6-7 mb alone....

The real thing works great in 2M. :)

>
>Ah, using real applications now, I see. :)
>
> Won't argue about that either....
>
>
>198...2? 1983? Load up SoftWindows. Hey, how's Emplant/PC working these
>days? :)
>
> Eh, yes - 1983 I think. This is just for fun though.
> Running Softwindows with any serious intentions is going to
> halt the Mac-side and chew up at least another 10mb of ram.

Granted, but it works, which is more than I can say for Emplant. Also, SW
2.0 should be significantly better.

> If I remeber, the *minimum* requirements proposed by Insignia
> for windows alone is 12mb. Add that to *my* requirements
> of 16mb for the Mac (open for reevaluation of course) and
> you are looking at some serious bucks for the average Mac user...

$200 in extra RAM? Hmm...well, I disagree. With RAM at $100 per 4M, it's
just not expensive anymore. Add that to the great price on PowerMacs

($1250 via Apple's discounts, although I haven't confirmed that yet) and for just $1500 or so you've got a 16M machine that's running a RISC PPC 601. That's far faster than an A4000/030 that you'd get at the same price, with 4M or so of RAM.

>The Amiga can run old apps well. The question comes into being when you
>attempt to run modern 1994-style applications on it. Then, it starts
>fading fast, IMO.
>
> Like what? "modern 1994-style applications", uh??
> I would say that my apps are sertainly modern by any standards....

Word processing, database, and spreadsheet apps all lag behind on the Amiga. Terminals are good, but most other connectivity features (newsreaders, WWW browsers, mail readers, etc) are all -seriously- behind the times or else nonexistant. Why does a market for Emplant exist at all? Because the Amiga lacks apps.

--
Please copy all replies to my e-mail address.
Please quote.

5242. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 11:52:20 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3cpalk$jc3@darkstar.UCSC.EDU>
Source record: 14141

In <3co6m4$6mm@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>Wll Apparently the Atari name is not doing the Jagflop any good. The Atari
>name is synomous(sp) to the Tramiel family.. Need I say more?

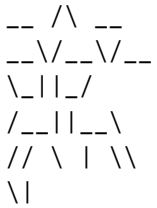
Yes. Nobody but a very small group of people knows who the Tramiels are or
that they even own Atari. For you it means something. For 99.99999% of the
world, it's "hunh? so?"

~Chris

p.s. why would the Atari name do anything good for your penis? That's what
a jagflop is, after all...

>>
>>Craig.

>-Peter

--


5243. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 11:54:02 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3cpaoq$jc8@darkstar.UCSC.EDU>
Source record: 14142

In <3co6pe$6mm@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>
>>Plus, did you read how it's just oging to play MAC CD Rom stuff and cost
>>about $500? I smell another Apple flop on our hands...

>Don't forget the PowerPC 603 and 4x cdrom. Unlike the Jagflop, this pup will
>have lots of titles when it comes out.

What does the hardware have to do with the fact that the SOFTWARE will only be
Mac stuff? And why would your penis have titles for it? maybe "Harold the
Useless appendage does nothing" and such...

~Chris

>-Peter

--

5244. Re: C-Lab, Falcon & Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 13:35:52 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cpgno$t47@dux.dundee.ac.uk>
Source record: 14143

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : To be honest I doubt Atari will stop manufacturing the Falcon in the near
: : future, they are probably still making some money out of it so
: : why should they?

: They announced that they will stop on January 1st 1995. The Atari
: name will be taken off of the Falcon, though the case will remain the
: same. The Falcon isn't making money for Atari ... I would argue that it's
: been a money losing venture all along. If anything has a chance, it's the
: Jaguar.

When did they announce this?

I goit a message from Atari last Thursday, at that stage the Falcon was
still very much in production.

Rod

--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5245. Re: C-Lab, Falcon & Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 14:22:27 UTC
From: djs@jet.uk
Message-ID: <1994Dec15.142227.16304@jet.uk>
Source record: 14144

In <3cnqkh$29o@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>To be honest I doubt Atari will stop manufacturing the Falcon in the near
>future, they are probably still making some money out of it so
>why should they?
Darryl Still (Atari UK) said this morning that Atari are continuing to
manufacture Falcons, and have no current plans to drop production. C-Lab
have the right to continue production if/when Atari do eventually decide to
stop.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5246. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 14:36:06 UTC
From: jcrowe@zaphod.NoSubdomain.NoDomain
Message-ID: <1994Dec15.143606.290@integrity.uucp>
Source record: 14146
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cejfh$gu@cutter.clas.ufl.edu>, dlr@grove.ufl.edu (Daniel L Roberts) writes:
|> Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
|> : You obviously haven't surveyed the Macintosh game world in some time.
|> : Macs are perfectly capable of handling Pac Mac, not to mention more
|> : modern games like Marathon. Your statements make you look like
|> : an imbecile.
|> FIrst off, I don't think you read what I said very well, I mentioned high
|> paced arcade games like Street Fighter and Mortal Kombat. I realize you
|> can get Marathon, yet another clone of a very over rated game. AT any
|> rate, that is not the type of game that I mentioned, is it? How many
|> games in an Arcade are like DOOM? I haven't seen any that were very
|> popular. Come to mention, I don't remember seeing any at all. At any
|> rate, the comment about Pac Man was aimed towards the lack of true
|> joystick input. Believe me, if somebody actually wanted to play Pac Man,
|> the keyboard or mouse simply does not suit the purpose well. Also, I
|> suggest you look into the Amiga gaming market also. There aren't many
|> quality games left but the ones that ARE still better than other
|> platforms are the basic arcade high speed action ZOOL type games. I
|> still haven't seen anything of any quality similar on a Mac. Yes, I have
|> looked into Mac gaming recently. I am not easily impressed, as a matter
|> of fact, it is DAMN hard to impress me with a game. The point of the
|> matter is that the Mac, no matter how much you do not care to admit it,
|> does and has always suffered from a dearth of decent Arcade type games.
|> The Doom, virtual world type games just don't cut it. If you were to try
|> it out in an arcade, I doubt it would gather much attention as the
|> gameplay is VERY basic... You run, point and shoot... not much for variety
|> would you say? Also, flight simulators are NOT arcade type material.
|> Flight simulators have been on EVERY system dating back to the TI99
|> even. I will admit that my Amiga doesn't get much use anymore as it has
|> just gotten too dated and I primarily use a 486/66 with 64 bit graphics to
|> suit my needs in college more. I find the AmigaOS a nice environment. I
|> find the IBMs very easy to build with high quality and low prices. I
|> find that simple arcade games like Pac-Mania and Zool for the Amiga
|> generally have better gameplay than those on the IBM. I notice that IBM
|> games are better when the game becomes more complex like Wing Commander
|> or <choke> Doom. On the Mac, (I use a PM 7100 fairly often) games are
|> just not aimed towards the higher octane arcade games but rather towards
|> slow, graphics intensive, mouse based games like Myst. I tire of seeing
|> Mac advocates say their machine is better for any purpose remotely
|> thinkable. Have a little character and admit that the Mac just is NOT a
|> strong gaming platform!

Generally not as strong as the Amiga, especially in the low-end but all kinds of input devices work with the Mac. I have a Gravis Mouse Stick for my Quadra 800 to do flight sims. Also, a number of decent pinball games exist for the Mac. Not every game on the Mac has the problems of Myst which by the way is slow because of the inherently slow media. As an aside, I cannot understand the big deal made over Myst. OTOH, there are a number of CD-ROM offerings on the Mac that are pretty neat like Peter Gabriel's Xplora. Anyway, most of the Amiga games are unplayable on my A3000 or A4000 without a lot of hassle and sometimes, not at all. Hell, I have to fire up my old A1000 to play most of the games I've bought for my Amigas. Your point of appropriate platforms for gaming only applies in the low-end and there the Amiga basically gets beat by the gaming only platforms. Unfortunately, I think that the CD32 has probably missed its window of opportunity. And the A600 was ill conceived at best. That leaves the A1200 which currently cannot be bought and costs a good bit with a hard drive. I hope that the Amiga survives the current state of affairs but I also believe it will be an uphill battle. And, slamming the Mac and PC will not help the fate of the Amiga. Finally, PowerMacs probably do not make good gaming platforms at this point and will probably not do so as long as emulation mode is required for a significant part of the OS and apps. You should try some Mac games on a low-end 68LC040 based Performa. Just a thought. Seems like a waste of a very expensive system to play games on a PowerMac.
|>
|> Dan

--
==========
| Joe Crowe |
| Internet Address:jcrowe@mpd.tandem.com |
==========

5247. Re: C-Lab, Falcon & Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 16:36:25 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cpra9$aqh@dux.dundee.ac.uk>
Source record: 14147

David Stevenson (djs@jet.uk) wrote:
: In <3cnqkh$29o@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

: >To be honest I doubt Atari will stop manufacturing the Falcon in the near
: >future, they are probably still making some money out of it so
: >why should they?
: Darryl Still (Atari UK) said this morning that Atari are continuing to
: manufacture Falcons, and have no current plans to drop production. C-Lab
: have the right to continue production if/when Atari do eventually decide to
: stop.

And here is the proof...

>>From atari@cix.compulink.co.uk Thu Dec 15 13:47:51 1994
>>Subject: Re: Falcon
>>To: rmccall@mcs.dundee.ac.uk
>>Reply-To: atari@cix.compulink.co.uk
>>Content-Length: 34
>>X-Lines: 1

>>NO. It is categorically NOT true.

Rod
--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5248. Re: C-Lab, Falcon & Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 17:06:30 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3cpt2m$imr@nermal.cs.uoguelph.ca>
Source record: 14148

: When did they announce this?

: I goit a message from Atari last Thursday, at that stage the Falcon was
: still very much in production.

It was announced at an Atari show in London England. Someone on
the Jaguar list posted this information.

>> Mark <<

--
==
Mark Rathwell
The University Of Guelph
"A bronze man still can tell stories his own way"
==

5249. Re: C-Lab, Falcon & Atari

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 18:03:25 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cq0dd$47h@prime.mdata.fi>
Source record: 14150

In article <1994Dec15.142227.16304@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <3cnqkh$29o@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
>>To be honest I doubt Atari will stop manufacturing the Falcon in the near
>>future, they are probably still making some money out of it so
>>why should they?
>Darryl Still (Atari UK) said this morning that Atari are continuing to
>manufacture Falcons, and have no current plans to drop production. C-Lab
>have the right to continue production if/when Atari do eventually decide to
>stop.

I've had the impression that the C-Lab Falcon 2 will be "a music/audio
computer" and so it's not made for "normal" users - that's why Falcon
will stay in the market. Also, if they put in it what is rumoured, the
C-Lab Falcon will cost twice the Falcon's price (but then it will be
twice as good :-))

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5250. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 18:25:35 UTC
From: wade@macc.wisc.edu
Message-ID: <wade-1512941225350001@bucky.famres.wisc.edu>
Source record: 14151
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3coacg$ncd@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

> Umm.... HAM? That's pretty damn good compression if I must say so. Much
> better than pathetic QT2.0.

Umm.... do you have a clue? QT2.0 isn't a compression scheme, it is a set of routines (& an API for calling them) that deal with time-based data. Could be anything time based, not just video & audio. The compressor/decompressors (or codecs) are installable under QT 1.6.1 & above just by dragging the codec (in extension form) into the extension folder. For instance, I have the Microsoft codecs (so that I can play .avi files) and the Intel Indeo codec added to my system. The point: if you want to compare the compression of HAM vs. a QT codec, you have to name the specific codec & the parameters used (video quality setting, if it was data-rate limited, etc.)

--
+---+
| wade@macc.wisc.edu |
+---+
| "Shop smart...shop S-Mart" |
| Ash, 'Army of Darkness' |
+---+

5251. STUDENT DISCOUNTS LIST

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 21:36:38 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cqct6$l5f@dux.dundee.ac.uk>
Source record: 14152
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Here is issue one of 'The Student Discounts List', I will put out
issue two at some point over xmas/new year.

If your company wishes to be added to this list then please
read the article 'TO ALL COMPANIES' in the .advocacy group
which details information and the accepted format.

All enquries regarding this list should be sent to:

rmccall@mcs.dundee.ac.uk

DISCLAIMER: I accept no liability for errors, ommissions or inaccuracy.

Cheers

Rod

--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

==

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com
(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too,
discount rates for students only apply to some products that are not on
special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board,
Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture,
DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D
Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

5252. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-15 21:50:28 UTC
From: Oliver Breidenbach <Oliver@world.isar.de>
Message-ID: <3cqdn4$l2k@nixe.isar.de>
Source record: 14153
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Re: What about Atari?

BTW, just in case anyone is interested:

The German company Application Systems Heidelberg, which previously excelled in producing and distributing Atari ST Software (Signum 3 is their top title) now has released an Atari Emulator for the Apple Macintosh called MagiCMac.
With it you can use almost any Atari Software. The performance on the higher end Macintosh Systems is said to be far beyond the latest Atari System. There are certain restrictions due to the different interface ports (the Macintosh lacks a Centronics parallel interface).
The music industry, where Atari holds a strong market share, have already expressed their enthusiasm about this product. It will enable them to use the best of both worlds in multimedia software.
A native Power Macintosh Version, which will enable Atari developers to develop applications using PowerPC code is currently under investigation, sources say.
The product enables users to run Atari and Macintosh Software concurrently.
The price in Germany is about $150 (excl. Sales Tax) at current exchange rates.

Sorry, I don't know about US sources for the product. On request I will ask ASH about US distribution and post it to the net.

Cheers,

Oliver.

5253. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 00:44:25 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec16.004425.25877@rmece02.upr.clu.edu>
Source record: 14154

So Apple is going to compere against the likes
of SEGA, Nintendo and SONY?

Ha ha ha.. how much is a Pippin machine?
The Sony Playstation blows away any performance you can
take out of a Power PC 603 based OS-Mac graphical wise.
It simply fucking destroys it.

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5254. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 01:36:28 UTC
From: ryan@shell.portal.com
Message-ID: <3cqqus$dc1@news1.shell>
Source record: 14156
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

<wongck.53.000E00F4@lobby.ti.com> <bwanga-0712942305400001@tsa-09.ucsc.edu>
<3c7ver$6ij@marton.hsr.no> <dcorn-1012941129080001@net245.metronet.com>
<3cl826$r1u@marton.hsr.no> <dcorn-1312941948480001@net93.metronet.com>
<3coacg$ncd@news1.shell> <wade-1512

941225350001@bucky.famres.wisc.edu>:
Organization: Portal Communications Company -- 408/973-9111 (voice) 408/973-8091 (data)
Distribution: world

Wade E. Masshardt (wade@macc.wisc.edu) wrote:
: In article <3coacg$ncd@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

: > Umm.... HAM? That's pretty damn good compression if I must say so. Much
: > better than pathetic QT2.0.

: Umm.... do you have a clue? QT2.0 isn't a compression scheme, it is a set
: of routines (& an API for calling them) that deal with time-based data.
: Could be anything time based, not just video & audio. The
: compressor/decompressors (or codecs) are installable under QT 1.6.1 &
: above just by dragging the codec (in extension form) into the extension
: folder. For instance, I have the Microsoft codecs (so that I can play
: .avi files) and the Intel Indeo codec added to my system. The point: if
: you want to compare the compression of HAM vs. a QT codec, you have to
: name the specific codec & the parameters used (video quality setting, if
: it was data-rate limited, etc.)

I have some clue, at least I thought I did. :-)

Anyway I was under the impression that QT uses some sort of jpeg type
compression if it wanted. If I am wrong well, shit happens.

Besides the thing still remains that HAM8 anims on an Amiga4000 are still
superior to a MAC with QT2.0. It still doesn't change the fact that QT
uses a frame dropping technique in order to try and keep up with the
sound. IMHO this is pathetic and inexcusable. QT2.0 isn't the best
thing and isn't anywhere near as awesome as a HAM8 anim and 8bit sound or
16bit sound with a AD516.

I do know something about Mac's. I still think that QT uses some sort of
compression. What type is it? Or can it use any type you want?

Fill me in if you know the answers.

-Wight Wolfe-
: --
: +---+

```
: | wade@macc.wisc.edu |
: +--------------------------------------------------------------------+
: | "Shop smart...shop S-Mart" |
: | Ash, 'Army of Darkness' |
: +--------------------------------------------------------------------+
```

5255. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 03:48:42 UTC
From: sinclair@ins.infonet.net
Message-ID: <3cr2mq$spg@insosf1.infonet.net>
Source record: 14155

In article <1994Dec16.004425.25877@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
>
> So Apple is going to compere against the likes
>of SEGA, Nintendo and SONY?
>
> Ha ha ha.. how much is a Pippin machine?
>The Sony Playstation blows away any performance you can
>take out of a Power PC 603 based OS-Mac graphical wise.
>It simply fucking destroys it.

Well raist, it's a wait and see. The pippin will most likely be marketed in Apple's traditional markets that the consoles do not exist like the education market. Apple has the marketing and distribution as well as the software base to make it a sucess, onlt time will tell though..

>
>--
>---
>>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
>Amiga 1200 with AGA Blast Processing(tm) ;-)
>REAL 3D ->V2.49<- yep! The latest and greatest! :-)
> ---> Opinions are my own, not of my college campus

-Peter

5256. 1994 Jaguar Letter Writing Campaign (repost)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 04:02:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3cr3gu$g2s@usenet.INS.CWRU.Edu>
Source record: 14157
Cross-posted to: rec.games.video.atari,rec.games.video.misc,comp.sys.atari.st,comp.sys.atari.advocacy,alt.games.lynx

I'm reposting this again because it is important for everyone to write these companies this month. I have posted it today for you to print out and then do some writing this weekend (with those extra .29 cent stamps you have left over from Christmas cards!).

And remember, this is the best time to write. Stamps only cost .29 cents. Find those left over stamps and write!

I will not post this the week of Christmas so please copy this text now!!!

-------- begin text --------

END OF THE YEAR Jaguar Letter Writing Campaign

Organized by: Len Stys

E-mail: aa399@cleveland.freenet.edu

Hey Jaguar players!

In September, I spent several hours getting names, addresses, and information related to these well-known game software companies for you. I did this because I felt it was real important for everyone to write these companies and let them know that we want their games for the Jaguar. Since September, I have been posting four or five of these companies each month to the Internet and various systems to get the word out about this campaign.

If you haven't written them because you didn't have time, this is your last chance this year to write them.

It is extremely important for these companies to start developing for the Jaguar now. This is because December is really the last month that developers can start developing for the Jaguar and have their game out for it by Christmas of next year. It takes approximately nine months to develop and manufacture a real great Jaguar game. And add another couple of months if the programmers need to get familiar with the unit.

If you are worried that Sony, Nintendo, and Sega are going to come along late next year with a $70 million advertising budget to spoil the Jaguar's fun--you should be worried! Because that is what the companies are planning to do. (Let's not forget about 3DO and Apple Computer!)

Right now, Sony, Nintendo, and Sega are attempting to convince these very companies listed in this text-file to develop for their next generation system. Atari Corp. is probably doing the same thing. But Sony, Nintendo, and Sega are bigger players than Atari right now. This is why we need to help Atari

out a little bit by letting these companies know that we want their games for the Jaguar.

I cannot urge you enough to write these companies. You (even though you may not realize it) play a big part in if the Jaguar succeeds or fails. Just by -one- letter to each of these companies could determine Jaguar's fate. Your one letter can also make sure your investment in purchasing the Jaguar and several Jaguar games was a wise one.

Christmas time is about GIVING to others. Why not give Jaguar a chance in 1995? Write these companies.

id Software
WMS Industries Inc.
Capcom USA Inc.
Electronic Arts Inc.

>>>>>>>>>>>>>>>>>>>>>>>>> id Software <<<<<<<<<<<<<<<<<<<<<<<<<

The letter to id Software should thank the company for producing Wolfenstein 3-D and DOOM for the Jaguar and encourage the company to make QUAKE for the Jaguar.

id Software's e-mailing address:

Jay Wilbur, CEO
id Software
Town East Tower
18601 LBJ Freeway
Suite 615
Mesquite, Texas 75150

The following is a list of things which you may want to say in your letter to id Software:

Dear Mr. Wilbur,

1) How much you enjoy Jaguar Wolfenstein 3-D and/or DOOM.
2) How much you like id Software.
3) Thanks for making Wolfenstein 3-D and DOOM for the Jaguar.
4) How you are excited about id Software making games for the Jaguar.
5) How you would like to see QUAKE made for the Jaguar.
6) Thank you to Mr. Wilbur for reading your letter.

Another thing which you may want to include in this letter is concerning Jaguar DOOM II. It is possible for id Software to release DOOM II for Jaguar next year. If you would like to see DOOM II for the Jaguar, encourage the company to make it. But if you do encourage them to make it, ask that it support modem and at least four players networked. Also, ask for the company to place DOOM II on cartridge so that public domain maps can be released on CD for Jaguar's CD-ROM player. This will make sure that DOOM II -never- gets boring on the Jaguar and multi-playing is always exciting.

>>>>>>>>>>>>>>>>>>>>>> WMS Industries Inc. <<<<<<<<<<<<<<<<<<<<<<

As of December 1, 1994, Mortal Kombat II has not been announced for the Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar. But next year, WMS Industries will be able to release Mortal Kombat II for any game system that the company wishes to release it for. The time is now to let WMS Industries know that we want to see Mortal Kombat II and Mortal Kombat III for the Jaguar.

Mortal Kombat II is by far the #1 most wanted game for the Jaguar according to the Most Wanted Games for the Jaguar list by CAIN Newsletter. If this game is released for the Jaguar, the Jaguar will be the most wanted game system.

The mailing address of WMS Industries Inc. is:

Louis J. Nicastro, CEO
WMS Industries Inc.
3401 North California Ave.
Chicago, IL 60618-5889

OK. I don't think I have to remind you that you should write as neat and as professional as possible to get the best results. If you certify your letter, you may even reach the president with your letter.

The following is a list of things in which you may want to say in your letter to WMS Industries Inc.:

Dear Mr. Nicastro,

1) How much you enjoy Mortal Kombat II
2) How you like the games that WMS Industries makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get the game for the Jaguar as soon as it is released.
6) How you would also like to see Jaguar be the first system to get Mortal Kombat III.
7) Thank you to Mr. Nicastro for reading your letter and for considering making Moral Kombat II for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>> Capcom USA INC. <<<<<<<<<<<<<<<<<<<<<<

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II Turbo is second only to Mortal Kombat II on the most wanted games for the Jaguar CAIN Newsletter listing. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But

Capcom is not making Super Street Fighter for the Jaguar and no plans have been announced to do so in the near future.

The strange thing is that Capcom is making Super Street Fighter II Turbo for the 3DO platform. The game will even have better graphics than that on the SNES and Genesis. But this only means that if Capcom will make a version of SSFIIT for a much higher-priced system than there is a chance that the company will be willing to make a Jaguar version.

The mailing address for Capcom USA Inc. is:

Scott Smith
Product-Development Coordinator
Capcom USA Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

The following is a list of things in which you may want to say in your letter to Capcom USA Inc.:

Mr. Smith,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II Turbo for the Jaguar as soon as it is released.
6) Thank you to Mr. Smith for reading your letter and for considering making Super Street Fighter II Turbo for the Jaguar.

You may also want to FAX Capcom USA by the phone number: 408/774-3995. But sending mail through the U.S. Postal Service may prove to be more successful.

>>>>>>>>>>>>>>>>>>>> Electronic Arts Inc. <<<<<<<<<<<<<<<<<<<<<<

Electronic Arts is the publisher of some incredible games such as: NBA Showdown, FIFA International Soccer, PGA European Tour Golf, NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL Football, Escape from Monster Manner, Twisted, Mario Andretti Racing, MLBPA Baseball, and many more! Electronic Arts also owns several other software companies that they may give the OK to develop the Jaguar for if they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company that is a big competitor of Atari Corp. Electronic Arts is spending a lot of time and money on making games for 3DO that it could be spending on the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the company has Jaguar developers units. Electronic Arts' management

just has to give the OK to make games for the Jaguar.

The mailing address for Electronic Arts Inc. is:

Lawrence F. Probst III, President
Electronic Arts Inc.
1450 Fashion Isle. Blv.
San Mateo, CA 94404

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Probst,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your computers since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) The games that you would love to slee on the Jaguar (choose two or three Electronic Arts games--I'm choosing John Madden NFL Football!).
6) How you believe Electronic Arts games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games when they are produced for the Jaguar.
8) Thank you to Mr. Probst for reading your letter and a thank you for considering producing games for the Jaguar.

Sierra On-Line Inc.
Dynamix Inc.
LucasArts Entertainment Co.
NovaLogic

>>>>>>>>>>>>>>>>>>>>>>>> Sierra On-Line Inc. <<<<<<<<<<<<<<<<<<<<<<<<

Sierra On-Line is a company that is well-known for their role-playing games such as their Space Quest and Police Quest series. The company is also known for their latest hits in the PC world: Gabriel Knight, Aces Over Europe, and Leisure Suit Larry VI. Sierra On-Line is planning to release their new title, Phantasmagoria, very soon.

Sierra On-Line is definitely a company that needs to be developing for the Jaguar if the Jaguar CD-ROM is to become used. If Sierra On-Line starts making games for the Jaguar CD-ROM, several other companies will make games for it as well.

The mailing address for Sierra On-Line is:

Kenneth A. Williams, President
Sierra On-Line Inc.
P.O. Box 485
Coarsegold, CA 93614

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Williams,

1) How much you enjoy Sierra On-Line games.
2) How you have been buying Sierra On-Line games for your computer since the company started making computer games (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see Sierra On-Line producing several Jaguar CD-ROM games.
6) The games you would love to see on the Jaguar (choose two or three Sierra On-Line games).
7) How you believe Sierra On-Line games would be fantastic on the Atari Jaguar.
8) How you will run out and buy Sierra On-Line games when they are made for the Jaguar.
9) Thank you to Mr. Williams for reading your letter and for considering producing games for the Jaguar.

In my letter, I will also be encouraging Mr. Williams to make games which have the option of using a keyboard with the Jaguar. A keyboard can be created for the Jaguar and Sierra On-Line could work with Atari Corp. to produce one for it. The use of a keyboard in role-playing games help children learn words. This is something that Sierra has gotten away from in PC games.

I'm also writing Sierra to release HOYLE Card Games for the Jaguar. I love this game and it would be great to see a modem feature being used in the Jaguar version of this game.

>>>>>>>>>>>>>>>>>>>>>>>>> Dynamix Inc. <<<<<<<<<<<<<<<<<<<<<<<<<

Dynamix Inc. is a game company owned by Sierra On-Line. This game company makes many wonderful titles for the PC such as: Betrayal at Kronder, Aces of the Pacific, and Front Page Sports Football Pro. The company is planning to release: Front Page Baseball, Battledrome, LodeRunner: A Legend, MetalTech: Earth Siege, Alien Legacy, and an excellent reviewed game called Aces of the Deep (submarine game).

Dynamix Inc. is making some real great games and these games would be a very good addition to the present Jaguar game library.

The mailing address for Dynamix Inc. is:

Alan Higginson
Executive Vice-President
Dynamix Inc.
P.O. Box 978
Oakhurst, CA 93644-0978

The following is a list of things in which you may want to say in your letter to Dynamix Inc.:

Dear Mr. Higginson,

1) How you enjoy Dynamix games on the PC.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Dynamix games--I'm choosing Front Page Sports Football, Alien Legacy, and Aces of the Deep).
5) How you believe Dynamix games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Dynamix games when they are produced for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company has also has several popular titles out for the PC. Some of these titles are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle. And if there is any truth to the rumor of a new Indiana Jones movie, LucasArts will probably make a great game based on this movie.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CAIN Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailing address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684. Please consider writing NovaLogic through the U.S. mail first and then FAX NovaLogic.

Virgin Games
Spectrum Holobyte
Psygnosis
Origin Systems

>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to thank the company and to encourage them to make more titles for the Jaguar. Virgin is suppose to be making Cannon Fodder, Demolition Man, and Dragon for the Jaguar. The company is also planning to make a CD-ROM game called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called: The 7th Guest. It has also made Land of Lore, Dune II, and Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.
3) How you are really happy that Virgin Games is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest (and name a few) besides the ones the company is already making for the Jaguar.
6) How you would like to see the Jaguar modem and network features used in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game. The game can even be played through the modem on PCs. Spectrum Holobyte has just released Fields of Glory and is rumored to be working on Falcon 4.0.

Modem games is something that a game system must have if it will be successful in the future. And Spectrum Holobyte is well-known for their modem games. Falcon 4.0 sounds like it would be perfect for the Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte
2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are produced for the Jaguar.
8) Thank Mr. Folsom for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number: 510/522-2138. But please keep in mind that sending a letter through the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis' popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of Pysgnosis games).

5) How you believe Psygnosis games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced for the Jaguar.
7) Thank the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>>>> Origin Systems <<<<<<<<<<<<<<<<<<<<<<<<<

Origin Systems is a maker of many popular PC role-playing and action games. The company is owned by Electronic Arts but may have freedom to develop for any system it wishes. Some of the games that Origin makes are: Ultima series (most recently Ultima VIII: Pagan), Wing Commander Privateer, and just recently Pacific Strike. Origin will be also making Biforge and Wings of Glory.

Since Origin Systems is a subsidary of Electronic Arts, there is no specific person to write.

The mailing address for Origin Systems is:

Origin Systems
Attn: Production Teams
P.O. Box 161750
Austin, TX 78716

The following is a list of things in which you may want to say in your letter to Origin Systems:

Dear Sir or Madam,

1) How much you enjoy Origin Systems games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Origin Systems games).
5) How you wish the Origin Systems Production Teams will attempt to get these great games on the Jaguar.
6) How unbelievable Origin Systems games will be when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Origin Systems games when they are produced for the Jaguar.
8) A thank you to the person reading for reading your letter and for considering producing games for the Jaguar.

QQP, Inc.
Broderbund
Konami
MicroProse

>>>>>>>>>>>>>>>>>>>>>>>>>>>> QQP, Inc <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Many people are not familiar with QQP, but the company has released some pretty amazing games for the PC. Some of the games are: Solitaire's Journey, Merchant Prince, The Perfect General, Conquered Kingdoms, and their most recent--Origamo.

Most of the games that QQP makes either has to do with strategy or war. Strategy games are always popular, but war games have been restricted to PCs due to lack of a "save game" feature on video game systems. Jaguar can save games on its cartridges so this is no longer a problem in getting war games to home video game systems.

The mailing address for QQP, Inc. is:

QQP, Inc.
495 Highway 202
Flemington, NJ 08822

The following is a list of things in which you may want to say in your letter to QQP:

Dear Sir or Madam,

1) How much you enjoy strategy games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you love to see on the Jaguar (choose two or three QQP games).
5) How you would like to see these games make use of Jaguar's voice-modem and networking capabilities.
6) How you believe QQP games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy QQP games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>> Broderbund Software Inc. <<<<<<<<<<<<<<<<<<<<

Broderbund Software is well-known for producing two games. The first game is a CD-ROM game called Myst. The second is the Carmen Sandiego series of games. The Carmen Sandiego is educational.

The mailing address for Broderbund Software Inc. is:

Edmund R. Auer, President
Broderbund Software Inc.
500 Redwood Blvd.
Novato, CA 94948-6121

The following is a list of things in which you may want to say in your letter to Broderbund:

Dear Mr. Auer,

1) How much you enjoy Broderbund Software's games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would love to see Myst, Carmen Sandiego, and any other new Broderbund titles on the Jaguar.
5) How unbelievable Broderbund Software games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Broderbund Software's games when they are produced for the Jaguar.
7) A thank you to Mr. Auer for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>>>>> Konami Inc. <<<<<<<<<<<<<<<<<<<<<<<<<<<

Konami makes several popular games. Among these are Double Dribble: The Playoff Edition, Lethal Enforcers 2, Batman the Animated Series, and a new game called Contra 4. The company has also made Rocket Knight Adventures, Teenage Mutant Ninja Turtles Tournament Fighters, Blades of Steel, Track & Field II, Top Gun: The Second Mission, and many others. Konami is also rumored to be developing Gradius for Sony's new PSX. Since Konami is already developing for other next generation systems, it may be more difficult to convince them to make games for the Jaguar. But Konami certainly does bring a lot of titles to a game system.

The mailing address of Konami is:

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

The folowing is a list of things in which you may want to say in your letter to Konami:

Dear Sir or Madam,

1) How much you enjoy Konami games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a few Konami games).
5) How unbelievable Konami games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Konami games when they are produced for the Jaguar.
7) A thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>> MicroProse Inc. <<<<<<<<<<<<<<<<<<<<<<<<

MicroProse is already developing Jaguar games so this letter will be mainly to thank MicroProse and encourage the company to make more of their games for the Jaguar. MicroProse is supposedly making Grand Prix, Gunship 2000, and possibly Star Trek: The Next Generation game. But MicroProse has made a lot of fantastic games for the PC that should really be made for the Jaguar. These include: World Circuit, Fleet Defender, Master of Orion, and Civilization. Civilization has already been made for the Falcon030 so it may not be too hard to convert the game to the Jaguar. Since Jaguar can save games on cartridge, it may be possible to make Civilization on the Jaguar. MicroProse is also making Across the Rhine, Colonization, and Masters of Magic.

MicroProse is indeed a very good company to have making Jaguar games. The quality has always been good and it would be nice for the company to make a lot of their games for the Jaguar.

The mailing address for MicroProse is:

Ronald J. Bueche, CEO
MicroProse Inc.
180 Lakefront Dr.
Hunt Valley, MD 21030-2245

The following is a list of things in which you may want to say in your letter to MicroProse:

Dear Mr. Bueche,

1) How much you enjoy MicroProse games.
2) How much you enjoy your Atari Jaguar.
3) How you are really glad that MicroProse is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games besides Gunship 2000 and Grand Prix be made for the Jaguar (name a few of your favorite MicroProse games).
6) How you would like to see the Jaguar voice modem and network capabilities used in MicroProse games. (OPTIONAL)
7) How you will run out and buy MicroProse games when they are produced for the Jaguar.
8) Thank you to Mr. Bueche for reading your letter and for making games for the Jaguar.

You may also want to FAX MicroProse at the phone number: 410/771-1174. But only FAX MicroProse if you do not have time to mail the letter or if you have already sent mail to the company.

****
* *
********** LETTER WRITING CAMPAIGN FINISHED **********

* *
****

After you have done writing all of these companies, the letter writing campaign will be finished. If you have written all of these companies, the campaign will no doubt be successful and we will be seeing the games we want for the Jaguar very soon.

Please spread the word around about this letter writing campaign on online systems, BBSs, message areas, user groups, and any other place that you can help get the word out abuot this campaign.

Also, please tell your friends! It is very important to get everyone participating in this letter writing campaign!

********** THANK YOU! **********

--

5257. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 07:22:06 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1512942325130001@tsb-50.ucsc.edu>
Source record: 14162
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3coacg$ncd@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

> Softwindows sucks compared to Emplant's MAC emulation. Softwindows
> doesn't come anywhere near the same performance as Emplant does. Besides
> there are other PC Emulators.

Gee, that couldn't possibly be because SoftWindows has to emulate a
different CPU, while Emplant runs on the same CPU that the Mac does?

If you want to do such comparisons, compare the PowerMac 68LC040 emulator
to SoftWindows (on a PowerMac).

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5258. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 11:14:35 UTC
From: c2a192@ugrad.cs.ubc.ca
Message-ID: <3crsqrINNcjr@keats.ugrad.cs.ubc.ca>
Source record: 14158
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cea8g$t6h@nntp1.u.washington.edu>,
Tim Smith <tzs@u.washington.edu> wrote:
>Joseph Crowe <jcrowe@mpd.tandem.com> wrote:

>I used to run a program that did a lot of computation. If I had it go
>through its event loop fast enough to prevent visible slowdown of other
>applications, the computing only went about 1/3 as fast as it did if it
>only went through the event loop once every several seconds. Now I'm
>running A/UX on my Mac, and my program runs on the Unix side of things
>rather than the Mac side: the event loop is gone, and it runs at 95-99%
>of full speed and has no noticable effect on most other programs.
>
>--Tim Smith

When I see an intelligent, well-informed post such as yours, I almost
always press the right-arrow to chase down the flame tree. Funny,
there never is anything. Either the advocates see the non-flammable
truth, or they simply don't have enough information to respond.

By the way, what is the current status of A/UX? Once, it could have
persuaded me into becoming a Mac user. Even now, if I could get it for
about $100 or less (WITH Xwindow, of course), I'd get a Mac to use as
an A/UX workstation. The current price-tag is ridiculous - even the
horribly overpriced NextStep is cheaper!

Would there be any point to a PPC port of A/UX, especially since AIX
is there already? Will the Power Macs run AIX (how soon? how cheap?)
AIX would be the only compelling reason for me to consider a Power Mac.
It's availability would also put an end to "Mac Sux" postings on the net,
the same way Linux places PC boxes beyond reproach.

5259. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 13:06:40 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-1612940806400001@net79.metronet.com>
Source record: 14159
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3coacg$ncd@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

>: Ah, using real applications now, I see. :)
>
>I know this was a joke but define "REAL APPLICATIONS".

Even the original poster admits this. They don't exist outside of video.

>: > emulation at the same time (I run the game Zaxxon)...
>
>: 198...2? 1983? Load up SoftWindows. Hey, how's Emplant/PC working these
>: days? :)
>
>Softwindows sucks compared to Emplant's MAC emulation. Softwindows
>doesn't come anywhere near the same performance as Emplant does. Besides
>there are other PC Emulators.

Ah, an Amiga zealot. As soon as you can get even the -basic- WinWord 6.x
running, let me know. Until that time, please, we're trying to deal here
with products that -really- exist and -really- work. JDrew's emulations
are slow and expensive to get working, even for ones that use the same
hardware, and he's got nothing close to a finished product in the PC
emulator.

You aren't seriously one of the ones that thinks you can get Pentium
speeds out of a stock A4000/040, are you? Jim really does have people
like that. Then he's got the more intelligent people (Nico Francois, of
PowerPacker and Scala fame, comes to mind) who are more than happy to tell
him he's full of it in his daily bundle of lies he posts.

--
Please copy all replies to my e-mail address.
Please quote.

5260. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 14:19:40 UTC
From: mca95isa01@mecn.mass.edu
Message-ID: <1994Dec16.141940.7933@mecn.mass.edu>
Source record: 14167
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cqqus$dc1@news1.shell>, ryan@shell.portal.com (Wight Wolfe) writes:
> <wongck.53.000E00F4@lobby.ti.com> <bwanga-0712942305400001@tsa-09.ucsc.edu>
<3c7ver$6ij@marton.hsr.no> <dcorn-1012941129080001@net245.metronet.com>
<3cl826$r1u@marton.hsr.no> <dcorn-1312941948480001@net93.metronet.com>
<3coacg$ncd@news1.shell> <wade-1512
>
>941225350001@bucky.famres.wisc.edu>:
>Organization: Portal Communications Company -- 408/973-9111 (voice) 408/973-8091 (data)
>Distribution: world
>
>Wade E. Masshardt (wade@macc.wisc.edu) wrote:
>: In article <3coacg$ncd@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:
>
>: > Umm.... HAM? That's pretty damn good compression if I must say so. Much
>: > better than pathetic QT2.0.
>
>: Umm.... do you have a clue? QT2.0 isn't a compression scheme, it is a set
>: of routines (& an API for calling them) that deal with time-based data.
>: Could be anything time based, not just video & audio. The
>: compressor/decompressors (or codecs) are installable under QT 1.6.1 &
>: above just by dragging the codec (in extension form) into the extension
>: folder. For instance, I have the Microsoft codecs (so that I can play
>: .avi files) and the Intel Indeo codec added to my system. The point: if
>: you want to compare the compression of HAM vs. a QT codec, you have to
>: name the specific codec & the parameters used (video quality setting, if
>: it was data-rate limited, etc.)
>
>I have some clue, at least I thought I did. :-)
>
>Anyway I was under the impression that QT uses some sort of jpeg type
>compression if it wanted. If I am wrong well, shit happens.
>
>Besides the thing still remains that HAM8 anims on an Amiga4000 are still
>superior to a MAC with QT2.0. It still doesn't change the fact that QT
>uses a frame dropping technique in order to try and keep up with the
>sound. IMHO this is pathetic and inexcusable. QT2.0 isn't the best
>thing and isn't anywhere near as awesome as a HAM8 anim and 8bit sound or
>16bit sound with a AD516.
>
>I do know something about Mac's. I still think that QT uses some sort of
>compression. What type is it? Or can it use any type you want?
>
>Fill me in if you know the answers.

>
>-Wight Wolfe-

Last I checked, codec (at least as far as it pretains to computerese,
and video/audio) was something like uhh COmpression-DECompression. So,
it is a form of compression- utilizing a form of standardized algorithm.

Granted, if you looked up codec in the dictionary, you might get some
definition as pretains to a "standard" codec=standard... I guess the IFF, and
datatypes of OS3+ aren't "standard", and thus don't = codec ;-)

Porter

5261. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 15:37:01 UTC
From: espie@pavot.ens.fr
Message-ID: <3csc6t$6cb@nef.ens.fr>
Source record: 14169
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ckl6r$m9s@news1.deltanet.com>,
David K. Every <dke@deltanet.com> wrote:
>I think these guys are partially correct.
>
>I was a commodore guru way back (eventhough the Amiga is 1/2 commode
>1/2 atari). Commodore had its own Chip Fab (Mostek)... they knew
>hardware. Commodore constantly did spiffy things in hardware, had sub
>controllers doing everything, etc. I like commodore hardware... I had
>one of the first Amiga's (I was bootstrapping my machine alot). But
>commodore didn't know how to market, design an OS, or support a
>computer.

I think your analysis is completely biased and WRONG, moreover.

Look, obviously you NEVER tried programming an Amiga at the OS level.
It's true that Commodore's marketing was poor, and that they don't know
how to support a machine, but the Amiga OS is GREAT.
In my opinion, you don't seem to look behind the apparence, like you're
mixing up Graphical Interface looks and Operating Systems... the Mac may
look great, but its OS is definitely not more advanced than the Amiga's.

>
>Hense... they are out of business.
>
>Apple on the other hand did everything in software. Which I thought was
>bad. (Why I traded in my Pet for a C-64 instead of Apple][). I also had
>a porshe-pet back then (it was the for-runner of a C-64). Anyways apple
>did things in software that all of us new would be faster in hardware.
>But then magic happened... hardware changed... apple could adapt to
>totally new hardware... commodore couldn't (or couldn't easily AND take
>advantage of new features). If you were writing for commodore you have
>to rewrite whenever there was a hardware change, in some cases it was
>MAJOR work. Yet many programs that paid attention to the rules, would
>scale up on the Macs, and even use color when that came out. I had both
>a Mac and an Amiga.. and I figured it out. The future of computers was
>not hardware, it was the SOFTWARE. The hardware was groing so fast that
>the real issue is wether the SOFTWARE (OS) could keep up... if the
>software was a little slow now, wait two years and it'll be twice as
>fast. But if your hardware based it doesn't work that way.

Complete misinformation. You noticed the effects and mistook the cause
altogether. The basic problem is that the amiga was most often perceived
as a `game-only machine', and that people only started developping for the
base system (A500...), not even bothering to read the software manuals---when

they knew about its existence anyways.

Actually, the OS of the amiga changed LESS in ten years of existence than the Mac's did... the main problem was all the hw-compatibility hacks that they had to put in between 1.3 and 2.04 for the coders that never followed the rules (microsoft basic, for instance, was broken when Amiga went to 32bit addressing. In the Mac World, they had to rewrite part of the OS to go to full pointers...)

Still, Mean18 is running on my A3000 under OS 3.1 without a hitch... consider it also ran on an amiga1000 under OS1.1 some seven years ago.

The main difference is the market: people on the Mac HAD to adapt to new os's... as a clueless end-user, you never did notice the difference.
some software limitations of the mac:
no multitasking, then kludgy cooperative multitasking... under 7.0, one program's memory allocation is still static. I don't know if the stack limitation to 32K is finally gone however.

>
>The end result was my Amiga was a cool replacement for a nintendo...
>had many bitchen video-modes, spiffy souped up hardware... and even had
>a few decent productivity tools. But my Mac was what I could do work
>on... I had dozens of great productivity packages, lots of innovative
>NEW things altogether. Programs like MORE, Photoshop, Illustrator,
>PageMaker, Hypercard, were all innovations (and created on/for
>Macintosh). While the only innovation on the Amiga (besides nifty
>games) was a hardware hack that allowed me to do spiffy video editing
>(and some gawdy effects).

Video Toaster ? Lightwave ?
AmigaRexx ? Deluxe Paint ? ImageFX ?
Real3D ? DirectoryOpus ?

some of these tools I still haven't seen the equivalent on any other machine. Granted the amiga is a SMALL market... that's the problem, not some nonsense about some hardware compatibility problem.
The Mac market is a hell of a lot larger, and thus it responds a lot quicker. You just CAN'T compare the amount of money that gets poured into the developpement of new software of both machines. Once again, the hardware has NOTHING to do with that.

>
>Since I was working out of my home, and had both machines, I watched my
>workload. If I had something I needed to do... 98 times out of 100 I
>went to my Mac. It was better. (I didn't even have color on my Mac). It
>cost one hell of a lot more for it (the Mac)... but I was using it .'.
>it justified itself. When I wanted to hack around, or play games... the
>amiga was my target.
>
>But alas... in the real world there are more users than hackers... and
>the Amiga has gone the way of the dodo bird and the apple]['s. I can

>buy better game machines than the amiga was... and better business
>machines than the amiga was. It was ALWAYS a bargain in price... but
>since getting work done was more of an issue for me than price, my
>amiga got sold off.
>
>Let us all have a moment of silence for dead-end hardware locked
>architectures.....
>

Sorry, but look at all the graphic cards that exist for the amiga, this is NOT
a hw-locked machine. The current system DOES support anything as far as
video goes. Commodore didn't manage to migrate to RISC-CPUs because it costs
money: you still have to rewrite most of the critical parts of the OS in
assembly-language, and you want a 68000-emulation mode at first... things
that powerMacs DO have and which is PERFECTLY feasible on the amiga...
just costs money !
--
[nosave]<http://acacia.ens.fr:8080/home/espie/index.html>
`Ayuka no koto... suki dayo.' (KOR, Ano Hi ni kaeritai)
`$@0>@n(J $@$N3H!<9%$-$@$h!#(J' ($@$"$NF|$K5"$j$?$$(J)(B
Marc Espie (Marc.Espie@ens.fr)

5262. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 15:44:28 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-161294103601@150.102.161.162>
Source record: 14173

In article <3cg74s$iov@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) wrote:

> rappleye@felix.kodak.com (RevDrFreak) writes:
>
> >Wake up kids, floppies are obsolete. In the real world things are
>
> And do you, Dr. Freak, know of any other way a user who can't afford a
> tape drive can backup there data? Floppies are not obslolete and won't
> be for sometime.

OK, how much data do you generate in a week at home? Assume your applications and OS are archived on the original disks and don't need backing up. The vast majority of home users can back everything up onto one diskette per week..does it really matter whether you can format that diskette in the background? My post was just a plea to add some real world relevancy to the topics you discuss.

> >networked, file sharing/transfer is all done over the network (as are SW
> >installations). On those rare occasions when somebody actually needs a
>
> You mean no home PC is in the "real wprld." Most of those *are not*
> networked and the user must install the SW himelf (and most software is
> still distributed on floppy disk).

I'll maintain that the home market is small compared to the business market. I'll maintain that mainstream decisions are based on the business market, not the home market. More and more business software is being delivered on CD.

My main point was that how or how fast a system formats a floppy is totally irrelevant, since floppy use is not a crtical issue. Talk about hardware and OS stability, talk about hardware integrity and upgradeability, talk about ease of integration into a multiplaform environment..these are important isuues..floppies aren't.

Peace.

RevDrFreak
'foot soldier

5263. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 18:40:51 UTC
From: jd-wong@uxa.cso.uiuc.edu
Message-ID: <3csmvj$roq@vixen.cso.uiuc.edu>
Source record: 14160
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

ryan@shell.portal.com (Wight Wolfe) writes:
>Yes there may be term programs that can download fine while Photoshop render
>s (Zterm, etc.) but not everyone likes Zterm. IMHO I haven't found a MAC

Why does it have to work with _any_ terminal program? I'm sure one could
dig up an amiga terminal program that has problems running in the background.
That's hardly a damning criticism of the amiga.

>advantage of the interrupts that the MAC OS allows. IN fact there are far
>to few for my uses. It's hard to find programs that work well together and
>don't take anothers cpu time lock stock and barrel.

This simply isn't true; I run Microsoft Word, MacDraw Pro, Eudora,
and several other applications at the same time. Obivously none of them
are taking each other's CPU time "lock, stock and barrel".

>I am not arguing that the MAC can not do a "few" simple tasks without
>screwing up but in it's current state the MAC can not outperform tht
>loosing responsiveness/performance but the MAC will start loosing at
>almost a geometric rate when the tasks start adding up.
>-Wight Wolfe-

Why do people feel the need to write "MAC"?
--
Jim Wong (jd-wong@uiuc.edu)

5264. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 20:16:44 UTC
From: ryan@shell.portal.com
Message-ID: <3cssjd$n8l@news1.shell>
Source record: 14161
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy:

<wongck.53.000E00F4@lobby.ti.com> <bwanga-0712942305400001@tsa-09.ucsc.edu>
<3c7ver$6ij@marton.hsr.no> <dcorn-1012941129080001@net245.metronet.com>
<3cl826$r1u@marton.hsr.no> <dcorn-1312941948480001@net93.metronet.com>
<3coacg$ncd@news1.shell> <bwanga-15

12942325130001@tsb-50.ucsc.edu>
Organization: Portal Communications Company -- 408/973-9111 (voice) 408/973-8091 (data)
Distribution: world

Tim Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <3coacg$ncd@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

: > Softwindows sucks compared to Emplant's MAC emulation. Softwindows
: > doesn't come anywhere near the same performance as Emplant does. Besides
: > there are other PC Emulators.

: Gee, that couldn't possibly be because SoftWindows has to emulate a
: different CPU, while Emplant runs on the same CPU that the Mac does?

: If you want to do such comparisons, compare the PowerMac 68LC040 emulator
: to SoftWindows (on a PowerMac).

Wait a minute I posted the above, BECAUSE the previous poster was
comparing the two. In my mind it was a stupid thing to do. I know that
the Emplant Emulation is faster because it's on the same chip as the 68k
MACs. The previous poster equated Softwinodws with Emplant MAC, which was a
retarded thing to do.

And why would I want to compare the (2) different MAC emulations? That's
another silly thing. I advocate for the Amiga when possible.

-Wight Wolfe-

PS: In the future read the posts I was replying to, it removes the
possibility of error. Or do you want me to quote the entire thread in
every message I write?

: +---+
: | *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
: +---+
: | Do the environment a favor. Use goat-flavored floppy disks. |
: | Think about it, won't you? Thank you. |
: +---+

5265. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 20:30:45 UTC
From: ryan@shell.portal.com
Message-ID: <3cstdl$n8l@news1.shell>
Source record: 14163
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy:

ll> <3csmvj$roq@vixen.cso.uiuc.edu>
Organization: Portal Communications Company -- 408/973-9111 (voice) 408/973-8091 (data)
Distribution:

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
: ryan@shell.portal.com (Wight Wolfe) writes:
: >Yes there may be term programs that can download fine while Photoshop render
: >s (Zterm, etc.) but not everyone likes Zterm. IMHO I haven't found a MAC

: Why does it have to work with _any_ terminal program? I'm sure one could
: dig up an amiga terminal program that has problems running in the background.
: That's hardly a damning criticism of the amiga.

Find one for me then, and make sure it was written for at least AmigaOS 2.0.
I don't think you can, and believe me I've looked at every single TERM
program I could find, and haven't run into one that couldn't multi-task.

I am surprised you didn't say anything about my attack on Mac terminal
programs. That makes me believe that you think Mac term programs lack
functions also.

: >advantage of the interrupts that the MAC OS allows. IN fact there are far
: >to few for my uses. It's hard to find programs that work well together and
: >don't take anothers cpu time lock stock and barrel.

: This simply isn't true; I run Microsoft Word, MacDraw Pro, Eudora,
: and several other applications at the same time. Obivously none of them
: are taking each other's CPU time "lock, stock and barrel".

Let us see here:
Microsoft Word: if in background; no use of CPU
MacDraw Pro : if in background; no use of CPU
Eudora : barely useful in background anyway ; if doing nothing
then no use of CPU

Try qouting some CPU intensive tasks why don't you. Like Photoshop, 3-d
programs, Term programs, formatting programs (hard-drive also),
networking programs, etc.

: >I am not arguing that the MAC can not do a "few" simple tasks without
: >screwing up but in it's current state the MAC can not outperform tht
: >loosing responsiveness/performance but the MAC will start loosing at
: >almost a geometric rate when the tasks start adding up.
: >-Wight Wolfe-

: Why do people feel the need to write "MAC"?
: --
: Jim Wong (jd-wong@uiuc.edu)

I don't know, if it's 'Mac', then so be it. I've seen it both ways.

Mac, Mac, Mac, Mac, Mac, Mac, Mac, Mac, Mac, Mac, Mac, Mac.

Okay I got my practice in, maybe I won't forget.

-Wight Wolfe-

PS: Try making more sense next time.

5266. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 21:34:24 UTC
From: gerald@warbird.usae.bah.com
Message-ID: <3ct150$ki6@booz.bah.com>
Source record: 14164
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Jim Wong (jd-wong@uxa.cso.uiuc.edu) wrote:
: ryan@shell.portal.com (Wight Wolfe) writes:

: >I am not arguing that the MAC can not do a "few" simple tasks without
: >screwing up but in it's current state the MAC can not outperform tht
: >loosing responsiveness/performance but the MAC will start loosing at
: >almost a geometric rate when the tasks start adding up.
: >-Wight Wolfe-

: Why do people feel the need to write "MAC"?

Picky, picky. At least it's better than "PC clown", "Windoze",
"Winblows", "Amigoid", "Amigadroid", "sh*tface", "f*ck you", and
the rest of the stuff we see in advocacy.

By the way, was that problem of spooling data to the Print
Monitor in applications like MacDraw Pro ever fixed, or does
this still lock the user out? How about the missing floppy disk
eject button? (Oooo, oooo--just threw that in for fun...)

-- Gerald

5267. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-16 22:52:05 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3ct5ml$4ma@paul.rutgers.edu>
Source record: 14165

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

> ~Chris

>p.s. why would the Atari name do anything good for your penis? That's what
>a jagflop is, after all...

Since he doesn't even have a real penis, probably much.

>>-Peter

* Tom Trauth
* Real computers aren't served at McDonalds!

5268. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 03:13:58 UTC
From: wade@macc.wisc.edu
Message-ID: <wade-1612942113580001@f181-202.net.wisc.edu>
Source record: 14166
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cqqus$dc1@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

>Anyway I was under the impression that QT uses some sort of jpeg type
>compression if it wanted. If I am wrong well, shit happens.

There is a jpeg codec, but you shouldn't be using for compressing a video stream (unless you either a) are compressing just 1 frame, 2) your frame rate is measured in seconds per frame (like a slide show), or 3) you have a 200MHz PPC 620 :-). Normally you would use either the Apple video codec or the Cinepak codec. The video codec is much more symetrical (compresses & uncompresses at the same speed: note-I said much more, I did not say it was symetrical) while cinepak achieves much better compression r
aios at the cost of more time spent compressing. QuickTime also includes the Photo-jpeg, animation, graphics and (I think) Component Video. I've added the .avi codecs from Microsoft and the Intel Indeo codec. These are just extensions that live in the Extensions folder. Anyone with the QuickTime development kit can write a codec.

>Besides the thing still remains that HAM8 anims on an Amiga4000 are still
>superior to a MAC with QT2.0. It still doesn't change the fact that QT
>uses a frame dropping technique in order to try and keep up with the
>sound. IMHO this is pathetic and inexcusable. QT2.0 isn't the best
>thing and isn't anywhere near as awesome as a HAM8 anim and 8bit sound or
>16bit sound with a AD516.

I can't comment on the quality of HAM8, since I haven't seen it. As to your other comments, QuickTime does drop frames if it has to. This is as it should be, since there is no other way to maintain the time sync. The foundation is built, all Apple has to do is wait for the hardware to increase in power and their software gets more powerful (i.e., can do a high frame rate.) Does the Amiga sync the video & audio streams to real time (i.e., something recorded at 30 frames per second will play back at 30 f
ps, even if your machine could play it at a faster rate?)

>I do know something about Mac's. I still think that QT uses some sort of
>compression. What type is it? Or can it use any type you want?

As above, it depends on the compressor/decompressor that you use to encode the data.

--
+---+
| "Shop smart...shop S-Mart" |
| Ash, 'Army of Darkness' |
+---+
| wade@macc.wisc.edu |
+---+

5269. Re: 1994 Jaguar Letter Writing Campaign (complete!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 04:18:44 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3ctor4$l86@usenet.INS.CWRU.Edu>
Source record: 14168
Cross-posted to: rec.games.video.atari,rec.games.video.misc,alt.games.lynx,comp.sys.atari.advocacy

In a previous article, scall@ccnet.com (Public Image) says:

>Mark Rathwell (mrathwel@uoguelph.ca) wrote:
>: : LucasArts said they didn't believe in the jag, and scoffed at Atari...who
>: : knows, maybe a letter writing campaign can change their minds...
>
>: LucasArts? Really!!! That's surprising, considering they programmed Ball
>: Blazer for the Atari 7800 eons ago.
>
>Wow. Mass crosspsting..
>
>Anyways. I send mail to good 'ole lucasarts a file ago, and the woman
>who answers their mail said something to the point of having "personal
>reasons" to see the Jag take off. She said that they had been getting a
>lot of mail, and that it was all printed out and delivered to the higher-ups.
>
>-Scott

This is very encouraging news. If anyone had doubts about letter writing
making a difference, here is your proof. Letters from consumers are taken
very seriously at these companies. The reason is that they don't know if
their games are in demand for the Jaguar. And you have to let them know that
they are in demand.
By the way, LucasArts makes the following games: Star Wars Rebel Assault,
X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2,
and the Day of the Tentacle.

Their fax number is: 415/721-3344.

Len

--

5270. Re: Apple announces Pippin platform

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 09:23:38 UTC
From: sinclair@ins.infonet.net
Message-ID: <3cuamq$593@insosf1.infonet.net>
Source record: 14178

In article <3ct5ml$4ma@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
>> ~Chris
>
>>p.s. why would the Atari name do anything good for your penis? That's what
>>a jagflop is, after all...
>
>Since he doesn't even have a real penis, probably much.

How do you know? Did you peek?

>
>>>-Peter
>
>
>* Tom Trauth
>* Real computers aren't served at McDonalds!

That's a good one.
>
>
>

-Peter

5271. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 12:07:33 UTC
From: ryan@shell.portal.com
Message-ID: <3cuka5$rf7@news1.shell>
Source record: 14170
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Wade E. Masshardt (wade@macc.wisc.edu) wrote:
: In article <3cqqus$dc1@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

: >Anyway I was under the impression that QT uses some sort of jpeg type
: >compression if it wanted. If I am wrong well, shit happens.

: There is a jpeg codec, but you shouldn't be using for compressing a video stream (unless you either a) are compressing just 1 frame, 2) your frame rate is measured in seconds per frame (like a slide show), or 3) you have a 200MHz PPC 620 :-). Normally you would use either the Apple video codec or the Cinepak codec. The video codec is much more symetrical (compresses & uncompresses at the same speed: note-I said much more, I did not say it was symetrical) while cinepak achieves much better compressio n raios at the cost of more time spent compressing. QuickTime also includes the Photo-jpeg, animation, graphics and (I think) Component Video. I've added the .avi codecs from Microsoft and the Intel Indeo codec. These are just extensions that live in t he Extensions folder. Anyone with the QuickTime development kit can write a codec.

: >Besides the thing still remains that HAM8 anims on an Amiga4000 are still
: >superior to a MAC with QT2.0. It still doesn't change the fact that QT
: >uses a frame dropping technique in order to try and keep up with the
: >sound. IMHO this is pathetic and inexcusable. QT2.0 isn't the best
: >thing and isn't anywhere near as awesome as a HAM8 anim and 8bit sound or
: >16bit sound with a AD516.

: I can't comment on the quality of HAM8, since I haven't seen it. As to your other comments, QuickTime does drop frames if it has to. This is as it should be, since there is no other way to maintain the time sync. The foundation is built, all Apple ha s to do is wait for the hardware to increase in power and their software gets more powerful (i.e., can do a high frame rate.) Does the Amiga sync the video & audio streams to real time (i.e., something recorded at 30 frames per second will play back at 3 0 fps, even if your machine could play it at a faster rate?)

The machine will play the anim at the speed it was supposed to, I am not
sure what happens if the machine can't play the anim and sound fast
enough though. It has never happened to me. Oh well I am sure
some Amiga person will tell you.

What I 'think' happens is that:
Anim and sound played
Anim slower than sound
Sound finishes first, anim plays it self out
Next frame in anim that is linked to another sound is played
and new sound is played.

Personally the only things that really need to be frame acurate are
specific sounds to the video in question. Such as: clapping of hands, or
the dropping of a hammer, etc. The music is not as important, but may be
if one needs a bomb at a certain time.

The Amiga doesn't screw up with frame acurate sounds, QT does. I am not
disputing that in the 'future' quicktime will be nice, but it isn't now.
And that is the main thing. Then again anims on the Amiga will also be
that much better. :-)

: >I do know something about Mac's. I still think that QT uses some sort of
: >compression. What type is it? Or can it use any type you want?

: As above, it depends on the compressor/decompressor that you use to encode the data.

Well at least a was right, Quicktime employs sometime type of
compression, whether it be any of the above stated or different, it does
have compression.

: --
: +---+
: | "Shop smart...shop S-Mart" |
: | Ash, 'Army of Darkness' |
: +---+
: | wade@macc.wisc.edu |
: +---+

5272. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 12:13:54 UTC
From: e9250467@stud1.tuwien.ac.at
Message-ID: <3cukm2$71r@news.tuwien.ac.at>
Source record: 14171
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: In article <3cibmm$fk8@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: >
: >: I remember the exact same feeling when I sold my ST to buy an Amiga. :)
: >: I had one of the ancient 130ST machines, and it sucked rocks through a
: >: paper straw...
: >
: > It must have ... especially since there never was an Atari 130ST
: >computer. You're thinking of Atari's 130XE machine, which was and 8-bit
: >machine that was heads and tails above the Commodore 64. The ST was a
: >seperate line of computers that utilized the 68000 series microprocessor.

: He said he had a 130ST. There was such a model available in West Germany at the
: time as I remember.

There has never been a 130 ST, the simplest low-end model was called 260
ST (which, BTW, was identical to the very first 520 ST).
I doubt that this guy ever had an Atari computer (well, if i would have
own a mchine of any kind, I would at lest know its name)

5273. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 12:38:00 UTC
From: e9250467@stud1.tuwien.ac.at
Message-ID: <3cum38$71r@news.tuwien.ac.at>
Source record: 14172
Cross-posted to: comp.sys.atari.advocacy,comp.sys.mac.advocacy

Oliver Breidenbach (Oliver@world.isar.de) wrote:
: Re: What about Atari?

: BTW, just in case anyone is interested:

: The German company Application Systems Heidelberg, which previously
: excelled in producing and distributing Atari ST Software (Signum 3 is
: their top title) now has released an Atari Emulator for the Apple
: Macintosh called MagiCMac.

MagicMAc is NOT an Atari emulator, but a fully grown TOS operating
system, if you want, a TOS clone (TOS is the name of Ataris opeating system).
On the Macintosh, howver, there is no hardware documenation available, so
writing a completely new operating system for the Mac is impossible.
To handle low level routines, Magic Mac refers to low level Mac OS
routines, because this is the ONLY way to implement an OS on a Macintosh,
if you are not working within Apple (BTW, has anybody heard of Linux for
Mac and how they solve that problem).
MacMagic apllications will be able to use the Macintoshfilesystem
directly and other Macspecific stuff (.e. diskeject) are also implemented
within MagicMac. In that sense, Magic Mac is an operatingsystem extension
for the Mac, which, BTW, with its additional features, will be supported
by all Atari software developers that curently support their software.
As for the lacking hardware (Centronics, Midi) there will be a plug in
card for the macintosh that can be used by MagicMac and Mac OS.

At the same time, there will be Magic 3 available, which replaces Atari
TOS (or MultiTOS) completely and is actively supported. It will provide
for preemptive multitasking, loadaable device drivers and filesystems
etc. and will be about several factors faster than Atari Single TOS. Both
versions are compatible (Macmagic and Magic 3), whichis also shown in the
fact, that a Mac filesystem driver will be available for the
Atariversion, i.e. Macintosh hd, for example, can be used directly with
the Atari machine and the applcations cntake advantage of long file names
etc.....

Magic has nothing to do with Atari, it exists seperately. Thus,
developent of Atri softawre will get independent of all Atari stuff and
the fate of Atari becomes very little interesting even for those who
program Atari soft.

A PPC Macintosh version of Magic is defeintely in the designing
process. The main work has t be done with the PMMU, as the 68k emuator on
the PPC Macs do not emulate a 68030/40 vompatible one. For native Magic
applications we will have to hear the staements on the side of Thomas

Tempelmann.

It is also possible, that Magic will be ported not just as an OS extension, but as a fuly grown OS onto PreP PowerPc etc., which many people have asked for.

Magic in its base version has less features than MacOS, but hasimportant davantages over MacOS, i.e. preemptive multitasking. It is also MUCh faster than any other current OS with graphical userinterface and makes better use of system ressources, i.e. it will run with less RAM, less HD space than any other comprable OS.

regards,

Alfred

5274. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 18:13:24 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cv9o4$qf1@dux.dundee.ac.uk>
Source record: 14174
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
: There has never been a 130 ST, the simplest low-end model was called 260
: ST (which, BTW, was identical to the very first 520 ST).
: I doubt that this guy ever had an Atari computer (well, if i would have
: own a mchine of any kind, I would at lest know its name)

There was in the VERY early ST years (or even months) if any one has
old Analog mags they'll find adverts fort the 130ST.

Its their for ALL to see.

Rod

--
--
==========================================================================
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========================================================================
```

5275. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 19:30:28 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cve8k$dgm@prime.mdata.fi>
Source record: 14175

In article <3cum38$71r@news.tuwien.ac.at>,
ALFRED RADAUER <e9250467@stud1.tuwien.ac.at> wrote:
>Oliver Breidenbach (Oliver@world.isar.de) wrote:
>: Re: What about Atari?
>
>: BTW, just in case anyone is interested:
>
>: The German company Application Systems Heidelberg, which previously
>: excelled in producing and distributing Atari ST Software (Signum 3 is
>: their top title) now has released an Atari Emulator for the Apple
>: Macintosh called MagiCMac.
>
>MagicMAc is NOT an Atari emulator, but a fully grown TOS operating
>system, if you want, a TOS clone (TOS is the name of Ataris opeating system).
>On the Macintosh, howver, there is no hardware documenation available, so
[blaa blaa blaa...cut]
>At the same time, there will be Magic 3 available, which replaces Atari
>TOS (or MultiTOS) completely and is actively supported. It will provide
[cut cut cut]

Does Cubase Audio 2.x be run on a Falcon (16Mb/FPU) under Magic 3?
A friend of mine just bought Geneva, and Cubase Score 2 runs happily in it.
What about eg. ICD hard disk driver - does Magic 3 override it?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5276. If you have a FAX, why not use it?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 19:42:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3cvevc$dll@usenet.INS.CWRU.Edu>
Source record: 14176
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

Everyone knows that FAXING is much cheaper than sending mail through the U.S. postal service. Also, a lot of people have FAX modems and FAX software for their PCs...

So if you are interested in seeing some of these companies making games for the Jaguar, why not FAX them and let them know? The FAX number has been included for each of these companies.

Capcom USA Inc.
LucasArts Entertainment Co.
NovaLogic
Virgin Games
Spectrum Holobyte
Psygnosis
MicroProse

>>>>>>>>>>>>>>>>>>>>>>> Capcom USA INC. <<<<<<<<<<<<<<<<<<<<<<<

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II Turbo is second only to Mortal Kombat II on the most wanted games for the Jaguar CAIN Newsletter listing. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But Capcom is not making Super Street Fighter for the Jaguar and no plans have been announced to do so in the near future.

The strange thing is that Capcom is making Super Street Fighter II Turbo for the 3DO platform. The game will even have better graphics than that on the SNES and Genesis. But this only means that if Capcom will make a version of SSFIIT for a much higher-priced system than there is a chance that the company will be willing to make a Jaguar version.

The mailing address for Capcom USA Inc. is:

Scott Smith
Product-Development Coordinator
Capcom USA Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

The following is a list of things in which you may want to say in your letter to Capcom USA Inc.:

Mr. Smith,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II Turbo for the Jaguar as soon as it is released.
6) Thank you to Mr. Smith for reading your letter and for considering making Super Street Fighter II Turbo for the Jaguar.

You may also want to FAX Capcom USA by the phone number: 408/774-3995. But sending mail through the U.S. Postal Service may prove to be more successful.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company has also has several popular titles out for the PC. Some of these titles are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle. And LucasArts also has the rights to BallBlazer which is still a popular game and enjoyed by many.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CAIN Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailing address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684. Please consider writing NovaLogic through the U.S. mail first and then FAX NovaLogic.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to thank the company and to encourage them to make more titles for the Jaguar. Virgin is suppose to be making Cannon Fodder, Demolition Man, and

Dragon for the Jaguar. The company is also planning to make a CD-ROM game called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called: The 7th Guest. It has also made Land of Lore, Dune II, and Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.
3) How you are really happy that Virgin Games is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest (and name a few) besides the ones the company is already making for the Jaguar.
6) How you would like to see the Jaguar modem and network features used in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game. The game can even be played through the modem on PCs. Spectrum Holobyte has just released Fields of Glory and is rumored to be working on Falcon 4.0.

Modem games is something that a game system must have if it will be successful in the future. And Spectrum Holobyte is well-known for their modem games. Falcon 4.0 sounds like it would be perfect for the Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte

2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are produced for the Jaguar.
8) Thank Mr. Folsom for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number: 510/522-2138. But please keep in mind that sending a letter through the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis' popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of Pysgnosis games).
5) How you believe Psygnosis games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced

for the Jaguar.
7) Thank the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>> MicroProse Inc. <<<<<<<<<<<<<<<<<<<<<<<<

MicroProse is already developing Jaguar games so this letter will be mainly to thank MicroProse and encourage the company to make more of their games for the Jaguar. MicroProse is supposedly making Grand Prix, Gunship 2000, and possibly Star Trek: The Next Generation game. But MicroProse has made a lot of fantastic games for the PC that should really be made for the Jaguar. These include: World Circuit, Fleet Defender, Master of Orion, and Civilization. Civilization has already been made for the Falcon030 so it may not be too hard to convert the game to the Jaguar. Since Jaguar can save games on cartridge, it may be possible to make Civilization on the Jaguar. MicroProse is also making Across the Rhine, Colonization, and Masters of Magic.

MicroProse is indeed a very good company to have making Jaguar games. The quality has always been good and it would be nice for the company to make a lot of their games for the Jaguar.

The mailing address for MicroProse is:

Ronald J. Bueche, CEO
MicroProse Inc.
180 Lakefront Dr.
Hunt Valley, MD 21030-2245

The following is a list of things in which you may want to say in your letter to MicroProse:

Dear Mr. Bueche,

1) How much you enjoy MicroProse games.
2) How much you enjoy your Atari Jaguar.
3) How you are really glad that MicroProse is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games besides Gunship 2000 and Grand Prix be made for the Jaguar (name a few of your favorite MicroProse games).
6) How you would like to see the Jaguar voice modem and network capabilities used in MicroProse games. (OPTIONAL)
7) How you will run out and buy MicroProse games when they are produced for the Jaguar.
8) Thank you to Mr. Bueche for reading your letter and for making games for the Jaguar.

You may also want to FAX MicroProse at the phone number: 410/771-1174.
But only FAX MicroProse if you do not have time to mail the letter or if
you have already sent mail to the company.

********** THANK YOU! **********

--

5277. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 23:35:24 UTC
From: davidf@kepler
Message-ID: <3cvsjs$f9n@gawain.umkc.edu>
Source record: 14181
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Wight Wolfe (ryan@shell.portal.com) wrote:
: David Corn (dcorn@metronet.com) wrote:
: : In article <3c2gm6$s89@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

: : >The MacOS and it's current Apps do not allow you to say download a
: : >something or other at 14.4, play a mod, and render something in KAI's
: : >powertools. IN fact no one can do anything else while rendering in KAI's
: : >since that program stops rendering when you hit a mouse button. That
: : >is so dumb. Well you can do something, you can watch the thing render
: : >for an hour.

: : This is done on the theory that if you are rendering, you wish to be done
: : as -soon- as possible, hence nothing should run that might slow things.

: Well this may be true, but IMHO waiting a few more seconds for a render and
: still being abel to other things is in the best way to go. Besides what is
: the user supposd to do while he render goes on? Play with the pencil
: on their desks, or use another computer (given that they had one)?
: Personally if you think that the render sceem was done on purpose then
: so be it but it was a dumb idea.

: In fact to tell you the truth if i were running to apps on the Amiga the
: total amount of time both tasks would tkae up would be less than if I waited
: for one to finish and started another.

: : Modem downloads and modplaying isn't a problem.

: : >There are major flaws in the way that the MAC multi-tasks, it does multi-task
: : >it just doesn't switch between apps intelligently or frequently enough.

: : Multitask that Amiga and any game. I can do exactly that with my Mac and
: : 95% of the games out there, all of which would allow a 28.8k download and
: : gameplaying at the same time.

: What type of MAC do you have? Besides the terminal programs on the MAC
: totlaly suck IMHO compared to some on the AMIGA. Besides another thing is
: that if I were to have a game that actually allowed multi-tasking on my
: Amiga then it would run and perform much better than on a MAC.

: The OS on the Amiga is much better at multi-tasking than the MAC's is.
: Were not talking about application availability just straight OS performance.

: : Both systems have flaws. Mac multitasking is far from perfect, but I gave
: : up Amiga multitasking in order to get the best apps available for any
: : computer when I got my P60 and Q700. Multitasking does not a computer
: : make. I run it for apps, not to see how fast I can hit Amiga-M to flip

: : between 20 screens.

: Well my Amiga suits me quite well and if there isn't a praticular app
: that I like on the Amiga then I just fir up my Emplant. You software
: availability is completely and totally moot in this instance.

Really? I didn't now Emplant could run PowerMac native software? Wow!

David

: : --
: : Please copy all replies to my e-mail address.
: : Please quote.

5278. Re: 1994 Jaguar Letter Writing Campaign (complete!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-17 23:41:37 UTC
From: healy@nosc.mil
Message-ID: <1994Dec17.234137.23370@nosc.mil>
Source record: 14177
Cross-posted to: rec.games.video.atari,rec.games.video.misc,alt.games.lynx,comp.sys.atari.advocacy

Sorry if this is the wrong group, but I don't have any newsgroups
at my site with jaguar in their name.

Does anyone know where I could get a list of games available for
the Jaguar and where I could get a Jaguar itself (I live in
San Diego CA)? My daughter wants a SEGA pretty badly but if the
Jag had enough games that she liked, I'd probably give it a go.

Email replies would be appreciated as I don't get into the
advocacy group, what with comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.programmer and even worse rec.music.guitar. Well,
you get the idea.

Thanks for any assistance,

Mike Healy

healy@nosc.mil

5279. Re: If you have a FAX, why not use it?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 05:41:47 UTC
From: ah499@cleveland.Freenet.Edu
Message-ID: <3d0i2r$pi1@usenet.INS.CWRU.Edu>
Source record: 14180
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

Len Stys (aa399@cleveland.freenet.edu) replies:

>John Daniels (ah499@cleveland.freenet.edu) replies:
>
>>JEEZUS KEY-RISTE!!!!
>>
>>Len - this isn't the goddam Atari newsgroup: this is the Lynx group. If I
>>wanted to read about the Write a Letter for Jag-ware of the Month I'd read it
>>on purpose from a properly titled posting.
>>
>>I hate to have to sit through so many screens of unwanted text scrolling by.
>>
>>Give us a fukkin break.
>>

>Oh, C'mon John. Now don't tell me that you don't have paging on! Who
>reads messages without paging?

I have paging on but if I figure an article will be short and something I'm interested in I hit an uppercase "N" and let the message scroll by. I'm a fast enough reader that I can usually catch all I need as it flies by and if not I'll use my scrollback buffer to review it. Much less trouble than having to hit SPACE at the end of each screen.

>All you have to do is press "q" after the first page if you don't want
>to read it anymore. It is THAT simple!

The simplest would be to either keep non-Lynx related posts out of this newsgroup or make it known in the subject line that it's about the Jag. The purpose of the different newsgroups is to segregate the postings according to the reader's interests. Why not respect that?

>I don't know if you have noticed or not, but the Lynx -is- an Atari
>product so alt.games.lynx is an Atari newsgroup. Some people don't
>check out the other newsgroups and own a Jaguar.

It's an Atari *LYNX* newsgroup. "Lynx" is a subset of Atari. "Atari" is not a subset of Lynx. It has no more business there than a Mac posting would have in the Apple II newsgroup.

If you think that there are some stray Jag owners lost in alt.games.lynx why don't you just make a post guiding them to rec.games.video.atari instead of trying to move rgva here.

>I'm going to be releasing a Lynx Letter Writing Campaign next month and
>I'm going to post it in the Jaguar newsgroup too! If you don't like

>that, tough! <g>
>
>Len

Actually I don't like it. <no_g> There's too much crossposting-anarchy already and I hate to see anyone contributing to it, even for a cause that I'm sympathetic to.

BTW -in case you don't remember- we met at the Chardin Atarifest. I have 3 Lynx in the house with about 40 titles, a Jag with 6 titles and well over 300 titles for my Atari 2600 and 7800. I'm not anti-Atari by any stretch of the imagination. I just think that newsgroups should be respected.

John Daniels
ah499@cleveland.freenet.edu

5280. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 06:15:50 UTC
From: davidf@kepler
Message-ID: <3d0k2m$dcc@gawain.umkc.edu>
Source record: 14087
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Wight Wolfe (ryan@shell.portal.com) wrote:
: David Corn (dcorn@metronet.com) wrote:
: : In article <3cl826$r1u@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

: : > Well, playing two or three anims (each maybe 320x240 and at least 8bit)

: : Why not just go full screen, CINEPAK compression, 32k color 15 bit
: : graphics, syncronized 16 bit sound, and ability to resize windows?
: : Oh..the Amiga can't. Nevermind...

: This is pathetic, why resize the window if you can look at it full screen
: in all it's glory at full speed? IMHO the resizing thing is a joke.

Why does the Amiga allow you to resize windows anyway? It should be
able to read your mind and place a fixed sized window just where you
want it.

: Oh and BTW: Only the newest most powerful macs can do the above at even a
: moderate speed at very high res. Are youeven aware of how much date must
: come off the hard-drive in order for the above media to be played on a MAC?
: It's more than a MAC without a disk array can do, that's for sure.

Duh. Since the video must come off a hard drive (even for the Amiga Flyer)
the drive will be the limiting factor. Computers can handle data much
faster than hard drives can deliver.

: : IFF7 is very fast, but I think you've got to look at what's being done -
: : next to no compression (c'mon - DELTA compression? G's!), no

: Umm.... HAM? That's pretty damn good compression if I must say so. Much
: better than pathetic QT2.0.

Which compressor in QT2.0 are you comparing HAM to? And why don't you
just write a HAM compressor and drop it in? Or didn't you know you
could do that. QT2.0 does not have "built-in" compression, but allows
you to select the compressor based upon the type of data it is called
upon to compress.

: : syncronization with sound, no syncronization with the CPU's speed, no
: : ability to resize windows, and only a limited ability to use "OLE" like
: : functions with it (like placing IFF7 anims into documents, among other
: : things. It's not an OS service like QT2.0 is.) There is also no device
: : independence in output, so a 24 bit anim can't dither to a 15 bit anim
: : without a -lot- of extra programming, something QT2.0 does all ON THE
: : FLY.
: On the fly slowly that is.

Someone give this guy a manual. Of course on the fly video image conversion
is going to be slower than just blasting the bits. It's good enough for
a preview and you CAN just copy the movie and have it converted to whatever
bit depth you want for the same blazing speed as the original, though
with less resolution if you are moving downward in bit depth. QT2.0
allows one to view a movie in a case when the Amiga would simply choke.

: I hope you don't think that QT2.0 is superior to the Amiga in anim
: playback. The only two things it has going for it are: built in sound
: support, and integration into applications. Believe me those are really
: nice things to have but... The sound support is pretty pathetic, the
: sychronization with sound sucks royally. Apple still hasn't gotten it to
: work correctly yet. The Amiga has always been superior in the sound
: sychronization arena. Hell if I play the same anim back on a MAC more than
: once the sound and video don't match up every single time the same way. Now
: that's pathetic. BTW: I was running this on a Centris 650 with 16mb and
: a few apps loaded in the background. Which goes to say that either the
: cooperation tasking is at fault, QT was at fault, or the MAC hardware can't
: handle anims as well as the AMIGA. I'd say it was a little of both.

QT2.0 IS superior. We have a Toaster at school (running on a 4000) and
it CAN'T play full-frame hi-res animations at 30fps which we need to
output to tape. We had to buy a completely new edit suite (AmiLink) with
a time-code single frame recorder to output our animations. This means
that it takes HOURS to output an animation to tape, since the recorder
must rewind and play 5 seconds of pre-roll to allow the tape to come
up to speed to record a SINGLE frame, then it stops, rewinds and does the
same thing over and over and over... you get the idea. Don't get me
wrong, I LOVE the Toaster. It's really cool. It's just saddled with
a less than optimal machine.

: : > without a glitch - maybe from three seperate HD's, while playing

: : 3 hard drives? One isn't enough? :)

: No, more than one would be a good test on how well the computer could
: interact with the SCSI bus and the hard-drives connected to it.

Check out the smiley. He was making a reference to the single vs.
multiple monitor dispute. According to some Aminga pundits, less
is more. :)

: : > some decent music (not cd-rom). Why don't we throw in a decent game

: : This doesn't matter.

: Why not? It would only bog the MAC down even more if it were playing
: music, is that why you don't want to play any?

Your point. It would be nice if mac hardware had more chips to handle
those chores. The best thing is that if Apple does decide to make
a more capable mac, programs that play sound will improve automatically
since they all (at least after the introduction of the Sound Manager 3.0 :))
go through the Sound Manager. Check out "Inside Macintosh: Sound" for

a glimpse!

: : > (Simcity2000?) and print a 500K document, extracting a 5mb archive

: : SimCity 2000? Boy, can you say --SLOW-- on an Amiga? Dear God, if
: : anything that was a -bad- game to bring up. For all of the Amiga's
: : supposed speed, try, just -try-, running this on a hires interlaced screen
: : in 8 bit color (deinterlaced on aga, naturally.) Slowwww....in fact, try
: : running Workbench in 8 bit deinterlaced resolution. Dear GOD this thing
: : gets slow in "hires" 640x480x8bits!

: : Printing? No problem.

: Apples Print Managing program is very well done, I really haven't seen to
: much of a performance hit when printing. It might slow a bit, but the
: printing isn't exactly a CPU hog.

As cool as LaserWriter printing may be, I have more access to a StyleWriter.
I love my Mac, but I defy anyone to say printing to the StyleWriter
(background mode, remember, we want to get on with other tasks) does
not slow the machine down appreciably. Maybe I need a better printer.

: : > (in ram) and while we're at it, another game (tex mapped if you will,

: : No problem, but putting the dearchiver in the background will slow down,
: : admittedly.

: The dearchiver would slow down on any machine if the machine were running
: more than one CPU intensive task. Buy have you ever tried to compress
: more than one thing at a time? Or how about uncompressing at the same time?
: I have compressed (27) different directories all at the same time on the
: same hard-drive, needless to say the hidrance there was he hard-drive
: speed not the multi-tasking or the compression program.

Agreed about the hard-drives being slow. But ANY process using CPU time
will slow down others competing for the same resource. Unless you have
multiple CPUs to throw at other processes, of course.

: : > of course with some speed loss, but still very stable and firm)
: : > and do some 24-bit painting and manipulation (wich I did this trough
: : > my Emplant-card using Photoshop) and maybe run some kind of PC

: : Ah, using real applications now, I see. :)

: I know this was a joke but define "REAL APPLICATIONS".

Try running PowerMac native software under Emplant. Even the lowly freebee
graphing calculator that comes with System 7.5. That is what *I*
consider "REAL APPLICATION" software! :)

: : > emulation at the same time (I run the game Zaxxon)...

: : 198...2? 1983? Load up SoftWindows. Hey, how's Emplant/PC working these
: : days? :)

: Softwindows sucks compared to Emplant's MAC emulation. Softwindows
: doesn't come anywhere near the same performance as Emplant does. Besides
: there are other PC Emulators.

Really? A software emulation solution sucks compared to running the real
thing? That's news to me. :) Try this. Run SoftWindows under Emplant.
Since the Emplant's MAC emulation is so good, it should be able to handle
SoftWindows with nor problem!

: : > This is by no means the limit for the Amiga to remain stable but
: : > if a Mac is able to do anything similar I'm eating the dust.. :-)

: : The Amiga can run old apps well. The question comes into being when you
: : attempt to run modern 1994-style applications on it. Then, it starts
: : fading fast, IMO.

: What modern Amiga programs are slow? There are many program on my machine
: that are modern, and they don't slow down the machine half as much as
: Apps. do on the MAC.

Please list your modern programs and how they compare functionally to
similar (they don't even have to be the same!) Macintosh applications.
Again, I love the Toaster on the Amiga, but as far as "productivity"
applications go, there's not even any programs that can be compared.

: : --
: : Please copy all replies to my e-mail address.
: : Please quote.

: NO

Would it really have been that hard to send the guy a reply? Or
can't the Amiga do that?

: -Wight Wolfe-

5281. Re: If you have a FAX, why not use it?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 09:01:51 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3d0tpv$1r5@usenet.INS.CWRU.Edu>
Source record: 14179
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

In a previous article, ah499@cleveland.Freenet.Edu (John Daniels) says:

>
>Len Stys (aa399@cleveland.freenet.edu) replies:
>
> >John Daniels (ah499@cleveland.freenet.edu) replies:
> >
>>>JEEZUS KEY-RISTE!!!!
>>>
>>>Len - this isn't the goddam Atari newsgroup: this is the Lynx group. If I
>>>wanted to read about the Write a Letter for Jag-ware of the Month I'd read it
>>>on purpose from a properly titled posting.
>>>
>>>I hate to have to sit through so many screens of unwanted text scrolling by.
>>>
>>>Give us a fukkin break.
>>>
>
> >Oh, C'mon John. Now don't tell me that you don't have paging on! Who
> >reads messages without paging?

Ah, John, please do not post my private e-mail to you publicly without my
permission. Thank you. If you post a message on this newsgroup, I will post
a response. If you send me a private e-mail, I respond to you in private
e-mail, I think it is wrong to all of a sudden go public with my message and
respond to it publicly. For someone complaining about how public newsgroups
are used, you got a lot to learn!

Len
>
--

5282. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 18:13:17 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec18.181317.34574@rmece02.upr.clu.edu>
Source record: 14182

In article <94321.113319STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Pete,
|> What are your qualifications to claim that Atari cannot compete in the
|> computer market anymore? Especially since they claim they will once
|> the Jag takes off? Getting nervous now that Apple has to enter the

What they better do is put more money on Jaguar development,
not on computer development.

|> gaming market for money, Peter?
|> -scott tirrell

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5283. Re: The Sinclap Who Stole Christmas!

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 18:20:33 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec18.182033.23977@rmece02.upr.clu.edu>
Source record: 14186

In article <3c189d$578@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
|> In article <3c083o$60v@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
|> >mrathwel@uoguelph.ca (Mark Rathwell) writes:

|> And you should look in the mirror. Do you have a love affair with me. over 95%
|> of your posts is slamming me. Deep down you have a urge for... But I am
|> hetero....Sorry....

OHhhh Peter, you are >Soooooo< Macho (TM).

|> -Peter
|>

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5284. Re: Now that the Jag is dead, what will Atari do?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 18:22:48 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec18.182248.34789@rmece02.upr.clu.edu>
Source record: 14183

In article <17083AB57S86.BRUCES@VM.TEMPLE.EDU>, BRUCES@VM.TEMPLE.EDU writes:
|> In article <3blhfe$kr4@paul.rutgers.edu>
|> trauth@paul.rutgers.edu (Thomas Trauth) writes:

[stuff deleted]

|> I'm not sure where you get your info from, but the Jag's sales were #2 only to
|> Sega last quarter.... its hardly dead.. about the Saturn.. its not available a

WHHAAAAAAAAT?! Now I *DO* ask, from where you get your info?

Last quarter you mean July-September, a date when MK-II was released
for the S-NES and at its very end, and FINALLY Alien vs Pred for the Jag.
The S-NES sold units on MK-II *alone*.

|> nywhere I've been.. so the Jag can';t be dead because of that... other than th
|> at.. yea.. Atari Corp sucks...
|> >* Real computers aren't named after fruits and vegetables!
|> >*
|> >
|> >

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5285. Re: Saturn out - Jag DEAD

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 18:24:35 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec18.182435.38178@rmece02.upr.clu.edu>
Source record: 14184

In article <wongck.56.0009AF97@lobby.ti.com>, wongck@lobby.ti.com (William Wong) writes:
|> In article <1994Dec8.070103.24852@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> >From: raist@rmece02.upr.clu.edu (Ricardo Hernandez)
|> >Subject: Re: Saturn out - Jag DEAD
|> >Date: Thu, 8 Dec 1994 07:01:03 GMT
|>
|>
|> > I just wanted to mention something that can make the
|> >Jaguar hold its own (at least in the US) vs the Saturn.
|> >Price. The price of the Saturn looks like it will be
|> >in the $500+ area, something that tells me "it just
|> >won't sell."
|>
|> > I think companies should realize by this time (and
|> >I thought SEGA did, because they made a marketting
|> >study on it) that a machine that costs more than even
|> >$400 would have a hard time selling.
|>
|> Don't think so, it's the number of games.
|>

Number of games is important, but if you have
a high price, your machine just won't sell. Take
a look at the Neo-Geo market share...

|> Regards
|> William
|>
|>
|> +===+
|> William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
|> Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
|> MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
|> "I can't quite make a PC sing, but roll over and play dead is easy!"
|> +========================== Disclaimer: What I say here is my own view =====+

--

>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus

5286. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 18:27:39 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Dec18.182739.40492@rmece02.upr.clu.edu>
Source record: 14185
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

```
In article <ELKGDHYW1UP@cabal.sh.sub.de>, guenther@cabal.sh.sub.de (Thorsten Guenther)
writes:
|> In <3bmh2b$e32@canopus.cc.umanitoba.ca> Evan Kirchhoff wrote :
|>
|> >In article <dcorn-0112941241120001@148.94.196.167> dcorn@metronet.com (David Corn)
writes:
|> >>This isn't true. I can routinely play MODs in the background while doing
|> >>many other things.
|> >
|> >Since people have felt the need to write at least half a dozen PD
|> >programs to "play sound in the background" on Macs, I assume this isn't
|> >default behaviour.
|>
|> Since people felt the need to write at least two dozen PD programs to
|> "play sound in the background" on the Amiga, I assume this isn't default
|> behaviour. Sheesh, how intelligent a statement this is :-)
|>
|> Thorsten
```

Dude, he meant that on the Mac they made programs to play mods
explicitly with the purpose and requirement of playing in the background.
On the amiga, this was a given. and yes, I know you also made a joke :-)
|>
|> --
|> - guenther@cabal.sh.sub.de (Thorsten G&#65533;nther) - _O
|> -- /
|> - .signature still under construction - _
|> ----&#65533;=ae--&#65533;=oe--&#65533;=ue--&#65533;=Ae--&#65533;=Oe--&#65533;-Ue--&#65533;=sz---- __)
|>

```
--
------------------------------------------------------
>>>>>> Raist--> raist@rmece02.upr.clu.edu <<<<<<<<<<
Amiga 1200 with AGA Blast Processing(tm) ;-)
REAL 3D ->V2.49<- yep! The latest and greatest! :-)
---> Opinions are my own, not of my college campus
```

5287. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 19:03:18 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3d211n$elu@sefl.satelnet.org>
Source record: 14088
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cukm2$71r@news.tuwien.ac.at>,
ALFRED RADAUER <e9250467@stud1.tuwien.ac.at> wrote:
>sinclair@ins.infonet.net wrote:
>: In article <3cibmm$fk8@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>: >
>: >: I remember the exact same feeling when I sold my ST to buy an Amiga. :)
>: >: I had one of the ancient 130ST machines, and it sucked rocks through a
>: >: paper straw...
>: >
>: > It must have ... especially since there never was an Atari 130ST
>: >computer. You're thinking of Atari's 130XE machine, which was and 8-bit
>: >machine that was heads and tails above the Commodore 64. The ST was a
>: >seperate line of computers that utilized the 68000 series microprocessor.
>
>: He said he had a 130ST. There was such a model available in West Germany at the
>: time as I remember.
>
>There has never been a 130 ST, the simplest low-end model was called 260
>ST (which, BTW, was identical to the very first 520 ST).
>I doubt that this guy ever had an Atari computer (well, if i would have
>own a mchine of any kind, I would at lest know its name)

There was an Atari 130ST. You may not have ever seen it, but it was
there - I may even have the issue of A.N.A.L.O.G. that had the advert for
the company that I ordered it from. (Or maybe it was Antic - it's been a
while. :) The 130ST was, as the name suggests, a 128K ST. (And if there
was a 260ST (I never saw one) it would have been 256K, therefore NOT
identical to the 520ST...)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

5288. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 20:02:58 UTC
From: ryan@shell.portal.com
Message-ID: <3d24hi$7e7@news1.shell>
Source record: 14089
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

References: <39mmb3$74u@pepper.rutgers.edu> <3bilp6$vn@vixen.cso.uiuc.edu>
<1994Dec1.152333.16103@rmece02.upr.clu.edu> <3bnfk9$nlg@bilbo.ceas.rochester.edu>
<3bodu9$bgj@convolution.eng.umd.edu>
<3bvdaj$eiq@nyx10.cs.du.edu>,<1994Dec6.141716.50957@rmece02.u

pr.clu.edu> <3c2ciq$ric@insosf1.infonet.net> <3c2gm6$s89@news1.shell>
<dcorn-1012941124330001@net245.metronet.com> <3cd97r$4so@news1.shell>
<3cvsjs$f9n@gawain.umkc.edu>
Organization: Portal Communications Company -- 408/973-9111 (voice) 408/973-8091 (data)
Distribution: na

David Findley (davidf@kepler) wrote:
: Wight Wolfe (ryan@shell.portal.com) wrote:
: : David Corn (dcorn@metronet.com) wrote:
: : : In article <3c2gm6$s89@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

: : Well my Amiga suits me quite well and if there isn't a praticular app
: : that I like on the Amiga then I just fir up my Emplant. You software
: : availability is completely and totally moot in this instance.

: Really? I didn't now Emplant could run PowerMac native software? Wow!

: David

What app software is out for the PowerPC that is not out for the 68k line
of Macs? I can't find any software like that that I would use. Yes,
there are a few screenblankers, and umm, what else?

: : : --
: : : Please copy all replies to my e-mail address.
: : : Please quote.

5289. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-18 21:05:29 UTC
From: ryan@shell.portal.com
Message-ID: <3d286p$7e7@news1.shell>
Source record: 14090
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Findley (davidf@kepler) wrote:
: Wight Wolfe (ryan@shell.portal.com) wrote:
: : David Corn (dcorn@metronet.com) wrote:
: : : In article <3cl826$r1u@marton.hsr.no>, lolsen@hsr.no (Lasse Olsen) wrote:

: : : > Well, playing two or three anims (each maybe 320x240 and at least 8bit)

: : : Why not just go full screen, CINEPAK compression, 32k color 15 bit
: : : graphics, syncronized 16 bit sound, and ability to resize windows?
: : : Oh..the Amiga can't. Nevermind...

: : This is pathetic, why resize the window if you can look at it full screen
: : in all it's glory at full speed? IMHO the resizing thing is a joke.

: Why does the Amiga allow you to resize windows anyway? It should be
: able to read your mind and place a fixed sized window just where you
: want it.

Wouldn't it be nice if it did? But seriously, I was just saying that for
my uses full screen is much nicer than a small little window. Even for
previews, IMHO.

: : Oh and BTW: Only the newest most powerful macs can do the above at even a
: : moderate speed at very high res. Are youeven aware of how much date must
: : come off the hard-drive in order for the above media to be played on a MAC?
: : It's more than a MAC without a disk array can do, that's for sure.

: Duh. Since the video must come off a hard drive (even for the Amiga Flyer)
: the drive will be the limiting factor. Computers can handle data much
: faster than hard drives can deliver.

Well, the point was that, for quicktime: the compression routine is
handled by the CPU, so if one were to have a slow CPU for a Full Screen
16bit anim on an 040 then he/she will be slowed by the hard-drive speed.
Because the anim will need to be compressed very little for that CPU,
since it would not be able to uncompress the anim as fast as a PowerPC
601/80 would. On the AMIGA the chipset does the uncompression for the
CPU, plus the data for the HAM8 picture is in 8bit size format. This
just means that for comparative CPU's (040's) the Amiga can play an anim
faster than a Mac. When we go into the PowerPC range then all bets are
off, I don't know if it can do as well as an Amiga4000, becasue I haven't
seen one play an awesome anim yet. Just those stupid ugly space-saver
anims at Fry's.

: : : IFF7 is very fast, but I think you've got to look at what's being done -
: : : next to no compression (c'mon - DELTA compression? G's!), no

: : Umm.... HAM? That's pretty damn good compression if I must say so. Much
: : better than pathetic QT2.0.

: Which compressor in QT2.0 are you comparing HAM to? And why don't you
: just write a HAM compressor and drop it in? Or didn't you know you
: could do that. QT2.0 does not have "built-in" compression, but allows
: you to select the compressor based upon the type of data it is called
: upon to compress.

I now about the compression sceam on QT now, I didn't when I posted this
message you are responding to. But HAM8 takes much less CPU time than a
QT anim no matter what compression sceam used. (Unless it is routed to an
mpeg board, which I think is possible)

Well about the built in compression thing, OS3.1 on the Amiga does have
something called "datatypes" this allows programs that are data-type
aware to use the data-types for that machine. Example: I have a program
that is data-type aware, and since I have data-types for: jpeg, gif, iff,
8svx, AmigaGuide, ANIM, CDXL, FTXT, X-bitmap, Sun Audio, Windows Bitmap,
Windows Icon, MacPaint, PCX. The program can handle any of those and
display/play any of them. This goes the same for any other program. So
it is possible for someone to create a data-type for Anim5-32 and stick
them in the data-types directory for other programs to use. The
functionality is there, some of us just have to wait until some one else
implements them well. There is an ANIM data-type but I haven't tested it
fully yet. I like using a different player.

: : : syncronization with sound, no syncronization with the CPU's speed, no
: : : ability to resize windows, and only a limited ability to use "OLE" like
: : : functions with it (like placing IFF7 anims into documents, among other
: : : things. It's not an OS service like QT2.0 is.) There is also no device
: : : independence in output, so a 24 bit anim can't dither to a 15 bit anim
: : : without a -lot- of extra programming, something QT2.0 does all ON THE
: : : FLY.
: : On the fly slowly that is.

: Someone give this guy a manual. Of course on the fly video image conversion
: is going to be slower than just blasting the bits. It's good enough for
: a preview and you CAN just copy the movie and have it converted to whatever
: bit depth you want for the same blazing speed as the original, though
: with less resolution if you are moving downward in bit depth. QT2.0
: allows one to view a movie in a case when the Amiga would simply choke.

The point was that, I don't want my anim slowing down for anything,
including dithering from one bit res to another. The Amiga has a custom
chipset that is pretty standard across the range. (At least between
chipset types) so it is safe to say that one anim that works on one
machine will work on another, just as well. Although I do want to see,
redirectability in the gfx arena on the Amiga. If that happens then
there probably will be something like QT on the Amiga in that sense.

: : I hope you don't think that QT2.0 is superior to the Amiga in anim
: : playback. The only two things it has going for it are: built in sound

: : support, and integration into applications. Believe me those are really
: : nice things to have but... The sound support is pretty pathetic, the
: : sychronization with sound sucks royally. Apple still hasn't gotten it to
: : work correctly yet. The Amiga has always been superior in the sound
: : sychronization arena. Hell if I play the same anim back on a MAC more than
: : once the sound and video don't match up every single time the same way. Now
: : that's pathetic. BTW: I was running this on a Centris 650 with 16mb and
: : a few apps loaded in the background. Which goes to say that either the
: : cooperation tasking is at fault, QT was at fault, or the MAC hardware can't
: : handle anims as well as the AMIGA. I'd say it was a little of both.

: QT2.0 IS superior. We have a Toaster at school (running on a 4000) and
: it CAN'T play full-frame hi-res animations at 30fps which we need to
: output to tape. We had to buy a completely new edit suite (AmiLink) with
: a time-code single frame recorder to output our animations. This means
: that it takes HOURS to output an animation to tape, since the recorder
: must rewind and play 5 seconds of pre-roll to allow the tape to come
: up to speed to record a SINGLE frame, then it stops, rewinds and does the
: same thing over and over and over... you get the idea. Don't get me
: wrong, I LOVE the Toaster. It's really cool. It's just saddled with
: a less than optimal machine.

QT is superior in somethings, it is not very good on a lower than PowerPC
Mac though. Our anim format is really nice for the same cpu you use. Of
course there is a little unfairness in the sense that Amiga's have a
chipset to handle it. Personally, you probably didn't have enough ram on
the machine, QT can't play anims for that long either, why do you think there
are non-linear systems out for the MAC (one's that cost in the 20-30
thousand dollar range) because those companies that make them, think QT
isn't as good as it could be, or should be. This goes the same for the
Newtek flyer, the flyer is a 5,000 dollar non-linear system for the Amiga
and Newtek built it cause no one has enough money to buy memory by the gig
for the Amiga. The only thing is, QT on any non-PowerPC is not going to
be able to keep up with an Amiga4000. PowerPC's are in question, some
say it CAN do it, some say it can't. Until I see it can, I won't believe it.
If you think it can, then more power to you.

: : : > without a glitch - maybe from three seperate HD's, while playing

: : : 3 hard drives? One isn't enough? :)

: : No, more than one would be a good test on how well the computer could
: : interact with the SCSI bus and the hard-drives connected to it.

: Check out the smiley. He was making a reference to the single vs.
: multiple monitor dispute. According to some Aminga pundits, less
: is more. :)

Whatever.

: : : > some decent music (not cd-rom). Why don't we throw in a decent game

: : : This doesn't matter.

: : Why not? It would only bog the MAC down even more if it were playing
: : music, is that why you don't want to play any?

: Your point. It would be nice if mac hardware had more chips to handle
: those chores. The best thing is that if Apple does decide to make
: a more capable mac, programs that play sound will improve automatically
: since they all (at least after the introduction of the Sound Manager 3.0 :))
: go through the Sound Manager. Check out "Inside Macintosh: Sound" for
: a glimpse!

That is why Commodore has kept hard-ware compatibility, I can see where
software compatibility might be better, in the sense that one doesn't
have to watch out for keeping a high degree of hardware compatibility,
then they can devise whole new chips and not worry about a thing until it
comes to software. But on the Amiga they don't worry about software they
just worry about the hardware, and build in the compatibility there.
This is where the non-redirecting problem stems from.
Then again for the MAC there is a little more overhead in the software
that interprets commands for the newer chipset than if the chipset just
figured it out for itself lie on the Amiga.

: : : > (Simcity2000?) and print a 500K document, extracting a 5mb archive

: : : SimCity 2000? Boy, can you say --SLOW-- on an Amiga? Dear God, if
: : : anything that was a -bad- game to bring up. For all of the Amiga's
: : : supposed speed, try, just -try-, running this on a hires interlaced screen
: : : in 8 bit color (deinterlaced on aga, naturally.) Slowwww....in fact, try
: : : running Workbench in 8 bit deinterlaced resolution. Dear GOD this thing
: : : gets slow in "hires" 640x480x8bits!

: : : Printing? No problem.

: : Apples Print Managing program is very well done, I really haven't seen to
: : much of a performance hit when printing. It might slow a bit, but the
: : printing isn't exactly a CPU hog.

: As cool as LaserWriter printing may be, I have more access to a StyleWriter.
: I love my Mac, but I defy anyone to say printing to the StyleWriter
: (background mode, remember, we want to get on with other tasks) does
: not slow the machine down appreciably. Maybe I need a better printer.

So Printing is a problem then? Hmmm, I guess it's not up to par in that
area yet. What may be happening is that for the Apple Print Manager, the
style writer needs to have data copied to it more often so it slows the
Mac down more than a laserwriter.

Just a tip, there are different Print Managers out there for the MAC, if you
want I can give some names of some, they might help. I have heard that
they help in the area tha your having problems with.

: : : > (in ram) and while we're at it, another game (tex mapped if you will,

: : : No problem, but putting the dearchiver in the background will slow down,
: : : admittedly.

: : The dearchiver would slow down on any machine if the machine were running
: : more than one CPU intensive task. Buy have you ever tried to compress
: : more than one thing at a time? Or how about uncompressing at the same time?
: : I have compressed (27) different directories all at the same time on the
: : same hard-drive, needless to say the hidrance there was he hard-drive
: : speed not the multi-tasking or the compression program.

: Agreed about the hard-drives being slow. But ANY process using CPU time
: will slow down others competing for the same resource. Unless you have
: multiple CPUs to throw at other processes, of course.

Yes but not an Amiga as much as on the MAC. I can't even compress that
much stuff at once on the MAC.

: : : > of course with some speed loss, but still very stable and firm)
: : : > and do some 24-bit painting and manipulation (wich I did this trough
: : : > my Emplant-card using Photoshop) and maybe run some kind of PC

: : : Ah, using real applications now, I see. :)

: : I know this was a joke but define "REAL APPLICATIONS".

: Try running PowerMac native software under Emplant. Even the lowly freebee
: graphing calculator that comes with System 7.5. That is what *I*
: consider "REAL APPLICATION" software! :)

: : : > emulation at the same time (I run the game Zaxxon)...

: : : 198...2? 1983? Load up SoftWindows. Hey, how's Emplant/PC working these
: : : days? :)

: : Softwindows sucks compared to Emplant's MAC emulation. Softwindows
: : doesn't come anywhere near the same performance as Emplant does. Besides
: : there are other PC Emulators.

: Really? A software emulation solution sucks compared to running the real
: thing? That's news to me. :) Try this. Run SoftWindows under Emplant.
: Since the Emplant's MAC emulation is so good, it should be able to handle
: SoftWindows with nor problem!

Emplant is a software emulation of sorts, but not as far gone, as
emulating a whole new chipset. My 040/25 Amiga is just as fast as my
friends Centris 650 040/25. What do you say about that? Seems to be a
bit better than Softwindows, don't you think?

Besides why would I want to run Softwindows, if I can run the same
software on one of my two machines. I am sure that everthing that I
would want to run is going to be on the Mac. The Mac's got some great
stuff out for it, and System7.5 is much nicer to use than any OS on the
PC, IMHO.

: : : > This is by no means the limit for the Amiga to remain stable but
: : : > if a Mac is able to do anything similar I'm eating the dust.. :-)

: : : The Amiga can run old apps well. The question comes into being when you
: : : attempt to run modern 1994-style applications on it. Then, it starts

: : : fading fast, IMO.

: : What modern Amiga programs are slow? There are many program on my machine
: : that are modern, and they don't slow down the machine half as much as
: : Apps. do on the MAC.

: Please list your modern programs and how they compare functionally to
: similar (they don't even have to be the same!) Macintosh applications.
: Again, I love the Toaster on the Amiga, but as far as "productivity"
: applications go, there's not even any programs that can be compared.

I was asking him to list the ones that are slow, Adpro is faster than
Photoshop on the same CPU, ImageFX is nice also. Paint programs, are
great, modem programs are without a doubt more functional and more
responsive on an Amiga than a comparativily equipped Mac.
Word-Processors are quick also, I just couldn't see how he could say that
modern Amiga program were slower than a Mac app. If anything they are
the same or a little faster on comparative processors.

: : : --
: : : Please copy all replies to my e-mail address.
: : : Please quote.

: : NO

: Would it really have been that hard to send the guy a reply? Or
: can't the Amiga do that?

I am using, tin, through my shell account. But I bet it could
if I had the connection to the internet I would need.

: : -Wight Wolfe-

I am not saying that the Mac is a useless piece of sh*t, I am just saying
that the Amiga is not as bad as some of you think it is. I use Macs alot
and I like alot of things about them. There are just a few things about
them that aren't up to par yet. The major thing is the multi-tasking,
the next is the anim play back. QT is nice for previews but I couldn't
output to tape on the Mac like I do on the Amiga.

For my uses I want feel and responsiveness, the MAC and it's OS just
don't provide that for me. I constantly, swithc between programs,a nd
constantly start and stop tasks, things like that are hard to do, on the
Mac at the same speed that I can do them on the Amiga.

For instance, can you load Phtoshop and do something else while it loads?
NO? Oh I'm sorry.

Also, there are many a time when I am on the modem and I
download a PIC that is just plain huge, and I want ot convert it to
something smaller, so I just start Adpro (takes less than 1 sec to
load) convert it, then quit the program to free up memory. Can you
imagen how long this would take on a Mac? FOREVER, that's how long.
Well at least a lot longer than Adpro.

Hell, I can't do anything if I want to run Kai's power tools, I may as go to sleep, or out to eat. Go figure.

See Mac only users get used to the slow responsiveness of their machines, then they go over to a Winodws based PC and think there system is fast. And you know what?, it is. But if they took the time to use an Amiga, they would get fed up with their Mac when they went back to it, and expected it to perform the same way as the Amiga.

The Mac's great just not in all areas. There are a still a few things lacking.

Hopefully, there will be a new Commodore, and more OS revisions, and then there will be more gaps in the awesomeness between OS's (of course in the Amiga's favor.) but it may not happen, but then again it may.

-Wight Wolfe-

Hopefully somone will come up with a realtime spell checker in tin, that can learn words. Then I wouldn't be such a bad speller, when I type so fast.

5290. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-19 13:13:13 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3d40t9$64r@osiris.wu-wien.ac.at>
Source record: 14091
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

!Productions (mentat@sefl.satelnet.org) wrote:
: There was an Atari 130ST. You may not have ever seen it, but it was
: there - I may even have the issue of A.N.A.L.O.G. that had the advert for
: the company that I ordered it from. (Or maybe it was Antic - it's been a
: while. :) The 130ST was, as the name suggests, a 128K ST. (And if there
: was a 260ST (I never saw one) it would have been 256K, therefore NOT
: identical to the 520ST...)

Well, I do not know much about other markets than the German one. In
germany,
Atari started out with a 520 ST with 512 kB of RAM. The 520 ST got
replaced by the 520 ST Plus, which was the same machine with 1 Mb of
memory. The successor was the 1040Stf, with integrated floopy and 1Mb;
the low end side saw for a very short period of time then the 260 ST,
which was the early 520 ST (wo. plus); the 260 ST got cancelled
relativelz fast. The 1040STf was rep;aced by the 1040STFM with TV
modulator, a 520 STFM followed much later for the British market. (the
520 STFM had 512kB AND floppy drive); the successor of all the above was
the Ste, which appeared first in form of a 1040 Ste (1 Mb) and later
(again for the british) a 520 Ste; 2080 Ste were produced in extremely
low quantities that showed up somewhere in Jugoslavia at the beginning of
the 90s. The top line consisted of the Mega ST 2, and the Mega ST 4,
which got a younger brother, The Mega ST 1. It was replaced by the Mega
STE. The new new topline held the TT, minimum 2 Mb. And then there was
teh Stacy and a 1Mb St Book on sale (in vetry low quatities) and now the
Falcon.

The 130 ST would not have made sense, because
a) TOS needs at least 128 kB RAM to run
b) TOS/GEM in the very early Atariages was not delivered in ROM, but on disk.
TOS 1.0 held 192 kB of ROM. it wouldn't even have fitted into RAM.
So, you woudn't even be able to run the operating system on the machine.
IMO, there has never been a ST or ST compatible model with less than 512
kB of RAM.

There existed, however, a 130 XE that looked like a ST (but with smaller
keyboard). Maybe the advertisers confused the ST with the XE? Are you
sure yoy don't have a 130 XE?

Regards,

Alfred

5291. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-19 16:17:27 UTC
From: lolsen@hsr.no
Message-ID: <3d4bmn$fra@marton.hsr.no>
Source record: 14093
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

David Findley (davidf@kepler) wrote:

: QT2.0 IS superior. We have a Toaster at school (running on a 4000) and
: it CAN'T play full-frame hi-res animations at 30fps which we need to
: output to tape. We had to buy a completely new edit suite (AmiLink) with
: a time-code single frame recorder to output our animations. This means
: that it takes HOURS to output an animation to tape, since the recorder
: must rewind and play 5 seconds of pre-roll to allow the tape to come
: up to speed to record a SINGLE frame, then it stops, rewinds and does the
: same thing over and over and over... you get the idea. Don't get me
: wrong, I LOVE the Toaster. It's really cool. It's just saddled with
: a less than optimal machine.

Eh, The Toaster output is at broadcast quality wich is a "tad" ;-)
better than QT....
If you really wanted realtime broadcast video output, you could
just go for the 1-grand Video Cruncher (IB Hellfrich in Germany)
or something similar....

Cheers....

5292. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-19 16:21:00 UTC
From: kimnach@lims01.lerc.nasa.gov
Message-ID: <kimnach.9.001059BC@lims01.lerc.nasa.gov>
Source record: 14096
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <bwanga-03129423285000001@tsa-10.ucsc.edu> bwanga@cats.ucsc.edu (Tim Seufert) writes:

>Not really. A PowerMac or Pentium offers higher CPU power at a lower
>price, as far as I know. A 33 MHz 040 doesn't compare to a 60 MHz 601 or
>Pentium, especially in FP performance (which is the most crucial for
>rendering).

yeah, the pentiums are damned reliable when it comes to floating-point operations!:-)

Greg

"ED Beta is simply the best consumer videotape format available."
--Video Magazine (Nov.1992, p. 30)
"Manufacturers may have a point when they perceive the U.S. consumer electronics market as unsophisticated." --VideoMaker (March 1993, p. 88)
I opted for Betamax, the world for VHS.
I opted for Amiga, the world for Intel/IBM clones.

5293. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-19 19:32:12 UTC
From: lolsen@hsr.no
Message-ID: <3d4n3s$l6k@marton.hsr.no>
Source record: 14095
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Well, hopefully to someones interest, I put togheter a "little"
test to show what, at least *I*, regard as a suitable multitasking
environment.

Currently I'm working on several projects wich have "leaping-right-
for-me-jumping-up-and-down-while-trying-not-to-look-stupid" deadlines.
With this in mind it's quite usefull to be able to do several tasks
at once.

1. My first project involves a VistaPro (fractal landscape-generation)
render of about 450 high quality (768x576 262K colors) and highly
detailed frames of a Matterhorn flyby....

2. My second task is a Lightwave (ever heard of this one?) raytracing
(with real raytracing - multi-object reflection, refraction etc.).
This was a single frame 1900x1340 24bit with lens flare and motion
blur.... I use a 52mb hd for virtual memory so I have plenty of
"ram" left (VMem wich is very, very fast). Gave this a "goahed" too..

The system as a whole is not showing much strain by the heavy
computing in the background - the hd's are working as fast as normal
and screen handling and auto-scrolling is as fast as ever (I use a
1500x1200 virtual screen on a 800x600 5-bit 86Hz interlaced WB).

3. My third project is writing an article for a local fitness-centre
on the pro and cons of high-impact workout.
For this I use Final Writer promoted to a Piccolo 24bit gfx-card
wich has a seperate monitor connected (1024x768x 60Hz 8bit).

I have a picture suitable for this article stored on the Emplant/Mac
so I execute the emulation and boot the Mac. The expected slowdown
of the emulation is apparent, but not of any annoyance...
I load PhotoShop, convert the 24bit image to 8bits and export it to
the Amiga, all in a matter of a few seconds. The emulation is also
run through the Piccolo on a 800x600x8 screen.

4. As a favour for my boss, I also need to fetch the latest Internet
gossip using his USR Courier (14.4bps) and NComm.
This is now running for itselves and scrolling every downloaded
message in the background. While I'm at it I also download an
AGA animation wich I accidently-brutely-deleted a while back,
the intro of the PC-game DogFight.

Now, I'm getting too serious here.
I'll try a game of chess (UChess that is - one of the finest
chess-game *ever* made for a computer) wich is opened on a native

Amiga-screen in 640x480x8 60Hz.
After a few moves my silicon opponent is really into thinking.
With all this CPU intensive tasks in mind, looking 4-5000 moves
ahed takes it's toll on time...
So I'll play another game, like, the realtime texture-mapped
Legends Of Valor. It's not fast at the moment but it's quite
playable and I'm able to drag and flip all the screens around
while moving about inside the game.
To free additional chipmem, I reduce the WB to 800x600.
Another game needs testing in this enviroment - Megaball wich
is a Archnoid style arcade in 8bit color. It plays without a glitch.

The Lightwave render is finished so I quit the program freeing
quite a bit of memory.. The DogFight intro is downloaded so I
load my "guru" program Directory Opus. Here I unarchive the 2.5mb
lha file and use Biganim, with a taskpri of 20, wich now plays the
anim (320x240x8) at about 35fps (from harddisk)..
At the same time I load another anim, this time Eveanim with
accompaning 8bit sound. This is a romantic story of two butterflies
raytraced in "old" 4096 color Ham. It still looks great though, and
plays quite smooth (from harddisk). I notice a marked fps rise once
the DogFight anim is finished with it's business and Eveanim is now
looping. The sound is glitching now and then because of the games
wich are not very system friendly and so I quit Megaball wich is
just making a lot of noise.

The Lightwave picture needs a little aftertouch so my next step is
to load TV-Paint onto the Piccolo-screen and apply some additional
effects.
I just got hold of the One Stop Music Shop wich is infact an Emu
Proteus Soundengine synth piggybacked onto a ZorroII card for the
Amiga. I start Qbase from the Emplant/Mac, load a MIDI-file and
play a delightful tune in full 32-pholyphony.
I'm getting real low on chipmem so I quit Eveanim and walk around
for a while in Legends Of Valor....

Another game draws my attention - Hired Guns. It's not a 3D tex-
mapped game but serves as a good indication of the capability of
the system at this time with it's many blitter opperations.
This game does not multitasks in the sense that I can flip back
to the WB or other programs at any time, but rather leaves the
game resident in memory when you choose "jump" to the WB.
(This has raised some speculation on whether the game uses complete
taskswitching and halting the rest of the system while playing.
This dosen't seem to be the case. My still on-going Vistapro render
is without shadow of a doubt commencing at pace...:-))

Too much game-talk? Ok. I put the hd's (I have three of them) to
a >nil-string search (even though they are SCSI-II's it's going to
take them a while to go through 15000 files).
I finish the rest of the article and proceed with the printing wich

with the HP4M (without postscript) does inflict some undesirable
effect on the CPU.
A frightening sound from LegendOV tears me back to the game world -
I've been killed.... It obviously dosen't multitask verry well -
when I moved the mousepointer around the other apps, LegendOV
followed the moves in the background.

As a final test I quit Legends and choose to restructure/resort
a large database using DBase 4, optimize one of the hd's, calculate
every prime numbers up to 50000, running a realtime Lorentz equation
pendle and finally, running Simcity 2000 on the Emplant/Mac (and yes,
it does multitask with QBase although the sounds are not very present).

Cheers....

PS. I forgot to tell you about the 24bit copper WB backdrop I've
been flipping around all the time....

5294. Re: 1994 Jaguar Letter Writing Campaign (complete!)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-19 20:22:37 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.1302.2EF5EB8D@getty.onu.edu>
Source record: 14097
Cross-posted to: rec.games.video.atari,rec.games.video.misc,alt.games.lynx,comp.sys.atari.advocacy

>By the way, LucasArts makes the following games: Star Wars Rebel Assault,
>X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2,
>and the Day of the Tentacle.

They also made "Zombies Ate my Neighbors", a great action/adventure game,
with 50 levels, that came out on Genesis and SNES, but not on Jaguar. I
would love to see an enhanced version of this out on the Jaguar!

5295. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-20 00:25:35 UTC
From: kirchh@cc.umanitoba.ca
Message-ID: <3d589v$4s5@canopus.cc.umanitoba.ca>
Source record: 14092
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3cuka5$rf7@news1.shell> ryan@shell.portal.com (Wight Wolfe) writes:
>Personally the only things that really need to be frame acurate are
>specific sounds to the video in question. Such as: clapping of hands, or
>the dropping of a hammer, etc. The music is not as important, but may be
>if one needs a bomb at a certain time.
>
>The Amiga doesn't screw up with frame acurate sounds, QT does.

Actually, QuickTime doesn't seem to screw up sounds unless you do something bad like play pre-2.0 QuickTime from a CD-ROM on a PowerMac (cough, choke, gag, drop sound, static, crackle, jitter jitter -- next frame! etc.) But I've finally seen QuickTime 2.0 play some video that was apparently recorded _with_ QuickTime 2.0 (important, since 2.0 seems to do nothing at all for previously recorded QuickTime), and it is definitely an improvement. I bought that new Sarah McLachlan multimedia Mac/Windows CRROM/Album thing, which comes with QT 2.0, and it plays smoother video from a CD than we've been getting from the hard drive -- at 240 * 180, I think the CD is getting 15 fps fairly reliably, as opposed to maybe 8-10 fps and dragging down to 4-5 fps when the camera moves. There's more artifacting; the effective resolution is probably about 120 * 90 plus a lot of semi-random noise that kind of looks like detail when things are moving, but this is still pretty good for 300k/sec as compared to, what, 2 or 3 times that for the hard drive?

QuickTime is a Good Thing. It's no general substitute for a fast, fixed-high-resolution animation format, but then ANIM is no substitute for QuickTime as an instant-video-on-your-desktop format either. It _is_ really cool and useful to be able to plug your VCR into the back of an AV Mac, grab several minutes of video, and then (after 2 hours or so of Dead Mac compression time) be able to play it back in a window with synchronized sound and/or build it into a multimedia document or edit it together with other bits of video, etc. Yes, the quality would have to improve by 500% to reach mediocre VHS levels, and I assume that if I shovelled a healthy pile of money into this A4000 I could do the same sort of thing with much better quality, but that's sort of irrelevant - QuickTime is cheap, it's here now, and everyone has it.

While I'm saying nice Mac things, I really like working with HyperCard. Especially the nicely integrated command line :) Now if only the Mac desktop was like that...

--
Evan Kirchhoff, kirchh@cc.umanitoba.ca

5296. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-20 13:13:40 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELUMFBVS1UP@cabal.sh.sub.de>
Source record: 14094
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3cjolt$2a3@insosf1.infonet.net> sinclair@ins.infonet.net wrote :
>In article <3cibmm$fk8@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>He said he had a 130ST. There was such a model available in West Germany at the
>time as I remember.

No, there wasn't, for Atari were unable to shrink the OS into 192KBytes at
first and thus _never_ shipped 680x0 machines with less than half a meg.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5297. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-20 14:18:03 UTC
From: hgm@unity.ncsu.edu
Message-ID: <3d6p2r$lq5@taco.cc.ncsu.edu>
Source record: 14098
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

kirchh@cc.umanitoba.ca (Evan Kirchhoff) writes:

>In article <3cuka5$rf7@news1.shell> ryan@shell.portal.com (Wight Wolfe) writes:
>>Personally the only things that really need to be frame acurate are
>>specific sounds to the video in question. Such as: clapping of hands, or
>>the dropping of a hammer, etc. The music is not as important, but may be
>>if one needs a bomb at a certain time.

Synchronised audio support on the Amiga is very sadly lacking. It lags
behind what is available on competing platforms. The real shame is that
the Amiga is *ideal* for the sort of things that PC's and Mac's are trying
to do.

>>The Amiga doesn't screw up with frame acurate sounds, QT does.

You are comparing apples and oranges here. Beyond something like a
Vlab Motion, which can capture and play back a piece of digital video
with synchronised audio, there is very little available for the Amiga.
Moviesetter files don't count -- they are further down the evolutionary
chain, although still effective for some things.

>Actually, QuickTime doesn't seem to screw up sounds unless you do
>something bad like play pre-2.0 QuickTime from a CD-ROM on a PowerMac
>(cough, choke, gag, drop sound, static, crackle, jitter jitter --

I can make QT misbehave if I try something silly like playing a QT movie
with millions of colors on a MacIIx with 8 megs of memory, with VM enabled,
in 256 color mode.

I consider this a failing of the hardware, not QT itself. Try playing
an AGA animation on a ECS Amiga, and see how far you get.

>frame! etc.) But I've finally seen QuickTime 2.0 play some video that was
>apparently recorded _with_ QuickTime 2.0 (important, since 2.0 seems to do
>nothing at all for previously recorded QuickTime), and it is definitely an
>improvement.

If you can find it, check out the QT movie "Assimilation". It's on the
Arple Partner Edition October CDROM set. It's a movie trailer that is
a couple of minutes long, 42 megabytes in size. Very impressive stuff.

>QuickTime is a Good Thing. It's no general substitute for a fast,
>fixed-high-resolution animation format, but then ANIM is no substitute for
>QuickTime as an instant-video-on-your-desktop format either. It _is_
>really cool and useful to be able to plug your VCR into the back of an AV
>Mac, grab several minutes of video, and then (after 2 hours or so of Dead

>Mac compression time) be able to play it back in a window with
>synchronized sound and/or build it into a multimedia document or edit it
>together with other bits of video, etc. Yes, the quality would have to
>improve by 500% to reach mediocre VHS levels, and I assume that if I
>shovelled a healthy pile of money into this A4000 I could do the same sort
>of thing with much better quality, but that's sort of irrelevant -
>QuickTime is cheap, it's here now, and everyone has it.

I wanted to edit this section "to save bandwidth", but I had to leave
it in so that I can say "amen".

QT is just the sort of thing that should have been done for the Amiga.
It will play on just about any Mac, though only useably on the better
equipped systems. The A/V Mac configuration is something that the Amiga
should have -- standard video and audio inputs, in addition to the video
and audio outs that the Amiga pioneered.

Frankly, I would love to see QT development tools on the Amiga. With
a suitable graphics card (Spectrum24, etc.), the Amiga could be a very
nice platform for creating and editing QT movies. As it is, I will probably
buy a lot of ram, and try to use an Emplant to do the same thing.

QT 2.0 is making a very real bid to becoming a multiplatform standard
for digital video. Apple will sell you the developer's kit for very little
($75.00 I believe) with sample code for the PC, Vax and Sun platforms. It
really saddens me to see the Amiga miss out on something this neat --
especially with QTVR just around the corner (in fact, already out in a
commercial product -- STNG Technical Manual on CDROM).

--hal

--
//
~~~~//~~~~~~
\\// hgm@unity.ncsu.edu Disclaimer: You are imaging things again
--\/--
~~~~

5298. Game Discussions

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-20 19:13:21 UTC
From: tfolkman@thais.lkg.dec.com
Message-ID: <tfolkman-2012941413210001@rahab.lkg.dec.com>
Source record: 14100

Is this place to talk about Atari Jag game playing.

If not, could some point me to it?

Thanks.

5299. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-20 22:28:03 UTC
From: lolsen@hsr.no
Message-ID: <3d7lpj$7mi@marton.hsr.no>
Source record: 14099
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Hal G. Meeks (hgm@unity.ncsu.edu) wrote:

: Synchronised audio support on the Amiga is very sadly lacking. It lags
: behind what is available on competing platforms. The real shame is that
: the Amiga is *ideal* for the sort of things that PC's and Mac's are trying
: to do.

: >>The Amiga doesn't screw up with frame acurate sounds, QT does.

: You are comparing apples and oranges here. Beyond something like a
: Vlab Motion, which can capture and play back a piece of digital video
: with synchronised audio, there is very little available for the Amiga.
: Moviesetter files don't count -- they are further down the evolutionary
: chain, although still effective for some things.

: QT is just the sort of thing that should have been done for the Amiga.
: It will play on just about any Mac, though only useably on the better
: equipped systems. The A/V Mac configuration is something that the Amiga
: should have -- standard video and audio inputs, in addition to the video
: and audio outs that the Amiga pioneered.

You should try out C='s own standard for animation and
audio synch. - CDXL. It behaves quite well... :-)
Cheers....

5300. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-21 09:39:11 UTC
From: flee%podbox.uucp@cs.utexas.edu
Message-ID: <3d8t3v$dl@geraldo.cc.utexas.edu>
Source record: 14101

In article <94321.113319STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Pete,
> What are your qualifications to claim that Atari cannot compete in the
> computer market anymore? Especially since they claim they will once
> the Jag takes off? Getting nervous now that Apple has to enter the

Why would Atari get back into the computer market? The only practical thing they could do is make PowerPCs or Intel clones. Coming out w/a new platform would be *very* stupid. People don't want new, better, platforms. They want their PCs w/20,000 games. Just look how well the PowerMacs are doing. How well do you think an Atari (who's been out of it since the early 90s) can fare against Intel/Microsoft dominance? Atari is making a *BIG* mistake if they come into the computer market again w/a line of computers. Even if they make clones, who would want them? There are so many reputable clone makers out there (Zeos, Dell, Gateway, Quantex, Alr, Compaq, Acer), why would you WANT an Atari?

fred

5301. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-21 17:10:42 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3d9nii$c7d@darkstar.UCSC.EDU>
Source record: 14104

In <3d8t3v$dl@geraldo.cc.utexas.edu> flee%podbox.uucp@cs.utexas.edu (Frederick Lee) writes:

>Why would Atari get back into the computer market? The only practical
>thing they could do is make PowerPCs or Intel clones. Coming out w/a
>new platform would be *very* stupid. People don't want new, better,
>platforms. They want their PCs w/20,000 games. Just look how well the
>PowerMacs are doing. How well do you think an Atari (who's been out of
>it since the early 90s) can fare against Intel/Microsoft dominance?
>Atari is making a *BIG* mistake if they come into the computer market
>again w/a line of computers. Even if they make clones, who would want
>them? There are so many reputable clone makers out there (Zeos, Dell,
>Gateway, Quantex, Alr, Compaq, Acer), why would you WANT an Atari?

They've only been "out of it" for maybe a year. And I think that the current "Gimme what my neighbors have, even if it's trash" trend will eventually dissapate. Sur,e it might take the toppling of Intel & Microsloth (Might as well throw in Apple there too) but I think it will happen.

~Chris

>fred
--

5302. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-22 02:40:55 UTC
From: tzs@u.washington.edu
Message-ID: <3daovn$prs@nntp1.u.washington.edu>
Source record: 14103
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Kazimir Kylheku <c2a192@ugrad.cs.ubc.ca> wrote:
>By the way, what is the current status of A/UX? Once, it could have

Who knows? If there is a away to botch things even more than they have already been botched, as far as promoting A/UX and improving it, I'm sure Apple will find it. If anyone at Intel gets fired over the handling of the Pentium bug, I expect Apple to hire them and put them in charge of A/UX.

--Tim Smith

5303. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-22 09:25:04 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3dbglg$bpg@bmerha64.bnr.ca>
Source record: 14102

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

> In <3d8t3v$dl@geraldo.cc.utexas.edu> flee%podbox.uucp@cs.utexas.edu (Frederick Lee) writes:

> >Why would Atari get back into the computer market? The only practical
> >thing they could do is make PowerPCs or Intel clones. Coming out w/a
> >new platform would be *very* stupid. People don't want new, better,
> >platforms. They want their PCs w/20,000 games. Just look how well the
> >PowerMacs are doing. How well do you think an Atari (who's been out of
> >it since the early 90s) can fare against Intel/Microsoft dominance?
> >Atari is making a *BIG* mistake if they come into the computer market
> >again w/a line of computers. Even if they make clones, who would want
> >them? There are so many reputable clone makers out there (Zeos, Dell,
> >Gateway, Quantex, Alr, Compaq, Acer), why would you WANT an Atari?

> They've only been "out of it" for maybe a year. And I think that the current
> "Gimme what my neighbors have, even if it's trash" trend will eventually
> dissapate. Sur,e it might take the toppling of Intel & Microsloth (Might as
> well throw in Apple there too) but I think it will happen.

Sadly, a Pentium 90 running OS/2 Warp, Linux or Windows `95 with 16 megs ram , gigabyte HD and SVGA card capable of 1024x768x256 colours or 24 bit at 800x600 no longer constitutes trash. Given that the price is so reasonable, PCs now represent a _very_ good buy. The days are long gone where you had the ST and Amiga thrashing the hell out of 12mHz 286s with EGA gfx and no sound capability.

I like my Amiga and prefer it to using a PC but when the time comes that I need more power, I'll be buying a Pentium.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

5304. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-22 20:15:00 UTC
From: dcorn@metronet.com
Message-ID: <dcorn-2212941420210001@148.94.196.167>
Source record: 14105
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3d286p$7e7@news1.shell>, ryan@shell.portal.com (Wight Wolfe) wrote:

> Yes but not an Amiga as much as on the MAC. I can't even compress that
> much stuff at once on the MAC.

If the machine is actually -faster- while compressing 27 items at once, something is wrong with the CPU - allocation method. Having used an Amiga for years, I can tell you that adding another compression to one already going will halve the speed of what would normally be attained (ie it really does slow down), but the -USER- interface (ie moving the mouse, swapping tasks) doesn't slow, period. Compressing 27 things at once, aside from a nice test of re-entrancy in LHA, is silly when you'll just have to open loads of CLIs (or multiple RUNs) to get the thing going, and it will increase overhead (not to mention T: (ie RAM:t) usage).

> Emplant is a software emulation of sorts, but not as far gone, as
> emulating a whole new chipset. My 040/25 Amiga is just as fast as my
> friends Centris 650 040/25. What do you say about that? Seems to be a
> bit better than Softwindows, don't you think?

Please send me Binhex'd (or UUE'd) Speedometer 4.0 results for that machine. Or post your results that you get for CPU, Graphics, Disk, and Total. Preferably, do both. Thanks!

> I was asking him to list the ones that are slow, Adpro is faster than
> Photoshop on the same CPU, ImageFX is nice also. Paint programs, are

Sure, but it does 1/2 as much. ADPRO is no Photoshop. And ADPRO is slow when you stack it against a modern Mac, like a PPC Mac, or even a DSP-using 040 Mac. Lack of advancement in Amiga processor technology is hurting the Amiga high end market. (Rather, what's left of it is being hurt.)

> great, modem programs are without a doubt more functional and more
> responsive on an Amiga than a comparativily equipped Mac.

Modem programs, perhaps. I use modem programs on the Mac infrequently, whereas I use TCP/IP programs (Fetch, Newsreader) daily. The Mac implementations of Internet software have no equal.

> Word-Processors are quick also, I just couldn't see how he could say that
> modern Amiga program were slower than a Mac app. If anything they are
> the same or a little faster on comparative processors.

WRT WPs, I strongly disagree. Amiga WPs, lacking so many features and being so slow in doing so much, are a -pain- to use, especially when one

is used to the speed and grace of Word 5.1/Mac or 6.0/PC.

> I am not saying that the Mac is a useless piece of sh*t, I am just saying
> that the Amiga is not as bad as some of you think it is. I use Macs alot

It's not that we think it's -bad-, just that it's slow and a bit outdated
by today's standards, and it has no software development to speak of. And
the fastest processor C= used to make (040@25) is -really- slow and
-really- overpriced.

> and I like alot of things about them. There are just a few things about
> them that aren't up to par yet. The major thing is the multi-tasking,
> the next is the anim play back. QT is nice for previews but I couldn't
> output to tape on the Mac like I do on the Amiga.

Multitasking I'll grant you. 5 to 10 second Amiga ANIMs that I saw never
impressed me like QT2.0 does. I think it mostly has to do with the fact
that QT videos are everywhere, QT videos have sound thrown in as well, and
it all -works- right, the first time, every time. Schwartz's anims on the
Amiga have nothing on QT, and I never saw huge ANIM7/ANIM32 anims for the
Amiga aside from tiny 5-10 second demos. Unimpressive and huge is my
recollection.

>
> For my uses I want feel and responsiveness, the MAC and it's OS just
> don't provide that for me. I constantly, swithc between programs,a nd
> constantly start and stop tasks, things like that are hard to do, on the
> Mac at the same speed that I can do them on the Amiga.

This, I have to agree with. But with fast PPC 601/60 Macs going for $1299
new (8/250 setup), who cares? The machine is fast enough to throw
anything around.

> For instance, can you load Phtoshop and do something else while it loads?
> NO? Oh I'm sorry.

It loads very quickly on a modern machine. Most people complaining about
this are using old Macs. Photoshop 2.5 / 3.0 wasn't intended for old
Macs. It will run, but there comes a point when if you want performance
you need a modern machine.

> Also, there are many a time when I am on the modem and I
> download a PIC that is just plain huge, and I want ot convert it to
> something smaller, so I just start Adpro (takes less than 1 sec to
> load) convert it, then quit the program to free up memory. Can you
> imagen how long this would take on a Mac? FOREVER, that's how long.
> Well at least a lot longer than Adpro.

Considering a small application would probably do that on a Mac and
wouldn't swallow all of your memory like ADPRO does (yes, I know MAXMEM=
does it too) and is also free, I don't see the point.

> Hell, I can't do anything if I want to run Kai's power tools, I may as go
> to sleep, or out to eat. Go figure.

A programming decision. Not one that I agree with, but that isn't Apple's
fault. But yes, I do see this point.

--
Opinions expressed above do not necessarily represent the views of my employer in any way,
shape or form.

5305. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-22 22:05:25 UTC
From: daryl@elf.adept.ih.att.com
Message-ID: <DARYL.94Dec22160525@elf.adept.ih.att.com>
Source record: 14106

In article <3dbglg$bpg@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:

Sadly, a Pentium 90 running OS/2 Warp, Linux or Windows `95 with 16 megs ram , gigabyte HD and SVGA card capable of 1024x768x256 colours or 24 bit at 800x600 no longer constitutes trash. Given that the price is so reasonable,

Iron, iron, iron. Is that all anyone thinks about?

Well, my family needs a computer to do real work. Windows '96 (:-) doesn't even exist yet, I consider Linux a fun and useful Unix lovers OS, leaving only Warp or Windows 3.x running Windows applications for doing work with commercial tools.

I personally cannot stand most of the Windows software. I do not like the human interfaces and the complexity of running and maintaining the system. Most of the really cheap machines I have seen come with really crappy monitors that give me headaches after 30 minutes. Windows font handling is the pits (IMHO...)

I like most persons have difficultly getting through the advertisements for $2,000 pentium machines. But I dislike the >software< so all that fancy cheap hardware does not do me much good.

Even when (not if) I get another computer, my trustly STe will remain next to my synths faithfully (and effectively!!) doing its job.

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

5306. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-23 07:50:03 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ddvfb$42a@darkstar.UCSC.EDU>
Source record: 14109

In <3dbglg$bpg@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:

> Sadly, a Pentium 90 running OS/2 Warp, Linux or Windows `95 with 16 megs
>ram , gigabyte HD and SVGA card capable of 1024x768x256 colours or 24 bit
>at 800x600 no longer constitutes trash. Given that the price is so reasonable,
>PCs now represent a _very_ good buy. The days are long gone where you had
>the ST and Amiga thrashing the hell out of 12mHz 286s with EGA gfx and no
>sound capability.

Sadly, I own a 486/66 with the above specs plus a CD Rom. I got "good"
components instead of "cheap" ones - cost about $4500. Broke more in its
first week then my Falcon in a year. Still doesn't work up to its full
potential. I get out of memory errors given even the slightest provocation.
I crash running software that is supposed to be stable. My CD Rom doesn't
work right for no real reason. my soundcard support is flakey, my software
costs too much. Yes, I use it all the time instead of my Falcon, because
I dedicated my Falcon to MIDI stuff, where its best. But if I could get
something with the same raw Horsepower as my PC in an Atari Architecture,
it'd run rings around the PC...

~Chris
> I like my Amiga and prefer it to using a PC but when the time comes that I
>need more power, I'll be buying a Pentium.

>gavan
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5307. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-23 08:15:20 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELXHCIUV1UP@cabal.sh.sub.de>
Source record: 14111

In <3d8t3v$dl@geraldo.cc.utexas.edu> Frederick Lee wrote :

>In article <94321.113319STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>> Pete,
>> What are your qualifications to claim that Atari cannot compete in the
>> computer market anymore? Especially since they claim they will once
>> the Jag takes off? Getting nervous now that Apple has to enter the
>
>Why would Atari get back into the computer market? The only practical
>thing they could do is make PowerPCs or Intel clones. Coming out w/a
>new platform would be *very* stupid. People don't want new, better,
>platforms. They want their PCs w/20,000 games. Just look how well the
>PowerMacs are doing. How well do you think an Atari (who's been out of
>it since the early 90s) can fare against Intel/Microsoft dominance?
>Atari is making a *BIG* mistake if they come into the computer market
>again w/a line of computers. Even if they make clones, who would want
>them? There are so many reputable clone makers out there (Zeos, Dell,
>Gateway, Quantex, Alr, Compaq, Acer), why would you WANT an Atari?

I second this one. If Atari were to build new computers, they surely
should be PowerPCs (PReP/PReP+/AIM). And who'd buy them from Atari?
IMHO they'd be better off if they finally developed an entierly new OS
(software compatible to TOS) and try selling this one. But if they don't
want to come back, they should publish the sources to TOS, IMHO.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5308. Re: The reality of System 7.5

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-23 12:33:14 UTC
From: lolsen@hsr.no
Message-ID: <3deg2a$llo@marton.hsr.no>
Source record: 14107
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Lasse Olsen (lolsen@hsr.no) wrote:

Has everyone gone to bed???

5309. Real multitasking! (was The reality of System 7.5)

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-23 12:49:19 UTC
From: lolsen@hsr.no
Message-ID: <3deh0f$llo@marton.hsr.no>
Source record: 14108
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Well, hopefully to someones interest, I put togheter a "little"
test to show what, at least *I*, regard as a suitable multitasking
environment.

Currently I'm working on several projects wich have "leaping-right-
for-me-jumping-up-and-down-while-trying-not-to-look-stupid" deadlines.
With this in mind it's quite usefull to be able to do several tasks
at once.

1. My first project involves a VistaPro (fractal landscape-generation)
render of about 450 high quality (768x576 262K colors) and highly
detailed frames of a Matterhorn flyby....

2. My second task is a Lightwave (ever heard of this one?) raytracing
(with real raytracing - multi-object reflection, refraction etc.).
This was a single frame 1900x1340 24bit with lens flare and motion
blur.... I use a 52mb hd for virtual memory so I have plenty of
"ram" left (VMem wich is very, very fast). Gave this a "goahed" too..

The system as a whole is not showing much strain by the heavy
computing in the background - the hd's are working as fast as normal
and screen handling and auto-scrolling is as fast as ever (I use a
1500x1200 virtual screen on a 800x600 5-bit 86Hz interlaced WB).

3. My third project is writing an article for a local fitness-centre
on the pro and cons of high-impact workout.
For this I use Final Writer promoted to a Piccolo 24bit gfx-card
wich has a seperate monitor connected (1024x768x 60Hz 8bit).

I have a picture suitable for this article stored on the Emplant/Mac
so I execute the emulation and boot the Mac. The expected slowdown
of the emulation is apparent, but not of any annoyance...
I load PhotoShop, convert the 24bit image to 8bits and export it to
the Amiga, all in a matter of a few seconds. The emulation is also
run through the Piccolo on a 800x600x8 screen.

4. As a favour for my boss, I also need to fetch the latest Internet
gossip using his USR Courier (14.4bps) and NComm.
This is now running for itselves and scrolling every downloaded
message in the background. While I'm at it I also download an
AGA animation wich I accidently-brutely-deleted a while back,
the intro of the PC-game DogFight.

Now, I'm getting too serious here.
I'll try a game of chess (UChess that is - one of the finest
chess-game *ever* made for a computer) wich is opened on a native

Amiga-screen in 640x480x8 60Hz.
After a few moves my silicon opponent is really into thinking.
With all this CPU intensive tasks in mind, looking 4-5000 moves
ahed takes it's toll on time...
So I'll play another game, like, the realtime texture-mapped
Legends Of Valor. It's not fast at the moment but it's quite
playable and I'm able to drag and flip all the screens around
while moving about inside the game.
To free additional chipmem, I reduce the WB to 800x600.
Another game needs testing in this enviroment - Megaball wich
is a Archnoid style arcade in 8bit color. It plays without a glitch.

The Lightwave render is finished so I quit the program freeing
quite a bit of memory.. The DogFight intro is downloaded so I
load my "guru" program Directory Opus. Here I unarchive the 2.5mb
lha file and use Biganim, with a taskpri of 20, wich now plays the
anim (320x240x8) at about 35fps (from harddisk)..
At the same time I load another anim, this time Eveanim with
accompaning 8bit sound. This is a romantic story of two butterflies
raytraced in "old" 4096 color Ham. It still looks great though, and
plays quite smooth (from harddisk). I notice a marked fps rise once
the DogFight anim is finished with it's business and Eveanim is now
looping. The sound is glitching now and then because of the games
wich are not very system friendly and so I quit Megaball wich is
just making a lot of noise.

The Lightwave picture needs a little aftertouch so my next step is
to load TV-Paint onto the Piccolo-screen and apply some additional
effects.
I just got hold of the One Stop Music Shop wich is infact an Emu
Proteus Soundengine synth piggybacked onto a ZorroII card for the
Amiga. I start Qbase from the Emplant/Mac, load a MIDI-file and
play a delightful tune in full 32-pholyphony.
I'm getting real low on chipmem so I quit Eveanim and walk around
for a while in Legends Of Valor....

Another game draws my attention - Hired Guns. It's not a 3D tex-
mapped game but serves as a good indication of the capability of
the system at this time with it's many blitter opperations.
This game does not multitasks in the sense that I can flip back
to the WB or other programs at any time, but rather leaves the
game resident in memory when you choose "jump" to the WB.
(This has raised some speculation on whether the game uses complete
taskswitching and halting the rest of the system while playing.
This dosen't seem to be the case. My still on-going Vistapro render
is without shadow of a doubt commencing at pace...:-))

Too much game-talk? Ok. I put the hd's (I have three of them) to
a >nil-string search (even though they are SCSI-II's it's going to
take them a while to go through 15000 files).
I finish the rest of the article and proceed with the printing wich

with the HP4M (without postscript) does inflict some undesirable
effect on the CPU.
A frightening sound from LegendOV tears me back to the game world -
I've been killed.... It obviously dosen't multitask verry well -
when I moved the mousepointer around the other apps, LegendOV
followed the moves in the background.

As a final test I quit Legends and choose to restructure/resort
a large database using DBase 4, optimize one of the hd's, calculate
every prime numbers up to 50000, running a realtime Lorentz equation
pendle and finally, running Simcity 2000 on the Emplant/Mac (and yes
it does multitask with QBase although the sounds are not very present)

Cheers....

PS. I forgot to tell you about the 24bit copper WB backdrop I've
been flipping around all the time....

5310. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-23 15:06:14 UTC
From: sinclair@ins.infonet.net
Message-ID: <3dep16$rfm@insosf1.infonet.net>
Source record: 14110

In article <3ddvfb$42a@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3dbglg$bpg@bmerha64.bnr.ca> moran@dace.bnr.co.uk (G MORAN) writes:
>
>> Sadly, a Pentium 90 running OS/2 Warp, Linux or Windows `95 with 16 megs
>>ram , gigabyte HD and SVGA card capable of 1024x768x256 colours or 24 bit
>>at 800x600 no longer constitutes trash. Given that the price is so reasonable,
>>PCs now represent a _very_ good buy. The days are long gone where you had
>>the ST and Amiga thrashing the hell out of 12mHz 286s with EGA gfx and no
>>sound capability.
>
>Sadly, I own a 486/66 with the above specs plus a CD Rom. I got "good"
>components instead of "cheap" ones - cost about $4500. Broke more in its
>first week then my Falcon in a year. Still doesn't work up to its full
>potential. I get out of memory errors given even the slightest provocation.
>I crash running software that is supposed to be stable. My CD Rom doesn't
>work right for no real reason. my soundcard support is flakey, my software
>costs too much. Yes, I use it all the time instead of my Falcon, because
>I dedicated my Falcon to MIDI stuff, where its best. But if I could get
>something with the same raw Horsepower as my PC in an Atari Architecture,
>it'd run rings around the PC...

Thats funny.. My $1,199.00 Performa 550 with cdrom works like a charm. came with a bundle of software as well as cdrom titles. Works flawlessly. No configuration of the cdrom with software. True plug and play...

Can't wait for the PCI upgrade next summer..

So whats wrong with your pc?
>
> ~Chris
>> I like my Amiga and prefer it to using a PC but when the time comes that I
>>need more power, I'll be buying a Pentium.
>
>>gavan
>>--
>>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\

> \|

-Peter

5311. What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-25 12:35:54 UTC
From: Rick Nolan <rickn@pointless.gen.nz>
Message-ID: <41226204308$6FC8@pointless.gen.nz>
Source record: 14114

Thorsten Guenther wrote in a message to All:

TG> In <3cjolt$2a3@insosf1.infonet.net> sinclair@ins.infonet.net
TG> wrote :
>In article <3cibmm$fk8@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark
TG> Rathwell) writes:
>He said he had a 130ST. There was such a model available in West Germany at the
>time as I remember.

TG> No, there wasn't, for Atari were unable to shrink the OS
TG> into 192KBytes at first and thus _never_ shipped 680x0
TG> machines with less than half a meg.

I owned a 260ST, MC68000,256K Ram,TOS 0.9 on floppy.

Cheers,
Rick

5312. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-26 01:34:39 UTC
From: flee%podbox.uucp@cs.utexas.edu
Message-ID: <3dl6jf$nlv@geraldo.cc.utexas.edu>
Source record: 14112

In article <3ddvfb$42a@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) says:
>Sadly, I own a 486/66 with the above specs plus a CD Rom. I got "good"
>components instead of "cheap" ones - cost about $4500. Broke more in its

I don't understand how you could spend $4500 on a 486/66. You must have
bought it a while ago.

Today, you can get a Dell (if you call this cheap, you're
insane,it's only cheap compared to OVERPRICED brands like IBM and Compaq)
Pentium 90, 16 megs ram, 1 gig hd, 15" monitor, 128 bit #9 graphics card
w/4 megs ram, Nec 3x cdrom all for $3600 nowadays.

i'm curious to what your setup is, and when you bought it.

fred

5313. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-26 07:00:25 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3dlpm9$dl@darkstar.UCSC.EDU>
Source record: 14113

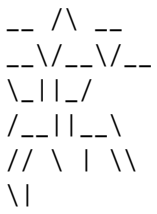
In <3dl6jf$nlv@geraldo.cc.utexas.edu> flee%podbox.uucp@cs.utexas.edu (Frederick Lee) writes:

>Today, you can get a Dell (if you call this cheap, you're
>insane,it's only cheap compared to OVERPRICED brands like IBM and Compaq)
>Pentium 90, 16 megs ram, 1 gig hd, 15" monitor, 128 bit #9 graphics card
>w/4 megs ram, Nec 3x cdrom all for $3600 nowadays.

>i'm curious to what your setup is, and when you bought it.

I bought it in June. I don't have the recript handy... I didn't buy this
as a put together machine. I bought the components separately and got
everything as good quality stuff. SCSI II controller (no IDE),
NEC CDROM, COnner Tape Backup, We actually bought Dos & Windows, etc.
The receipt was long, let me tell you...

~Chris

>fred
--


5314. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-26 15:11:29 UTC
From: diehl@bonk.io.org
Message-ID: <3dmmf1$ke0@ionews.io.org>
Source record: 14117
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

NICHOLS SCOTT CONRAD (nicholss@magellan.Colorado.EDU) wrote:
: In article <3ci5q3$pro@sefl.satelnet.org> mentat@sefl.satelnet.org
: (!Productions) writes:
: >In article <D0H4qz.2wA@chaos.magibox.net>,
: >Jason Wells <jwells@baste.magibox.net> wrote:

: >>I'd like to hear some comparisons between the Jaguar and 3DO game
: >>systems. I suppose that comparisons with the Sega 32X are welcome,

: IMO, 3DO is a much better system than the Jag at the moment, the Jag just
: doesn't have the software, and with 4-5 new next generation systems
: entering the video game war, the Jag, it seems, will be left behind. I
: just don't think Atari has the money or the developer support that 3DO

You've *got* to be kidding. Trip's bank accounts are dropping faster than
THDO's stock prices! An article in Time magaine recently stated that if 3DO
doesn't start turning a profit -- and soon -- they'll be filing for
bankrupsy within 7 months. This is a company with more money than Atari,
who just bled $90 mil from Sega? And as to the question of developer
support, most of those developers on the 3DO are affecting a "wait and see"
attitude, and some are dropping out of the picture, either due to poor sales
of the 3DO or Trip's royalty fee hike for developers which doubled the
royalty fees. On the other hand, the Jaguar's market is expanding rapidly,
the software is starting to flow more rapidly (4 games were release this
weekend alone), and Atari has the funding to launch an aggressive marketing
campaign, which they will be doing in January. (They've already been
advertising on television -- mostly cable in the US -- but that will be
expanded) And finally, as to the question of next generation systemns --
they're only available in Japan rtight now, and they cost an arm, a leg, and
several choice organs to buy in the US. The Saturn is said to be a
disappointment to those who were expecting more, and the PSX is expensive.
U64 isn't even close to being out yet.

: does. Another advantage of 3DO is that it is an expandable standard,
: produced by Samsung, Sanyo, Panasonic, Goldstar, and Creative Labs. 3DO

So far only Creative Labs (3DO Blaster card for the PC), Panasonic and
Goldstar have any of these units out. Samsung don't seem to be doing
anything with them, and last I heard, Sanyo dropped out.

: will be releasing an upgrade module in the near future that is *backward*
: compatible with all current software, unlike Sega's Saturn & 32X. The
: games for 3DO right now are better than *anything* else, IMO. Road Rash,

M2 will suffer from the same problems as the 32x: A 64 bit system plugged
in through a 32-bit bus, just like 32x is a 32-bit system plugged in through
a 16-bit bus. Unless the M2 is totally independand of the 3DO's hardware,
the bottleneck will be a crippling factor in the M2's speed.

: The Need for Speed are two excellent racing games, John Madden Footbal,
: FIFA International Soccer (wow!!) are also two very good sports games,
: with NHL '95 coming soon from EA Sports. Then there is Samurai Shodown,
: Super Street Fighter 2 Turbo with almost 1:1 arcade conversion quality.
: DOOM & DOOM II are being ported by Art Data for the 3DO, including a few
: FMV clips to give DOOM some sort of plot & story line. Supposedly, Art
: Data is redoing the graphics to take advantage of the 3DO.

As far as I'm concerned, fullmotion video is utter crap, and only detracts
from a game's enjoyability.

: As far as the 32X, its a quick fix, but will quickly fade to the 32/64 bit
: systems available now & in the future, IMO.

: >
: >--
: > !Productions 1994
: >
: >GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
: >M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+
: >

: What exactly does this .sig mean?

: Scott Nichols
: nicholss@magellan.colorado.edu

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5315. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-26 18:00:58 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EL1RBGVTUP@cabal.sh.sub.de>
Source record: 14115

In <3dl6jf$nlv@geraldo.cc.utexas.edu> Frederick Lee wrote:

>In article <3ddvfb$42a@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor
Oates) says:
>>Sadly, I own a 486/66 with the above specs plus a CD Rom. I got "good"
>>components instead of "cheap" ones - cost about $4500. Broke more in its
>
>I don't understand how you could spend $4500 on a 486/66. You must have
>bought it a while ago.

Last year or early this year, I'd guess. The price tag of 486s is falling
steadily since September or so.

>Today, you can get a Dell (if you call this cheap, you're
>insane,it's only cheap compared to OVERPRICED brands like IBM and Compaq)
>Pentium 90, 16 megs ram, 1 gig hd, 15" monitor, 128 bit #9 graphics card
>w/4 megs ram, Nec 3x cdrom all for $3600 nowadays.

No SCSI CD-ROM and HDD, no good monitor, and I am pretty sure the 128 bits
graphics board is not included. To set it straight:

A P90 8 megs 256 KB 2nd 540 meg HDD costs 2.899,- DMs (1800 $) currently
and this machine only has a 1 meg gfx board, not to mention that if you're
going to do some float maths.... :->.

Sony 15sf 999,- DMs (a good 15", 17" are more expensive, of course)
ATI Graphics Ultra Pro 4 megs 899,- DMs (I want to use OS/2, so it's got
to be an ATI board)
16 megs 949,- DMs
1 GB HDD 949,- DMs
Adaptec PCI 578,- DMs
Asus PCI/P90 board 978,- DMs

That's 3300 US$s, so far, and still the machine doesn't work. Case,
keyboard, serial I/O, CD-ROM etc. add to these costs. I'd estimate 4000
Dollars or more is the price of the complete system.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5316. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-26 18:02:36 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EL1RBGVWUP@cabal.sh.sub.de>
Source record: 14116

In <41226204308$6FC8@pointless.gen.nz> Rick Nolan wrote:

>Thorsten Guenther wrote in a message to All:
>
>
>TG> In <3cjolt$2a3@insosf1.infonet.net> sinclair@ins.infonet.net
>TG> wrote :
>>In article <3cibmm$fk8@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark
>TG> Rathwell) writes:
>>He said he had a 130ST. There was such a model available in West Germany at the
>>time as I remember.
>
>TG> No, there wasn't, for Atari were unable to shrink the OS
>TG> into 192KBytes at first and thus _never_ shipped 680x0
>TG> machines with less than half a meg.
>
>I owned a 260ST, MC68000,256K Ram,TOS 0.9 on floppy.

The 260ST came after the 520ST and had half a meg of RAM (the 520+ had 1
meg), don't let the names of the machines confuse you. i still have the
magazines here to prove it.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5317. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-27 06:56:12 UTC
From: lqp7160@is.nyu.edu
Message-ID: <3dr277$kjn@cmcl2.NYU.EDU>
Source record: 14118

. .And it takes an hour to open a window and a day to spellcheck a document . . .

>Thats funny.. My $1,199.00 Performa 550 with cdrom works like a charm. came
>with a bundle of software as well as cdrom titles. Works flawlessly. No
>configuration of the cdrom with software. True plug and play...
>
>Can't wait for the PCI upgrade next summer..
>
>So whats wrong with your pc?
>>
>> ~Chris
>>> I like my Amiga and prefer it to using a PC but when the time comes that I
>>>need more power, I'll be buying a Pentium.
>>
>>>gavan
>>>--
>>>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
>>--
>> __ /\ __
>> __\/__\/__
>> _||_/
>> /__||__\
>> // \ | \\
>> \|
>
>-Peter
>

5318. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-27 10:13:30 UTC
From: sinclair@ins.infonet.net
Message-ID: <3dopca$944@insosf1.infonet.net>
Source record: 14119
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dmmf1$ke0@ionews.io.org>, diehl@bonk.io.org (Eric March) writes:
>NICHOLS SCOTT CONRAD (nicholss@magellan.Colorado.EDU) wrote:
>: In article <3ci5q3$pro@sefl.satelnet.org> mentat@sefl.satelnet.org
>: (!Productions) writes:
>: >In article <D0H4qz.2wA@chaos.magibox.net>,
>: >Jason Wells <jwells@baste.magibox.net> wrote:
>
>: >>I'd like to hear some comparisons between the Jaguar and 3DO game
>: >>systems. I suppose that comparisons with the Sega 32X are welcome,
>
>: IMO, 3DO is a much better system than the Jag at the moment, the Jag just
>: doesn't have the software, and with 4-5 new next generation systems
>: entering the video game war, the Jag, it seems, will be left behind. I
>: just don't think Atari has the money or the developer support that 3DO
>
>You've *got* to be kidding. Trip's bank accounts are dropping faster than
>THDO's stock prices! An article in Time magaine recently stated that if 3DO
>doesn't start turning a profit -- and soon -- they'll be filing for
>bankrupsy within 7 months. This is a company with more money than Atari,
>who just bled $90 mil from Sega? And as to the question of developer
>support, most of those developers on the 3DO are affecting a "wait and see"
>attitude, and some are dropping out of the picture, either due to poor sales
>of the 3DO or Trip's royalty fee hike for developers which doubled the
>royalty fees. On the other hand, the Jaguar's market is expanding rapidly,
>the software is starting to flow more rapidly (4 games were release this
>weekend alone), and Atari has the funding to launch an aggressive marketing
>campaign, which they will be doing in January. (They've already been
>advertising on television -- mostly cable in the US -- but that will be
>expanded) And finally, as to the question of next generation systemns --
>they're only available in Japan rtight now, and they cost an arm, a leg, and
>several choice organs to buy in the US. The Saturn is said to be a
>disappointment to those who were expecting more, and the PSX is expensive.
>U64 isn't even close to being out yet.
>

How does this affect the 3do system? 3do does not make the console, Panasonic
and GoldStar do.. As for the poor sales of the 3do, hopel will do better soon.
However the Jagflop has done poorly compared to the 3do. Atari may no make it
either and they are on more shaky ground than 3do. Atari's Jagflop has been an
utter failure, flop and pathetic. Lots of people buying Nintendos today at my
local Wal-Mart..

As for Atari to launch a Marketing campaign, get real. I have been hearing this
year after year. Atari is not capable of doing so..

As for the PSX, Sony is supposely to take a $100 loss on each unit they sell
and make it up in cd sales.. So expect to see a $300 playstation on your door
steps soon. looked awesome on tv recently..

>
>: does. Another advantage of 3DO is that it is an expandable standard,
>: produced by Samsung, Sanyo, Panasonic, Goldstar, and Creative Labs. 3DO
>
>So far only Creative Labs (3DO Blaster card for the PC), Panasonic and
>Goldstar have any of these units out. Samsung don't seem to be doing
>anything with them, and last I heard, Sanyo dropped out.

500,000 sold to date..

>
>: will be releasing an upgrade module in the near future that is *backward*
>: compatible with all current software, unlike Sega's Saturn & 32X. The
>: games for 3DO right now are better than *anything* else, IMO. Road Rash,
>
>M2 will suffer from the same problems as the 32x: A 64 bit system plugged
>in through a 32-bit bus, just like 32x is a 32-bit system plugged in through
>a 16-bit bus. Unless the M2 is totally independand of the 3DO's hardware,
>the bottleneck will be a crippling factor in the M2's speed.

How would you know?

>
>: The Need for Speed are two excellent racing games, John Madden Footbal,
>: FIFA International Soccer (wow!!) are also two very good sports games,
>: with NHL '95 coming soon from EA Sports. Then there is Samurai Shodown,
>: Super Street Fighter 2 Turbo with almost 1:1 arcade conversion quality.
>: DOOM & DOOM II are being ported by Art Data for the 3DO, including a few
>: FMV clips to give DOOM some sort of plot & story line. Supposedly, Art
>: Data is redoing the graphics to take advantage of the 3DO.
>
>As far as I'm concerned, fullmotion video is utter crap, and only detracts
>from a game's enjoyability.

eh..

>
>: As far as the 32X, its a quick fix, but will quickly fade to the 32/64 bit
>: systems available now & in the future, IMO.
>
>
>: >
>: >--
>: > !Productions 1994
>: >
>: >GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
>: >M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+
>: >
>

```
>: What exactly does this .sig mean?
>
>: Scott Nichols
>: nicholss@magellan.colorado.edu
>
>
>--
> _____________________________ _________________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

-Peter

5319. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-27 19:20:39 UTC
From: kirchh@cc.umanitoba.ca
Message-ID: <3dppe7$ndi@canopus.cc.umanitoba.ca>
Source record: 14120
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dopca$944@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>How does this affect the 3do system? 3do does not make the console, Panasonic
>and GoldStar do.. As for the poor sales of the 3do, hopel will do better soon.
>However the Jagflop has done poorly compared to the 3do. Atari may no make it
>either and they are on more shaky ground than 3do.

Sounds like they're both sucking wind. All it'll take is one more new heavily-promoted console next year (and we might get 2 or 3 of them, from the sound of it), and even the people who might have bought this stuff will finally conclude (correctly) that this entire post-Sega console niche is an unstable mess and by far the worst available investment in consumer electronics today. This week, one platform pulls a little ahead, next week, it falls back into the mire and another platform pulls a little ahead and its tiny handful of games grows a little, only to be knocked into limbo when platform #3 suddenly sells a few dozen units and all the developers eagerly scurry over to it, and so on, and so on. All these platforms will be as dead as DCC and MiniDisc once consumers wake up, and I think a lot of them are already awake, happily playing with their SNES units and not looking to buy anything new in 1995 just because some ad campaign shows them some 0.5 nanosecond screenshots and tells them it's "cool".

>As for the PSX, Sony is supposely to take a $100 loss on each unit they sell
>and make it up in cd sales..

Isn't this illegal in North America? (If it isn't, then SNES units would have been $1.99 instead of $99 all along, right?) I thought you couldn't deliberately flood a market with products dumped at a loss, and I thought this explained those odd deals where you buy a cellular phone for $150 and can then get a $149 "rebate".

>500,000 sold to date..

3DO units? To whom? Where? This platform still fails the "no ten-year-old kids have heard of it" test, so I can't believe it's doing well in any sense of the word. But I suppose even 500,000 units is an abject failure in this low-margin market (aren't there a few hundred million SNES boxes out there?)

--
Evan Kirchhoff, kirchh@cc.umanitoba.ca

5320. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-27 21:09:15 UTC
From: diehl@bonk.io.org
Message-ID: <3dpvpr$1ip@ionews.io.org>
Source record: 14121
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: How does this affect the 3do system? 3do does not make the console, Panasonic
: and GoldStar do.. As for the poor sales of the 3do, hopel will do better soon.
: However the Jagflop has done poorly compared to the 3do. Atari may no make it
: either and they are on more shaky ground than 3do. Atari's Jagflop has been an
: utter failure, flop and pathetic. Lots of people buying Nintendos today at my
: local Wal-Mart..

Oh, get stuffed. The Jag has been selling exceptionally well in the US and
Canada ... I wouldn't call _that_ a faliure. "Hopefully it will do better"
you say ... what's this? Peter's got a double standard? He has "hope" for
a system that's already a losing proposition in many ways, and NO, it has
NOT sold NEARLY as well as the Jaguar has in the US (Get some figures --
real ones, not the ones you pull out of a hat and call the truth), and yet
the Jaguar he writes off as a a total flop. Do you work for EGM?

: As for Atari to launch a Marketing campaign, get real. I have been hearing this
: year after year. Atari is not capable of doing so..

But Edelman is. And Edelman is who is doing Atari's marketing.

: As for the PSX, Sony is supposely to take a $100 loss on each unit they sell
: and make it up in cd sales.. So expect to see a $300 playstation on your door
: steps soon. looked awesome on tv recently..

The PSX is a nice machine ... I'll admit that. But it's still too
expensive. You won't be seeing it on your doorstep "soon" because it's
going to remain in Japan for some time yet -- at least until late spring,
possibly into summer, before it gets to North America.

: 500,000 sold to date..

Worldwide. Care to compare against figures sold in the US alone? I'm
wagering you won't like the figures -- the _real_ ones -- nearly as much.
(The Jaguar, if you recall, it's officially available worldwide)

: >M2 will suffer from the same problems as the 32x: A 64 bit system plugged
: >in through a 32-bit bus, just like 32x is a 32-bit system plugged in through
: >a 16-bit bus. Unless the M2 is totally independand of the 3DO's hardware,
: >the bottleneck will be a crippling factor in the M2's speed.

: How would you know?

It's called research. Look into it sometime.

: -Peter

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5321. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-28 14:13:02 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3drrpe$hbo@osiris.wu-wien.ac.at>
Source record: 14122
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Eric March (diehl@bonk.io.org) wrote:

: Worldwide. Care to compare against figures sold in the US alone? I'm
: wagering you won't like the figures -- the _real_ ones -- nearly as much.
: (The Jaguar, if you recall, it's officially available worldwide)

In Europe you *CAN* buy a Jaguar; that is, if you know abou it, if you
are calling shops around you will at some point eventually get hold of a
Jaguar - most possibly in a small shop which to find you ned a map.
Advertising and marketing is non-existing. You are hearing about it
ONLY in atari magazines that deal with falcons and STs and maybe some
games magazines. They are selling- but with a 0.0x% market share.
With the 3DO it is, however, no way better than with teh Jaguar over here
Other copnsoles haven' appeared at all.
Well, the 3DO and the Jag - a battle between losers?

: : >M2 will suffer from the same problems as the 32x: A 64 bit system plugged
: : >in through a 32-bit bus, just like 32x is a 32-bit system plugged in through
: : >a 16-bit bus. Unless the M2 is totally independand of the 3DO's hardware,
: : >the bottleneck will be a crippling factor in the M2's speed.

: : How would you know?

: It's called research. Look into it sometime.

: : -Peter

: --
: _____________________________ _____________________________
: _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
: _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
: _________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5322. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-28 16:44:56 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ds4m8$1fl@insosf1.infonet.net>
Source record: 14123
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dppe7$ndi@canopus.cc.umanitoba.ca>, kirchh@cc.umanitoba.ca (Evan Kirchhoff) writes:
>In article <3dopca$944@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>>How does this affect the 3do system? 3do does not make the console, Panasonic
>>and GoldStar do.. As for the poor sales of the 3do, hopel will do better soon.
>>However the Jagflop has done poorly compared to the 3do. Atari may no make it
>>either and they are on more shaky ground than 3do.
>
>Sounds like they're both sucking wind. All it'll take is one more new
>heavily-promoted console next year (and we might get 2 or 3 of them, from
>the sound of it), and even the people who might have bought this stuff
>will finally conclude (correctly) that this entire post-Sega console niche
>is an unstable mess and by far the worst available investment in consumer
>electronics today. This week, one platform pulls a little ahead, next
>week, it falls back into the mire and another platform pulls a little
>ahead and its tiny handful of games grows a little, only to be knocked
>into limbo when platform #3 suddenly sells a few dozen units and all the
>developers eagerly scurry over to it, and so on, and so on. All these
>platforms will be as dead as DCC and MiniDisc once consumers wake up, and
>I think a lot of them are already awake, happily playing with their SNES
>units and not looking to buy anything new in 1995 just because some ad
>campaign shows them some 0.5 nanosecond screenshots and tells them it's
>"cool".

Very true. If you can wait on a console for awhile, than do so. I am waiting
for the Playstation to come out before I decide. I wonder if International
Soccer will come out for the Playstation. As far as I am concern, the Jagflop
is dead. But may pick one up to add to my growing collection of classics..

>
>
>>As for the PSX, Sony is supposely to take a $100 loss on each unit they sell
>>and make it up in cd sales..
>
>Isn't this illegal in North America? (If it isn't, then SNES units would
>have been $1.99 instead of $99 all along, right?) I thought you couldn't
>deliberately flood a market with products dumped at a loss, and I thought
>this explained those odd deals where you buy a cellular phone for $150
>and can then get a $149 "rebate".
>

Sony has deep pockets and can afford to do so. I am not sure if it's illegal
to do so. However, Wal-Mart sells many items below cost.

>>500,000 sold to date..
>
>3DO units? To whom? Where? This platform still fails the "no
>ten-year-old kids have heard of it" test, so I can't believe it's doing
>well in any sense of the word. But I suppose even 500,000 units is an
>abject failure in this low-margin market (aren't there a few hundred
>million SNES boxes out there?)

The sales have not been great. But time is running out..

>
>--
>Evan Kirchhoff, kirchh@cc.umanitoba.ca

-Peter

5323. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-28 16:55:36 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ds5a8$1fl@insosf1.infonet.net>
Source record: 14124
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dpvpr$1ip@ionews.io.org>, diehl@bonk.io.org (Eric March) writes:
>sinclair@ins.infonet.net wrote:
>: How does this affect the 3do system? 3do does not make the console, Panasonic
>: and GoldStar do.. As for the poor sales of the 3do, hopel will do better soon.
>: However the Jagflop has done poorly compared to the 3do. Atari may no make it
>: either and they are on more shaky ground than 3do. Atari's Jagflop has been an
>: utter failure, flop and pathetic. Lots of people buying Nintendos today at my
>: local Wal-Mart..
>
>Oh, get stuffed. The Jag has been selling exceptionally well in the US and
>Canada ... I wouldn't call _that_ a faliure. "Hopefully it will do better"
>you say ... what's this? Peter's got a double standard? He has "hope" for
>a system that's already a losing proposition in many ways, and NO, it has
>NOT sold NEARLY as well as the Jaguar has in the US (Get some figures --
>real ones, not the ones you pull out of a hat and call the truth), and yet
>the Jaguar he writes off as a a total flop. Do you work for EGM?

The Jagflop has been an utter failure. With thirteen games and 200,000 in
sales in the last two Christmas seasons. As for 3do, sales have been better
with 500,000 units sold. I am still not sure if it will make it with the
PlayStation on the horizon. As for EGM, no I don't work for them. What do you
think EGM should say about the Jagflop? Are you angry that a publication
thinks the Jagflop is an utter nonsene and not going anywere..

>
>: As for Atari to launch a Marketing campaign, get real. I have been hearing this
>: year after year. Atari is not capable of doing so..
>
>But Edelman is. And Edelman is who is doing Atari's marketing.

Yes, and so has past firms who have done Atari's marketing.

>
>: As for the PSX, Sony is supposely to take a $100 loss on each unit they sell
>: and make it up in cd sales.. So expect to see a $300 playstation on your door
>: steps soon. looked awesome on tv recently..
>
>The PSX is a nice machine ... I'll admit that. But it's still too
>expensive. You won't be seeing it on your doorstep "soon" because it's
>going to remain in Japan for some time yet -- at least until late spring,
>possibly into summer, before it gets to North America.

But will still be here. Spring is only three months away. Not much time for
Atari to launch a counter attack..

>
>: 500,000 sold to date..
>
>Worldwide. Care to compare against figures sold in the US alone? I'm
>wagering you won't like the figures -- the _real_ ones -- nearly as much.
>(The Jaguar, if you recall, it's officially available worldwide)

Lets see what the figures are in the US. Have any truthful ones?
>
>: >M2 will suffer from the same problems as the 32x: A 64 bit system plugged
>: >in through a 32-bit bus, just like 32x is a 32-bit system plugged in through
>: >a 16-bit bus. Unless the M2 is totally independand of the 3DO's hardware,
>: >the bottleneck will be a crippling factor in the M2's speed.
>
>: How would you know?
>
>It's called research. Look into it sometime.

You have no idea what the performance will be like? It's called wait and see,
da!!

>
>: -Peter
>
>--
> _____________________________ _____________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

-Peter

5324. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-28 16:58:00 UTC
From: sinclair@ins.infonet.net
Message-ID: <3ds5eo$1fl@insosf1.infonet.net>
Source record: 14125

In article <3dr277$kjn@cmcl2.NYU.EDU>, lqp7160@is.nyu.edu (Leo Pelekh) writes:
> . .And it takes an hour to open a window and a day to spellcheck a document . . .

Are you sure it takes that long? If so, whats wrong with your PC?

>
>>Thats funny.. My $1,199.00 Performa 550 with cdrom works like a charm. came
>>with a bundle of software as well as cdrom titles. Works flawlessly. No
>>configuration of the cdrom with software. True plug and play...
>>
>>Can't wait for the PCI upgrade next summer..
>>
>>So whats wrong with your pc?
>>>
>>> ~Chris
>>>> I like my Amiga and prefer it to using a PC but when the time comes that I
>>>>need more power, I'll be buying a Pentium.
>>>
>>>>gavan
>>>>--
>>>>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
>>>> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.
>>>--
>>> __ /\ __
>>> __\/__\/__
>>> _||_/
>>> /__||__\
>>> // \ | \\
>>> \|
>>
>>-Peter
>>
>

-Peter

5325. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-28 17:46:49 UTC
From: kirchh@cc.umanitoba.ca
Message-ID: <3ds8a9$emo@canopus.cc.umanitoba.ca>
Source record: 14126
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3ds4m8$1fl@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>Sony has deep pockets and can afford to do so. I am not sure if it's illegal
>to do so.

I thought it was illegal for a manufacturer to sell below cost; I'm sure
it's OK for a retailer (hence the term "loss leaders").

>However, Wal-Mart sells many items below cost.

Yeah, the 500 "price sensitive" items, as opposed to the other 30,000
items that people only think are cheaper :) Since we've got Wal-Mart in
Canada now, I can't believe people fall for that "Wal-Mart is cheaper"
nonsense. I almost choked when I saw that they were selling all their
music CDs for $21.73 ($15 US), when any sane record store in town is
selling them for $13-$18 ($9-$13 US). And floppy disks are overpriced,
and computers are overpriced, and basically everything _I_ would buy seems
to be overpriced. On the bright side, Wal-Mart Canada doesn't seem to be
enforcing the weird moral dictates of Wal-Mart USA; up here, it's OK to
buy the Nirvana-album-with-plastic-fetuses-on-it.

--
Evan Kirchhoff, kirchh@cc.umanitoba.ca

5326. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-28 22:16:09 UTC
From: diehl@r-node.io.org
Message-ID: <3dso39$sqr@ionews.io.org>
Source record: 14133
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:

: In Europe you *CAN* buy a Jaguar; that is, if you know abou it, if you
: are calling shops around you will at some point eventually get hold of a
: Jaguar - most possibly in a small shop which to find you ned a map.
: Advertising and marketing is non-existing. You are hearing about it
: *ONLY* in atari magazines that deal with falcons and STs and maybe some
: games magazines. They are selling- but with a 0.0x% market share.
: With the 3DO it is, however, no way better than with teh Jaguar over here
: Other copnsoles haven' appeared at all.
: Well, the 3DO and the Jag - a battle between losers?

You'll note that I said that the Jaguar is not *officially* available in the
UK. It's not officially available here in Canada, either, yet I can go to
any of a hundred stores and buy one. And advertising in Canada is
non-existant, too. And that's because *it isn't officially available
here!*I Why would Atari waste money advertising somewhere where the machine
isn't officially available? Please, pick up a few pointers on marketing
before you drool on as though you have a clue.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5327. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-28 22:25:44 UTC
From: diehl@r-node.io.org
Message-ID: <3dsol8$sqr@ionews.io.org>
Source record: 14134
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:

: The Jagflop has been an utter failure. With thirteen games and 200,000 in
: sales in the last two Christmas seasons. As for 3do, sales have been better
: with 500,000 units sold. I am still not sure if it will make it with the
: PlayStation on the horizon. As for EGM, no I don't work for them. What do you
: think EGM should say about the Jagflop? Are you angry that a publication
: thinks the Jagflop is an utter nonsene and not going anywere..

THDO stock is at an alltime low right now ... this does not by any means
indicate a thriving cvompany who's selling units faster than they can make
them. And if you think otherwise, you're even more deluded then I thought
(which would take a considerable amount of doing). And 3DO sales in the US
as of October (sorry, don't have any newer figures) was 75,000 in total,
compared to the JAg's 250,000 at the same period (Source: Wall Street
Journal). And there are 17 games, not 13. Which pretty much serves to
prove how misinformed and sorrily mistaken you are. As for EGM, they're
biased claptrap whose comments on the Jaguar go against *every*single*other*
gaming publication.

: Yes, and so has past firms who have done Atari's marketing.

Atari's past firms were small ad agencies who were utterly hopeless.
Edelman is one of the US's largest advertising agencies. There's a world
of difference.

: But will still be here. Spring is only three months away. Not much time for
: Atari to launch a counter attack..

Nothing is going to stop new tech from emerging... that's the way things go;
new machines overshadow older ones. However I believe the Jaguar stands a
good chance of overshadowing new consoles by sheer dint of numbers, if not
technology -- and the Jag has better technology than the Saturn,
guaranteed. In addition, the Jag has a lot more known developers than the
other platforms in Japan -- sure, they've got lots of japanese developers,
but having seen the list of PSX developers from the PSX FAQ, I was able to
recognise maybe three. On the Jag I could probably tell you what at least
75 of them are.

: Lets see what the figures are in the US. Have any truthful ones?

See above.

: You have no idea what the performance will be like? It's called wait and see,
: da!!

Nobody has any idea what the performance will be like -- *including you*.
But since the M2 will be plugging in through a 32-bit bus, it doesn't matter
HOW good they make the machine ... it's STILL going to have that 32-bit
bottleneck, and that is going to hamper its performance in a significant
way.

: -Peter

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5328. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 02:01:08 UTC
From: sinclair@ins.infonet.net
Message-ID: <3dt594$e2n@insosf1.infonet.net>
Source record: 14127
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dso39$sqr@ionews.io.org>, diehl@r-node.io.org (Eric March) writes:
>Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
>
>: In Europe you *CAN* buy a Jaguar; that is, if you know abou it, if you
>: are calling shops around you will at some point eventually get hold of a
>: Jaguar - most possibly in a small shop which to find you ned a map.
>: Advertising and marketing is non-existing. You are hearing about it
>: *ONLY* in atari magazines that deal with falcons and STs and maybe some
>: games magazines. They are selling- but with a 0.0x% market share.
>: With the 3DO it is, however, no way better than with teh Jaguar over here
>: Other copnsoles haven' appeared at all.
>: Well, the 3DO and the Jag - a battle between losers?
>
>You'll note that I said that the Jaguar is not *officially* available in the
>UK. It's not officially available here in Canada, either, yet I can go to
>any of a hundred stores and buy one. And advertising in Canada is
>non-existant, too. And that's because *it isn't officially available
>here!*I Why would Atari waste money advertising somewhere where the machine
>isn't officially available? Please, pick up a few pointers on marketing
>before you drool on as though you have a clue.

The Jagflop is not officialy available considering that units are available in
those countries. I am sorry, but this is sad and typical Atari nonsense and
the main reason to avoid their products. Why isn't the Jagflop officialy
available worldwide? Whats Atari's excuse this time.

The market has decided that the Jagflop is a utter flop. Get over it..

-Peter

>
>--
> _____________________________ _____________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5329. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 02:11:38 UTC
From: sinclair@ins.infonet.net
Message-ID: <3dt5sq$e2n@insosf1.infonet.net>
Source record: 14128
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dsol8$sqr@ionews.io.org>, diehl@r-node.io.org (Eric March) writes:
>sinclair@ins.infonet.net wrote:
>
>: The Jagflop has been an utter failure. With thirteen games and 200,000 in
>: sales in the last two Christmas seasons. As for 3do, sales have been better
>: with 500,000 units sold. I am still not sure if it will make it with the
>: PlayStation on the horizon. As for EGM, no I don't work for them. What do you
>: think EGM should say about the Jagflop? Are you angry that a publication
>: thinks the Jagflop is an utter nonsene and not going anywere..
>
>THDO stock is at an alltime low right now ... this does not by any means
>indicate a thriving cvompany who's selling units faster than they can make
>them. And if you think otherwise, you're even more deluded then I thought
>(which would take a considerable amount of doing). And 3DO sales in the US
>as of October (sorry, don't have any newer figures) was 75,000 in total,
>compared to the JAg's 250,000 at the same period (Source: Wall Street
>Journal). And there are 17 games, not 13. Which pretty much serves to
>prove how misinformed and sorrily mistaken you are. As for EGM, they're
>biased claptrap whose comments on the Jaguar go against *every*single*other*
>gaming publication.

Oh gee, I was off by four games. But most of these games were not available
nationwide until after Christmas..

As for the sales figure of the Jagflop, only 105,000 were sold as of
October(Source:Atari's press release..)

As for stock prices, I can say that Atari is dead. Yes 3do is having a
difficult time, But Atari is in worse shape.

>
>: Yes, and so has past firms who have done Atari's marketing.
>
>Atari's past firms were small ad agencies who were utterly hopeless.
>Edelman is one of the US's largest advertising agencies. There's a world
>of difference.

Not realy.. But, the Tramiels make the final decisions. As for their marketing
or lack of one, I must of missed it.

>
>: But will still be here. Spring is only three months away. Not much time for
>: Atari to launch a counter attack..
>
>Nothing is going to stop new tech from emerging... that's the way things go;

>new machines overshadow older ones. However I believe the Jaguar stands a
>good chance of overshadowing new consoles by sheer dint of numbers, if not
>technology -- and the Jag has better technology than the Saturn,
>guaranteed. In addition, the Jag has a lot more known developers than the
>other platforms in Japan -- sure, they've got lots of japanese developers,
>but having seen the list of PSX developers from the PSX FAQ, I was able to
>recognise maybe three. On the Jag I could probably tell you what at least
>75 of them are.
>
>: Lets see what the figures are in the US. Have any truthful ones?
>
>See above.
>
>: You have no idea what the performance will be like? It's called wait and see,
>: da!!
>
>Nobody has any idea what the performance will be like -- *including you*.
>But since the M2 will be plugging in through a 32-bit bus, it doesn't matter
>*HOW* good they make the machine ... it's STILL going to have that 32-bit
>bottleneck, and that is going to hamper its performance in a significant
>way.

But, you don't know that..The PowerMac 7100 is a 64 bit machine versus a Quadra 630 is a 32 bit one. A Q630 with a PowerPC processor board exceeds the performance of a 7100 in some tests.

I also question if the Jagflop is a true 64 bit console. I have done the math and the numbers do not add up...

>
>: -Peter
>
>
>--
> _____________________________ _________________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

-Peter

5330. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 03:40:35 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3dtb3j$2o8@darkstar.UCSC.EDU>
Source record: 14037
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3dso39$sqr@ionews.io.org> diehl@r-node.io.org (Eric March) writes:

>You'll note that I said that the Jaguar is not *officially* available in the
>UK. It's not officially available here in Canada, either, yet I can go to
>any of a hundred stores and buy one. And advertising in Canada is
>non-existant, too. And that's because *it isn't officially available
>here!*I Why would Atari waste money advertising somewhere where the machine
>isn't officially available? Please, pick up a few pointers on marketing
>before you drool on as though you have a clue.

Um... actually in your iriginal post you said it was. I think it was a typo,
oops, like "iriginal" :)

~Chris
>--
> _____________________________ _________________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5331. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 03:43:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3dtb9r$2of@darkstar.UCSC.EDU>
Source record: 14129
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3dt594$e2n@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>The Jagflop is not officialy available considering that units are available in
>those countries. I am sorry, but this is sad and typical Atari nonsense and
>the main reason to avoid their products. Why isn't the Jagflop officialy
>available worldwide? Whats Atari's excuse this time.

Maybe it's not officially available because Atari has wisely decided to
concentrate its resources on one market? As you well know, they cannot afford
to be blasting every country in the world with ads 24 hours per day, so why not
focus where they have a good chance? I rarely watch TV, and I've even seen
a few Jag ads...

>The market has decided that the Jagflop is a utter flop. Get over it..

The universe has decided that you are an utter moron. Get over it. (And we
know your penis is an utter flop! stop telling us this!)

~Chrisd
>-Peter

>>
>>--
>> _____________________________ _______________________________
>> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
>> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5332. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 03:49:16 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3dtbjs$2pe@darkstar.UCSC.EDU>
Source record: 14130
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3dt5sq$e2n@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>As for stock prices, I can say that Atari is dead. Yes 3do is having a
>difficult time, But Atari is in worse shape.

THDO's stock is at an all-time low. Atari's stock has been much lower than it
is now. Why is Atari dead and 3DO alive? Tell me, pete, we want to know.

>Not realy.. But, the Tramiels make the final decisions. As for their marketing
>or lack of one, I must of missed it.

Move out of Iowa. Watch TX. Read gaming mags. In other words, remove
yourself from your pitiful enclosing shell you call your life and enter the
real world.

>I also question if the Jagflop is a true 64 bit console. I have done the math
>and the numbers do not add up...

Peter, you haven't "done the math" gimme a break. You haven't even read the
FAQ.

~Chris

>>
>>: -Peter
>>
>>
>>--
>> _____________________________ _____________________________
>> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
>> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

>-Peter

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5333. Re: ATARI gave up on computers last year...

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 03:50:18 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3dtblq$2pu@darkstar.UCSC.EDU>
Source record: 14131

In <3ds5eo$1fl@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>In article <3dr277$kjn@cmcl2.NYU.EDU>, lqp7160@is.nyu.edu (Leo Pelekh) writes:
>> . .And it takes an hour to open a window and a day to spellcheck a document . . .

>Are you sure it takes that long? If so, whats wrong with your PC?

It's probably trying to emulate the "look and feel" of a mac. :)

~Chris

>-Peter

--

5334. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 03:55:00 UTC
From: hing@csulb.edu
Message-ID: <3dtbuk$cm4@garuda.csulb.edu>
Source record: 14132
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: In article <3dppe7$ndi@canopus.cc.umanitoba.ca>, kirchh@cc.umanitoba.ca (Evan Kirchhoff) writes:
: >In article <3dopca$944@insosf1.infonet.net> sinclair@ins.infonet.net writes:
: >>How does this affect the 3do system? 3do does not make the console, Panasonic
: >>and GoldStar do.. As for the poor sales of the 3do, hopel will do better soon.
: >>However the Jagflop has done poorly compared to the 3do. Atari may no make it
: >>either and they are on more shaky ground than 3do.
: >
: >Sounds like they're both sucking wind. All it'll take is one more new
: >heavily-promoted console next year (and we might get 2 or 3 of them, from
: >the sound of it), and even the people who might have bought this stuff
: >will finally conclude (correctly) that this entire post-Sega console niche
: >is an unstable mess and by far the worst available investment in consumer
: >electronics today. This week, one platform pulls a little ahead, next
: >week, it falls back into the mire and another platform pulls a little
: >ahead and its tiny handful of games grows a little, only to be knocked
: >into limbo when platform #3 suddenly sells a few dozen units and all the
: >developers eagerly scurry over to it, and so on, and so on. All these
: >platforms will be as dead as DCC and MiniDisc once consumers wake up, and
: >I think a lot of them are already awake, happily playing with their SNES
: >units and not looking to buy anything new in 1995 just because some ad
: >campaign shows them some 0.5 nanosecond screenshots and tells them it's
: >"cool".

: Very true. If you can wait on a console for awhile, than do so. I am waiting
: for the Playstation to come out before I decide. I wonder if International
: Soccer will come out for the Playstation. As far as I am concern, the Jagflop
: is dead. But may pick one up to add to my growing collection of classics..

: >
: >
: >>As for the PSX, Sony is supposely to take a $100 loss on each unit they sell
: >>and make it up in cd sales..
: >
: >Isn't this illegal in North America? (If it isn't, then SNES units would
: >have been $1.99 instead of $99 all along, right?) I thought you couldn't
: >deliberately flood a market with products dumped at a loss, and I thought
: >this explained those odd deals where you buy a cellular phone for $150
: >and can then get a $149 "rebate".
: >

: Sony has deep pockets and can afford to do so. I am not sure if it's illegal
: to do so. However, Wal-Mart sells many items below cost.

Did you remember the VCR-War between Sony and JVC? Well, Sony lost. It doesn't matter how good the machine is, if there are enough idiots like you to buy it, it will survive.

: >>500,000 sold to date..
: >
: >3DO units? To whom? Where? This platform still fails the "no
: >ten-year-old kids have heard of it" test, so I can't believe it's doing
: >well in any sense of the word. But I suppose even 500,000 units is an
: >abject failure in this low-margin market (aren't there a few hundred
: >million SNES boxes out there?)

: The sales have not been great. But time is running out..

: >
: >--
: >Evan Kirchhoff, kirchh@cc.umanitoba.ca

: -Peter

--

[0;5m
---O\ Joyeux Noel et Bonne Annee
----- -\ <, Houn-Nam Ing -----
----- (*)/(*) hing@csulb.edu ----- [0;0m

5335. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 06:39:16 UTC
From: diehl@r-node.io.org
Message-ID: <3dtlik$adl@ionews.io.org>
Source record: 14135
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:

: The Jagflop is not officialy available considering that units are available in
: those countries. I am sorry, but this is sad and typical Atari nonsense and
: the main reason to avoid their products. Why isn't the Jagflop officialy
: available worldwide? Whats Atari's excuse this time.

: The market has decided that the Jagflop is a utter flop. Get over it..

Please, do the world a favour and sell that Precious Mac of yours and buy
yourself a clue. Ever heard of progressive marketing? It's where a company
introduces a product into the market in only a few areas so that they can
sell units to make more money to be able to introduce it to still more
markets, where they make more money and again expand their market, and so
on. And that is what Atari is doing. That, in fact, is what a *lot* of
companies do -- most company also do test marketing beforehand, introducing
their product to a small area first before mass marketing it.

You havn't a bloody clue. Get over it.

: -Peter

: >
: >--
: > _____ _____
: > _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
: > _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
: >_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5336. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 06:52:17 UTC
From: diehl@r-node.io.org
Message-ID: <3dtmb1$adl@ionews.io.org>
Source record: 14136
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:
: Oh gee, I was off by four games. But most of these games were not available
: nationwide until after Christmas..

All of them were available before Christmas, with Bubsy and Zool II making
it in just under the wire by arriving in stores on the 24th.

: As for the sales figure of the Jagflop, only 105,000 were sold as of
: October(Source:Atari's press release..)

Funny, but in spite of the fact that I collect every single Atari press
release concerning the Jag (above and beyond other information I can gather)
I seem to have missed this suprious report. How, oh, how did this happen?
You have a very active imagination.

: As for stock prices, I can say that Atari is dead. Yes 3do is having a
: difficult time, But Atari is in worse shape.

Oh? Funny ... Atari stock prices rose from the ashes of $0.50/share not
more than two years ago to settle in and around $4 right now -- an 800%
increase on average in that period of time. By the same token, THDO's
stocks have been steadily dropping... and dropping ... and right now sit at
~$9. A far cry from its IPO.

: Not realy.. But, the Tramiels make the final decisions. As for their marketing
: or lack of one, I must of missed it.

Atari okays the final cits of commercials and ads... they do not participate
in the campaigns themselves other than to fund them. And yes... you miss a
lot of things, not the least of which are the facts.

: But, you don't know that..The PowerMac 7100 is a 64 bit machine versus a Quadra
: 630 is a 32 bit one. A Q630 with a PowerPC processor board exceeds the
: performance of a 7100 in some tests.

There are a lot of variables to deal with. I could just as easily say that
a 386 SX-20 is faster than a 486 DX-66 if I was comparing a 386 equipped
with a Viper graphics card to a 486 equipped with a low-end VGA card in
terms of graphics. Please, don't spout off selected tests designed to show
superiority in departments which hold no relevance to _real_ tests. Hey,
the Falcon can clear a TrueColour screen in under one VBI and a high-end PC
with a fancy video card can't! (See?)

: I also question if the Jagflop is a true 64 bit console. I have done the math
: and the numbers do not add up...

Apparently you've been nodding off in elementary math class. 64-bit data
path, 64-bit GPU, 64-bit object processor, 32-bit DSP, 16-bit 68000 general
purpose processor. What part of "DO THE MATH!" didn't you understand?

: >
: >: -Peter
: >
: >
: >--
: > _____ _____
: > _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
: > _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
: >_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

: -Peter

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5337. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 20:16:00 UTC
From: kirchh@cc.umanitoba.ca
Message-ID: <3dv5e0$rpa@canopus.cc.umanitoba.ca>
Source record: 14038
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dtlik$adl@ionews.io.org> diehl@r-node.io.org (Eric March) writes:
>Ever heard of progressive marketing? It's where a company
>introduces a product into the market in only a few areas so that they can
>sell units to make more money to be able to introduce it to still more
>markets, where they make more money and again expand their market, and so
>on. And that is what Atari is doing.

Progressive marketing at the sluggish speed that Atari is doing it can't
possibly work in the videogame industry, where technology goes from "hot"
to "obsolete" to "dead in a dumpster" in about 2 years (unless it manages
to sell 50 million or so units, in which case it can extend the "obsolete
but still selling" phase for another couple of years--eg. SNES, Atari 2600)

>That, in fact, is what a *lot* of
>companies do -- most company also do test marketing beforehand, introducing
>their product to a small area first before mass marketing it.

"Test marketing"? For what, 2 years? :) I'm sure Atari is doing the best
they can with the resources they've got, but that doesn't mean that slowly
trickling unpromoted Jaguars into various corners of the globe is a
strategy that has a chance in hell of working (unless a miracle happens,
like meteors crushing the headquarters of the other 6 competitors).

--
Evan Kirchhoff, kirchh@cc.umanitoba.ca

5338. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 22:37:06 UTC
From: sinclair@ins.infonet.net
Message-ID: <3dvdmi$7a1@insosf1.infonet.net>
Source record: 14039
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dtlik$adl@ionews.io.org>, diehl@r-node.io.org (Eric March) writes:
>sinclair@ins.infonet.net wrote:
>
>: The Jagflop is not officialy available considering that units are available in
>: those countries. I am sorry, but this is sad and typical Atari nonsense and
>: the main reason to avoid their products. Why isn't the Jagflop officialy
>: available worldwide? Whats Atari's excuse this time.
>
>: The market has decided that the Jagflop is a utter flop. Get over it..
>
>Please, do the world a favour and sell that Precious Mac of yours and buy
>yourself a clue. Ever heard of progressive marketing? It's where a company
>introduces a product into the market in only a few areas so that they can
>sell units to make more money to be able to introduce it to still more
>markets, where they make more money and again expand their market, and so
>on. And that is what Atari is doing. That, in fact, is what a *lot* of
>companies do -- most company also do test marketing beforehand, introducing
>their product to a small area first before mass marketing it.
>
>You havn't a bloody clue. Get over it.

Is that what Atari is doing? That would explain the marketing strategy behind
the 7800, ST, TT, Portfolio, Lynx, ST Portable&NoteBook, ABAq and so on. Oh I
forgot the Falcon.

Atari gives a new meaning to progressive marketing. Ha ha ha ha ha...

Oh, yes I have a clue. Get over it.

>
>: -Peter
>
>: >
>: >--
>: > _____________________________ _______________________________
>: > _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
>: > _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>: >_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
>
>--
> _____________________________ _______________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

-Peter

5339. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 22:47:30 UTC
From: sinclair@ins.infonet.net
Message-ID: <3dvea2$7a1@insosf1.infonet.net>
Source record: 14040
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dtmb1$adl@ionews.io.org>, diehl@r-node.io.org (Eric March) writes:
>sinclair@ins.infonet.net wrote:
>: Oh gee, I was off by four games. But most of these games were not available
>: nationwide until after Christmas..
>
>All of them were available before Christmas, with Bubsy and Zool II making
>it in just under the wire by arriving in stores on the 24th.

These games were not available at all locations. Most of these trekled in but
not available nationwide.
>
>: As for the sales figure of the Jagflop, only 105,000 were sold as of
>: October(Source:Atari's press release..)
>
>Funny, but in spite of the fact that I collect every single Atari press
>release concerning the Jag (above and beyond other information I can gather)
>I seem to have missed this suprious report. How, oh, how did this happen?
>You have a very active imagination.
>

These figures came from Atari. Get your head out of your ass and get over it.

>: As for stock prices, I can say that Atari is dead. Yes 3do is having a
>: difficult time, But Atari is in worse shape.
>
>Oh? Funny ... Atari stock prices rose from the ashes of $0.50/share not
>more than two years ago to settle in and around $4 right now -- an 800%
>increase on average in that period of time. By the same token, THDO's
>stocks have been steadily dropping... and dropping ... and right now sit at
>~$9. A far cry from its IPO.

Atari's stock peaked at over $10 this year, and now is currently at $4 per
share.

>
>: Not realy.. But, the Tramiels make the final decisions. As for their marketing
>: or lack of one, I must of missed it.
>
>Atari okays the final cits of commercials and ads... they do not participate
>in the campaigns themselves other than to fund them. And yes... you miss a
>lot of things, not the least of which are the facts.

Oh, I have the facts, get over it. Atari is batting -600 as far as successful
products go.

>
>: But, you don't know that..The PowerMac 7100 is a 64 bit machine versus a Quadra
>: 630 is a 32 bit one. A Q630 with a PowerPC processor board exceeds the
>: performance of a 7100 in some tests.
>
>There are a lot of variables to deal with. I could just as easily say that
>a 386 SX-20 is faster than a 486 DX-66 if I was comparing a 386 equipped
>with a Viper graphics card to a 486 equipped with a low-end VGA card in
>terms of graphics. Please, don't spout off selected tests designed to show
>superiority in departments which hold no relevance to _real_ tests. Hey,
>the Falcon can clear a TrueColour screen in under one VBI and a high-end PC
>with a fancy video card can't! (See?)

Isn't that what you are doing? I do not own a 3do(I have a 2600, 7800 and 2
lynx's), but what I have seen, their numerous titles have put the Jagflop to
shame. Atari needs to reduce the price of their console to $150 and get them
in Wal-Mart if they want a chance.

>
>: I also question if the Jagflop is a true 64 bit console. I have done the math
>: and the numbers do not add up...
>
>Apparently you've been nodding off in elementary math class. 64-bit data
>path, 64-bit GPU, 64-bit object processor, 32-bit DSP, 16-bit 68000 general
>purpose processor. What part of "DO THE MATH!" didn't you understand?

I have, it's not a 64 bit system. READ above, you said it..

>
>: >
>: >: -Peter
>: >
>: >
>: >--
>: > _____________________________ _________________________________
>: > _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
>: > _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>: >_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
>
>
>: -Peter
>
>
>--
> _____________________________ _________________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

-Peter

5340. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 23:41:28 UTC
From: diehl@nudge.io.org
Message-ID: <3dvhf8$1fi@ionews.io.org>
Source record: 14041
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Evan Kirchhoff (kirchh@cc.umanitoba.ca) wrote:
: Progressive marketing at the sluggish speed that Atari is doing it can't
: possibly work in the videogame industry, where technology goes from "hot"
: to "obsolete" to "dead in a dumpster" in about 2 years (unless it manages
: to sell 50 million or so units, in which case it can extend the "obsolete
: but still selling" phase for another couple of years--eg. SNES, Atari 2600)

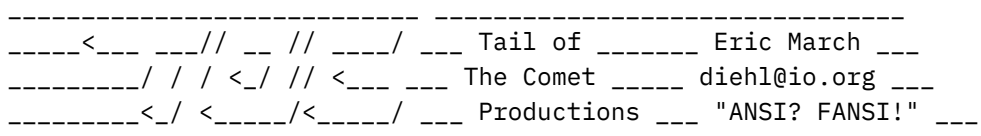
Atari can only work at the pace which their funds allow them. To push
further means to risk losing money, and Atari can not do that, lest they
fold altogether. They have to take it one step at a time right now, and if
that means slowly introducing it into the market, then so be it. So far,
however, it has proven, if not a smashing success, then at least moderately
successful.

: "Test marketing"? For what, 2 years? :) I'm sure Atari is doing the best
: they can with the resources they've got, but that doesn't mean that slowly
: trickling unpromoted Jaguars into various corners of the globe is a
: strategy that has a chance in hell of working (unless a miracle happens,
: like meteors crushing the headquarters of the other 6 competitors).

The test market only lasted for approximately 4-5 months and existed in NEw
York and San Francisco. Once they expanded, the test market was no longer,
and the national rollout began. The Jaguars are being promoted -- check any
video gaming magaine, watch cable television, etc. I've seen Jaguar ads,
mostly on Fox (I rarely watch television, and as the ads are only in the US,
Fox is pretty well the only US station I watch ATM) but they also advertise
on MTV, CNN, CBS, NBC, ABC and a host of other cable US networks.

: --
: Evan Kirchhoff, kirchh@cc.umanitoba.ca

--



5341. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-29 23:44:00 UTC
From: diehl@nudge.io.org
Message-ID: <3dvhk0$1fi@ionews.io.org>
Source record: 14042
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

sinclair@ins.infonet.net wrote:

: Is that what Atari is doing? That would explain the marketing strategy behind
: the 7800, ST, TT, Portfolio, Lynx, ST Portable&NoteBook, ABAq and so on. Oh I
: forgot the Falcon.

You're blind as well as stupid, you know that? Any moron with enough IQ to
be able to dress himself in the morning can plainly see that the marketing
behind the Jaguar is so absolutely markedly different than that which went
behind former products (or didn't go behind certain products as the case may
be) as to be totally unlike Atari: In other words, they're doing it RIGHT,
if not perfectly. But if you expect perfection from any company, then I'm
afraid you'rte on the wrong planet in the wrong solar system. But then,
I''m fairly certain we suspected as much anyway.

: Atari gives a new meaning to progressive marketing. Ha ha ha ha ha...

: Oh, yes I have a clue. Get over it.

: >
: >: -Peter
: >
: >: >
: >: >--
: >: > _____ _____
: >: > _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
: >: > _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
: >: >_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
: >
: >--
: > _____ _____
: > _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
: > _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
: >_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

: -Peter

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5342. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-30 03:08:23 UTC
From: jgillesp@mondrian.CSUFresno.EDU
Message-ID: <D1Lsq0.8EI@zimmer.CSUFresno.EDU>
Source record: 14043
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Sinflop whined:

> These games were not available at all locations. Most of these
> trekled in but not available nationwide.
^^^^^^^ ^^ ^^^ ^^^ ^^^^^^^^^ ^^^^^^^^^^

Sinflop, once again I have been convinced by your superior rhetoric, dazzling sentence structure and exemplary spelling. It is because of your illiterate, ill-informed, weasel-like attempts to defame the Jagaur that I decided to go out and buy one.

Frankly, I've been concerned about Atari's track record, too. I have to say that I've gotten more enjoyment for my money out of this game system than anything else (except maybe for my TV) that I've ever purchased.

In other words, if you've got a bone to pick with Atari, please pick up a dictionary, a thesaurus, and a clue before you sit down to write. If you attacked them solely on Atari's wishy-washy reputation over the last four years, I'd have to agree with you. If you attacked them on their delays in getting quality titles to the shelf, I'd have to agree with you. (However, with 3-4 titles sliding on to the shelves every week now, I'd say that they've bucked this trend...)

Instead, you make up fictional numbers and irrational arguments against a quality piece of hardware that you seem to fear for some reason. No one listens to you; everyone laughs at you. Why don't you spare yourself the embarassment you bring upon yourself every time you spew this kind of nonsense about the net?

I read your messages and I find myself wishing that you'd just shut up...I feel so much pity for you! Every time I see your name in the header, I think of the old adage: "It is better to remain silent and be thought a fool than to speak up and remove all doubt."

What puzzles me is that you own a Macintosh - most Mac owners I know can at least SPELL, for God's sake. Maybe you bought a Mac to compensate for some other, hypothetical inadequacy (impotence, or lack of a brain, perhaps...). How embarassing for the Mac crowd...

Anyway, to the original poster -

The Jag has a questionable future, but is doing well, in spite of Sinflop's ardent wishes to the contrary. I've had my doubts, but I love the system and I love the games so far, and I'm here for the ride. Since you can pick up a used one for under $175 (with tax), I

consider it to be a worthwhile investment. 3D0 is a good machine, too. I hope it succeeds. I, for one, can't afford one. I'm sticking with the Jag. My opinion: It's an awesome machine. Fact: It's a workhorse, at a bargain-basement price, and the games are finally starting to flow for it.

To Peter -

I have no specific quibble against you, but I do feel sorry for anyone who tries so hard to communicate ideas that are so very obviously wrong, and who seems to lack the basic langauge skills necessary to convey those ideas. The Jag is not a perfect machine. Why not start with something simple like that if you want to make a stand against the Jag? Simple subject, verb, predicate noun - it's not that tough...

The last time I heard the phrase "get over it" used more than three times in succession was in a third-grade classroom a few weeks ago. Seems like that is your substitute for a solid platform against the Jag...

JASON

5343. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-30 11:56:51 UTC
From: sinclair@ins.infonet.net
Message-ID: <3e0si3$mfb@insosf1.infonet.net>
Source record: 14045
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <3dvhk0$1fi@ionews.io.org>, diehl@nudge.io.org (Eric March) writes:
>sinclair@ins.infonet.net wrote:
>
>: Is that what Atari is doing? That would explain the marketing strategy behind
>: the 7800, ST, TT, Portfolio, Lynx, ST Portable&NoteBook, ABAq and so on. Oh I
>: forgot the Falcon.
>
>You're blind as well as stupid, you know that? Any moron with enough IQ to
>be able to dress himself in the morning can plainly see that the marketing
>behind the Jaguar is so absolutely markedly different than that which went
>behind former products (or didn't go behind certain products as the case may
>be) as to be totally unlike Atari: In other words, they're doing it RIGHT,
>if not perfectly. But if you expect perfection from any company, then I'm
>afraid you'rte on the wrong planet in the wrong solar system. But then,
>I''m fairly certain we suspected as much anyway.

ATARI HAS NOT CHANGED...AT ALL...GET OVER IT..

Atari's marketing of the Jagflop has been utter shambles. First, the console
lacks adequate distribution. In Iowa, the Jagflop is not available in
Wal_mart, K-Mart, BestBuy, Sears and countless Software Mall stores. Second,
games were very late in the comming. Last minute releases were a day or two
before Christmas at some locations. Third, the price is too high. The Jagflop
needs to be reduce to $150 inorder to have a chance. Make the profits in game
addons. Fourth, Atari's credibility is zero. The firm promised 50 games and the
cdrom unit before Christmas. The end result is that Atari screwed up by
delivering only 16 games and the cdrom unit is no were in sight.

I suggest you take off your blinders and smell the weed...it will do ya
wonders..

>
>: Atari gives a new meaning to progressive marketing. Ha ha ha ha ha...
>
>: Oh, yes I have a clue. Get over it.
>
>
>: >
>: >: -Peter
>: >
>: >: >
>: >: >--
>: >: > _____________________________ _______________________________
>: >: > _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___

```
>: >: > _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>: >: >_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
>: >
>: >--
>: > _____________________________ _________________________________
>: > _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
>: > _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>: >_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
>
>
>: -Peter
>
>
>--
> _____________________________ _________________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

-Peter

5344. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-30 12:12:12 UTC
From: sinclair@ins.infonet.net
Message-ID: <3e0tes$mfb@insosf1.infonet.net>
Source record: 14044
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <D1Lsq0.8EI@zimmer.CSUFresno.EDU>, jgillesp@mondrian.CSUFresno.EDU (Jason Gillespie) writes:
>Sinflop whined:
>
>> These games were not available at all locations. Most of these
>> trekled in but not available nationwide.
> ^^^^^^^ ^^ ^^^ ^^^ ^^^^^^^^^ ^^^^^^^^^^
>
> Sinflop, once again I have been convinced by your superior
>rhetoric, dazzling sentence structure and exemplary spelling. It is
>because of your illiterate, ill-informed, weasel-like attempts to
>defame the Jagaur that I decided to go out and buy one.

It ain't so.. Have a bad day? Well, I suppose I have done a favor for Atari. I might aquire a Jagflop to add to my collections of classics. But will wait for the fire sale. I could conceivably be at Atari's Warehouse when the bankrupsy auction is taking place.
>
> Frankly, I've been concerned about Atari's track record, too. I
>have to say that I've gotten more enjoyment for my money out of this
>game system than anything else (except maybe for my TV) that I've ever
>purchased.
>
The rough water lies ahead for Atari, when the competition heats up to the boiling level.

> In other words, if you've got a bone to pick with Atari, please
>pick up a dictionary, a thesaurus, and a clue before you sit down to
>write. If you attacked them solely on Atari's wishy-washy reputation
>over the last four years, I'd have to agree with you. If you attacked
>them on their delays in getting quality titles to the shelf, I'd have
>to agree with you. (However, with 3-4 titles sliding on to the shelves
>every week now, I'd say that they've bucked this trend...)

Atari's window of opportunity has evaporated. Get over it..

>
> Instead, you make up fictional numbers and irrational arguments
>against a quality piece of hardware that you seem to fear for some
>reason. No one listens to you; everyone laughs at you. Why don't you
>spare yourself the embarassment you bring upon yourself every time you
>spew this kind of nonsense about the net?

This is typical Atari worshipper nonsence. You sound like your chocking up because I have stated the truth with factual information about your precious

Jagflop. If no one listens to me, why are you responding?

>
> I read your messages and I find myself wishing that you'd just
>shut up...I feel so much pity for you! Every time I see your name in
>the header, I think of the old adage: "It is better to remain silent
>and be thought a fool than to speak up and remove all doubt."

Get a hold of yourself. It's only a console. Life continues, get a grip.

>
> What puzzles me is that you own a Macintosh - most Mac owners I
>know can at least SPELL, for God's sake. Maybe you bought a Mac to
>compensate for some other, hypothetical inadequacy (impotence, or lack
>of a brain, perhaps...). How embarassing for the Mac crowd...

Now attack the messenger personaly because the truth is told.
>
> Anyway, to the original poster -
>
> The Jag has a questionable future, but is doing well, in spite of
>Sinflop's ardent wishes to the contrary. I've had my doubts, but I
>love the system and I love the games so far, and I'm here for the
>ride. Since you can pick up a used one for under $175 (with tax), I
>consider it to be a worthwhile investment. 3D0 is a good machine, too.
>I hope it succeeds. I, for one, can't afford one. I'm sticking with
>the Jag. My opinion: It's an awesome machine. Fact: It's a workhorse,
>at a bargain-basement price, and the games are finally starting to
>flow for it.
>
> To Peter -
>
> I have no specific quibble against you, but I do feel sorry for
>anyone who tries so hard to communicate ideas that are so very
>obviously wrong, and who seems to lack the basic langauge skills
>necessary to convey those ideas. The Jag is not a perfect machine. Why
>not start with something simple like that if you want to make a stand
>against the Jag? Simple subject, verb, predicate noun - it's not that
>tough...

It ain't so. A Jagflop is bad und is did an it dead.. I sh
>
> The last time I heard the phrase "get over it" used more than
>three times in succession was in a third-grade classroom a few weeks
>ago. Seems like that is your substitute for a solid platform against
>the Jag...
>

Just get over it.. Your ravings will not save the Jagflop.
> JASON
>

-Peter

5345. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-30 14:04:21 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3e1415$7ah@osiris.wu-wien.ac.at>
Source record: 14046
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

-wien.ac.at>, <3dso39$sqr@ionews.io.org>
Distribution:

Eric March (diehl@r-node.io.org) wrote:
: You'll note that I said that the Jaguar is not *officially* available in the
: UK. It's not officially available here in Canada, either, yet I can go to
: any of a hundred stores and buy one. And advertising in Canada is
: non-existant, too. And that's because *it isn't officially available
: here!*I Why would Atari waste money advertising somewhere where the machine
: isn't officially available? Please, pick up a few pointers on marketing
: before you drool on as though you have a clue.

Well, too bad. The Jaguar is in Germany officialy available, there is a
distribution contract being signed between Pagedown, a German company, and
Atari.
I do not know, how it is in the UK.
My point was to state, how the situation of sold Jaguars is in Austria
and Germany from the point of view of a customer. No more and no less.
Period.

Now, if you think you are the true marketing specialist, continue to
think so (well, of course you again confuse "marketing" with "advertising").
Some people think that if they can fly a flight simulator on a console or
PC, they are fighter pilots :-)).
I would suggest you take some time off your joystick and at least try to
work on yourself, especially on your arrogance and the way you
conduct yourself in course of discussions. Would improve your culture.
Honestly.

Regards,

Alfred

5346. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-30 18:45:04 UTC
From: jgillesp@mondrian.CSUFresno.EDU
Message-ID: <D1n034.My1@zimmer.CSUFresno.EDU>
Source record: 14047
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Sinflop whined:

> This is typical Atari worshipper nonsence. You sound like your
> chocking up.. ^^^^^^^^
^^^^^^^^^^

SIGH...

>It ain't so. A Jagflop is bad und is did an it dead.. I sh

Huh? What a forensic!

I think by now, Sinflop, anyone reading this thread has decided how much weight they should give your arguments. What do you think? Have you convinced them? "Don't buy a Jag because is bad is did an it dead.. I sh." Fantastic rhetoric. My mind boggles.

Sinflop's fantasy: ATARI has failed. They didn't get enough games out soon enough, they have failed in their marketing of the Jaguar (which was never actually a 64-bit system in the first place), and the Jaguar will be a curiosity in a few months. Did I get all that straight?

The reality: ATARI is enjoying moderate success with the Jaguar at this point in time, after a year of slow sales. Games have been slow in coming, and some are real duds. However, Iron Soldier is incredible and is unavailable for any other platform. ID themselves have publicly stated that the Jag version of DOOM is the best version for any platform. Alien vs. Predator has been met with universal praise and has been hailed as one of the first true "next generation games". All this attention has turned the heads of many gamers, and things are finally beginning to improve at Atari. Atari * has * lost a lot of critical lead time due to delays in software and hardware. No doubt about it. It is impossible to say how Atari will fare against the other "next generation" consoles until they arrive - as much as Sinflop would like to prestigitate, he can't even see the facts of today when they are right in front of his nose.

Sinflop, you are so much fun to flame. I think it's apparent to everyone that I am acknowledging both the good and the bad of the Jaguar system. You however, hold your one-sided diatribes against the Jaguar and we only stop long enough to laugh at you. We reply because you are a simpering dolt, and you are an awfully easy mark. I'm flaming now without remorse because SO many people (Atari "fanatics" and many, many other people) have told you how stupid you look and you don't seem to care. Fine, then. You've brought this upon yourself.

JASON

5347. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-30 20:48:17 UTC
From: jostcbhg@w350zrz.zrz.tu-berlin.de
Message-ID: <3e1rmh$j5d@brachio.zrz.TU-Berlin.DE>
Source record: 14048

Rick Nolan <rickn@pointless.gen.nz> writes:

>Thorsten Guenther wrote in a message to All:

>TG> In <3cjolt$2a3@insosf1.infonet.net> sinclair@ins.infonet.net
>TG> wrote :
>>In article <3cibmm$fk8@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark
>TG> Rathwell) writes:
>>He said he had a 130ST. There was such a model available in West Germany at the
>>time as I remember.

>TG> No, there wasn't, for Atari were unable to shrink the OS
>TG> into 192KBytes at first and thus _never_ shipped 680x0
>TG> machines with less than half a meg.

>I owned a 260ST, MC68000,256K Ram,TOS 0.9 on floppy.

TOS 0.9: 200K
Video RAM (640x400 Pixel): 32K
RAM dynamically allocated by OS (GEM, Desktop etc): ~10K
Atari Basic: 190K
---
432 KBytes.

Jost

5348. Re: What about Atari?

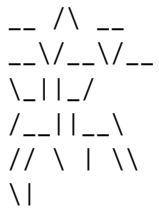
Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-31 05:40:33 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3e2qsh$150@darkstar.UCSC.EDU>
Source record: 14049
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3e0si3$mfb@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>ATARI HAS NOT CHANGED...AT ALL...GET OVER IT..

>I suggest you take off your blinders and smell the weed...it will do ya
>wonders..

One overused phrase and a reference to peter smoking pot. Well, that's his
contribution for the day. Thanks, pete, we know you can't be creative. Maybe
if you STOPPED smelling the weed you'd realize a few things.

~Chris
--


5349. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-31 05:47:01 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3e2r8l$16s@darkstar.UCSC.EDU>
Source record: 14050
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In <3e0tes$mfb@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>It ain't so.. Have a bad day? Well, I suppose I have done a favor for Atari.

What favor? By showing that detractors of the Jag are whiny, brainless fools?

>I might aquire a Jagflop to add to my collections of classics. But will wait
>for the fire sale. I could conceivably be at Atari's Warehouse when the
>bankrupsy auction is taking place.

Yeah, if you live that long... It's gonna be a long time before ATari goes under. I bet Apple goes first.

>The rough water lies ahead for Atari, when the competition heats up to the
>boiling level.

Ooh, a poor analogy. Here's a hint: ROugh water is in the ocean. Oceans don't boil. If the competition is boiling, then Atari must be "cool" :)

>Atari's window of opportunity has evaporated. Get over it..

A window has evaporated? Must be another water reference... ANoyther clue: Windows are made of glass.

>This is typical Atari worshipper nonsence. You sound like your chocking up
>because I have stated the truth with factual information about your precious
>Jagflop. If no one listens to me, why are you responding?

You started with precious information about his your penis? I don't think he has your penis, petey... But then again, it doesn't seem like you do either. Oh, where's your facts? You haven't posted a single fact except your name in a long time...

>Get a hold of yourself. It's only a console. Life continues, get a grip.

And here he echoes what everyone else is telling him.

>Now attack the messenger personaly because the truth is told.

No, they attack you because you say nothing truthful at all.

>It ain't so. A Jagflop is bad und is did an it dead.. I sh

Incoherency is worth much in these parts, let me tell you. Still, this line is the most intelligent thing petey says in this post.

>Just get over it.. Your ravings will not save the Jagflop.

And get over it again. Sigh... FInal analysis of Petey's intelligence level: What intelligence level?

~Chris

>-Peter

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5350. Re: What about Atari?

Newsgroup: comp.sys.atari.advocacy
Date: 1994-12-31 19:06:13 UTC
From: martin@llanelli.demon.co.uk
Message-ID: <1994Dec31.190613.720@llanelli.demon.co.uk>
Source record: 14053
Cross-posted to: comp.sys.atari.advocacy,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: It must have ... especially since there never was an Atari 130ST
: computer. You're thinking of Atari's 130XE machine, which was and 8-bit
: machine that was heads and tails above the Commodore 64. The ST was a
: seperate line of computers that utilized the 68000 series microprocessor.

The March 1985 issue of Personal Computer World has an article devoted to
the then new Atari machines including the, you guessed it, 130ST.

Martin.
--
Martin Thomas | Internet: martin@llanelli.demon.co.uk | Merry Xmas & a
+44-(0)554-770546 | CompuServe: 70374,332 | Happy GNU Year!